



V1 By Strike-Chan

In 1958 the Soviet union launched the Vorona I Satellite, taking the lead in the space race. The Vorona entered a stable orbit and sent deep space telemetry down to earth. Communications ceased unexpectedly and the Union organised a manned mission to investigate the issue. When no external damage was discovered the soviet commanders ordered the cosmonaut to breach the satellite. In the moments that followed, mankind had its first encounter with extraterrestrial life and all members of the repair team died. The Soviets buried the data.

2 years later the Soviets approached the United States with the information, suggesting a partnership to safe guard mankind against the alien threat. President Kennedy agreed and thus the Kletka program was born, a permanent installation to contain the aliens. But the alliance was short lived. Following a failed assassination attempt in 1963 Kennedy returned to office and commandeered the Kletka installation, expanding its scope to research the creatures, now dubbed the Typhon, but were unable to produce anything of military or commercial value. In 1998, containment failed and the majority of the research team died. The facility was abandoned for over 3 decades.

In 2030, the TranStar Corporation managed to get a hold of the station and transformed it into Talos I, updating it to a cutting edge innovation centre. In just 5 years, the scientist employed by TranStar, working on the station had achieved a greater understanding of the Typhon than 3 decades of government research. With their unique biology, neurochemistry and exotic material devices called Neuromods have been developed, which can load experiences directly into the human mind, giving anyone the experience and ability of the finest musicians, athletes and minds of the 21st century. Innovations that redefine what it means to be human.

The year is 2036, you are aboard Talos I, and every contingency has failed. The Typhon are loose and slowly murdering their way through the crew. The Typhon pose a bigger threat than that though. They feed off conscious thought and replicate themselves using the corpses of those they kill. Mimics can transform into objects and hide in plain sight, Weavers transform corpses into Phantoms while they construct beautiful golden lattices dubbed Coral for an unknown but clearly sinister purpose, Telepaths take over the minds of still living men and women and Technopaths corrupt the stations defences against the very people they are supposed to protect. If just one of them makes it to Earth it could spell the end of the human race. You must

survive the station and live in this world for 10 years. To help you on your journey take 1000cp to spend on the options below as you see fit.

BACKGROUNDS

Roll 2d8 + 25 for your age or choose for 50cp. You may keep your current gender or switch it for no additional charge.

"VOLUNTEER" - FREE

More often than not originating from the Soviet Gulags, Volunteers are a mixed bag. Some of them violent criminals involved in human trafficking and drug transport. Others are political dissidents, sent to the Archipelago for having inconvenient opinions. Others still were just in the wrong place at the wrong time, taken off the street to meet a quota. Whatever your past, all you are now is a number and a pound of flesh to be experimented on. Volunteers are granted an additional 12 Neuromods to spend on Typhon abilities.

SCIENTIST - FREE

With production of Neuromods limited and the desire for them wide spread among the world's elite along with the looming threat of the Typhon, TranStar is able to garner the attention of the world's foremost scientists to develop them and study the aliens. Even a lab tech requires a doctorate at minimum. Being so far off in the frontier of human understanding has also allowed fringe scientists to gain employment providing they show promise. Regardless of your background, you stood out among your peers and got the attention of the Yu's, earning you a position aboard Talos I.

ENGINEER - FREE

TranStar does much of its cutting edge technological development aboard Talos I. The theory goes your secrets are less susceptible to corporate espionage in the depths of space. Not to mention the constant maintenance the station requires and the support staff the Neuromod division needs. Whether working on the cutting edge in the Hardware Labs or maintaining the life support or power systems of the station you are employed by TranStar as an engineer.

SECURITY - FREE

Someone needs to keep the "Volunteers" in line. The security are often taken from special forces units and elite taskforces and are primarily tasked with keeping TranStar's Intellectual property and making sure the "Volunteers" go where they're supposed to go. They're left in the dark most of the time, coming from a stock that's good at taking orders and not asking questions, but when the Typhon break containment it's them who will form the front line.

TYPHON - 500cp

You are the spook, spawned from the corpse of one of the Talos I crew members. Unlike your kin you do have mirror neurons and are capable of empathy, free from their hive mind mentality. You're still considered part of the family though, unless you start sabotaging their efforts, at which point you can expect a swift and violent response. The Station's automated defences will attack you where ever possible and humans will cower or fight when you confront them. Typhons have no perk tree but are granted 48 Neuromods to spend on Typhon abilities. As a Typhon you can also survive without atmosphere and maneuver yourself in micro gravity.

LOCATION

Roll 1d8 to determine where you find yourself at the start of the jump or pay 100cp to decide.

1. NEUROMOD DIVISION

The section of Talos station that houses "Volunteers" and provides research facilities for developing and testing new mods.

2. TALOS LOBBY

Here you'll find central security, medical, executive offices as well as sales and marketing. There's a lot of good stuff in here to help you survive, but most of it is locked behind secure doors.

3. WORKSHOP

The workshop is where the latest technological innovations are developed. Innovations from everything to Nerf guns that can interact with touch screens to the revolutionary recyclers and fabricators were developed here.

