

# derideal;

Roleplaying game 1<sup>na</sup> ed



Basic Ruleset book  
English Edition

[www.derideal.net](http://www.derideal.net)

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## Derideal RPG First edition

### Description

The system uses up to two 10-face dices. It's been thought as a percent system, in which each dice represents units and tens of a 100%. Every abilities and actions checks are realized using these dices.

The idea behind this system it's to be simple and fast to calculate, with less numeric values to remember.

## General System

### General Rules

Every character has a 10% base to perform every Attribute and recent acquired ability (this means, the character has at least one square filled on the character sheet).

Every extra square spent on Attributes or abilities gives a 5% extra chance; this generally applies to any other upgradable skill, but there can be exceptions.

Knowledge	Value
[20]	10 15 20 25 30 35 40 45 50 55 60
Strength	
Agility	

Abilities	[10]	Value
		10 15 20 25 30

Example of an attribute and Ability section on the character sheet

Strength and that ability possess a 15% and 10% of success chance respectively.

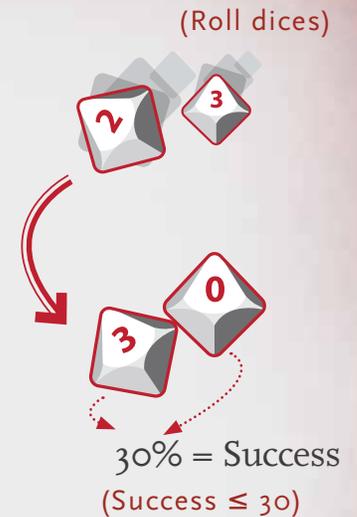
## Example 1

### Attribute Use

Let's suppose that a character with a 30% strength score tries to lift a heavy object.

The corresponding steps to carry out this action would be:

1. Roll two ten-face dices, each being the numerator and the other the denominator.
2. Check the results, the number on the dices correspond to the % obtained
3. If the result is less or equal to the 30% chance the character has, the character has successfully performed the action.



### Player- attacks:



### Enemy-dodges:



**Results:** Player fails at hitting the target

## Example 2

### Combat - Method 1

There's a character with a 50% of chance to hit an enemy

1. Roll two ten-face dices, one being the numerator and the other the denominator
2. Check the results; this corresponds to the % obtained
3. If the result is less or equal to 50%, the character has performed the action successfully
4. The enemy character can try to dodge the attack using his Agility score (in this case 30%), this will finally determine if the hit causes damage or not.

## Example 3

### Combat - Method 2

Let's suppose we have a character with **50%** chance to hit an enemy, which has a **60%** Agility score, which is the same of chance to dodge the attack.

1. The character's chance to hit it's **subtracted** from the **Dodge chance** of the enemy.
2. The success % chance of hitting the target would be **10%**, this means that the enemy needs to obtain equal or less than **10%** to successfully dodge the attack; or that the character needs to perform a roll dice which results be equal or less than **10%** (or the inverse, equal or more than **90%**)

Enemy:



Player:



## Example 4

### Ability use

Imagine we have a character with the "Assault" ability improved with **3 filled squares** on the character sheet (20% chance of success)

1. The player roll the dices
2. If the obtained result is **equal or less than 20%** the character will **successfully** perform the special attack to his enemy.

Jugador:



## Full Playing Example

### Combat

The PC has a **30%** chance to hit using firearms and performs an attack against an enemy that has **50%** of agility score, but that's using a heavy armor (heavy armors add % of damage absorption but usually subtract agility points). In this case the armor has a **50%** chance of total damage resistance with a **-20% agility penalty**, this means that the enemy will try to dodge the attack with a **30% of success chance**.

Player:



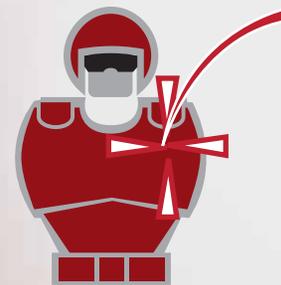
Enemy:

to Dodge 20%



Armor:

(50% Damage soaking)



## Results

### Combat

The results of this combat action, despite the fact the character **hits** the enemy and the enemy **fails** at dodge it, **the heavy armor absorbs** the total amount of the damage dealt by the character.

## Chapter II



Attributes

## Attributes

In the Derideal RPG every basic attribute of the character are handled following a simple box or square system, in which *the first filled square is always 10%*, and *the following filled squares adds a 5% extra chance to the attribute.*

Attributes are used in every occasion that requires performing any basic action, likes strength tests, agility, intelligence and even willpower.

Attributes are used in every occasion that requires performing any basic action, likes strength tests, agility, intelligence and even willpower.

The character attributes can e improved through the game spending experience points.

Every attribute has it's first square automatically filled, because every character has at least a minimum chance to perform one of these basic actions.

### Choosing Attributes for the first time:

When creating a character you have **20** points to spend and share between these 8 Attributes:

1. Strength
2. Agility
3. Health
4. Charisma
5. Intelligence
6. Instinct
7. Awareness
8. Willpower

Knowledge	Value
[20]	10 15 20 25 30 35 40 45 50 55 60
Strength	
Agility	
Health	
Charisma	
Intelligence	
Instinct	
Awareness	
Willpower	

Attributes on the character sheet

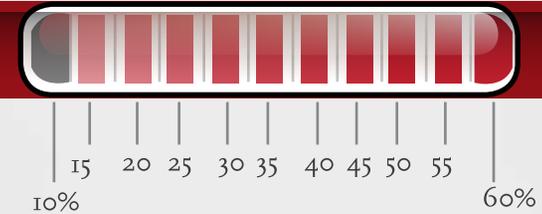
#### Important:

Improve an attribute cost twice the quantity of filled squares in terms of experience points.

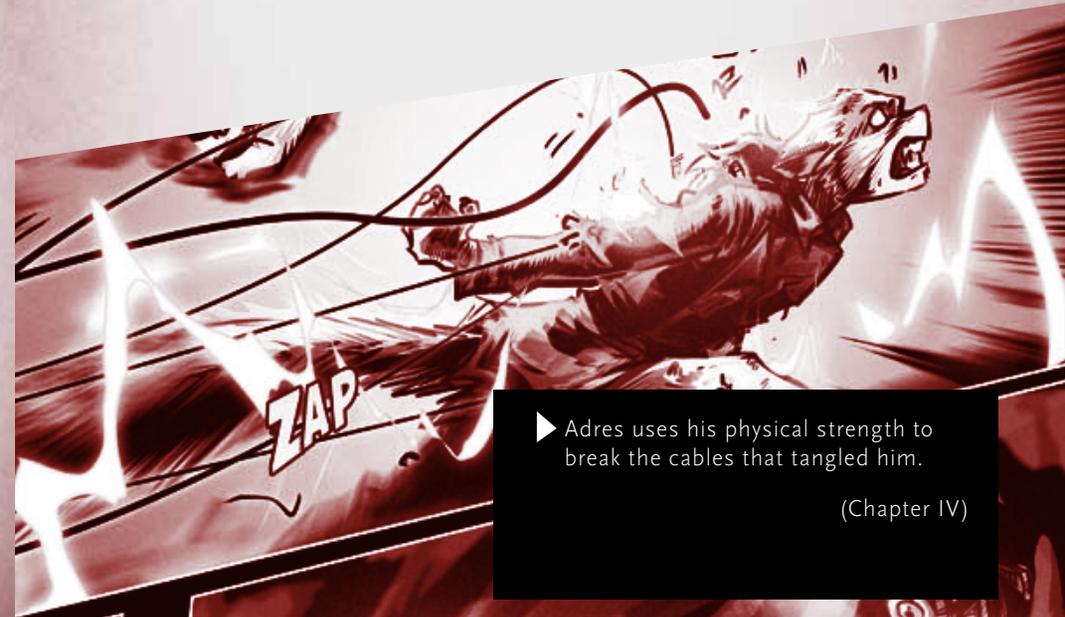
## Strength

Represents the character's physical strength, his muscles, therefore this attribute is used on every physical strength checks.

Strength Attribute



Like every Attribute, the first square is automatic, considering that 10% chance of success corresponds to a weak character.



► Adres uses his physical strength to break the cables that tangled him.

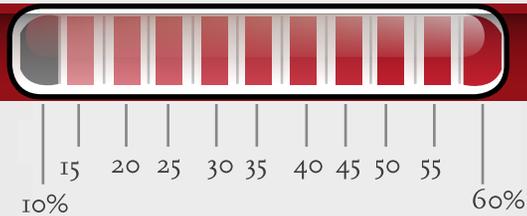
(Chapter IV)

## Agility

Represents the coordination, quickness and reflex of the character, it's used on every check related to acrobatics and dexterity tests. It also implies the character's natural defense against impacts.

[The agility punctuation is the character's innate ability to **dodge attacks**]

### Agility Attribute



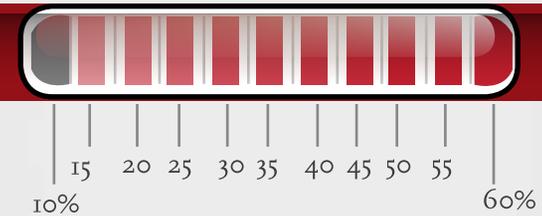
Like every attribute, the first square is automatic, considering that 10% of success chance corresponds to a slow and clumsy character.

