

## BIOMEGA (Version 0.1)

*"This is going to be a long marathon...a 4.8 billion kilometer long marathon."*

The year...3005 AD. Mankind has expanded all over the globe and even to Mars, but these achievements did not come without setbacks. Centuries ago, acts of cyber terrorism resulted in a substantial loss of information, and a global government was implemented in the wake of this catastrophe.

It has been over seven hundred years since that setback, and mankind is preparing to step up into space again. A planned project to investigate into the fate of the Mars colonization project is in the works, and in six months, the world will hear news of the colony's fate – not in the way it was intended to unfold.

The Data Recovery Foundation, a major component of the new global government, is aware that the Mars colony collapsed due to an unknown viral infection. It aims to utilize that virus to bring about a new "baptism" of the world – creating the intended form of life to replace the humans.

The Matriarch of the Data Recovery Foundation is firmly set in the opinion that man-made creations are abominations and need to be removed. With the N5S virus, she intends to cleanse the world and remake it in her own image. If she succeeds, the world will change drastically, to a new and strange form that no human will recognize. We've seen fragments of distorted time...looked into the "Regenerator World" as they call it. To call it a vast superstructure would be an understatement – but more importantly, the 4.8 billion kilometer long structure is hostile.

This Earth is not the Earth that you may have visited in the past, Traveler. The world is a harsh and chaotic place, as construction has run rampant for the most part – and cityscapes were left to grow in an uncontrolled fashion. Not a good place to be if a viral outbreak were to occur.

We've extracted what information we could from the DRF database that might help you, so you could look over some of the notes on your own time. But before that, let's get your preparation work out of the way. Here, take this – our resources might be limited, but this is about what we can offer you.

**+1000 CP**

## [Personal Data Collection]

Primarily for archival purposes...we're going to need some personal information from you. Rest assured we're not using it for anything – just a record in case something happens. Of course, your information will stay confidential.

**Age, 17+1d8 / Your Gender and Appearance remain the same.**

With that out of the way, we're going to need to develop a cover story for you. Or maybe you don't need one – either way, take a look and see which description makes you best.

Background	Description
Drop In	Well, I certainly wouldn't want to be a tourist in this place – but with no information or history here, that's pretty much what you are. Unfortunately, this might leave you at a bit of a disadvantage, considering strangers tend to stand out very substantially – and nobody here treats a stranger well.
TOHA Heavy Industries Agent	<p>TOHA Heavy Industries is one of the key companies which have thrived in the aftermath of the cyber terrorism events. Relying on leading edge research into cybernetics and synthetics to stay relevant, TOHA fields "Agents", synthetic humans, of which you are one.</p> <p>You haven't been alive as long as some humans, but the time you spent in the virtual training environment resulted in enough information downloaded into your brain such that you might as well be in your late twenties. You've personally been tasked to investigate into the DRF's plans.</p>
Public Health Services Patrol Inspector	<p>The Public Health Services is a subset of the Data Recovery Foundation. Tasked with civilian control and global logistics, the PHS has a subset organization called the Compulsory Execution Unit, which acts as a military and judiciary branch.</p> <p>You're a patrol inspector with a very simple task – defend DRF property from vandalism, terrorism, and espionage. Your superiors have no consideration for the safety of the general public – and generally, your actions can proceed unchecked.</p>

Data Recovery Foundation Researcher	<p>The Data Recovery Foundation, next in line to become the world government once they establish a monopoly on the research front. Already a leading player in the research field, the DRF has taken many measures to ensure their superiority – though they won't touch synthetics, a rule reinforced by the "Overlord".</p> <p>As a researcher operating for the DRF, you should expect to be deployed to facilities that will never see the light of day, and the majority of your work will also never be seen by public eyes.</p> <p>At least your employer tries to protect you – a little bit.</p>
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We do regret to inform you that this Earth is probably one that you won't recognize at all. The vast majority of major population centers have been wiped out or displaced, and the majority of the world lives around defensive compounds called the Maxi-Security Containment Facilities.