4. PSYCHOTRONICS

This isn't a good place. Down here the remains of the Vorona I satellite and the soviet command module rest, surrounded by weavers spinning their golden thread like Coral. Volunteers are used as fertiliser here, fed to the Typhon so more exotic material can be harvested.

5. THE G.U.T.S.

The G.U.T.S are a microgravity environment that spans the length of Talos station primarily used to transfer cargo between various departments. Here you'll also find the magnetic generator that protects the crew from cosmic radiation. If you find yourself here I hope you brought a thrust pack.

6. ARBORETUM

An extravagant office sits in the middle of this garden, surrounded by trees that have grown beautiful curves from the strange gravity, green houses and park benches. Don't be fooled by your tranquil surroundings though, dangerous Typhon will begin to patrol here very shortly.

7. TALOS I EXTERIOR

I hope you packed your space suit and thrust pack, or else this is going to be a short jump. You find yourself floating outside of Talos I, still enveloped by the protective magnetic field. All of the airlocks are sealed and the exterior is covered in powerful Typhon, you might be able to find your way in through one of the many hull breaches along the stations surface.

8. FREE CHOICE

PERKS

The way you'll be getting perks in this universe is a little different. They can be formed through previous experience you've gathered in this world through your background, or you can get it through Neuromods. Don't worry about the CP to Neuromod conversion to the perks within the realm of human possibility, it's already been converted for you for your convenience. Keep in mind that while it is possible to remove abilities granted by Neuromods, removing them will result in all memories being wiped from the moment they were first installed.

VOLUNTEER

"Volunteers" come from all walks of life, some of them low lives in the prison system for legitimate crimes, others political prisoners from the Soviet Union's Gulag archipelago. And following that they are often utilised in Neuromod experiments, being implanted with new memories and abilities. For this reason you can select any 100cp, 200cp and 400cp perk at a 50% discount.

SCIENTIST

100 - SOFTWARE SCIENTIST

The computer scientists on the station are some of the best in the world, developing next generation interfaces and security systems for sale back on earth. You have significant experience with the computer systems utilised by TranStar, and more specifically, all the back doors. With a little effort no door or computer on Talos will be secure when you're around. And due to your extensive knowledge of computer theory hacking into different architectures is possible with significantly less effort than learning it from scratch, from a day to a basic but completely alien system to a few months for the most plugged up and secure system.

200 - MEDICAL DOCTORATE

Talos has no shortage of medical assistance, keeping the crew in top physical condition and studying the effects of Neuromods on the human psyche. Almost everyone in the Neuromod department has some medical background. Now you do too, either through your own education or through Neuromod injection. Basic medical supplies work better in your hands, sutures are guaranteed to hold through everything but the harshest of abuse and wounds cleaned by you never get infected. With more advanced supplies you're on par with the world's best heart surgeons. As a bonus, you can also identify and remove organs from the Typhon that a rich in the exotic material used in making Neuromods.

400 - OVER CLOCKED NEUROLOGY

Professor William James of Harvard used to say that the average man develops only ten percent of his latent mental ability. What if you could flip a switch and develop the rest of it in a moment? It's not as simple as a switch, but with the neural reprogramming ability of Neuromods it will feel like it. With this modification you can instead go days without sleep, operating at you peak, which is now far above your baseline. Better still, with this your Psi threshold is increased, meaning that special abilities can be maintained for longer and used more often before you need an injection.

600 - MASTER OF THE MIND

The knowledge to create Neuromods. We're not just talking about those hypos with exotic material either, but to be able to create the programs that you upload to the mind itself. With this, all the secrets of the human mind are laid bare to you, if you look at an active neuron you could tell what it's function is in the mind. You can take the scans the specific skills of anyone and create a new Neuromod suitable for human use. Skills can be recorded through mere observation utilising a device called a Psychoscope, though the skill you wish to collect must be being practiced by the target or be a significant part of their personality. A great musician doesn't need to be composing in order for you to scan him for his musical talent, but if you wanted his ability to cook you'd need to scan him while he was cooking. It has also been demonstrated to be possible to install abilities from alien biology, providing the user has access to sufficient quantities of any special material the ability relies on and they're okay with hybridising their biology with the species.

ENGINEER

100 - IMPACT CALIBRATION

Also known as percussive maintenance. You're good at repairing things, simple items can be repaired with a few spare parts and a wrench, which is fortunate because most of Talos I's equipment is simple for ease of fabrication. Of course you can fix almost anything with the right parts and a little time and now know just the right way to smack an item with a wrench to fix minor faults (Or knock someone dead).

200 - ARTIFICER

Any monkey with a wrench can look up the technical manual and do a repair. Well, maybe not any monkey, but you're certainly a cut above the rest. Any technology you come across that you understand the principles behind can be drastically improved. Either simplifying it to make it easier to fabricate or improving its durability or power output. Weapons, turrets, tools and vehicles can all be improved beyond their base specs.