## Salud

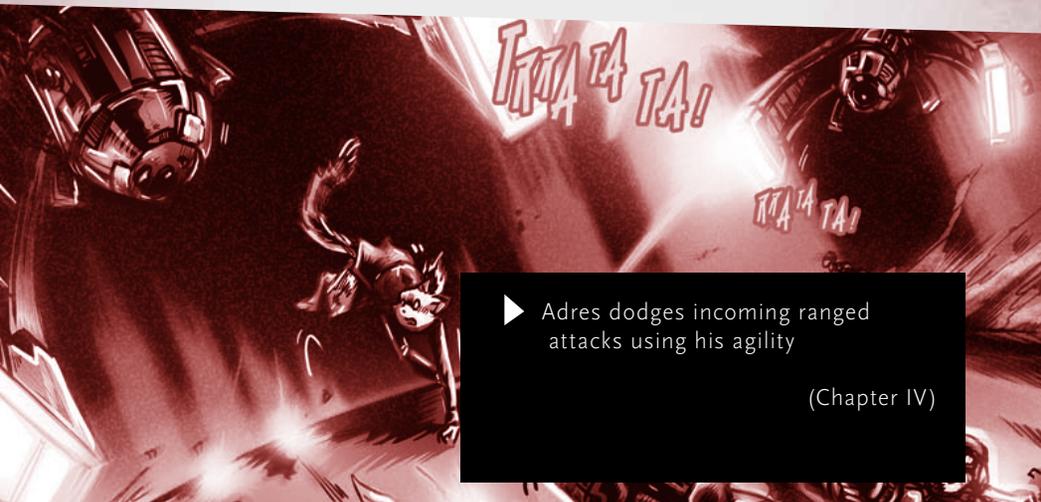
Represents the health status and physical condition of the character, his resistance to diseases, poison and other traumatic shocks.

[Every **two points** spent on Health, the character **gains an extra life point**]

### Health Attribute

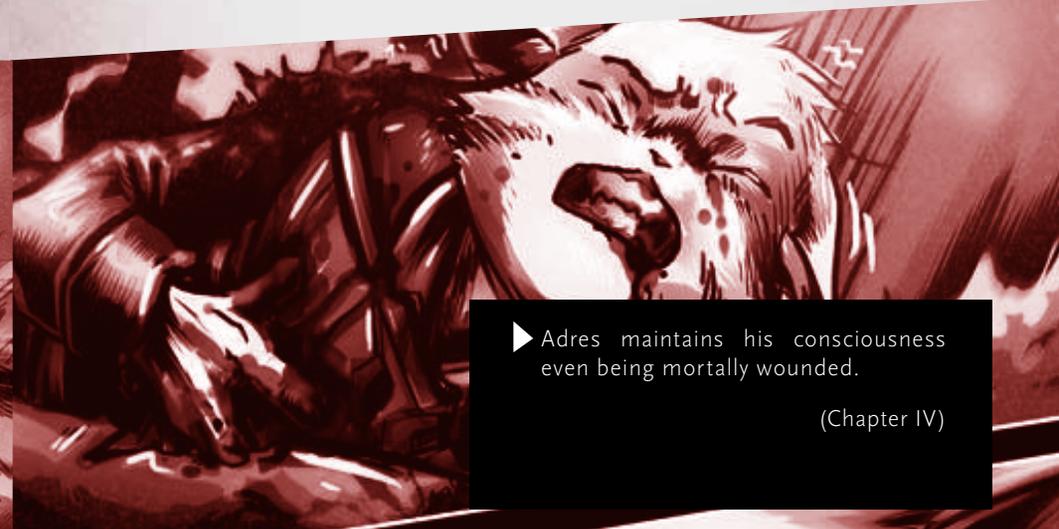


Like every attribute, the first square is automatic, considering that 10% of success chance corresponds to a character with a fragile constitution.



▶ Adres dodges incoming ranged attacks using his agility

(Chapter IV)



▶ Adres maintains his consciousness even being mortally wounded.

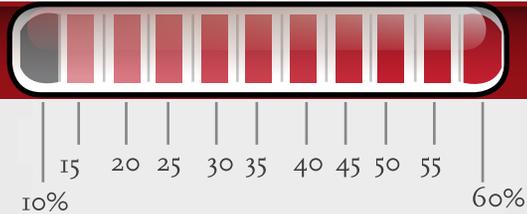
(Chapter IV)

## Charisma

Represents the character's talking skill, empathy and charm. This ability applies when the character is trying to persuade or convince other characters.

Another way to understand charisma is thinking on how charming the character's personality is.

### Charisma Attribute

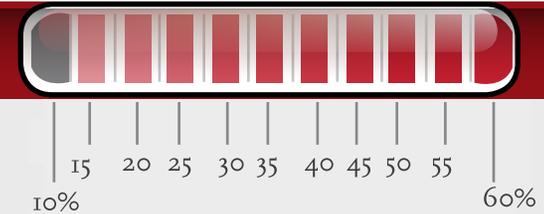


Like every attribute, the first square is automatic, considering that 10% of success chance corresponds to a shy or an unfriendly character.

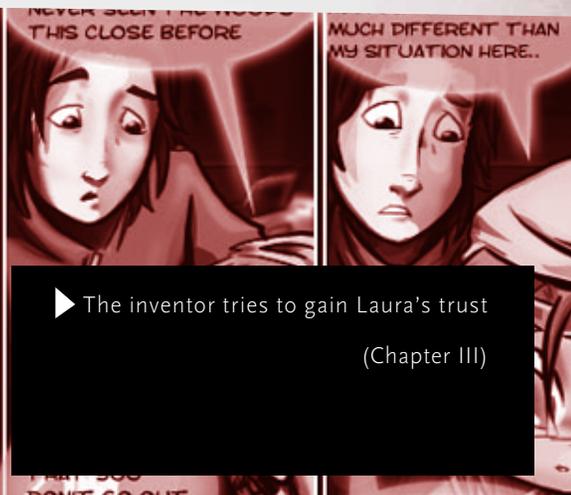
## Intelligence

Represents the character's deduction power, memory and other cognitive capacities, it's used to solve problems, and also to learn about new or complex things, also useful to come up with complex strategies.

### Intelligence Attribute



Like every attribute, the first square is automatic, considering that 10% of success chance corresponds to a dumb character.



▶ The inventor tries to gain Laura's trust  
(Chapter III)



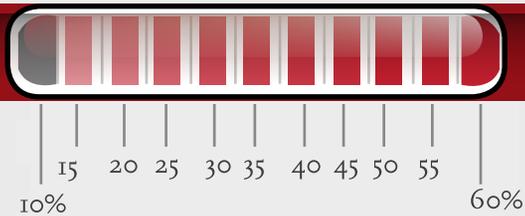
▶ A scientific research like the ones that the medic Carlos Ganong performs requires intelligence.  
(Chapter III)

## Instinct

The character innate capacity to perceive things that escapes his reason, the natural connection of the character with his surroundings, it's very useful to detect lies and deceives. It might also be useful to find the right way out any situation, is a very versatile ability.

It also represents the degree that the character is connected and understands feelings.

### Instinct Attribute



Like every attribute, the first square is automatic, considering that 10% of success chance corresponds to a character that trust more in logic.

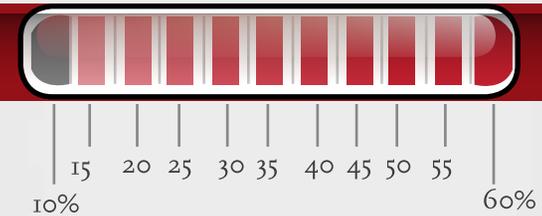
## Willpower

La Will power determines how resistant a character is to manipulation, tortures or super-human effort. Is an important attribute to resist psychological shocks, being crucially

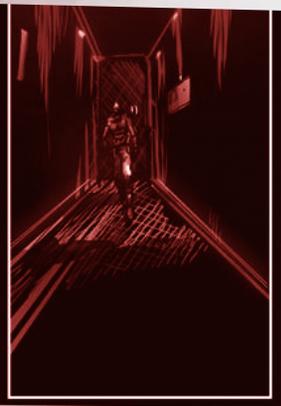
important against madness or conscious changes of reality.