As we've dedicated our resources to extracting information and retrieving material samples, we haven't had much luck in pinpointing suitable locations for a drop off point. The area with the highest degree of activity appears to be an artificial island called 9JO, so we're going to have to set you down there.

9JO itself is a VLFS (Very Large Floating Structure) situated in the Pacific Ocean under the jurisdiction of the Data Recovery Foundation. Several dedicated laboratory facilities operate from here, and the majority of the Mars project is being directed and coordinated from this location.

While we have no reason to suspect that anything would occur to 9JO, with the DRF's focus on the project, security has ramped up quite a bit. It seems they are especially concerned with the designated landing zones for the spacecraft returning from Mars, and there are many patrol officers around.

With the level of security the DRF has employed, everything should be fine, right?

We're going to give you a warning ahead of time – based on the recent disturbances in temporal activity; we've seen some *things* which would suggest that you really should prepare for a major disaster. We do have some notes on where you might want to head.

## **[Perks =PERK00=]**

It only makes sense that if you're going to have a cover story, you should have the skills to play the part as well

### **-Drop In 0-**

#### **Gritty Survivor 100**

In a world of infected, you've still somehow managed to hang on. Thankfully, even when supplies are scarce, and everything seems to be hunting you, you'll still have an instinctive knack of keeping track of stock, key locations, and important bits of information from the local area. You might not be tuned for high speed combat tactics, but you can at least keep your cool enough to dodge and hang on for a while.

#### **Hacking Interface 200**

Strangely enough, even after the information terrorism cataclysm which resulted in a loss of the internet, computer systems are still numerous and well maintained in the world. Though one would certainly wonder who is maintaining all of these terminals, you're still thankful that they've provided good practice for hacking. Your proficiency at accessing information through terminals and jury rigging computer architecture has improved.

#### **Biosynthetics 400**

Focusing on what science was available, mankind worked towards a harmonious merge of biology and technology - with the ultimate aim of immortality. Well, they're not quite there yet, or at least, the majority of people aren't quite there yet, but they've managed to merge humans with machines very well. Synthetic appendages, weapon prosthesis, modified senses, internal energy generators, and so forth are all rather commonplace in 3005AD. You'll have an intermediate understanding of the science behind biosynthetics, or a boost if you already knew it to begin with.

#### **Superstructure Dynamics 400**

Well, you'll be spending the majority of your time on a megastructure, so you might as well get to studying it. The Reverse Phase Imaging Polymer that forms the backbone for most of the "Regenerator's New World" seems to be something that you can manipulate, and though in your hands it's only useful for making

modular compounds, with enough time you could probably put these blocks together piece by piece to make a megastructure of your own.

Certainly in the process of such a gargantuan undertaking, your skills at assessing and adhering to blueprints will increase dramatically, if not your patience. A 4.8 billion kilometer long superstructure? That's going to take you centuries even if you had a full team working constantly - don't underestimate the scale of things, traveler.

### **The Kozlov Factor 600**

There's a very interesting specimen among the survivors, a bear by the name of Kozlov Leifnovich Grebnev, who surprisingly enough, is substantially talkative. He seems to know a substantial amount regarding brain manipulation technology - and though he's hesitant to share, just by studying him you'll learn a substantial amount regarding the science. It seems that the technology used to create Kozlov was based on "data duplication" rather than "data transcription" - that is, a literal copy/paste of the brain. In a sense, they – and by extension you, have reached a level of technical immortality.

By copying the target's personality and memories, you could make duplicates of the same individual – except abilities dependent on the body would not transfer over. The more memories there are, the longer the process takes, but an average human can be duplicated and stabilized in a day. This of course, doesn't account for how intensive the energy requirements are. Be careful that you don't have too many of the same people wandering about...that could get troublesome if they start fighting over who was the original.

Of course, you're not limited to a human mind, or a bear body. It seems that Kozlov was just a bear enthusiast.