400 - LEVERAGE

Neuromods can also affect physical changes in the rest of the body. Some make you faster, others smarter, but when working on a major project it's strength an engineer needs. With this mod you can lift pretty much anything that isn't bolted down and throw it with enough force to kill anything mortal outright.

600 - REPAIR, REUSE, RECYCLE

Neuromods aren't the only revolutionary technology developed on Talos I. The ability to break down components to their constituent materials and dividing them into 4 categories of materials which can be used by a fabricator to make almost anything. These are divided into Synthetic, Mineral, Organic and Exotic. You know all the ins and outs of this technology, able to make it more precise in dividing up material up to the elemental level or divide new materials at the cost of a little more energy. Scaled up you could use these devices to quickly refine mined material strip mined from a planet and use them to mass produce buildings and vehicles. The energy required to make the item is directly proportional to their complexity and size.

SECURITY

100 - WEAPON FINESSE

Security staff on board Talos station need to be two things, incredibly competent and don't ask too many questions. For this reason they are often recruited out of elite military units like the Navy seals, SAS or Spetznaz, which meant that the Neuromod team had a large talent pool from which to pull weapon skills. Whether your life experience or experience implanted in you, anything that fires a bullet is seemingly more lethal in your hands.

200 - MEMOIRS OF A NINJA

Staying with the theme of combat skills, another talent the specially selected security staff has in abundance is infiltration skills. Some of the memories came from their security staff, others came from former intelligence agents that ended up working for TranStar. Regardless of where these experiences came from, they are a part of you now. You know how to blend into the environment better, cause distractions, and move silently. Whether walking, running or at a full sprint the way you move looks completely normal but makes no sound.

400 - PEAK PHYSICAL CONDITIONING

It's amazing the effect the brain has on the body. The majority of staff aboard Talos I are the best of the best, which means that their endocrine system is that of someone at the top of their dominance hierarchy, and that's only the start of it. Neuromod developers have been able to use the data they gathered from these individuals to push a recipient's body to the extremes of human possibility. Someone with these modifications will, overnight, have a higher endurance, shrug off pain easier and have their natural life extended by 75 years.

600 - COMBAT FOCUS

Evolution is now in the hands of man. The secrets of the mind are cast open and we can tinker with it in the most extraordinary ways. It is now possible to increase the speed of human perception, much like one would over clock a computer. To someone with this mod a spike in the fight or flight response also increases the speed at which their mind processes experience. To the individual time seems to slow to a crawl for the duration of the fight in a process that's analogous to over clocking a computer. Like over clocking a computer, spending too much time in this state can damage the hardware, but studies have shown well rested individuals don't have any lasting repercussions. Consumes Psi upon activation.

TYPHON NEUROMODS

Not only can you transfer human abilities with Neuromods, but it is possible to implant man with abilities of the Typhon. Be warned that the more Typhon Neuromods you take the more you're seeding yourself with Exotic matter, and the closer you'll come to being Typhon yourself. With three different types of mods the stations systems won't be able to delineate you from the Typhon and attack you. Above that the Typhon become more and more aware of your presence, sending more and more powerful threats to eliminate you. Additional Neuromods can be purchased for 50cp each.

MIMIC MATTER I - 2 NEUROMODS

You can take the shape of any small nearby object. Anything from a piece of fruit, to a chair can be copied and you can still move while in this form, albeit awkwardly. Consumes Psi to maintain.

MIMIC MATTER II - 4 NEUROMODS (REQUIRES MIMIC MATTER I)

You can now take the shape and function of larger, more complicated objects. Stationary turrets and power tools with limited moving parts can be copied and fully operate as though they were the original item. Consumes Psi to maintain.

MIMIC MATTER III - 5 NEUROMODS (REQUIRES MIMIC MATTER II)

Copy practically anything with roughly the same dimensions as a person. Advanced robots, maybe a small vehicle? You can mimic the form and function of just about everything. Consumes Psi to maintain.

PHANTOM SHIFT I - 2 NEUROMODS

Use Psi to teleport a short distance, creating an after image of yourself that will draw the ire of your enemies for a few seconds, buying you a few precious moments to get your own attacks in.

PHANTOM SHIFT II - 4 NEUROMODS (REQUIRES PHANTOM SHIFT I)

The distance you can teleport has increased, and so has the duration of your phantom, not only that, but it will animate for a few moments and land a couple of strikes upon your opponent.

ETHER RESISTANCE - 1 NEUROMOD (REQUIRES PHANTOM SHIFT I)

Your body is now more resistant to the reality warping powers certain Typhon creatures have, able to better endure their playing around with universal constants like they're toys. Typhon with this power are completely immune to Etheric damage and emit a small passive field of etheric damage.

ETHER ABSORPTION - 3 NEUROMODS (REQUIRES ETHER RESISTANCE)

When exposed to the ethereal abilities of the Typhon your Psi will also regenerate, letting you turn the damage you suffer into a powerful counterattack. You'll still be hurt if you stay in the effect for too long though.

