

derideal

# VOID



prolog  
2011

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The background is an abstract composition of warm, textured colors. It features a mix of deep reds, burnt oranges, and lighter, almost white, areas that create a sense of depth and movement. A prominent, circular fingerprint-like pattern is visible in the center, rendered in a lighter, more detailed texture than the surrounding areas. The overall effect is one of intense, organic energy.

# **PROJECT PRIME**

# BLANCO



Prime Beta 2



## STATS

STR .....**30%**  
AGI .....**50%**  
INT .....**30%**  
CON .....**50%**  
WILL .....**30%**  
INS .....**30%**

## CLASS SKILL

SURVIVAL..... 50%  
KNOCKDOWN ..... 40%  
HIDE ..... 30%  
MOVE SILENTLY..... 20%  
DISCIPLINE ..... 70%  
FIRST AID ..... 40%

## HEALTH

HP ..... 15  
SANITY....100%

## ARMOR:



## COMBAT

MELEE ..... 40%  
RANGED ..... 50%  
SHOOT IN MOVEMENT..... 50%

## OTHER COMBAT

IMPROVISED COMBAT..... 30%  
UNARMED..... 30%  
DODGE ..... 30%

## COMBAT

### PLASMA RIFLE

**DAMAGE:** 1D10 DAMAGE

**CHARGED SHOT:** 2D10+5 DAMAGE  
LOSE ONE TURN.

## SPECIAL POWER

### Regeneration lvl1

passive: recover 1 life point per turn

### Regeneration lvl 2

regen 2d6 life point instantly

### Regeneration lvl3

passive: +2 life point per turn  
Regen all life points instantly

### Overcharge lvl1

4d10 points of damage to target.  
1d6 damage to additional to closest  
enemy (do not use at point blank)

### Overcharge lvl2

4d10 points of damage to target.  
1d6 damage up to 3 enemies  
(do not use at point blank)

### Overcharge lvl3

4d10 points of damage to target.  
1d6 damage up to 5 enemies  
(do not use at point blank)

# IVORY



Prime Beta 2



## STATS

STR .....**30%**  
AGI .....**60%**  
INT .....**30%**  
CON .....**60%**  
WILL .....**30%**  
INS .....**20%**

## CLASS SKILL

SURVIVAL..... 50%  
KNOCKDOWN ..... 30%  
HIDE ..... 40%  
MOVE SILENTLY..... 40%  
DISCIPLINE ..... 70%  
FIRST AID ..... 40%

## HEALTH

HP ..... 15  
SANITY....100%

ARMOR:



## COMBAT

MELEE ..... 80%  
RANGED ..... 30%  
SHOOT IN MOVEMENT..... 30%

## OTHER COMBAT

IMPROVISED COMBAT..... 40%  
UNARMED..... 80%  
DODGE ..... 40%

## COMBAT

### CLAWS

**DAMAGE:** 1D4 DAMAGE

**SPECIAL:** VS ORGANICS 1D6

## SPECIAL POWER

### Regeneration lvl1

passive: recover 1 life point per turn

### Regeneration lvl 2

regen 2d6 life point instantly

### Regeneration lvl3

passive: +2 life point per turn  
Regen all life points instantly

### Assault lvl1

Allows to make 3 attacks to a single target at once. can be used to hit 3 different targets in one turn,

### Assault lvl2

Allows this move to be used two times in a single battle.

### Assault lvl3

Allow the movement to be used 4 times in a battle.

# GATO



Prime Beta 3



STATS	CLASS SKILL	HEALTH
STR ..... <b>20%</b>	SURVIVAL..... 50%	HP ..... 8
AGI..... <b>70%</b>	SET TRAP ..... 10%	SANITY....100%
INT ..... <b>50%</b>	HIDE ..... 40%	ARMOR: 
CON ..... <b>30%</b>	MOVE SILENTLY..... 40%	
WILL ..... <b>30%</b>	DISABLE TRAP..... 50%	
INS ..... <b>40%</b>	STEAL..... 50%	

COMBAT	OTHER COMBAT	COMBAT
MELEE ..... 60%	IMPROVISED COMBAT..... 50%	<b>SPECIAL RAPIER</b> <b>DAMAGE: 1D4 POINTS OF DAMAGE</b>  <b>SPECIAL: ALWAYS TWO ATTACKS PER TURN</b>
RANGED ..... 30%	UNARMED..... 70%	
SHOOT IN MOVEMENT..... 10%	DODGE ..... 60%	