### **-TOHA Agent 100-**

### **Internal Ballistic Calculations 100**

As an agent, you've been augmented to some extent, just enough so that you can hold your own against the Public Health Service and the Data Recovery Foundation soldiers. Unfortunately, as an agent, you're going to find yourself butting heads with the soldiers from the DRF and PHS rather often. Fortunately, the augmentations mean you can do complex physics calculations in your head - sharpening your aim, accounting for drift, recoil and other such factors. Hey, more charts and numbers never hurts right?

## **All Terrain Adaptation 200**

The augmentations don't just stop at the calculations - after all, numbers aren't going to kill the people in your way. The augmentations performed on your body have hardened you to the elements, and you can resist substantial exposure to harsh elements for an extended period of time. It's not going to help you much in total vacuum - but you might last for a couple minutes odd before the lack of atmosphere gets to you. In order to facilitate this change, they've also had to increase your overall armor somewhat.

## **Brainwave Energy Conversion 400**

Brainwave energy manipulation is a field that honestly, we still don't quite understand - and that's after studying it intensely for years. Both TOHA Heavy Industries and the DRF have found ways of manipulating it, in a principle not too different from a unit energy converter, though the exact mechanism of the conversion remains a closely guarded secret. The augmentation that TOHA performed on their agents allows them to power their portable particle accelerator guns with mental strength - to reduce the load on the gun's battery itself, though with work, perhaps you could get it to work for other weapons?

## **Synthetic Regeneration 400**

An "optional" augmentation that most field agents take anyways, the ones that survive an initial confrontation anyways. By using synthetic components, these augments facilitate a makeshift healing cycle. While the end product isn't perfect, and certainly isn't beautiful, it's fast and generally isn't energy intensive. It isn't going to repair your broken heart or your decapitated head, but moderate injuries like a broken arm or a clipped leg aren't going to get in your way.

## **Shikiomi Mindscape 600**

TOHA's synthetic human agents are trained in a very special manner. Well, they couldn't afford to spend twenty years training their soldiers, so they compressed all of the training into a virtual reality environment, condensing decades of training into mere months. The virtual reality however, remains an accessible portion of the mind to the agents, though accessing it usually only occurs when the agent falls unconscious. Granted that they're usually awake and fighting for their lives, this normally isn't the case.

The mindscape's effects are slightly weaker outside of TOHA's lab trial environment, but it still expedites learning significantly by presenting foreign

items and information in an understandable form. Used with machinery, computers, and networks however, it allows the agent to display the hardware in the form of a virtual world - interacting with programs and AIs on an understandable level. You can presumably download information from a network in this fashion, though the burden of storage and information retention lies solely on you.

Please don't force this connection on an unsuspecting synthetic - it is rather jarring, and worse, can substantially unsettle their neural networks.

### **-PHS Patrol Inspector 100-**

#### **Squad Tactics 100**

Never work alone! Well, against TOHA's synthetic humans and the countless droves of N5SV infected, that's the rule of thumb anyways. Your abilities to oversee, lead, and coordinate small groups increases substantially, which will help, since you're going to be up fighting against groups that will probably outnumber you by far. With the right people and the right tactics, you can show them that numbers don't mean everything...

#### **Hunter Killer Tactics 200**

Did you read the job description when you signed up buddy? If you're lucky and you get stuck on defense duty, you might be fine without learning from this manual, but if you get assigned to one of the reconnaissance posts? Well, better read and memorize this little book - cause it'll save ya hide.

Patrol Inspectors are generally taught how to track down and assassinate their enemies. You'll have plenty of time to practice these skills, but you've been taught enough to stay inside a target's blind spots once you've marked them - well, as long as you don't alert them to your presence anyways. Needless to say, the effectiveness of this is reduced against groups.

#### **Urban Combat Tactics 400**

Against the mindless N5SV infected, you could probably fire willy nilly and get away with it, but once you're up against the synthetic humans, you're going to need to take severe countermeasures. These TOHA constructs were made to kill you and your band after all. Unfortunately, for the most part, you're going to be stuck fighting in weirdly cramped structures - and fighting in close combat seriously favors the TOHA constructs.