PHANTOM GENESIS I - 2 NEUROMODS

Using a bit of your psi you can turn a fallen human into a Phantom. The phantom you create will be of the standard verity, able to fire a Kinetic Blast and will be completely loyal to you.

PHANTOM GENESIS II - 4 NEUROMODS (REQUIRES PHANTOM GENESIS I)

The phantoms you generate from the corpses of men and women are now much more powerful and of varying type. Thermic Phantoms with Super Thermal and Thermal Immunity, Voltaic Phantoms that emit strong electrostatic discharges and fry everything near them, and Etheric Phantoms that warp reality around themselves all rise from the dead and fight alongside you as though they are elemental ghosts.

PHANTOM GENESIS III- 6 NEUROMODS (REQUIRES PHANTOM GENESIS II)

You can now revive an unlimited amount of people as phantoms, growing an army of ethereal soldiers to do your bidding. Typhon with this mod can also sacrifice a large amount of Psi to create one mimic every 24 hours. Every creature spawned from this one mimic is under your control.

BACKLASH - 8 NEUROMODS

Direct your Psionics power into a shield for a few seconds. The next physical attack you suffer will be negated and the enemy assailing you will be repelled.

FEAR RESISTANCE - 2 NEUROMODS (REQUIRES BACKLASH)

Your mind has become more resistant to Psionics attacks that activate your fear response.

PSYCHOSHOCK I - 2 NEUROMODS

Use Psi to launch your own psychic assault against your enemies. For a few seconds any abilities that could be considered psychic are nullified on your target.

PSYCHOSHOCK II - 3 NEUROMODS (REQUIRES PSYCHOSHOCK I)

Your Psychic attack now nullifies an enemies Psionics abilities for longer, as well as causing the target intense but temporary discomfort during the effect, described as the worst brain freeze you could imagine.

PSYCHOSHOCK III - 5 NEUROMODS (REQUIRES PSYCHOSHOCK II)

Your Psychic attack now nullifies an enemies Psionic abilities for even longer, and your attack can also cause severe brain damage, forcing some of your weaker adversaries into a coma or killing them out right.

MINDJACK I - 2 NEUROMODS (REQUIRES PSYCHOSHOCK I)

Allows you to consume psi in order to force biological enemies to see things your way for a few moments, making them let you pass unmolested to fight by your side.

MINDJACK II - 4 NEUROMODS (REQUIRES MINDJACK I)

Your influence is extended over a longer period of time and you can use this ability to break the psychic hold enemies might have over allies.

MINDJACK III - 6 NEUROMODS (REQUIRES MINDJACK II)

You can now spread your influence to up to 10 targets, indefinitely for a very small Psi consumption.

REMOTE MANIPULATION I - 2 NEUROMODS

Extend your mind with the use of Psi to pull objects towards you from up to 10 meters away

REMOTE MANIPULATION II - 3 NEUROMODS (REQUIRES REMOTE MANIPULATION I)

Your telekinetic reach extends to 20 meters now and can fire objects with the force of an Olympic shot putter.

REMOTE MANIPULATION III - 5 NEUROMODS (REQUIRES REMOTE MANIPULATION II)

Your reach is now 30 meters and you can launch objects with the same force as a 16 inch gun

MACHINE MIND I - 2 NEUROMODS (REQUIRES REMOTE MANIPULATION I)

By consuming Psi you can manipulate the micro switches in an electronic device, effectively hacking into it and turning it to your side for a few moments.

MACHINE MIND II - 3 NEUROMODS (REQUIRES MACHINE MIND I)

The time you can remotely force a machine into an allied state is extended and you can use your power to harden a system against external hacking while you focus on it.

MACHINE MIND III - 5 NEUROMODS (REQUIRES MACHINE MIND II)

The time you can remotely control a machine is extended indefinitely in exchange for a small constant consumption of Psi and you can control up to 5 machines at once.

KINETIC BLAST I - 2 NEUROMODS

Use your psi to launch a bolt of Kinetic energy. Upon contact with an enemy or a surface the bolt will detonate in a shockwave powerful enough to stagger enemies in a 5 meter radius.

KINETIC BLAST II - 3 NEUROMODS (REQUIRES KINETIC BLAST I)

Your kinetic assault now detonates with enough concussive force to burst eardrums and knock people off their feet.

KINETIC BLAST III - 5 NEUROMODS (REQUIRES KINETIC BLAST II)

Your kinetic assault now detonates with enough concussive force to shatter bones and pulverise organs.

LIFT FIELD I - 2 NEUROMODS (REQUIRES KINETIC BLAST I)

Consume Psi to create an upward force that can trap enemies a few feet in the air for 15 seconds.

LIFT FIELD II - 5 NEUROMODS (REQUIRES LIFT FIELD I)

Your Lift Field drastically increases in force, strong enough to slam enemies into a ceiling or launch them high enough in the air that landing could break bones.

ELECTROSTATIC BURST I - 2 NEUROMODS

Create a static field using psi able to shut down electronics for a few seconds.