SPECIAL POWER		
<b>PARRY lvl1</b> Passive: Gato can enter in defensive stance and parry attacks instead of attacking	→	<b>Parry lvl 2</b> adds +10% to dodge can parry two attacks in a single turn.
<b>Wound lvl1</b> Stab a single target and makes 2d6 points of damage and paralyze it for 1d4 turns	→	<b>Wound lvl2</b> Allows the wound eletrical effect to harm up to 2 enemies, or damage 4d6 to a single target.
	→	<b>Parry lvl3</b> +2 hp +5 armor
	→	<b>Wound lvl3</b> wound electrical effect can damage every close enemy. or damage a 6d6 to a single enemy.





Prime Beta 3



## STATS

STR .....**20%**  
AGI .....**70%**  
INT .....**50%**  
CON .....**30%**  
WILL .....**30%**  
INS .....**40%**

## CLASS SKILL

SURVIVAL..... 20%  
SET TRAP ..... 40%  
HIDE ..... 70%  
MOVE SILENTLY..... 70%  
DISABLE TRAP..... 50%  
STEAL..... 40%

## HEALTH

HP ..... 8  
SANITY....100%

## ARMOR:



## COMBAT

MELEE ..... 40%  
RANGED ..... 70%  
SHOOT IN MOVEMENT..... 70%

## OTHER COMBAT

IMPROVISED COMBAT..... 50%  
UNARMED..... 70%  
DODGE ..... 60%

## COMBAT

**DUAL NAIL GUNS**  
**DAMAGE: 1D4 POINTS OF DAMAGE**

**SPECIAL:** ALWAYS TWO ATTACKS PER TURN

## SPECIAL POWER

### Sneak attack lvl1

all succesful attacks makes x2  
damage per 1d4 turns.

### Sneak Attack lvl 2

all succesful attacks makes x3  
damage per 1d4 turns.

### Sneak Attack lvl3

all succesful attacks makes x4  
damage per 1d4 turns.

### Stealth lvl1

Allows to hide for 1d6 turns

### Stealth lvl2

Allows to hide for 1d10 turns

### Stealth lvl3

Allows to hide for 1d10 turns  
Allows to attack at point blank or  
melee while hidden.



# **PROJECT CUSTUS**



# OSO



Custus Beta 1



## STATS

STR .....**70%**  
AGI .....**40%**  
INT .....**20%**  
CON .....**80%**  
WILL .....**10%**  
INS .....**40%**

## CLASS SKILL

SURVIVAL..... 70%  
KNOCKDOWN ..... 70%  
HIDE ..... 20%  
MOVE SILENTLY..... 10%  
DISCIPLINE ..... 70%  
FIRST AID ..... 10%

## HEALTH

HP ..... 10  
SANITY....100%

ARMOR:



## COMBAT

MELEE ..... 60%  
RANGED ..... 40%  
SHOOT IN MOVEMENT..... 40%

## OTHER COMBAT

IMPROVISED COMBAT..... 50%  
UNARMED..... 50%  
DODGE ..... 10%

## COMBAT

### BITE

**DAMAGE:** 1D8 POINTS OF DAMAGE

### HOLD TARGET

**DAMAGE:** 1D8, CAN HOLD A TARGET  
(VS STRENGTH)/CANNOT ATTACK

## SPECIAL POWER

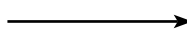
### STURDY lvl1

+5 hp



### STURDY lvl 2

+5 hp

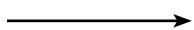


### STURDY lvl3

+5 hp  
+2 armor

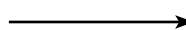
### Protect lvl1

Can protect an ally for 1d4 turns  
against damage.  
Oso cannot attack while active.



### Protect lvl2

Can protect an ally for 1d6 turns  
against damage.  
Oso cannot attack while active.



### Protect lvl3

Can protect an ally for 1d6 turns  
against damage.  
Oso is allowed to attack.