But there's nothing saying you can't make a bit more room for yourself. Collateral damage and structural damage are greatly amplified whenever you fight. Toss a synthetic human against the wall? It's going to break, and the wall behind it will crack too. Fire at that inconspicuous pillar? Watch an entire floor crumble. With even a punch, you'll be able to weaken the infrastructure of a building. You won't be shattering the world any time soon, but turning the environment against the enemy is one card you'll definitely be playing often.

### **Psychokinetics 400**

When the excessive use of firepower isn't enough, it's time to bring out the special tricks. This isn't an augmentation meant for the weak of mind - but considering the foes you'll be pitted up against, well, you could argue that this world is not for the weak of mind. Psychokinetics relies substantially on the power of your mind, as you may have guessed. At its most basic state, you can use it to direct small inanimate matter, or deflect minor shots. But judging from the only individual we've seen with this ability, it takes some effort to improve it.

With practice, you may be able to mimic the only person that the augmentation has worked on effectively so far, Kahdal Spindal. She seems to be able to use it to perform gravity defying feats, as well as exhibit general examples of medium level telekinetic projection. She seems to have a special application of it, which you might be able to adapt given enough time and observation.

Kahdal appears to be able to move her armor suit at will, wearing it and taking it off with a thought – but she has also demonstrated the capacity to “unravel” her armor and use it as a weapon, with the unraveled components acting like tendrils. Perhaps you too, with time, could take a steel plate, and make a bizarre mobile armor suit with it.

### **Pseudo-N5SV Implantation 600**

TOHA Agent got you down? Shot your appendages off and left you for dead? Well, with this, you'll still get to have the last laugh! This N5S virus sample is a more benign variant than the regular type, but it induces a very particular transformation in the subject. While it doesn't rob the user of their mental capacity as the virus tends to do, it still quickly increases their size by a factor of 1.5 times, and physical strength seems to increase proportionally.

Unfortunately, we haven't worked out the genetic makeup of the modified virus sample to a sufficient level where we can control the mutation properly. This

resulted in a rampant regeneration process where wounds heal very rapidly, and energy seems to be burnt to initiate cell growth, but...once the source of energy runs out, the test subjects reverted back to a normal form. Could we make permanent super-soldiers out of this? Maybe if we had more time to stabilize the virus sample...

### **-DRF Researcher 100-**

#### **Chromosome Analysis Specialist 100**

Well, the job description said training would be provided - and sure enough, they provided you with all of the reading material you needed to figure out what you were actually supposed to do now that you're here. The researchers at the Data Recovery Foundation have been put to task into deciphering the secret behind the immortal cells, that mysterious 24th chromosome. From all of the information that has been compiled, you've acquired a better picture of what the DRF is planning - but as well, your ability to break down genetic information and just large chunks of information in general have improved. Heck, reading that 42 volume tome had to be worth something right?

### **N5SV Adaptation 200**

The spread of the N5S virus was abrupt and seemingly unstoppable, however, the DRF have managed to isolate groups of survivors who have managed to adapt to the genetic invasion from the virus. From those same principles, the DRF managed to reverse engineer a pseudo-N5S virus, though admittedly there are still many questions in this field which have not been answered.

Applying the same techniques, it is possible for you to quickly create vaccines for viruses - provided you have some infected to take samples of the virus from. Thankfully, as viruses are often rather resilient and specialized, your task isn't too hampered by the fact that the infected usually die from the process.

### **Collective Brainwave Charger 400**

This is largely experimental, alright? So be careful when you're using this. The prototype cannon that we made using this technology works - but we realized that it drained everybody within the vicinity and left them completely unconscious. If we can do it with a cannon, there's no reason why you can't use this tech with smaller machinery. In practice, you'll probably be able to convert technology such that it can be powered by drawing on the mental energy of those nearby - but as

we said, controlling the rate it saps the mental energy out of a person is a finicky process.

Expect many people to fall unconscious when you first start out. The technology is good for things that only need to run once in a while...like slow cannons or a gate, but it becomes very unwieldy to use for continuous processes. With a substantial amount of effort, you might be able to bypass the machine and just fire lasers with your brainwaves.