**Willpower may prevent that your character lose sanity**

### Willpower Attribute

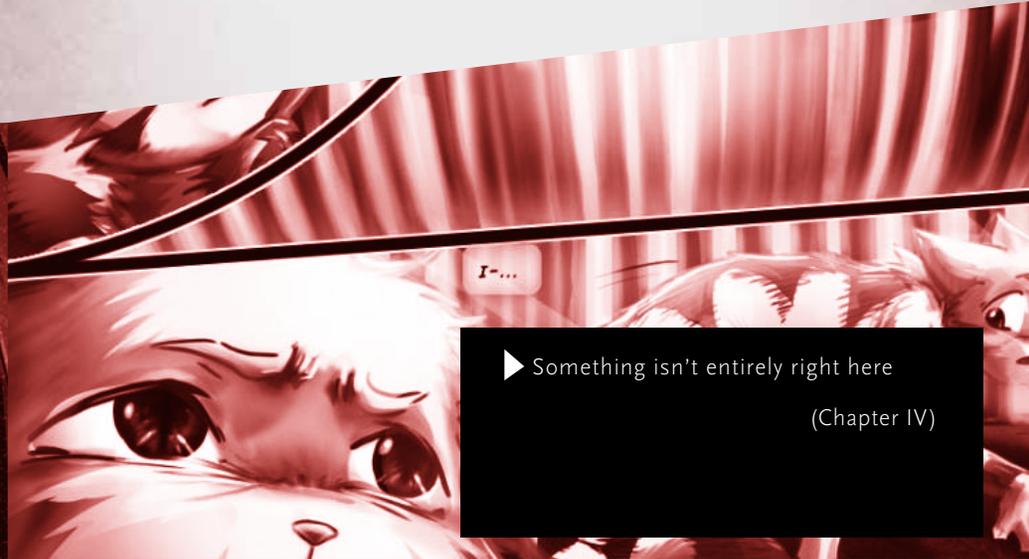


Like every attribute, the first square is automatic, considering that 10% of success chance corresponds to a fragile minded character that may easily lose his mind.



► Something is telling Jaime Alfil that maybe his friend was in danger.

(Chapter IV)



► Something isn't entirely right here

(Chapter IV)

## Life points

Life points are the quantity of damage a character can handle before faint or die.

The Health Attribute gives an extra life point for each two points spent.

Additional life points can be acquired spending experience points on the health attribute.

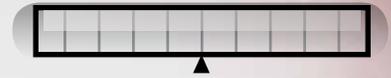
Each character posses

**10** base life points.



## Sanity

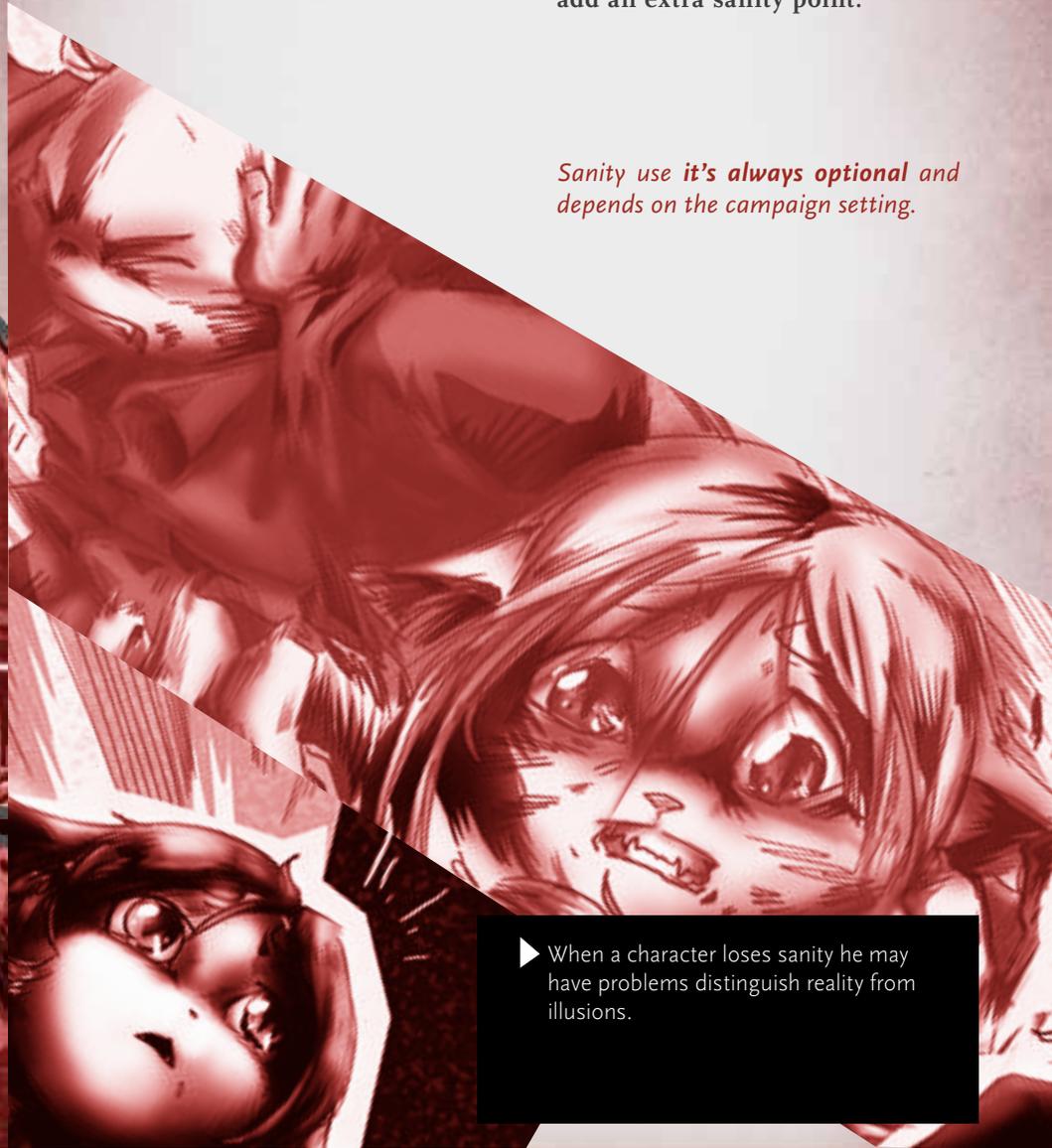
There are ways in which a character mind can be damaged, stressful events, tortures or similar. This works similarly to Life points.



**10** base sanity points

Each point spend on Willpower add an extra sanity point.

*Sanity use **it's** always optional and depends on the campaign setting.*



▶ When a character loses sanity he may have problems distinguish reality from illusions.

## Chapter III



Knowledge and skills



## Chapter IV



Combat



## Chapter V



INFORMATION  
PROJECT, AND I  
AND ANY OF IT,  
PURPOSE OF THIS  
CT?

IT! THERE'S  
HING ELSE, SOME  
LOG RECORDS

WELL WHAT ARE YOU  
WAITING FOR?  
PLAY THE VIDEOS!

Character's Professions

# Technology Expert

The technology expert is an engineer specialist on electronics and computation, focused on using his skills for combat or support, he's also a skilled mechanic when it comes to assemble weapons, robots and other high technology devices.

Special abilities have 11 squares; this means 10% to 60% of success chance.



## Profession Abilities:

- **Technology Expert:**

Add 5% bonus to any dice check of technology domain, it also adds a 5% bonus of chance to accomplish to nearby companions.

- **Computer Hack:**

Allows the tech Expert to hack a complex computer, and also adds 5% bonus to any use of the *Software/Programming Knowledge*

Every square on this ability add a 5% chance to successfully hack a computer or security system.

## Profession Knowledges:

- **Hardware / Electronics**
- **Software / Programming**

- **A.I Hack:**

The tech expert has developed software and algorithms that allows him to infiltrate the complex programming of Artificial Intelligences.

Adds 5% chance to successfully hack an artificial intelligence.

- **Technology Upgrade:**

This ability allows the tech expert to attempt to upgrade and Improve his or others equipment, this includes weapons, armors, vehicles, etc.

Every square on this ability add a 5% chance to successfully improve something

- **Mechanics/Electronics:**

Add bonus chance to any roll dice check related to constructing robots, installing turrets or AI; add the bonus to the Hardware knowledge

Every square Adds a 5% extra

- **Disable Defenses:**

This ability allows the Tech expert to disable any defenses installed on a technological object during 1d10 turns.

Every square on this ability add a 5% chance to successfully disable defenses

## During Character Creation

You have 10 points to share between these profession skills.



# Soldier

There is no much else to say: a combat expert, the most successful progression to fight at every level.

Special abilities have 11 squares; this means **10% to 60%** of success chance.



## Profession Abilities:

- **Soldier:**

Add **5%** bonus using any weapon when trying to hit a target

- **Assault:**

The Soldier can attempt to perform an special attack when entering on combat.

### Using ranged weapons:

**5%** chance to perform an attack that will hit every enemy on his weapon's range

### Using Melee Weapons:

**5%** chance to hit two times an enemy.

Every square on this ability **add a 5% chance** to successfully perform this special attack

## Profession Knowledge:

- **Strategy**

- **Aim:**

A shoot or attack executed with maximum precision, this skill takes two turns, first turn the character takes aim, and the second turn executes the attack. Adds bonuses when hitting a target, it also makes the weapon damages 2 extra points of damage

Every square on this ability **add a 5% chance** to successfully perform the attack

- **Flurry:**

With flurry attack the character can continuously discharge his weapon ammunition over a target, hitting during several turns until ammunition runs out. If using melee weapons the character instead is able to perform a combo attack, getting to perform 3 attacks in one turn.

Extra squares **adds 5%** chance to maintain the attack each turn.

- **Power Attack:**

*(Only melee weapons)*

Using melee weapons the character is able to perform an attack that damages triples the damage of his weapon, and if the enemy has low health it might kill it instantly or maim him; regardless this attack implies a considerably accuracy lost, the soldier can't use any combat bonuses when trying to hit the target, using his power attack score instead.

Every square on this ability **add a 5% chance** to successfully perform this special attack

- **Heroe:**

Gives a chance to survive a mortal blow and continue fighting, regenerating health to 1 life point.