# TARA



Custus Beta 1



## STATS

STR .....**70%**  
AGI .....**40%**  
INT .....**40%**  
CON .....**70%**  
WILL .....**30%**  
INS .....**40%**

## CLASS SKILL

SURVIVAL..... 80%  
KNOCKDOWN ..... 60%  
HIDE ..... 40%  
MOVE SILENTLY..... 10%  
DISCIPLINE ..... 50%  
FIRST AID ..... 10%

## HEALTH

HP ..... 10  
SANITY....100%

ARMOR:



## COMBAT

MELEE ..... 40%  
RANGED ..... 60%  
SHOOT IN MOVEMENT..... 40%

## OTHER COMBAT

IMPROVISED COMBAT..... 30%  
UNARMED..... 40%  
DODGE ..... 20%

## COMBAT

### MACHINEGUN

**DAMAGE:** 1D6 POINTS OF DAMAGE  
**HOLD TARGET (BITE)**  
**DAMAGE:** 1D6, CAN HOLD A TARGET  
(VS STRENGTH)/CANNOT ATTACK

## SPECIAL POWER

### STRONG lvl1

+5 hp



### STRONG lvl 2

+5 hp



### STRONG lvl3

+5 hp  
+2 armor

### Protect lvl1

Can protect an ally for 1d4 turns  
against damage.  
Oso cannot attack while active.



### Protect lvl2

Can protect an ally for 1d6 turns  
against damage.  
Oso cannot attack while active.



### Protect lvl3

Can protect an ally for 1d6 turns  
against damage.  
Oso is allowed to attack.

# MARTINEZ



Custus Beta2



## STATS

STR .....**40%**  
AGI .....**50%**  
INT .....**40%**  
CON .....**50%**  
WILL .....**40%**  
INS .....**80%**

## CLASS SKILL

SURVIVAL..... 50%  
KNOCKDOWN ..... 10%  
HIDE ..... 40%  
MOVE SILENTLY..... 30%  
DISCIPLINE ..... 40%  
FIRST AID ..... 20%

## HEALTH

HP ..... 10  
SANITY....100%

## ARMOR:

10

## COMBAT

MELEE ..... 30%  
RANGED ..... 50%  
SHOOT IN MOVEMENT..... 50%

## OTHER COMBAT

IMPROVISED COMBAT..... 50%  
UNARMED..... 10%  
DODGE ..... 30%

## COMBAT

### MINIGUN

**DAMAGE:** 1D4 POINTS OF DAMAGE

### DEPLOY

**DAMAGE:** LOST A TURN, DEPLOY WEAPON  
AND DEAL 1D6 OF DAMAGE.

## SPECIAL POWER

### Equipment lvl1

+grenade which deal 1d10 damage  
(area of effect)

### Equipment lvl 2

+time bomb 1d10(area of effect)  
(Set to detonate in X turns)

### Equipment lvl3

+remote bomb 1d10(area of effect)  
(Set to detonate at will)

### Support lvl1

Rapid attack that damages 1d6 up  
to 4 enemies in a single round.  
(or 4d6 to a single enemy)

### Support lvl2

Attack damages up to 6 enemies

### Support lvl3

Attack damages up to 6 enemies  
100% hit chance every shot.



# TANK

Custus MOD 1



## STATS

STR .....**70%**  
AGI .....**40%**  
INT .....**20%**  
CON .....**80%**  
WILL .....**30%**  
INS .....**20%**

## CLASS SKILL

SURVIVAL..... 30%  
KNOCKDOWN ..... 70%  
HIDE ..... 20%  
MOVE SILENTLY..... 10%  
DISCIPLINE ..... 50%  
FIRST AID ..... 30%

## HEALTH

HP ..... 10  
SANITY....100%

ARMOR:



## COMBAT

MELEE ..... 50%  
RANGED ..... 40%  
SHOOT IN MOVEMENT..... 30%

## OTHER COMBAT

IMPROVISED COMBAT..... 40%  
UNARMED..... 50%  
DODGE ..... 10%

## COMBAT

### CLAW

**DAMAGE:** 1D6 POINTS OF DAMAGE

### HOLD TARGET

**DAMAGE:** 1D8, CAN HOLD A TARGET  
(VS STRENGTH)/CANNOT ATTACK

## SPECIAL POWER

### RAGE lvl1

adds +1d6 to all attacks  
for 1d4 turns

### RAGE lvl 2

adds +2d6 to all attacks  
for 1d4 turns

### RAGE lvl3

adds +2d6 to all attacks  
for 2d4 turns

### STURDY lvl1

+5 hp

### STURDY lvl 2

+5 hp

### STURDY lvl3

+5 hp  
+2 armor

# PAN

Custus MOD 1



## STATS

STR .....**70%**  
AGI .....**40%**  
INT .....**50%**  
CON .....**70%**  
WILL .....**50%**  
INS .....**30%**

## CLASS SKILL

SURVIVAL..... 30%  
KNOCKDOWN ..... 70%  
HIDE ..... 30%  
MOVE SILENTLY..... 20%  
DISCIPLINE ..... 60%  
FIRST AID ..... 30%