ELECTROSTATIC BURST II - 3 NEUROMODS (REQUIRES ELECTROSTATIC BURST I)

You can now launch an attack that acts like a taser on organic targets, causing convulsions and incapacitating them.

ELECTROSTATIC BURST III - 5 NEUROMODS (REQUIRES ELECTROSTATIC BURST II)

Your electrostatic burst can now permanently damage electronics, outright destroying the components in all but the most hardened devices. A full hit from your power will outright kill a normal flesh and blood human too.

ELECTROSTATIC RESISTANCE - 1 NEUROMOD (REQUIRES ELECTROSTATIC BURST I)

Your body is now more resistant to electrical discharges, a Taser wouldn't even phase you and you might be able to survive a direct lightning strike. Typhon with this ability are completely immune to any attempts at damage through high voltage and passively emit a field of electricity which shocks anything near to you..

ELECTROSTATIC ABSORPTION - 3 NEUROMODS (REQUIRES ELECTROSTATIC RESISTANCE)

Being exposed to electricity now causes your Psi to regenerate. You're not immune to the damaging effects of high voltages though, so don't linger too long.

SUPER THERMAL I - 2 NEUROMODS

Create a trap of super heated plasma that can detonate with enough energy to temporarily blind the affected and cause minor burning on exposed skin in a 5 meter radius.

SUPER THERMAL II - 3 NEUROMODS (REQUIRES SUPER THERMAL I)

You can now create 2 traps of super heated plasma that can cause third degree burns and sets fire to furniture and clothing

SUPER THERMAL III - 5 NEUROMODS (REQUIRES SUPER THERMAL II)

You can sustain 3 plasma traps and upon detonation almost everything in a 5 meter radius is incinerated. Organics are almost cremated and metal glows white hot.

THERMAL RESISTANCE - 1 NEUROMOD (REQUIRES SUPER THERMAL)

Your body can resist much higher temperatures than before and are able to walk into an inferno and receive only 2nd degree burns. Typhon with this ability are completely immune extremely high temperatures and passively emit heat hot enough to burn anything near to you.

THERMAL ABSORPTION - 3 NEUROMODS (REQUIRES THERMAL RESISTANCE)

Extreme temperatures now replenish your psi, though spending too much time in a hot environment will still hurt you.

PSYCHOSCOPE - 200CP - FREE SCIENTIST

The Psychoscope is an advanced scanning tool developed by Morgan Yu to gather information about the Typhon. It is able to provide an experienced user specialised information about the aliens which can be used to develop new Neuromods. The device was built around the Typhon, though can be used on humans and robots. It will require an update if you want to use it to scan new biologist, which can be built with the right skills. A Psychoscope can support 8 chipsets at a time, not including its core scanning hardware and has a stock range of about 10 meters.

PSYCHOSCOPE CHIPSETS

SPEED SCAN 001SI - 50CP

Decreases the time needed to complete a scan with the Psychoscope.

FAR SCAN 002SI - 50CP

Increases the scanning range of the Psychoscope to 30 meters.

ESP TARGETING 163XF - 50CP

Increases the damage to enemies marked by the Psychoscope.

M3CHT3CH DX_2.0 - 50CP

A diagnostic tool for engineers, able to make repairs faster and more efficient.

MIMIC DETECTION GEN 2 - 100CP

Allows for the detection of elite mimics. The Psychoscope can detect standard ones by default.

PSI REFLECT REV609-1 - 100CP

Grants a 10% chance to reflect a Psionic attack.

OPTIMISER (ENERGY) 00100Z - 100CP

Reduces the Psi cost of Super Thermal, Kinetic Blast, Electrostatic discharge and Lift Field.

OPTIMISER (MORPH) 00100Z - 100CP

Reduces the Psi cost of Phantom Shift, Phantom Genesis and Morph.

OPTIMISER (TELEPATHY) 00100Z - 100CP

Reduces the Psi cost of Backlash, Mindjack, Psyshock, Remote Manipulation and Machine Mind.

GOVERNOR 1400SI - 200CP

Greatly reduces the Psi cost of Machine Mind, Mindjack and other telepathic abilities to negligible levels.

AGGRESSOR AMP 1337SI - 100CP

Increases the damage of all Psi attacks by 25%.

KINETIC AMP +6QW5 - 100CP

Increases the damage done by Kinetic Blast by 50%.

PSYCHOSHOCK AMP +6QW5 - 100CP

Increases the amount of damage done by Psychoshock by 50%

ELECTROSTATIC AMP +6QW5 -100CP

Increases the amount of damage done by Electrostatic Charge by 50%

SUPERTHERMAL AMP +6QW5 - 100CP

Boosts the damage done by Super Thermal by 50%

PSYCHOACTIVE CHARGER S-I286 - 50CP

Slowly regenerates your Psi over time

CORAL PSI EXTRACTOR 21.4GHz - 50CP

When in contact with Coral your Psi will regenerate.

POTENTIALIZER 23-0948SI - 50CP

Increases your Psi pool by 100% of the base human average.