Every square on this ability **add a 5% chance** to successfully resist death.

## During Character Creation

You have **10** points to share between these profession skills.



# Infiltrator

The infiltrator is a highly trained individual on the stealth and information theft arts. Despite the fact the Infiltrator isn't a combat expert, he possesses lots of dirty tricks that compensate this.

Special abilities have 11 squares; this means **10% to 60%** of success chance.



## Profession Abilities:

- **Infiltrator:**

Adds 5% bonus to any infiltration task.

It **also adds 1 point of extra damage** when performing a furtive attack.

- **Bypass computer security:**

Even the fact the Infiltrator isn't an expert, he has been trained to bypass computer security to obtain information, open doors or deactivate cameras.

Every square adds 5% extra chance to successfully use this ability

- **Bypass mechanic security:**

The infiltrator has been trained to destroy or manipulate the integrity of mechanical security devices, being simple or complex. It's a useful skill to force locks open.

Every square on this ability add a 5% **chance** to successfully use this ability

## Profession Knowledge:

- **General Security**

- **Sneak Attack**

The infiltrator is capable to perform a sneak attack that does an additional damage if he caught an enemy off guard.

**Special:** this skill adds 1 damage point per filled square on this skill.

- **Stealth:**

Chance to successfully being hide during 10 turns, an attack cancel the stealth.

It also represents the % chance to perform an action without being noticed.

Every square on this ability **add a 5% chance** to successfully use this ability

## During Character Creation

You have **10** points to share between these profession skills.



# Medic

The medic isn't a good fighter, but he's been involved on a situation where his unique defense is his medical and scientific knowledge's.

The medic is the best support profession on the group.

Special abilities have 11 squares; this means 10% to 60% of success chance.



## Profession Abilities:

- **Medic:**

Add a 5% bonus to any first aid check, it also add this bonus to near-by companions.

- **Regenerate/Revive:**

The medic is capable to regenerate half of his companion's life points to a dying or unconscious character.

Every square on this ability add a 5% chance to successfully use this ability

- **Critical Hit**

The medic has a chance to make a critical hit against an enemy. this attack doubles the damage.

Every square on this ability add a 5% chance to successfully use this ability

## Professional Knowledge:

- **Science**
- **First Aid**

## Pharmacological Cocktail

The medic can inject to himself or a companion with a powerful formula that gives additional immunity and physical strength during 1d10 turns.

### Effects:

50% chance to absorb damage, additional chance respect the armor

Extra speed to a character, is able to perform 2 actions in one turn

-10% Bonus Strength

Every square on this ability add a 5% chance to successfully use this ability

- **Incapacitate:**

The doctor is capable to make a crippling blow that leaves the enemy sore during the combat, giving the enemy penalties.

This penalization is accumulative.

### Effects:

The doctor can choose which attribute to reduce in a -10%.

Every square on this ability add a 5% chance to successfully use this ability

## During Character Creation

You have 10 points to share between these profession skills.



## Chapter VI



Character Backgrounds

## Backgrounds

Every character can choose a background, it might be automatically given by the game director depending of the nature of the story, but there exist other more simple, which can be chosen by the player, backgrounds can only one, but occasionally can be two: one automatically given by the director and other voluntary chosen.

*Backgrounds give benefits to players, be items or even function like small passive abilities that trigger themselves if the right time comes.*

A player can choose to have an voluntary background or not to; it's not obligatory to choose one, their only purpose it's to give a bit more of complexity to a character, because backgrounds most of the time implies strong personality traits or represent some aspect of the character's past.

## Special Backgrounds:

These are the ones also called "Automatic", these are given by the Game Director depending of the character story or if the campaign requires it.

Special Backgrounds are directly extracted from the *Derideal Webcomic*, and consider the character belonging into an established world organization that's officially involved in the comic story.

**There are 3 special, story-related backgrounds:**

1. Technological Consortium
2. Survival Function
3. Special Operation Division

## Technological Consortium

The Character is part of this organization, at least since a few months. The Technological Consortium not just hires Scientist, every kind of professionals are useful for them, a Player with this faction can choose one of these benefits:

### **Consortium Contacts:**

You'll never know when they'll be useful.

### **Access to Consortium Terminals**

*User ID with moderate clearance access:*

Sometimes you may need additional information, or maybe access certain building; your credential may come in handy.

### **Access to restricted Weaponry**

*Technology and ammunitions:*

It may be better option to buy weapons directly from the Consortium; they have every type of weapon and ammunition in their catalogs.



*(More info about this faction on the World Annex).*



## Survival Function

Strictly speaking, the character is part of the police force, he or she has to answer to the Nexus and sometimes to the Consortium, but despite his duties, the player can choose one of these benefits:

### Rank:

A privileged position in the Survival function may be really useful, it also may inspire additional respect from the citizens.

### Use of Survival

#### Function equipment and installations:

Let's say you can walk in and out from a Survival Function quarters like if it were your home, this means total access to their databases, equipment and you most certainly know everyone that works in your station, in fact even the lady that serves the coffee has always one in reserve just for you.

### Patrolman:

You know the city like the palm of your own hand, you can find better and quicker shortcuts, know the streets and alleys, and more than one person in the city owns you a favor.

## S.O.D.

### Special Operation Division

You are the best of the bests, a killer or a expert shooter, your character is part of an elite unit.  
*(Additional information can be found on the World Annex).*

Your character has just applied to become part of the force, and already enjoys one of these benefits:

### S.O.D. Uniform

You are the proud owner of one of those multipurpose S.O.D. suits, which has several benefits respect a normal armor.

### S.O.D. Heavy Gun:

A special gun that can be only possessed by a S.O.D. Operative, it uses a special type of ammunition. It can also be upgraded

### S.O.D.

Get critical hits getting 80 attack dice roll.



## Voluntary Backgrounds

The player can freely choose these backgrounds, but only ONE of background can be chosen at once.

### Survivor:

The character is a born survivor; he managed to survive a big tragedy in his life, which has given him certain fame among his colleagues.

+10% chance to survive any situation that implies a certain death

Regardless, the dramatic events on his life leaved a permanent scar in his mind

-10% less of will power penalty on any will power check.

### Leader:

Know how to direct his companions, a natural leader.

5% bonus to attack to nearby allies.

### Salesman:

The character knows how to sell stuff, also how to buy, he knows how the economy works, and probably ran a store in the past.

50% chance to convince a shopkeeper to get a discount on any store. But if it fails the seller might mark up the prices.

### Psychic:

The character has a special link with forces beyond his comprehension, he doesn't know why, but sometimes he just knows what's going to happen, regardless he always had a fragile constitution.

10% chance to get a vision, a revelation whenever the director decides it's opportune.

-10% penalty to the health attribute

### Deranged:

The character isn't mentally stable, but his particular way to see the world allows him to see things that others can't.

+10% chance to discover secret objects, paths or entrances, information's or conspiracies when the director considers it opportune.

-3 Sanity Base



# Character Sheet

Der Xeno RPG 1.3 Ed.

■ Datos básicos del personaje.

■ Player Attributes  
20 squares to fill when first creating character

● Brief description and biography of character

■ Espacio para anotar características o atributos especiales de la armadura.

● Armor data; armor information is registered here

● Helmet data is registered here

● Specific knowledge ,10 squares to fill when first creating character

■ General knowledge ,05 squares to fill when first creating character

● Combat knowledge, 10 squares to fill when creating a character.

■ Profession Abilities, 10 squares to fill when first creating a character.

● Sanity point-bar, used only if the campaign requires it.

■ This space is used to register life the character life points

● Space to fill weapon data

● Corporal diagram, to be used to register wounds and other important stuff.

■ Space used to write down the character item inventory, Also has a space to write down money or something on belt.

	Normal Increase Cost	Profession increase cost	Non-profession increase cost
Attributes	1xp * actual squares	1xp * actual squares	Twice
General Knowledge	1xp * actual squares	1xp * actual squares	Twice
Abilities		1xp * actual squares	
Combat	1xp * actual squares		
Specific Knowledge		1xp * actual squares	Twice

\*Full Character Sheet at the end of the book

## Chapter VII

PROJECT  
**PRIME**  
Character Expansion



## Project Prime Expansion

The roleplaying game has been updated to represent better the expander universe of *Derideal*, being possible now to play as anthropomorphic characters, genetic experiments conducted by the Technological Consortium..

### About the Project Prime Universe

A totally new story for the *Derideal's world*.

This story takes place years after the original *Derideal* story, we can say it's a possible future where the Technological Consortium continued with its research and the Project Prime experiments were successful and has given its final products.

The project Prime creatures are animals genetically designed by the Consortium to be versatile units.

Many years have passed since the original experiment, and now the first, second and third stage of the project are complete, the experiment now being considered a total success.

There are several versions of the Project Prime creatures, each one with different and unique traits that makes them ideal to fulfill specific tasks.



All of the new generation creatures were obtained from the original “beta” prototype, so we now have 3 generations or series: **Beta1, Beta2 and Beta3**.

Now with their advanced knowledge on the genetic field, and due the success of the first experiment, the Consortium has developed new genetically designed creatures, each one belonging to different projects and mayor differences: the **Custus, Exiguus y Dextra**.