## HEALTH

HP ..... 10  
SANITY....100%

ARMOR:



## COMBAT

MELEE ..... 40%  
RANGED ..... 50%  
SHOOT IN MOVEMENT..... 30%

## OTHER COMBAT

IMPROVISED COMBAT..... 40%  
UNARMED..... 40%  
DODGE ..... 20%

## COMBAT

**CLAW/SUB-MACHINEGUN**  
**DAMAGE:** 1D6 POINTS OF DAMAGE  
**HOLD TARGET**  
**DAMAGE:** 1D6, CAN HOLD A TARGET  
(VS STRENGTH)/CANNOT ATTACK

## SPECIAL POWER

### RAGE lvl1

adds +1d6 to all attacks  
for 1d4 turns

### RAGE lvl 2

adds +2d6 to all attacks  
for 1d4 turns

### RAGE lvl3

adds +2d6 to all attacks  
for 2d4 turns

### STURDY lvl1

+5 hp

### STURDY lvl 2

+5 hp

### STURDY lvl3

+5 hp  
+2 armor

# APPLE



Custus Gamma1

## STATS

STR .....**20%**  
AGI .....**50%**  
INT .....**40%**  
CON .....**70%**  
WILL .....**20%**  
INS .....**50%**

## CLASS SKILL

FIRST AID ..... **40%**  
ACTING ..... **50%**  
PERSUADE ..... **50%**  
READ ..... **70%**  
LUCK ..... **50%**

## HEALTH

HP ..... **20**  
SANITY....**100%**

ARMOR:



## COMBAT

MELEE ..... **30%**  
RANGED ..... **20%**  
SHOOT IN MOVEMENT..... **20%**

## OTHER COMBAT

IMPROVISED COMBAT..... **20%**  
UNARMED..... **20%**  
DODGE ..... **40%**

## COMBAT

**COMBAT SHOTGUN**  
**DAMAGE: 5 POINTS OF DAMAGE**

## SPECIAL POWER

### Hero lvl1

20% chance to resist death, and heal back to 1 hp

### Hero lvl 2

40% chance to resist death, and heal back to 1 hp

### Hero lvl3

50% chance to resist death, and heal back to 1d4 hp.

### Hidden Power lvl1

set all stats at 70% for 1d4 turns

### Hidden Power lvl2

set all stats at 80% during 1d4 turns

### Hidden Power lvl3

set all stats at 80%  
is able to resist 50% of damage during 2+1d4 turns.



# STAR

Custus Gamma1



## STATS

STR .....**20%**  
AGI .....**50%**  
INT .....**40%**  
CON .....**70%**  
WILL .....**20%**  
INS .....**50%**

## CLASS SKILL

FIRST AID ..... **40%**  
ACTING ..... **50%**  
PERSUADE ..... **50%**  
READ ..... **70%**  
LUCK ..... **50%**

## HEALTH

HP ..... **20**  
SANITY....**100%**

## ARMOR:



## COMBAT

MELEE ..... **50%**  
RANGED ..... **20%**  
SHOOT IN MOVEMENT..... **10%**

## OTHER COMBAT

IMPROVISED COMBAT..... **20%**  
UNARMED..... **20%**  
DODGE ..... **40%**

## COMBAT

### BITE

**DAMAGE:** 1D4 POINTS OF DAMAGE  
1D6 VS ORGANICS

## SPECIAL POWER

### Hero lvl1

20% chance to resist death, and heal back to 1 hp

### Hero lvl 2

40% chance to resist death, and heal back to 1 hp

### Hero lvl3

50% chance to resist death, and heal back to 1d4 hp.