### **Drone Deployment 400**

Hey, worse comes to worse, if there are that many drones in the world, you might as well just weaponize them! Waste not want not right? Once you understand the physiology of an individual infected with the N5S virus or infected in a similar nature by another virus, you can introduce a control phase substance in order to regulate the drones. The control phase is limited in strength however, and while you might be able to maintain a walking horde around you, the farther they disperse the weaker the control gets.

### **Shinensoku 600**

Let's be clear on one thing. We don't really understand how the head of the DRF, Niardi, got a hold of this ability, but we do know some of the clear traits which she exhibits with it, so we've tried to reproduce what we can, and well...we've had to shirk off some of the parts that we simply don't understand. Not like the enigmatic leader is going to explain it to us anyways - she's not too keen on anybody with technology, and she isn't keen on sharing knowledge either.

Niardi's ability manifests itself in the form of translucent white worm like creatures - that part we could replicate perfectly. These creatures will amplify your ability to decipher, process, and retain information, but really, that doesn't seem like the true purpose of them. Used on organic life forms, it seems the worms act like a sort of parasite, allowing you to temporarily hijack innocent bystanders. You can even sift through their thoughts and memories while hijacking them. While some people with stronger wills seem to be able to resist these worms to some extent, the majority of civilians Niardi demonstrated this on quickly succumbed.

It seems that while there is a definitive limit on how many worms can be active at once, the range of the control is immense - and you can force the worms to report information back into your head. This unfortunately doesn't work on

synthetics - maybe that's why Niardi hates them so much? Needless to say, Niardi isn't a nice person.

### -Extraneous-

#### **Artificial Emotion Enhancement 300**

TOHA's artificial intelligence research was a program built out of necessity rather than innovative curiosity. To supply their Agents with an aid which could keep up, an artificial intelligence was required to act as an operator.

Working in dual fashion, the artificial intelligence would also serve to be the emotional anchor of the Agent, who was expected to operate in standalone fashion for long periods of time.

The records here can teach you the necessary subroutines to create a facsimile of emotions – though perfecting them and making AI capable of true emotions will take a little bit more innovation – or maybe you could study some of the existing field AIs which are already deployed?

#### **Reload 800**

The immortal found on Mars was, outside of her immortality, was completely normal in every single way save for a single peculiarity. From her body, strange samples of polymer matter would be secreted on an irregular basis. Later tests showed that Reload was essentially creating the primary form of the Reverse Phase Imaging Polymer.

What was done to this woman to make her immortal, and why was she creating the polymer? No one seems to have the answers to either of those questions, but you're one step closer to finding out. After all, you too, can create the Reverse Phase Imaging Polymer just as Reload did. The more matter you consume, the greater the quantity of polymer which is produced – and you can freely manipulate this amount in a fashion best fitting your desires.

Only the polymer which you secrete can be controlled by you – but you can mold them freely as you'd like, even surpassing the initial limitations, by reforming the polymer after it has already settled. The polymer integrates well with mechanical and electrical components – but it doesn't play well with other biological objects.

## **[Companions =COMP00=]**

It's probably a good idea if you're thinking of bringing companions along, even if it's just one. Frankly, wandering alone for a decade with only aliens or zombies to keep you company is probably enough to drive one crazy. Or at least partially there – but hey, the choice is yours.

No companion option is discounted unless stated specifically.

### **The Others 100 CP**

It's almost debatable whether it would be a mercy to just leave your companions out of this – but hey, if you need someone to watch your back, we understand that too. For 50 CP, we'll arrange for one of your companions to go through the same process you're going through, though we'll give them 400 CP to work with, and a free cover story choice.

If you're keen on dragging a whole group in, we'll offer you a discount. 300 CP for 8 companions, all of which have the same benefit as the one you imported.

### **TOHA AI 200 CP Discount for TOHA**

A standard issue artificial intelligence from TOHA, with a personality which you can "tune" before it becomes definite. They come in both male and female varieties with a wide assortment of skills geared towards assisting you in battle. Self-sustaining and adaptable, they have a high degree of operational flexibility, and can naturally project themselves in a hologram fashion to interact with.