### Special Player Races

In the Project Prime universe humans are used these genetically engineered creatures, and it's pretty common that humans utilize them as workers to supply and replace the humans on the most tiresome or lower sighted tasks, since humans need to attend to more important matters.

Besides this, this creatures are an integral part of the comic story and more animals have been created to

give more variety to the game, also a new world setting designed for this world, which will released later on.

### The Consortium Importance

The only providers of these kind of creatures it's the Consortium, they have the equipment and the qualified personnel to design, develop and finally grow and train these kind of creatures, for this reason all of the Project Prime derived creatures are practically unable to disobey a human order, or even dare to attack Consortium workers, this because his mind has been conditioned since first designed to obey the human command.



## Project Prime: Beta 01

The Project Prime beta 1, are anthropomorphic cats developed to execute service task, they are the product of the first stages of the project, and the Consortium conditioning was originally perfected with these creatures, due of this fact the beta 1 are mentally unstable, his will power is low and they tend to obey command almost without thinking.

### Recommended for:

Any profession

### Weak Attribute:

Charisma

### Main Strength:

Physical and Immunological resistance

### Attitude:

Introverted, shy



Beta 01 Prime are the imperfect brothers of the posterior versions

## Advantages:

### Extra health:

+30% chance to resist diseases and poisons.

*These % are added to their normal health attribute checks*

### Poison Immunity:

The Beta 1 if is poisoned can't die.

*But he might still suffer the poison negative effects for a short run.*

### Die Hard:

30% of chance to resist a mortal blow and survive.

*it applies every time the character gets hit that may kill him, doesn't matter if these happens several times*

### Extra Constitution:

10% bonus to their health attribute, and 10 extra life points.

### Night vision:

Can see well during the night.

*It applies as long there's light exist in the place, it needs a minimum of light.*

## Disadvantages:

### Shy:

-10% less on Charisma attribute

*Se resta al atributo en la hoja de personaje.*

### Perfect Conditioning:

The beta 1 unit doesn't possess the will power to resist a human command; but he may still try to resist the command, but if successful **he may enter in a shock state, faint or even loss sanity.**

### Mentally unstable:

This kind of character is susceptible to lost his mind.

*The game director can decide when to apply sanity checks to the character during stressful events.*

## Project Prime: Beta 02

The Soldier; the logical improvement from the beta 1, designed to be an assault unit, with moderate resistance and faster reflexes.

Mentally stable because of the perfection of the Consortium conditioning, allowing him more autonomy.

**Recommended for:**  
Soldier

**Weak Attribute:**  
None

**Main Strength:**  
Regeneration

**Attitude:**  
Proud and bossy



The Beta 2 are resistant and fearsome, they have most of Adres advantages.

## Advantages

**Improved Strength:**  
+10% bonus strength

**Improved Agility:**  
+10% bonus agility

**Regeneration:**  
Regenerates **one** life point per turn

**Combat training:**  
+10% extra on every soldier abilities.

**Claws:**  
+20% bonus on melee martial combat (no weapons)

## Disadvantages

**Conditioning:**  
The Prime unit is under the Consortium Conditioning, but he may try to resist a direct command using his willpower attribute.

*If the character tries to resist the conditioning lose a turn.*

**Warrior:**  
The beta 2 can be only a Soldier; they have been designed to die in combat.  
*Beta 2 players can't choose any other profession..*

## Project Prime: Beta 03

Hunters, principally females, designed to be a more agile alternative to the beta 2; adequate for furtive assassination.

Were designed from the beta 2 creatures.

**Recommended for:**  
Infiltrator

**Weak Attribute:**  
Health

**Main Strength:**  
Light and agile

**Attitude:**  
Proud and strict..



Beta 3 creatures are more agile and flexible than a Beta2, at the cost of their physical strength.

## Advantages

**Improved Reflexes:**  
+10% bonus Agility

**Hunter:**  
+10% Ranged Combat

**Awareness:**  
+10% bonus Awareness

**Improved Night vision:**  
Can see even on total darkness.  
*With or without light sources.*

## Disadvantages

**Fragile:**  
-20% health attribute  
*They are more delicate due their lightness*

**Weak:**  
-10% strength attribute  
*They are more delicate due their lightness*

**Conditioning:**  
The Prime unit is under the Consortium Conditioning, but he may try to resist a direct command using his willpower attribute.  
*If the character tries to resist the conditioning lose a turn.*

## Project Custus: Beta 01

**P**roject Custus are canines, principally dogs with high muscular power, their sole purpose is to become guards and take part of general security..

**Recommended for:**  
Soldier

**Weak Attribute:**  
Intelligence

**Main Strength:**  
Strength

**Attitude:**  
Loyal and respectful



Custus are strong and loyal, they usually become bodyguards or security guards.

## Advantages

**Improved Strength:**  
+20% bonus strength

**Improved Constitution:**  
+10% bonus health

**Extra Ability -  
Hidden Strength:**

Once a day the Custus can unleash all of his physical and mental strength to carry out any task:

- Gains full life points
- All abilities get 90% success chance

Last **1d10** turns.

*The Custus can't be stopped or fell dead during the effect of this ability, even if his life points become negative.*

## Disadvantages

**Not so bright:**  
-20% Less of Intelligence

**Obedient:**  
-10% to any willpower check, the Cusus has problems when trying to resist the Consortium conditioning.

**Clumsy hands:**  
Custus hands are bigger and less adequate to manipulate complex objects.

*This is under the Director criteria, being able to decide which object the Custus can or not utilize.*

**Conditioning:**  
The Prime unit is under the Consortium Conditioning, but he may try to resist a direct command using his willpower attribute.

*If the character tries to resist the conditioning lose a turn.*

## Project Custus: Gamma

Custus Gamma is one of the few Consortium contributions destined to the civil society, created to be harmless creatures and be friendly toward humans; they are developed by request to be family pets.

They share most of the Prime beta 01 characteristics.

**Recommended for:**  
Any Profession

**Weak Attribute:**  
Willpower

**Main Strength:**  
Physical and Immunological resistance

**Attitude:**  
Friendly and trustworthy



Custus gamma are an stable mix between a prime beta 1 and a custus

## Advantages

### Extra health:

+30% chance to resist diseases and poisons.

*These % are added to their normal health attribute checks*

### Poison Immunity:

The Beta 1 if is poisoned can't die.

*But he might still suffer the poison negative effects for a short run.*

### Die Hard:

30% of chance to resist a mortal blow and survive.

*it applies every time the character gets hit that may kill him, doesn't matter if these happens several times*

### Extra Constitution:

10% bonus to their health attribute, and 10 extra life points.

## Disadvantages

### Conditioning:

The Prime unit is under the Consortium Conditioning, but he may try to resist a direct command using his willpower attribute.

*If the character tries to resist the conditioning lose a turn.*

### Mentally unstable:

This kind of character is susceptible to lost his mind.

*The game director can decide when to apply sanity checks to the character during stressful events.*

## Project Exiguus: Beta 02

These creatures are conformed by genetically modified animals designed to fulfill repair labor, maintenance and assembly.

They are commonly mice or other small rodents.

**Recommended for:**  
Technology Experts

**Weak Attribute:**  
Strength

**Main Strength:**  
Intelligence

**Attitude:**  
Laborious and cooperative



Exiguus are small and energetic, always willing to help.

## Advantages

**Improved intelligence:**  
+20% intelligence Attribute

**Awareness:**  
+10% awareness Attribute

**Small stature:**  
Comparatively smaller than a Prime, they usually reach a human Knee. This allows them to fit through small places.

**Flexible:**  
Their skeleton composition is very flexible, this allow them to fit into extremely narrow places.

**Lightness:**  
They suffer **50% less** of damage when falling from high places.

**Bonus Ability - Find food:**  
Once a day the Exiguus can depart and search for food for the entire group.

*(50-80% chance depending on the location)*

## Disadvantages

**Weak**  
-30% Less of trength

**Small Hands:**  
The Exiguus **is unable to wield** heavy weapons or bigger objects; they usually utilize small weapons and objects with both hands, due to their size/weight.

**Conditioning:**  
The Prime unit is under the Consortium Conditioning, but he may try to resist a direct command using his willpower attribute.

*If the character tries to resist the conditioning lose a turn.*

## Dextra Project: Beta 01

Developed as a all-occasion support unit during war, easy to produce and very resistant, the Dextra Project knows no fear (because it tends to ignore it).

Dextra are usually herbivore medium sized herbivore animals, without much of practical intelligence, but lots of instinct. .

### Recommended for:

Medic

### Weak Attribute:

None

### Main Strength:

Willpower

### Attribute:

Calmed and trustworthy



Reliable and resistant, the Dextra is the right hand during any situation.

## Advantages

### Iron Will:

+20% bonus of Willpower

### Fearless:

The Dextra Project can ignore fear during extreme necessity and sacrifice himself if it's necessary.

### Die Hard:

30% to survive a lethal blow and survive; it works every time the Dextra gets his life points to zero.

### Low Consume:

Easy to maintain, the Dextra can eat almost anything with vegetal substance in it, doesn't matter if it's processed or part of the garbage.

## Disadvantages

### Bad fighter::

-10% combat knowledge on melee combat and martial combat.

### Clumsy hands:

Custus hands are bigger and less adequate to manipulate complex objects.