### Inspire lvl1

all combat skills are set to 50% chance of hit during 1d6 turns. (if more, is reduced)

### Inspire lvl2

all combat skills are set to 60% chance of hit during 1d6 turns. (if more, is reduced)

### Inspire lvl3

all combat skills are set to 70% chance of hit during 1d6 turns (if more, is reduced) +2 points of extra damage.

# RYAN

Custus Zero

## STATS

STR .....20%  
AGI.....50%  
INT .....50%  
CON .....20%  
WILL .....70%  
INS .....60%

## CLASS SKILL

READ MIND ..... 50%  
ERASE MEMORY ..... 40%  
HIDE ..... 40%  
MOVE SILENTLY..... 30%  
MOVE OBJECT (RANGED)..... 60%  
FIRST AID ..... 35%

## HEALTH

HP ..... 10  
SANITY....80%

## ARMOR:



## COMBAT

MELEE ..... 40%  
RANGED ..... 20%  
SHOOT IN MOVEMENT..... 10%

## OTHER COMBAT

IMPROVISED COMBAT..... 30%  
UNARMED..... 30%  
DODGE ..... 40%

## COMBAT

**KINETICK ENHANCED FIST**  
**DAMAGE: 1D4**

**DEFENSIVE CONCENTRATION**  
+40% DODGE (CANNOT ATTACK)

## SPECIAL POWER

### Mental Tap lvl1

take control of one biological enemy for 1d6 turns. Cannot move or directly attack. Cannot cause enemy to attack itself. Ryan may release enemy early, if desired.

### Mental Tap lvl 2

Mental control isn't interrupted by damage inflicted to Ryan (unless massive damage is applied)

### Mental Tap lvl3

Ryan can change his controlled creature if desired. can order the creature to attack himself (allows willpower save)

### Sleep lvl1

is able to make a target creature "sleep" by mental suggestion for 1d6 turns. target wake up if damaged

### Sleep lvl2

Can make two biological creatures sleep for 1d6 turns. Target wake up only by willpower save if damaged

### Sleep lvl3

Can sleep up to 3 creatures. Target can't wake up

# SUSU



## STATS

STR ..... **10%**  
 AGI ..... **50%**  
 INT ..... **30%**  
 CON ..... **40%**  
 WILL ..... **50%**  
 INS ..... **50%**

## CLASS SKILL

READ MIND ..... 30%  
 ERASE MEMORY ..... 20%  
 HIDE ..... 50%  
 MOVE SILENTLY ..... 30%  
 MOVE OBJECT (RANGED) ..... 70%  
 FIRST AID ..... 35%

## HEALTH

HP ..... 10  
 SANITY....80%

## ARMOR:



## COMBAT

MELEE ..... 20%  
 RANGED ..... 40%  
 SHOOT IN MOVEMENT ..... 10%

## OTHER COMBAT

IMPROVISED COMBAT ..... 20%  
 UNARMED ..... 30%  
 DODGE ..... 40%

## COMBAT

**KINETIC ENHANCED FIST**  
 DAMAGE: 1D4

**KINETIC RANGED ATTACK**  
 DAMAGE: 1D4

## SPECIAL POWER

### BARRIER lvl1

Creates a kinetic barrier that protects herself soaks every damage for 1d4 turns

### BARRIER lvl 2

Creates a kinetic barrier that soaks every damage for 1d6 turns  
 Allows to use kinetic barrier on other companion

### BARRIER lvl3

Makes the kinetic barrier to enhance the character speed, allowing her to execute two actions per turn when active.

### PUSH lvl1

Ranged kinetic attack that deals 2d6 points of damage to 1d4 enemies.

### PUSH lvl2

Enhance the push attack to affect 1d6 enemies

### PUSH lvl3

Enhance Push attack to dealt 3d6 points of damage and affect 1d6+1 enemies, enemies lose a turn.



The background is an abstract composition dominated by deep red and burnt orange hues. A large, irregular, white-to-cream-colored shape is positioned in the center, featuring a dense, cross-hatched or woven texture. This central shape appears to be layered over the background, with some darker red tones visible beneath it. The overall effect is one of intense, warm color and complex texture.