Fully capable of expressing themselves in a wide variety of emotions, they seem to "learn" and "grow" over time as an individual – a prospect which you might find rather alien.

### **AI Options**

#### **Network Specialist 50 CP**

A boost in your AI's capabilities, allowing them to interact with any computer interfaces and bypasses natural network defenses – this was originally designed when TOHA Agents were expected to act as espionage operatives. With an

appropriate device, your AI can move freely through computer networks, and appear on the other physical location – using the network like a highway.

### **Tactical Relay 50 CP**

When TOHA began rolling out AIs with combat in mind, the routines for combat had to be upgraded somewhat – this resulted in a substantial amount of specialized subroutines being installed. Your AI can now multitask more effectively, by creating additional copies as necessary – though this does drain them quite extensively. They can also install themselves into physical locations.

### **Primary Controller 100 CP**

Your AI specializes in controlling vehicles and operating them remotely. Their effective control range is very wide, but their special capability is not just the range, but rather that they can hijack a vehicle as long as it has an electronic component of some sort. It can even hijack vehicles in operation by others.

### **Accelerated Growth Cycle 200 CP**

Your AI spent a longer cycle in the laboratory, where the growth routines were upgraded and fine-tuned. The scientists boast that your AI can bypass conventional limits on their growth, though they quickly add a disclaimer that removing the limits does not equate to growing faster.

### **Battle Drone 200 CP Discount for PHS**

Well, they don't really like it when you refer to them as drones, but these "special forces" are utilized by the PHS for a wide variety of purposes, ranging from decoy to target practice to field scouting to minefield scouting and so forth. Though they look like a normal human, their armor and cloth garb conceals the fact that they have mutations underneath – caused by an infection by the pseudo-N5S virus.

They'll really appreciate it if you don't toss them out to die, even though the virus seems to sustain them and regenerate lost body parts to a limited extent. This batch particularly, seems rather keen on surviving as long as possible.

### **Drone Mutations**

### **Appendages 50 CP**

Well, if you can live with it, we can experiment a bit more on these guys – and probably give them a couple more appendages than normal. You can choose what kind of appendages you want and where they'll go. Jeez, the virus sure makes things bizarre...

### **Unnatural Resilience 50 CP**

Well, if we added more armor to them, they'd become bulky and stop serving their purpose. Accordingly, we've adjusted their physique instead. Their mental physique that is – we dulled their ability to register pain so that your drones can push forward without feeling much of it.

### **Pollination Season 100 CP**

The reason why we don't tend to field drones is because of the major biological hazard present. Of course, if your intent was to sow chaos anyways, we've got a mutation for that as well. "Seeders" are a variant of the drone which disperses spores naturally, rather than on death. Be careful that you don't accidentally cause an epidemic – though thankfully the drone can control the release.

### **The Swarm 200 CP**

This adds two more drones, though all three drones are considered a single companion. Each drone will have the mutations already researched for one. Their personalities and identities are all unique however – and they'd still prefer if you don't use them and dispose of them.

### **Adapted Civilian 200 CP Discount for DRF**

These survivors from the N5S virus have developed a natural immunity of their own, and that just makes them all the more fitting to serve as your laboratory helpers. Hell, if they survived infection once, you won't need to worry about them having to survive again right?

Besides their disease immunity, they really are just a normal person, though I'm sure being a DRF researcher as you are, you can do something about that.

### **Civilian Traits**

### **Unnatural Survivor 50 CP**

Your lab helper has survived nearly every single experiment. You should give them a medal instead of subjecting them to yet another experiment. Despite being otherwise mundane, this civilian seems to be able to survive almost anything – well, anything that isn't too big for them to avoid anyways.

#### **Natural Genius 50 CP**

You've realized that you might as well hire this one as a technician or something – because to call them "smart" would be an understatement. This civilian learns extremely quickly and adapts to situations well – a good thing considering how hostile the environment is.