*This is under the Director criteria, being able to decide which object the Custus can or not utilize.*

### Fobia Irracional:

Dextra have obtain their fear immunity throughout psychological conditioning which leaved one deep scar in their mind, a Dextra always poses an irrational phobia towards a common danger: water, fire or electricity.

### Conditioning:

The Prime unit is under the Consortium Conditioning, but he may try to resist a direct command using his willpower attribute.

*If the character tries to resist the conditioning lose a turn.*

## Proyecto Dirimo: Beta 03

Desarrollados como una alternativa mejor adaptada a la humedad el proyecto Dirimo es usado principalmente en labores de procesamiento de desechos, desmantelamiento de chatarra y mantención general de sistemas de cloacas.

**Recommended for:**  
Technology Experts

**Weak Attribute:**  
Strength

**Main Strength:**  
Intelligence

**Attitude:**  
Laborious and cooperative



Hábiles y algo paranoicos, los Dirimo son ágiles y flexibles.

## Advantages

**Improved Agility:**  
+10% Bonus Agility.

**Stealthy:**  
+10% natural stealth chance.

**Small stature:**  
Comparatively smaller than a Prime, they usually reach a human Knee. This allows them to fit through small places..

**Flexible:**  
Their skeleton composition is very flexible, this allow them to fit into extremely narrow places.

**Lightness:**  
They suffer **50% less** of damage when falling from high places..

**Extra Ability -  
Amazing Regeneration:**  
Can grow back missing members.

## Disadvantages

**Weak**  
-20% Strength penalty

**Small Hands:**  
The Dirimo *is unable to wield* heavy weapons or bigger objects; they usually utilize small weapons and objects with both hands, due to their size/weight.

**Conditioning:**  
The Prime unit is under the Consortium Conditioning, but he may try to resist a direct command using his willpower attribute.  
*If the character tries to resist the conditioning lose a turn.*

## Chapter VIII



Equipment

# Armor

## How armor works

Armors works differently depending on their category, some can negatively affect the player's dodge ability, but can compensate this by adding damage absorption chance.

## Damage Absorption

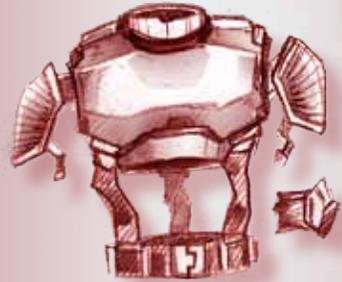
All armors protects the wearer giving him a % to soak total damage, but if any damage passes to the wearer, the armor loses hit points instead.

Every armors are considered to be destroyed when lose their entire hit points, this means their hit points reach 0.

*When this happens the soaking damage chance of the armor are reduced to half.*



- Light armor; thin Kevlar layers or other materials.



- Medium Armor; Built using more layers of protective materials.



- Heavy Armor; built with many layers of protective material which reduce impacts, plus metallic parts.

Armor Type	Agility Penalty	Extra life points	Damage Resistance	When Broken damage resistance
Clothing	0	0	0,00%	0,00%
Light	0	5	10%	5%
Medium	-0%	10	40%	20%
Heavy	-30%	10	50%	30%
Robotic	0	10	70%	45%

**All Armors may have special properties, which can be these:**

- Camouflage
- Camouflage Generator
- Unbreakable Tissue
- Corrosion Resistance
- Fire proof
- Water Proof
- Extra Armor



- Robotic Armor; A high technology piece designed with extreme resistance

## Special Armor S.O.D.



- Assault S.O.D. vest

### Special properties:

#### Extra Armor

This armor has been reinforced, which gives it more hit points.

#### Unbreakable tissue

This not mean the material cannot be broken, but the quality of the armor it's so good that it has become super resistant to damage, this means that even if the armor is totally broken it doesn't lose its original damage soaking chance.



- S.O.D. Tactic coat;

### Special properties:

#### Extra Armor

#### Unbreakable Tissue

#### Corrosion Resistant

#### Fireproof

#### Waterproof

## Helmets

### Helmet Protection

**H**elmets give protection against critical hits directed to the head.

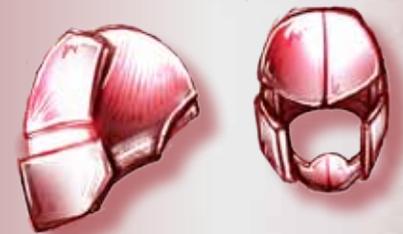
Besides this property, helmets may give bonus feats to characters:

- Night vision
- Thermal vision
- Tactic interface
- Gas mask

*Helmets possess 10 life points of duration, if a helmet get broken it lose all of its special bonuses and protection.*



- Standard Helmet; 50% chance to protect against critical hits towards head.



- Assault helmet; 70% protection
- Tactic interface
- Night vision



- S.O.D. Heavy helmet.; 100% protection against critics.
- All helmet bonus feats.

## Special Armor Properties

Armor Type	Características permitidas						
	Camouflage	Camouflage generator	Unbreakable	Corrosion resistant	Resistencia al fuego	Waterproof	Extra Armor
Clothes	Yes	Yes	Yes	Yes	no	Yes	Yes
Light	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Medium	Yes	Yes	no	Yes	Yes	Yes	no
Heavy	no	no	no	Yes	Yes	Yes	no
Robotic	no	no	no	Yes	Yes	no	Yes

### Camouflage

These clothes are produced with dark materials or have camouflage patterns all over them, add a % stealth chance.

### Camouflage Generators

Mostly used by Infiltrators, the generator is the main component of their infiltrator suit, which works along with a special tissue that has reflective properties under certain circumstances in which properly stimulate can change its molecular structure and become completely reflective to light, becoming totally dark or reflecting the environment like a mirror.

Normally the tissue is very opaque and dark, but when under the generator influence it becomes the perfect stealth device, imitating the surroundings.

### Unbreakable Tissue

This does not mean the material cannot be broken, but the quality of the armor is so good that it has become super resistant to damage, this means that even if the armor is totally broken it doesn't lose its original damage soaking chance.

### Corrosion Resistant:

This property allows the armor to resist acids, chemical or biological forms of contamination, which can make the armor resist half of the total damage done by these substances.

### Fireproof

The tissue of the armor has been specially treated to resist fire, allowing the armor to resist fire and protect the wearer from heat. This property gives a % of fire soaking damage.

### Waterproof

Maintains the wearer dry, especially useful on amphibian missions or water environments.

### Extra armor

This armor has been reinforced, which gives it more hit points.

## Weaponry



### Pistol:

Normal mag: up to 15 bullets

Special mag: up to 17 bullets

Disposable mag: reduces loading time to half



### Nailgun:

Normal mag; up to 10 nails

Special mag: up to 15 nails



### Machinegun:

Normal mag: up to 30 bullets

Disposable mag: reduces loading time to half



### Shotgun:

Individual shells

Shell load variable by shotgun model

All shells are disposables



### Rocket launcher:

Individual rockets

Load variable by model



### Chain saw:

Damage depending on the size and potency.



### Knives:

Damage variable



### Grenades:

Damage has an area of effect

There are several types

## Special weapons



### Description:

This nail gun is powered by powder, and It uses special a special nail type.

### S.O.D. Gun:

Normal magazine: up to 15 nails

Special magazine: up to 17 nails

Disposable magazine: cuts the loading time in half



### Flamethrower

Normal tank: 10 shots

Special tank: 15 shots

### Special:

May throw fire consuming half of the tank and impacting every enemy at it's reach in *just one turn.*



### Ground mine:

Damage has a damage radius

It's activated by proximity and pressure

It works similar like a grenade.



### Nail mine:

This mine rapidly fires nails towards fast moving targets

It's activated by proximity and pressure

It's commonly used to destroy flying missiles before their reach their targets.

## Weaponry Resume

Name	Damage	Special	Reload time	Maximum load
Combat knives	1		None	No
Saber, kindjal, machete, bigger melee weapons	2		None	No
Handgun	2		1 turn	12
Machinegun	5		2 turns	30
Submachine gun	3		1 turn	
Chain saw	6		2 turns	No
Explosive Grenades	8	Damages several targets in a radius	1 turn	-
Nail gun	1	Silent shot	1/2 turn	10
Shotgun	5	Damage may vary sometimes	2-3 turns	7
Rocket Launcher	8	Damages several targets; damage may be dodged	5 turns	1
Flamethrower	2	Can damage several targets, can cause burn for 1d10 turns	5 turns	1

### Weapons can be improved by these following properties:

#### Cutting edge tech:

1 point of extra damage

#### Waterproof:

It allows weapons to work underwater

#### Huge weapon

-These kinds of weapons aren't usable by normal human beings due its size.

-These weapons make double damage

-These kinds of weapons can be equipped on turrets, vehicles or bases.

-All huge weapons use special type of ammunition.

#### Flashing

The ammunition used by the gun generates a high burst of blinding light that may blind enemies for 1d10 turns, affecting their accuracy by -50%

*This property negates the damage dealt by the normal ammo or grenade.*

#### Fireproof

The weapons take a lot more of time in overheating.

#### Extra load

It allows loading an additional magazine

#### Automatic reload

Allows the rocket launcher to do a fast reload, which takes only 1 turn.

# First Aid



## Healing shots

Normally allows to rapidly reducing the pain

An empty shot may be used to take samples

**Application:** 1 turn



## Patches and Serums

These regenerate dead tissue.