RECOVERER++ 2094I - 100CP

Slowly regenerates your health

ZERO POINT PSI 19-03 WEOS - 100CP

Grants a 10% chance to cast a Psi power for free

FEAR REACTOR 0322SI - 100CP

Upon killing an enemy there is a 10% chance to emit a demoralising "Fear" frequency to other nearby enemies.

FEAR SHIELDING 21.4GHz - 200CP

Grants a resistance to demoralising Psionic attacks.

NULLWAVE SHIELDING 21.4GHz - 200CP

Shields you from any attempts to block you from performing your Psionic powers

PSYCHOLITIC CONVERTER - 200CP

When you have depleted your Psi powers can still be performed at the cost of your health

TRANSTAR SUIT - FREE ALL BUT TYPHON

The TranStar suit is a multipurpose uniform that is designed to quickly and easily interface with an EVA system and utilise touch screens through the gloves. Volunteers are given a green suit and will not be trusted by the rest of the staff. Security is given a white and black suit, science a blue and black suit, Engineering an orange and black suit, and executive staff a red and black suit. Even in its basic state the suit gives a small amount of protection against environmental hazards and physical attacks along with a flashlight. The suit can take up to 8 additional chipsets, expanding it's capabilities.

Suit upgrades and chipsets

ARTX EVA SUITE - 200CP (FREE ENGINEERING)

An add on that turns the suit into a proper system suitable for Extra Vehicular Activity in the depths of space. Comes with an Reaction Control System that has thrusters that attach to your arms and legs along with an inertial dampening system that prevents you from spinning out of control. Comes with a stock standard maximum speed of 10 meters per second relative to the station for safety reasons but can also be used in normal gravity to slow down a fall to safe speeds. Also comes with a helmet which both provides enough space for your Psycho scope and automatically deploys the second it detects a hazardous environment. Doesn't take up a chipset slot.

ARTX PROPULSION GEN 1 - 50CP

Increases the RCS's maximum speed to 16 meters per second and improves it's efficiency in normal gravity, extending the time it can be activated.

ARTX PROPULSION GEN 2 - 50CP

Improves the RCS's power in normal gravity, allowing it to give the user a jet boost and jump higher.

BATTERY OPTIMISER IMI7 - 50CP

Increases the battery life of the flashlight.

HEPATOCYTIC AMP S-M186 - 50CP

Filters your blood for toxins, drink alcohol without becoming intoxicated.

KINAESTHETIC ASSISTER CRU - 50CP

Catch your breath faster after strenuous activity.

IMPACT DAMPENER CRU[V1] - 50CP

Reduces damage taken from crashing during flight in Zero-G.

INTEGRAL STRUCTOR B5NM - 50CP

Your suit is more resistant to environmental hazards that degrade its integrity.

CARE4YU S-I34000X - 100CP

Decreases the chance of trauma from heavy impacts.

RADIATION SHIELDING 19.4GHz - 50CP

Confers complete shielding against Alpha, Beta and Neutron radiation. Gamma ray exposure is attenuated by 3 half factors.

RECYCLER SHIELDING 19.4GHz - 50CP

Confers complete shielding against the effects of a weaponised recycler charge

THERMAL SHIELDING 19.4GHz - 50CP

Reduces damage taken from thermal sources.

EMP SHIELDING 19.4GHz - 50CP

Decreases the effects of EMP on your suit and weapons.

ETHERIC SHIELDING 19.4GHz - 50CP

Reduces the damage caused by ether damage.

GROUNDING RESISTOR 19.4GHz - 50CP

Reduces the damage caused by electric damage.

BEAM SHIELDING 19.4GHz - 50CP

Reduces damage taken from laser attacks.

BACKLASH REACTOR S-P58 - 100CP

The suit synergises with your Backlash ability, now offering a 10% chance to reflect the damage back at the enemy.

LAST CHANCE COREV1 - 300CP

Blows that will otherwise kill you will leave you in a critical state instead. Has a day's cool down.

HEAVY GEAR OPTIMISER CRU - 300CP

Adds motor servos to the suit, increasing movement speed while using heavy tools like the GLOO gun or Q-Beam along with increased strength, allowing you to pick up an additional 4 tonnes.

OTHER ITEMS AND TOOLS

HEPHAESTUS "HEFFY" TWIST & LOOP WRENCH - FREE ALL

A common repair tool found all over the station with a fairly good weight. Makes an effective bludgeon in a pinch. Comes with schematics to make more with the Fabricator.

GLOO CANNON - FREE ALL

Another tool commonly found on the station. Launches a quickly hardening glue that is incredibly versatile. Can be used as a fire suppressant, an insulator against high currents, plug small structural failures in the hull, it can even stick to enemies and freeze them in place for a short time. The large globs it forms can also support human weight, allowing crafty engineers to create staircases to places they have difficulty getting too. Comes with schematics to make more of the tool and it's glue with the Fabricator.

HUNTRESS BOLTCASTER - 50CP

Created by Talos I engineers to interact with touch interfaces at a distance for fun and profit. The polystyrene bolts have enough heft to activate mechanical buttons too. Good for activating devices you can't reach or distracting enemies. Comes with schematics to make more of the weapon and ammo with the Fabricator.