# **PROJECT EXIGUS**

# TITCH



Exigus Beta1



## STATS

STR ..... **10%**  
AGI ..... **50%**  
INT ..... **40%**  
CON ..... **30%**  
WILL ..... **20%**  
INS ..... **50%**

## CLASS SKILL

COMPUTER HACK ..... **60%**  
HACK I.A ..... **50%**  
HIDE ..... **40%**  
MOVE SILENTLY ..... **30%**  
ASSEMBLE DEFENCE ..... **20%**  
FIRST AID ..... **20%**

## HEALTH

HP ..... **10**  
SANITY.... **100%**

ARMOR:



## COMBAT

MELEE ..... **20%**  
RANGED ..... **50%**  
SHOOT IN MOVEMENT ..... **40%**

## OTHER COMBAT

IMPROVISED COMBAT ..... **40%**  
UNARMED ..... **20%**  
DODGE ..... **40%**

## COMBAT

### MAGNET DEVICE

**DAMAGE:** 1D4 POINTS OF DAMAGE

### OVERCHARGE

**DAMAGE:** 1D6 DAMAGE TO MECHANICAL ENEMIES.

## SPECIAL POWER

### ESCAPE lvl1

50% chance to escape from anything

### ESCAPE lvl 2

70% chance to escape from anything

### ESCAPE lvl3

100% chance to escape from anything

### Magnetic Shield lvl1

Protects against damage from bullets and metals for 1d4 turns

### Magnetic Shield lvl2

Protects against damage from bullets and metals for 1d6 turns

### Magnetic Shield lvl3

Protects against damage from bullets and metals for 1d8 turns  
may reflect damage against melee

# PIXI

Exigus Beta1



## STATS

STR .....**30%**  
AGI .....**50%**  
INT .....**30%**  
CON .....**60%**  
WILL .....**50%**  
INS .....**30%**

## CLASS SKILL

COMPUTER HACK ..... 30%  
HACK I.A ..... 20%  
HIDE ..... 50%  
MOVE SILENTLY ..... 10%  
ASSEMBLE DEFENCE ..... 50%  
FIRST AID ..... 40%

## HEALTH

HP ..... 10  
SANITY....100%

## ARMOR:



## COMBAT

MELEE ..... 40%  
RANGED ..... 30%  
SHOOT IN MOVEMENT ..... 10%

## OTHER COMBAT

IMPROVISED COMBAT ..... 40%  
UNARMED ..... 10%  
DODGE ..... 40%

## COMBAT

### POWER SAW

**DAMAGE:** 1D6 POINTS OF DAMAGE

## SPECIAL POWER

### ESCAPE lvl1

50% chance to escape from anything

### ESCAPE lvl 2

70% chance to escape from anything

### ESCAPE lvl3

100% chance to escape from anything

### Maim lvl1

30% chance to cut an enemy limb  
(for just 1 turns)

### Maim lvl2

50% chance to cut an enemy limb  
(for just 2 turns)  
if fails the attack damages 2d6

### Maim lvl3

50% chance to cut an enemy limb  
(for just 3 turns)  
if fails the attack damages 2d6



The background is an abstract composition dominated by deep red and burnt orange hues. A large, irregular, white-to-cream-colored shape is positioned in the center, featuring a dense, cross-hatched texture that resembles a fingerprint or a fine-grained material. The overall effect is one of intense, warm energy.

# **PROJECT DIRIMA**

# DRACO

Dirima Beta 1

## STATS

STR .....**20%**  
AGI .....**60%**  
INT .....**40%**  
CON .....**70%**  
WILL .....**20%**  
INS .....**40%**

## CLASS SKILL

SURVIVAL..... 10%  
SET TRAP ..... 60%  
HIDE ..... 60%  
MOVE SILENTLY..... 60%  
DISABLE TRAP..... 30%  
STEAL..... 10%

## HEALTH

HP ..... 8  
SANITY....100%

ARMOR:



## COMBAT

MELEE ..... 50%  
RANGED ..... 50%  
SHOOT IN MOVEMENT..... 40%

## OTHER COMBAT

IMPROVISED COMBAT..... 30%  
UNARMED..... 10%  
DODGE ..... 40%

## COMBAT

**NAIL GUN AND KNIFE**  
**DAMAGE: 1D4 POINTS OF DAMAGE**

**SPECIAL:** TWO ATTACKS PER TURN

## SPECIAL POWER

### Harm lvl1

20% chance to cut the enemy hp to 1, if fails deals 1d6 points of damage

### Harm lvl 2

30 % chance to cut the enemy hp to 1, if fails deals 1d6 points of damage

### Harm lvl3

50% chance to cut enemy hp to 1 hp, if fails deals 3d6 of damage.