#### **Imigur Tribe 100 CP**

Well...this civilian looks a bit strange. If you put them under the x-ray, you'll realize that their physical appearance isn't the only thing strange about them.

Their body seems to have strange biomechanical components to them. Your civilian can naturally interface with electronics, though they still seem to have all the functions of a human.

#### **Yion Green 200 CP**

Is this civilian immortal? You've accidentally put them through enough experiments that they should be nearly dead – and yet your new aide has survived them all. You can only guess that whatever regenerative factor is present was activated by the virus, but as long as they don't suffer an immediate and critical fatal wound – they won't die.

## **[Items =ITEM00=]**

Securing all of these items wasn't any easy feat I'll tell you, especially considering the legwork we had to put in to grab some of this stuff from research labs, or all the gear that we had to scavenge off of the field. But it's all here if you need it.

Take a look around and see what you're interested in.

### **[Bear 50]**

It's a baby bear which we've pretty much been taking care of since we found it off in the streets. Well, "raising" might not be the right word for it. This little critter doesn't seem to need to eat, but without eating, it also doesn't seem to grow.

You'll notice something particular about this bear – in that it can speak in human tongue – though what language it speaks in seems to change depending on the bear you choose. Some of the bears have different fur pigments.

### **[HDC-08B-3 Motorcycle 100, Free for TOHA]**

A standard heavy armor motorcycle granted to TOHA heavy industries agents – used to act as an exterior shell for their accompanying artificial intelligences. The motorcycle's internal energy core is strong enough to power both the reactive armor layering in addition to some auxiliary systems.

The automatic repair function needs a substantial amount of energy and time to function properly, but the external armor layering is resilient enough that it should not be necessary...too often. The on board acceleration for a standard model allows for maximum speeds of ~666 km/h within a comfortable span of time, though you will probably want to have a suit strong enough to resist the velocity induced drag forces.

### **Chain Gravity Spike Add On 100**

A special auxiliary part prepared for vehicles, though it can be adapted to other machinery as well. A set of eight blades resembling metal talons, these are attached to the vehicle and rely on the internal energy core to facilitate free movement.

While supplied with energy, these blades are strong enough to emit an energy field which can deflect energy blasts – and also physically resilient enough to allow

the vehicle to grip onto surfaces. With sufficient practice an AI can handle these like additional limbs.

### **On-board Particle Accelerator Add On 100**

Adding ranged flexibility to vehicles and machines alike, this modification has very low impact to the external appearance, but requires the vehicle to have an internal energy generator at all times. The two emission devices can channel the energy available into a beam, which maintains coherence over long distance.

The nature of the particle accelerator is such that one can expect higher energy output using the same amount of energy as before – boosting performance somewhat. For short bursts, it's possible to increase the speed of a vehicle or machine by a substantial amount.

### **[Waveform Emission Sword 100 (Free for PHS)]**

A small battery apparatus at the end of the sword allows for the blade to emit a wave of force, which can maintain its coherence for a limited distance. While not as far reaching as a projectile weapon, the destructive power of the blade is immense, especially directly at the emission point.

The nature of the wave leans towards pushing rather than dividing, but it performs the latter exceedingly well against targets which attempt to fight against the wave. This standard model is only used by select members of the Public Health Services.

### **Wave Extender Add On 100**

By increasing the power output of the cell utilized, the sword's effective range can be increased substantially. It is also possible with this to manipulate the shape and frequency of the wave, to change how the wave strikes out from the sword. With this, you could probably adapt the technology to other weapons – but keep in mind that an energy input is still necessary.

### **[Standard Vaccination Kit 100, Free for DRF]**

Please read the disclaimer before using this, as due to people skipping over the instructions manual, many people vaccinated by this piece of equipment have died

shortly after. The DRF's concept of vaccination is the elimination of the infected, the extraction of the viral tissue, and the slow vaccination process of exposing the patient to that very same tissue in slow dosages.

Over time, it's possible to grant immunity, but dosage control is extremely important as well as extremely varied depending on the viral tissue. Thankfully, the equipment itself has a gauge to roughly estimate the level of control necessary. Most people just seem to disregard it.