TRANSTAR PPN-8 SILENCED PISTOL - 50CP (FREE SECURITY)

The standard firearm for Talos I Security. Fires silent 9mm subsonic rounds from a 15 round magazine with low penetrating power so as not to cause unintended hull breaches. Still lethal to humans. The back has a digital ammo counter. Comes with schematics to make more of the weapon and ammo with the Fabricator.

ARTEMIS GOLDEN PISTOL - 100CP

A custom version of the TranStar PPN-8 designed to conform to safety regulations but deal a heftier punch. One of a kind.

DISRUPTOR STUN GUN - 50CP (FREE SECURITY)

A hand held electroshock weapon that stuns humans and damages machines. By default fires at a pretty short range and consumes a lot of battery power, but crafty engineers have increased the range and efficiency dramatically on a few examples. Comes with schematics to make more of the weapon and ammo with the Fabricator.

THRONE S4 TACTICAL PUMP SHOTGUN - 100CP (FREE SECURITY)

Though like most shotguns it can fire a verity of rounds, the only ones kept on Talos Station are bird shot to eliminate the chance of a hull breach. Will require you to get up close and personal to be used effectively. Can store 4 rounds by default and displays remaining ammo on a counter mounted behind the breach, though it's not unknown for officers to expand its capabilities, extending the magazine among other things. Comes with schematics to make more of the weapon and ammo with the Fabricator.

Q-BEAM - 200CP

The weaponisation of Recycler technology. It fires a stream of volatile quasiparticles which causes a series of rapidly cascading excitations in energetic systems of matter to the point of rupture. Particularly effective against armoured targets. Comes with schematics to make more of the weapon and ammo with the Fabricator.

RECYCLER CHARGE - 100CP

Another example of a weaponised Recycle, this grenade like device will draw nearby matter towards it and break them down into their constituent components for use in fabrication. Comes with schematics to make more.

NULLWAVE TRANSMITTER - 100CP

A device thrown like a grenade that blocks the Psionic abilities of anyone or anything caught in its radius for a few seconds. Comes with schematics to make more.

EMP CHARGE - 100CP

The EMP Charge emits a blast of electromagnetic energy subduing any electric powered entity in the vicinity. Comes with schematics to make more.

TYPHON LURE - 100CP

The Typhon Lure emits a psycholuminescent signal that entices Typhon to move toward it for a short period of time. Comes with schematics to make more.

PSI HYPO - 50CP

A little pick-me-up filled with Exotic material that replenishes your Psionic potential. Comes with schematics to make more.

LOOKING GLASS DISPLAY - 200CP

A few panels of TranStar's new patented display systems developed by Lorenzo Calvino. These generate a true three dimensional window into a virtual world so realistic you'll swear it's a window until you get a look behind the glass.

RECYCLER AND FABRICATOR - 400CP

Perhaps one of the most innovative technologies TranStar has developed after Neuromods. Recyclers breakdown material into its constituent components, by default these are "Organic", "Mineral", "Synthetic" and "Exotic", to be used in the fabricator. Providing that you have a compatible schematic small enough to fit inside the fabricator and the correct materials, the fabricator can craft complex items such as Q-Beams, turrets and Neuromods.

CRAFTING MATERIALS - 100CP

A crate 25 units of each crafting material will spawn in your warehouse each week to use as you desire.

OPERATOR DISPENSER - 300CP

An unlocked robot fabricator which can create one of 4 different types of "operators". Medical Operators heal the injured, Engineering Operators repair systems like your suit, Science Operators replenish your Psi and Military "Black Box" Operators come equipped with offensive lasers. Comes with 3 charges and will need 3 units of Synthetic, Mineral and Organic material to create a new charge.

COMPANIONS

COMPANION IMPORT - 50-300CP

You can import your companions for 50cp each. Each companion gets 600cp to spend on backgrounds, perks and items, but cannot take drawbacks for more points. Importing your maximum of 8 companions costs 300cp.

APRIL - ADVANCED OPERATOR - 300CP

An operator with advanced heuristic algorithms that practically makes it sapient, though is entirely bound by its core directives. If you give it a core directive it will attempt to execute that directive even at the expense of itself. Comes with all the functions of the Medical, Engineering, Science and Military operators along with some advanced hacking functions. Should it be broken a new unit can be produced from the unlocked Operator Dispenser, though only one can exist at a time. Is only emulating intelligence so it doesn't count towards your companion limit unless you upgrade its intelligence.

BOUND BY BLOOD - 300CP

A loyal sibling with which you'll always have someone you can trust. You've had your ups and downs with them like any sibling, but all that strife just made you come closer. He or she understands you better than anyone else could, trusts you completely and has come to terms with living in your shadow. Shares your background and gets 1000cp to spend on perks.

DRAWBACKS

You may take up to 1000cp worth of drawbacks.