May heal burns and exposed wounds

**Application:** 2 turns, not allowed during a battle.



## Pills

There are several types with different effects.

May reduce the pain, and also help curing a disease

**Application:** 1 turn



## Shot-Gun:

Allows a fast application of a healing shot and may effectively administer doses.

Shots last for two uses.

**Application:** 1 turn

Shots	Effect
Healing	heals 1d10 life points
Regenerative	heals 1 life point during 1d10 turns
Antidote	Heals poisoning
Painkiller	Restores 5 life points for the duration of a battle
Empty	Allows to recollect samples

Pills	Effect
Healing	Heals 1 life point
Energéticos	Allows to execute two actions per turn, during 3 turns.
Antídoto	Heals poisoning
Analgésica	Restores 2 life points for the duration of a battle

Serums	Effect
Total regenerator	Heals all wounds and restores life points
Life support	Delays/stop player's death
Antidote	Heals poisoning

Patches	Effects
Regenerator	Heals wounds and b
Deep Regenerator	Heals bone fractures
Healing	Stops bleeding

## Chapter IX



Annex- Enemies

## Anexo de Enemigos

Even it's virtually possible to have any kind of enemies in game, the following list are just comic specific or directly related enemies which can be found on the comic's world.

The enemies will be detailed with a brief description, origins, possible scenarios and recommended statistics, plus a their respective difficulty against the players.



## Security robot

**Type:**  
Robot- basic artificial intelligence

**Description:**

A light armored robot, fast and usually armed with just one weapon, their intelligence is moderated and capable to distinguish between friends and foes.

These robots are usually deactivated and hidden, when deactivated they look like boxes or metal rectangles which get quickly assembled when activated.

**Habitat:**  
Military installations, laboratories and important buildings in general.

**Difficulty:**  
Easy



Agility	Armor	Weaponry	Life
o	60%	Machineguns Sub machinegun Shotguns	3

## Prime Hunter

**Type:**  
Robot- basic artificial intelligence

**Descripción:**  
Levitation capable robot capable of moving fast enough to catch and immobilize its target.  
First developed to catch Rebel Project Prime units.

**Habitat:**  
Military installations, laboratories and important buildings in general. Cities and urban spaces.

**Difficulty:**  
Easy

### Special:

**Ability-Catch:**  
Their plates works like pincers, can catch a character, pull him or disable his movements.  
(VS agility)  
Reduces the robot armor at 40%

**Ability-Shock cabling:**  
The robot launches a series of electrical cables that may paralyze during idro turns a player.  
A direct hit causes 5 points of damage.



Agility	Armor	Weaponry	Life
50%	60%/ 40%	Machineguns Sub machinegun Shotguns	3

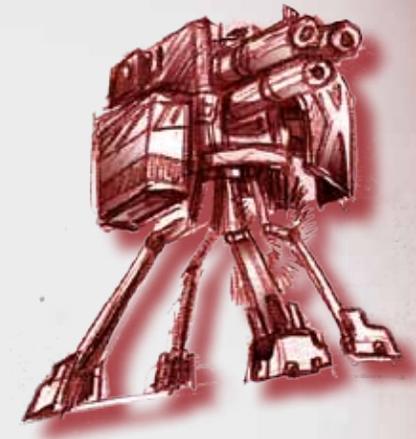
## Sentry Gun

**Type:**  
Robot

**Description:**  
A basic robot consisting in an armored turret that automatically shot at targets.

**Habitat:**  
Military installations, laboratories and important buildings in general. May be located in other locations.

**Difficulty:**  
Normal



Agility	Armor	Weaponry	Life
0%	40%	Any weapon is possible	5

## Survival Function Officer

**Type:**  
Human, Soldier

**Description:**  
The survival function is the standard defensive force of every Nexus's cities. The function acts like a police force with authority to uphold the law.

**Habitat:**  
Cities  
Any urban

**Difficulty:**  
Moderate

**Special:**  
Uses Soldier profession abilities



## Urban S.O.D

**Type:**  
Humano, Soldado

**Description:**  
Elite soldier, equipped with improved and versatile equipment. These S.O.D. equipments are used on interiors and urban environments

**Habitat:**  
Any scenario required by the story. Commonly seen as Consortium's commandos.

**Difficulty:**  
High

**Special:**  
Soldier Abilities

Poison and gas immunity

High Melee Combat skill

Night Vision



Agility	Armor	Weaponry	Life
10%	Heavy Armor 70% Armor	Machinegun Sub Machinegun Shotgun Rocket Launcher Grenades	6

Agility	Armor	Weaponry	Life
80%	Light Armor 10% Armor	Machinegun Sub Machinegun Shotgun Rocket Launcher Grenades	10

## Assault S.O.D.

**Type:**  
Human, Soldier

**Description:**  
Soldado de élite en uniforme de combate y guerra.

**Habitat:**  
Any scenario required by the story. Commonly seen as Consortium's commandos

**Dificultad:**  
Alta

**Especial:**

Soldier Abilities

Night Vision

High Melee Combat skill

Ability- S.O.D. elite

30% chance to resist death and keep fighting



## F.O.E Veterano

**Type:**  
Human, Soldier

**Description:**  
High rank elite soldier, usually a platoon leader.

**Habitat:**  
Leading S.O.D. platoons

**Difficulty:**  
Very High

**Special:**  
Soldier Abilities

Night Vision

High Melee Combat skill

Ability- S.O.D. Veteran

50% chance to resist death and keep fighting

**Ability-Knockdown**  
May push and enemy and knock him to the ground with a 50% of success rate.



Agility	Armor	Weaponry	Life
30%	Medium S.O.D. Armor 50% Armor	Machinegun Sub Machinegun Shotgun Rocket Launcher Grenades	5

Agility	Armor	Armamento	Life
80%	Medium Armor 50% Armor	S.O.D. Gun Knife	10

## S.O.D. General

**Type:**

Human, Soldier

**Description:**

Higher rank elite soldier, usually guiding troops during key missions.

**Habitat:**

Special

**Difficulty:**

Very High

**Special:**

Soldier Abilities

Night Vision

High Melee Combat skill

Ability- S.O.D. Veteran

50% chance to resist death and keep fighting

Ability-Knockdown

May push and enemy and knock him to the ground with a 50% of success rate.



## W.A.L.L.Y-8o V2

**Type:**

Robot, advanced artificial intelligence

**Description:**

High technology Attack and defense robot

**Habitat:**

Consortium

**Difficulty:**

Extreme

**Special:**

**Levitate:**

The wally-8ov2 can levitate if it carries light armor and two light weapons.

**Shock Attack**

The robot may shoot cables capable of release an intense pulse of energy which consequences are usually fatal. 1d10 turns of paralysis

*Dice roll check vs health, if fails the target faints.*

*This attack may be dodged using agility.*



Agility	Armor	Weaponry	Life
50%	Robotic Armor 70% Armor	S.O.D. Gun Knife	15

Agility	Armor	Weaponry	Life
0%	Robotic Armor 70% blindaje Bullet Immunity	Machinegun + Rocket Launcher/ Grenade Launcher Nail Gun Machinegun	50

## W.A.L.L.Y-8o

**Type:**  
Robot, advanced artificial intelligence

**Description:**  
High technology Attack and defense robot

**Habitat:**  
Consortium

**Difficulty:**  
Very High

**Special:**

**Levitate:**  
The wally-8o can levitate if it carries light armor and two light weapons.



## Armored transpor

**Type:**  
Vehicle

**Description**  
Troop transport vehicle; depending on its size it may hold up to 20 soldiers.

**Habitat:**  
Common

**Difficulty:**  
Moderate -High

**Especial:**  
**Disembark:**  
The vehicle can park, open its doors and deploy all the troops.

**Cover**  
The vehicle can park and work as an effective cover acting as a battle bunker, allows 2 soldiers per side to shoot from the inside.



Agility	Armor	Weaponry	Life
0%	Robotic Armor 80% Armor Bullet Immunity	Machinegun + Rocket Launcher/ Grenade Launcher Nail Gun Machinegun	20

Agility	Armor	Weaponry	Life
0%	Robotic Armor 80% Armor Bullet Immunity	8 slots that allows soldiers to fire from the inside	30

## Usurper

**Type:**  
Demonic entity, ethereal

**Description:**  
An incorporeal entity that dwells on the void depths, their origin it's uncertain, even if unable to directly harm a character, it may reanimate dead bodies.

**Habitat:**  
The Void

**Difficulty:**  
Normal

**Special:**  
**Possess body**  
May reanimate a corpse or skeleton, using it to attack the players.

**Weakness:**  
Once it's in a shadow form, the only way to destroy it's to light it up with any source of light.



Agility	Armor	Weaponry	Life
50%	100% shadow form 0% on corpse	Claws/Hands	Possessed corpse 3

## Hunter

**Type:**  
Human, Infiltrator

**Description:**  
Some blood seeking or dared humans get inside the void depths to prey on the creatures that lives in there, they may be there by sport or fulfilling a certain mission

**Habitat:**  
The Void

**Difficulty:**  
Normal

**Special:**

**Stealth**  
Hunters possess camouflage devices as infiltrators do. Plus they usually have a natural stealth skill.

**Night vision/thermo vision**  
They are allowed to see in the dark and track heat.



**Aim:**  
A calculated shoot that takes two turns, first the hunter aims and the second turn he shoots.

**Adds +20%** change to hit a target.

Agility	Armor	Weaponry	Life
50%	Light Armor 40% Armor	Knife Rifle Handgun Landmines	5

## Custus Pack

**Tipo:**

Beta 1 Custus

**Description:**

These creatures have return to their more basic instincts and they may gather in packs to attack their preys.