### Stealth lvl1

Allows to hide for 1d6 turns

### Stealth lvl2

Allows to hide for 1d10 turns

### Stealth lvl3

Allows to hide for 1d10 turns  
Allows to attack at point blank or melee while hidden.

# ALKA

Dirima Beta 1



## STATS

STR .....**50%**  
AGI .....**40%**  
INT .....**20%**  
CON .....**50%**  
WILL .....**20%**  
INS .....**50%**

## CLASS SKILL

SURVIVAL..... 50%  
KNOCKDOWN ..... 30%  
HIDE ..... 30%  
MOVE SILENTLY..... 20%  
DISCIPLINE ..... 50%  
FIRST AID ..... 50%

## HEALTH

HP ..... 10  
SANITY....100%

ARMOR:



## COMBAT

MELEE ..... 30%  
RANGED ..... 40%  
SHOOT IN MOVEMENT..... 40%

## OTHER COMBAT

IMPROVISED COMBAT..... 30%  
UNARMED..... 10%  
DODGE ..... 20%

## COMBAT

### MACHINEGUN

**DAMAGE:** 1D6 POINTS OF DAMAGE

### GRENADE LAUNCHER

**DAMAGE:** 1D10 POINTS OF DAMAGE (AREA)

## SPECIAL POWER

### Hero lvl1

20% chance to resist death and leave character with 1 hp

### Hero lvl 2

30% chance to resist death and leave character with 1 hp

### Hero lvl3

50% chance to resist death and leave character with 1 hp

### Rapid Shot lvl1

Allows to make 3 attacks to a single target at once.

### Rapid Shot lvl2

Allows to make 5 attacks to a single target at once.

### Rapid Shot lvl3

Allows to make 5 attacks to a single target at once.  
Allows to be used two times.



The background of the image is a complex, abstract composition. It features a prominent fingerprint pattern, with ridges and valleys clearly visible, rendered in a warm, golden-brown hue. This pattern is set against a background of deep red and dark brown tones, which are textured with various brushstrokes and gradients. The overall effect is one of mystery and intrigue, with the fingerprint symbolizing identity and the red tones suggesting passion or danger.

# **PROJECT DEXTRA**



# DEXTER



Dextra Beta1



## STATS

STR .....**20%**  
AGI.....**40%**  
INT .....**30%**  
CON .....**70%**  
WILL .....**90%**  
INS .....**30%**

## CLASS SKILL

FIRST AID ..... 60%  
CURE POISON ..... 40%  
CURE DISEASE ..... 40%  
SUSTAIN LIFE ..... 60%  
BIOLOGICAL KNOWLEDGE ... 60%  
CHEMISTRY ..... 50%

## HEALTH

HP ..... 20  
SANITY....100%

## ARMOR:



## COMBAT

MELEE ..... 30%  
RANGED ..... 45%  
SHOOT IN MOVEMENT..... 45%

## OTHER COMBAT

IMPROVISED COMBAT..... 20%  
UNARMED..... 10%  
DODGE ..... 10%

## COMBAT

**SUB-MACHINEGUN**  
**DAMAGE:** 1D6 POINTS OF DAMAGE

**HEALTH PACK**  
(NORMAL 1D6 HEAL)

## SPECIAL POWER

### Health pack lvl1

Heal pack heals 1d6 points of damage

### Health pack 2

Heal pack heals 1d8 damage, can  
heal two allies per turn.

### Health pack lvl3

Heal pack heals 1d12 points of  
damage.

### Resist Pain lvl1

resist all damage for 1d6 turns

### Resist Pain lvl2

resist all damage for 1d6+2 turns

heals every ally once in battle.  
**Resist Pain lvl3**

resist all damage for 1d6+2 turns  
set Melee combat at 60%

# MEY

Dextra Beta1



## STATS

STR .....**20%**  
AGI .....**50%**  
INT .....**50%**  
CON .....**70%**  
WILL .....**90%**  
INS .....**20%**

## CLASS SKILL

FIRST AID ..... 90%  
CURE POISON ..... 80%  
CURE DISEASE ..... 80%  
SUSTAIN LIFE ..... 90%  
BIOLOGICAL KNOWLEDGE ... 50%  
CHEMISTRY ..... 20%