REPUTATION - 100CP

You've got a little bit of a reputation with the crew of Talos I. Volunteers will have a rather abhorrent rap sheet while staff will have large files with human resources. You'll have a very tough time getting anyone to trust you. Typhons with this drawback will be attacked and eaten as though they were humans, and humans will shoot on sight.

PARAPLEXIS - 100CP

You have a rare neurological condition that requires you to get regular treatment in the form of an injection. The condition precludes the use of Neuromods and if you fail to get your injections your autonomic nervous system will shut down. Typhon with this condition are driven to devour the consciousness of humans, failing to do so will lead to their death.

SOCIOPATHIC TENDENCIES - 200CP

Your neurochemistry is such that you lack empathy. As a human you will be unmoved by the plight of others and far more likely to kill them simply to get the materials from their still warm corpses. As a Typhon you will be a slave to the Typhon ecology, protecting weavers while they spin the golden Coral and unable to even see humans beyond the threat that they pose.

GROUNDHOG DAY - 200CP

Each week your mind will partially reject the Neuromods you've installed and you'll forget the majority of what happened during that time. Only echoes will remain, and these echoes will drive you mad. Soon you will

become paranoid, unable to trust anyone and you will be driven to rash and self destructive logic. You can be talked out of it by close friends and family who have faith in you and take precautions like recordings, but the hoops they have to jump through in order to get you back on their side will be exhausting.

IMMUNE RESPONSE - 300CP

The Typhon or Humanity, whichever one you are not have identified you as the most dangerous example of your species. As you spend time here the opposite faction will begin adapting to your abilities, countering them or creating duplicates. The hunters they create will be solely designed to fight you and with each encounter they become more and more proficient in hunting you down. By the end of the jump they will be able to field creatures that will take all your abilities and skill to destroy, while one mistake will leave you dead.

THE NEW YU - 300CP

You take on the role of Morgan Yu, the protagonist of Prey. You wake up in your bed, located in an apartment in San-Francisco to a reassuring synthwave track, but something is clearly amiss. Checking your emails, your inbox is filled with warnings instructing you to get out. Stepping out of your front door you see the twisted corpse of a worker and all the doors are locked. It's only when you smash open your window do you discover that you're on an advanced sound stage with Looking Glass screens simulating a view of San-Francisco bay. Someone calling themselves January has connected to your suit coms telling you to get to your office in the Talos I lobby. Typhon who take this perk are still Typhon but unaware of it and must also take the "They Came from Beyond Space" drawback

THEY CAME FROM BEYOND SPACE - 300CP

The worst case scenario has occurred, every safeguard has failed and the Typhon walk on Earth. Buildings are infected with golden Coral and the Typhon consciousness is seemingly limitless in its abilities, forming creatures that can walk the span of a continent in a few strides. All of them without empathy or remorse, reproducing by consuming. The conditions for your victory have changed. Rather than 10 years, there must be a victor, be it Humanity or Typhon. Humans have a colossal task in front of them, with every person dead able to spawn 3 mimics and a phantom. Typhon will find it exceedingly difficult to eradicate humanity, with thousands of groups working towards defeating the invaders.

TO SEEK OUT NEW LIFE - 300CP (REQUIRES THEY CAME FROM BEYOND SPACE)

But perhaps there is another option. Maybe Humanity and Typhon can co-exist and enrich each other. While parts of their biology are completely alien, they share some neurology with humanity. There are groups working to bridge the divide, and they believe that it's possible. You will fail your chain if either the Typhon or Humanity go extinct on and around Earth and can only leave once peaceful co-existence has been attained.

NOTES

Master Of Mind/Psychoscope - Post jump this ability and item can be used to implant any ability into anyone providing that the ability is biological, has some pretence to being based in science, any exotic material the ability utilises is added to the injection and a not insignificant amount of time and effort has gone into adjusting your Psychoscope into any alien physiology. So Psionics from XCom would require Elerium but as the Psychoscope has already been adjusted for human neurology, so no adjustments need be made. Likewise Biotic potential from Mass Effect would need Element Zero, and while taking the ability from a human would require no adjustment, taking it from an Asari would.

Resistances - Going by what information is given by the game, Voltic and Thermic phantoms are completely immune to electricity and thermal attacks respectively. Considering there is an upper limit on the power of attacks shown it is possible that incredibly high voltages or temperatures found in the core of the sun are above what they can tolerate. If you think complete immunity is too OP, fanwank. On the subject of the special damage type, Etheric, I'm fanwanking that it's a hyperdimensionally applied force. You can take my interpretation, think it only applies in jump or expand it to any special type of damage. If pressed in thread I'll give my fanwanked answer unless new lore is release saying otherwise.

Leverage - "Anything not bolted down" is the description given in the game for the mod, and for the most part that's true. The only exception being the special shipping containers, so if you need an upper limit, 4 metric tonnes.

Psi - I honestly don't like having to talk about the gameified Psi meter so much. If you're like me, conversations with Science Operators which regenerate it suggest that Psi is equivalent to brain fatigue, and so that consuming it all will lead to migraines and such, but can be regenerated with sleep.