**Habitat:**

The Void

**Difficulty:**

High

**Especial:**

**Alpha leader**

The pack may be scared away if the leader gets kill

**Pack:**

Usually a pack consists in half a dozen of hungry custus.



## Beta3 Hunter

**Type:**

Prime Beta 3

**Description:**

These creatures have return to their more basic instincts and now preys their victim using stealth.

**Habitat:**

The Void

**Difficulty:**

Normal

**Special:**

**Hunt**

Allows the hunter to immobilize and attack a target.

*VS agility to dodge the attack*

*VS strength to free from the attack.*



Agility	Armor	Weaponry	Life
30%	None	Fangs	1x per cus- tus quantity
50% Leader			leader: 5

Agility	Armor	Weaponry	Life
60%	None	Claws	5
		Fangs	

## Electrical Anomaly

**Type:**  
Huge mechanical monster

**Description:**  
Huge mass of electronically devices and metal assembled by rogue artificial intelligences and put together by a magnetic generator.

**Habitat:**  
The Void

**Difficulty:**  
Extreme

**Special:**



### Colossus attack

A slow attack that crushes the enemy

Makes 10 points of damage

*Allows dodge it using agility*

*The damage produced by the hit can be partially absorbed by heavy armors.*

### Shock Attack

The robot is capable of launching cables that unleash a socking pulse, may immobilize a target and may have fatal consequences. *May be dodged using agility*

*1d10 turns of paralysis*

*Dice roll check against Health, a failed check results makes the faint.*

Agility	Armor	Weaponry	Life
0%	80% Mail A.I. Core 70% Magnetic Core	Colossus Arms 10+1d10 damage	10 A.I Core 15 Magnetic Core

## Organic abomination

**Type:**  
Huge organic monster

**Description:**  
Abominable creature produced by the anomalous integration between A.I cores and reanimated organic tissue.

**Habitat:**  
The Void

**Difficulty:**  
High

**Special:**



### Colossus attack

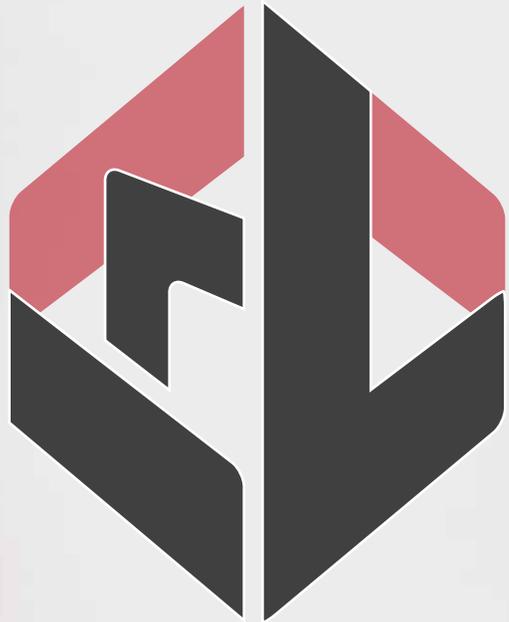
A slow attack that crushes the enemy

Makes 10 points of damage

*Allows dodge it using agility*

*The damage produced by the hit can be partially absorbed by heavy armors.*

Agility	Armor	Weaponry	Life
10%	40%	Colossus Arms 10 damage	30



Technological  
**CONSORTIUM**

## Derideal: World

In this section you'll find superficial information and descriptions about the derideal world organization, understanding this basics there will be more easy to create campaigns in this setting.

## Nexus

The world is under a global dictatorship called "Nexus" which only objective is to assure human survival at all costs, several forms of conflictive sources have been destroyed and forbidden, things like political parties and religions or any other similar situations that involve different points of view..

Nexus rules systematically countries and cities, frontiers are almost mere memories, but most of them keep existing only as a tradition, all local governments depends from the main Nexus Central Government which is conformed by a small group of high ranked world leaders.

### Government Functions

Nexus controls their cities operations through a series of order systems that work atomically from each other, but answer directly to the Nexus interests.



Nexus Symbol  
(Non definitive)

### Control Function

Constitutes the neuralgic center in charge of the stable and fluid operation in any city, controls the sanitary aspects, urbanization and health of the city.

It's also in charge to distribute and control all of the city's economy, this means future inversions, savings and also means that the Control Function is in charge of hospitals, clinics and the general health system.

The Control function works as a local primary government, administrating the resources of a city and community.

### Survival Function

Without taking credit from the Control Function, the Survival function consider itself as the right hand of Nexus, this mostly because this organization is in charge to create and uphold laws, it has the attribution to judge, imprison or execute people if the situation requires it.

The survival function is organized as a police station, they control and guards all of the city's weaponry and their officers keeps a constant patrol on the streets in search of any crime or conflictive situation that may be outside the law.

Currently at this point their officers are like security guards of the entire city, and since nearly everything is considered Nexus's private property a Survival function officer won't hesitate on using brute force or even abuse their attributions to "stop" anything they consider breaking the law or disobey authority.

Despite the Survival Function works atomically from the Control Function, it still needs its authorization to perform several activities. The Control Function supervises the survival function's activities and provides the resources to perform them.

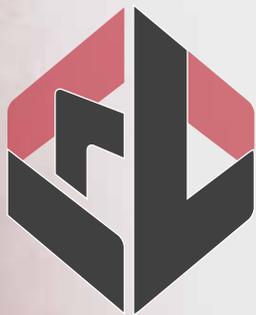


## Technological Consortium

Commonly called “the Consortium”, is a world faction almost independent respect the rest of the world; it was formed by the amalgam of most laboratories, industries and other corporations that once competed between themselves in the development of new technologies in many different fields: medicine, military, communication, information and many others; now as a single organization represents a macro structure without moral or ethics boundaries in the development of technology that “benefices” human kind.

Per se the Consortium doesn't have any official attribution over the rest of the government functions, despite this the Consortium is usually a factor to consider when taking decisions, mostly because the Consortium administer and provides the world with technology and machines.

Outside the military development, medicine and other researches, the Consortium is also responsible on maintain the machines and technological installations around the globe, executing reparations, revisions and improvements.



Technological  
CONSORTIUM

Consortium's Brand

### Consortium's Functions

The research of new technologies on different fields: Medicine, biology, informatics, chemistry and their military application. Despite the fact that most of this research isn't performed on the same geographic location, all of the laboratories are directed by the same premise:

#### *Mankind benefit*

**Installation:** the consortium possess specialized technicians that install and maintain their technology.

**Maintenance:** the Consortium builds, the Consortium checks, makes a diagnosis and repairs.

The Consortium doesn't possess an official army, despite they possess and guards most of the world's greatest weapons, they doesn't use these weapons for themselves. The Consortium limit itself to use weaponry just to guard its own installations and secrets.

An assigned group of Survival Function officers are in charge of guard the Consortium's buildings and personnel; without mention the almost infinite automatic security devices installed with the same purpose.

Is a well known fact that besides the Survival Function, the Consortium counts with their own assigned “*Special Operation Division*” soldiers, a group of elite commandos equipped with cutting edge technology provided by the Consortium itself; because of this most people believes wrongly believes that the Special Operation Division is an integral part of the Consortium, truth it's that has the faculty to call for S.O.D assistance in case they need a powerful battle force integrated by the most loyal Nexus's soldiers.

The Consortium has different kinds of secret buildings and installations worldwide, from all of these the most important is the one commonly called “**Consortium's City**”, which consists in a concealed and inscrutable city-laboratory, in which the Consortium has full and independent authority to do whatever they please in the city or its population, without answering to any Control Function or even Nexus.

## Special Operation Division (S.O.D.)

Consist in a veteran corps of elite troops, the S.O.D. possesses real combat experience and their files are composed by soldiers and storm troopers, they despite most of the furtive or stealth tactics, preferring always direct combat.

With a strong will, these soldiers fight for humanity and their survival, dedicate their lives to be the last barrier between human's stupidity and insanity; they look themselves as heroes responsible of humanity, feeling that is much more stronger between their higher rank veterans, who survived cruel and difficult battles due their extraordinary skill in combat, their reward was power and authority beyond any limit, which power they believe to be using with responsibility.

The S.O.D. most of the time acts only by a direct order given by the Nexus central government itself, and usually doesn't hesitate to answer any distress call made by the Technological Consortium. The S.O.D. supports any cause that's channeled towards human benefit.

*A special S.O.D. detachment is always at the service of the Consortium to guard and secure their more secret installations.*





## Experience and Explore the dark future world of Derideal

By Andrés Barra

Prepare yourself for an adventure along with your friends on the dark sci-fi world of Derideal. This book contains all the information and guides to create a character for the *DERIDEAL* Role Playing Game, will you dare to take part on the Consortium's conspiracies or to survive as a project Prime experiment.



 ANDRÉS  
BARRA

 PROJECT  
PRIME

 derideal