## HEALTH

HP ..... 20  
SANITY....100%

## ARMOR:



## COMBAT

MELEE ..... 40%  
RANGED ..... 30%  
SHOOT IN MOVEMENT..... 30%

## OTHER COMBAT

IMPROVISED COMBAT..... 50%  
UNARMED..... 50%  
DODGE ..... 30%

## COMBAT

### KNIFE

**DAMAGE:** 1D4 POINTS OF DAMAGE

### HEALTH PACK

(NORMAL 1D6 HEAL)

## SPECIAL POWER

### Health pack lvl1

Heal pack heals 1d6 points of damage

### Health pack 2

Heal pack heals 1d8 damage, can  
heal two allies per turn.

### Health pack lvl3

Heal pack heals 1d12 points of  
damage.

### Resist Pain lvl1

resist all damage for 1d6 turns

### Resist Pain lvl2

resist all damage for 1d6+2 turns

heals every ally once in battle.

### Resist Pain lvl3

resist all damage for 1d6+2 turns  
set Melee combat at 60%



# **ALPHA PROTOTYPES**



# ALFA (adres)



Prime Alpha



## STATS

STR .....**60%**  
AGI .....**50%**  
INT .....**40%**  
CON .....**70%**  
WILL .....**10%**  
INS .....**30%**

## CLASS SKILL

SURVIVAL..... 50%  
KNOCKDOWN ..... 50%  
HIDE ..... 50%  
MOVE SILENTLY..... 50%  
DISCIPLINE ..... 50%  
FIRST AID ..... 40%

## HEALTH

HP ..... 20  
SANITY....40%

## ARMOR:

10

## COMBAT

MELEE ..... 60%  
RANGED ..... 60%  
SHOOT IN MOVEMENT..... 50%

## OTHER COMBAT

IMPROVISED COMBAT..... 60%  
UNARMED..... 50%  
DODGE ..... 50%

## COMBAT

### CLAWS

**DAMAGE:** 1D4 DAMAGE

**COMBO:** strikes Target 3 times, but gets a  
-30% AGI penalty for 3 turns

## SPECIAL POWER

### ALFA PRIME LVL1

passive: 20% chance to revive  
raise *every class skill and stats* in  
10%

### ALFA PRIME LVL2

regen 2d6 life point instantly  
raise *every class skill and stats* in  
10% more

### ALFA PRIME LVL3

passive: +2 hp regen per turn  
Regen all life points instantly once  
40% chance to survive death

### Consortium Training lvl1

Claws damage 1d6

### Consortium Training lvl2

claws now damage 1d10

### Consortium Training lvl3

claws now damage 1d20

**PERMANENT FLAW:** Alfa might go Frenzy when he suffers too much damage or in an emotional shock





Custus Alpha Prototype



## STATS

STR .....**90%**  
AGI .....**40%**  
INT .....**30%**  
CON .....**80%**  
WILL .....**30%**  
INS .....**80%**

## CLASS SKILL

SURVIVAL..... 50%  
KNOCKDOWN ..... 70%  
HIDE ..... 10%  
MOVE SILENTLY..... 0%  
DISCIPLINE ..... 70%  
FIRST AID ..... 40%

## HEALTH

HP ..... 30  
SANITY....50%

## ARMOR:



## COMBAT

MELEE ..... 60%  
RANGED ..... 60%  
SHOOT IN MOVEMENT..... 50%

## OTHER COMBAT

IMPROVISED COMBAT..... 30%  
UNARMED..... 50%  
DODGE ..... 10%

## COMBAT

### BITE

DAMAGE: 1D10 DAMAGE

### MACHINEGUN

DAMAGE: 1D10 DAMAGE

## SPECIAL POWER

### GUARDIAN LVL1

Rob can shield an ally and take damage for him indefinitely. Rob and ally can't use any ranged attack while active.

### GUARDIAN LVL2

while active Rob gets 50% damage resistance

### GUARDIAN LVL3

Allows Rob and protected ally to attack with ranged weapons.

### BRAVE lvl1

Rob heals 1d6 of damage if an ally dies

### BRAVE lvl2

Rob heals 2d6 of damage if an ally dies

### BRAVE lvl3

Rob heals 3d6 every time an ally dies or faint

**PERMANENT FLAW:** Rob always has to protect his weaker ally, if the ally faints Rob loses 10% sanity every time.