### **N5S Virus Sample 100**

While extremely dangerous to handle, the N5S virus is undoubtedly one of the most effective toxins to use for biological war-uhh...research purposes. Injected into a normal human being, it causes the human mind to deteriorate rapidly and mental faculties are basically brought down to subhuman levels.

The most efficient aspect of the N5S virus is that it causes the human to produce spores, which act as a primary vector for transmission. These spores have been known to survive under vacuum conditions – just a testament to its resilience.

### **[Black Suit 100 (If purchased, one tier upgrade free for PHS/TOHA)]**

The standard issue armor commonplace on Earth in use by both the Public Health Service as well as TOHA Agents. While it doesn't seem very bulky, resembling standard clothing in appearance, the durability of this suit is extremely high against physical wear and physical damage. Some variants are substantially bulkier – though these tend to be employed by the PHS – as Agents tend to prefer the higher maneuverability of the lighter suits.

Unfortunately, while it has proven its effectiveness against physical and projectile threats – it doesn't fare well against plasma weaponry of any sort. Thankfully, the armor does have a minor capacity to repair itself – though you might not appreciate this if you've had a hole blasted through your chest already. The standard armor covers over your entire body.

### **Reactive Armor Plating 100**

Folding a second layer of armor on top of the first, following the same concept as reactive armor, this modification creates an external layer of armor, identical in

appearance to the suit below which deploys to minimize the shock and damage from attacks. Though originally designed with explosive fire in mind, in theory you could use this to guard against most attacks to varying degrees of effectiveness.

### **Interface Helmet 100**

An upgrade to the standard helmet in the suit – though this was more of a specialization development with the intention to allow Agents and Officers to access computer systems on the fly. The helmet creates a basic HUD allowing hardware interface and local environment parameter tracking. The propagation of this technology is not limited to headgear.

### **Countermeasure Protective Layering 100**

A completely experimental trial upgrade, designed to counteract against the Black Suit's natural weakness against particle beams and lasers of all natures. By emitting a constant field around the user, the suit attempts to disperse particle beams – or at least weaken them before the moment of impact.

The dispersion effect even works on brainwave particles, but its ability to withstand force is not impregnable. In addition to this, the constant manifestation of the field means that the suit's recovery time slows down by a bit.

### **[AI Probe 100]**

Developed by TOHA industries as a field deployment device for AIs, the DRF frowns on using these, but well...they frown on anything to do with synthetic life in general so perhaps this is just standard for them. The probe allows an artificial intelligence to "project" their identity package over an extended range. All of the normal functions of the AI such as environment tracking, information report, hacking and such can be performed remotely.

### **[Portable Particle Accelerator [Pistol Variant] 200 Discount TOHA]**

Though it resembles the handgun, the output of this weapon far exceeds the handguns of the past. The internal accelerator structure is coupled with an internal fuel cell – allowing for charged burst shots at maximum output strength, though it needs to recharge for a short period afterwards.

The standard round fired at its nominal output velocity resembles a powerful flechette round and carries enough force to launch a grown man back several meters...assuming a hole hasn't been blown clean through him. At the maximum output capable without drawing on the fuel cell, the rounds released resemble a laser beam.

The instruction manual for this warns agents not to attempt to brace against the heavy recoil coming from a round fired at maximum charged velocity – as this may result in severe body damage.

### **High Impact Rounds 100**

While charging the round proved highly efficient in terms of terminating the vast majority of enemies regardless of armor, the substantial energy cost resulted in the accelerator shutting off immediately after discharge. To remedy this issue, a special type of round was developed, one which disperses upon impact, resulting in a larger damage spread and a larger translation of kinetic force.

These rounds fired do more damage to all targets, and shreds through biological tissue with far greater ease than standard rounds.

### **High Penetration Rounds 100**

For a while, the use of high impact rounds was enough to dispatch of most threats that agents faced on the field. Naturally, the PHS and DRF adapted to these rounds and the increased usage of reactive armor prompted TOHA to field a new round for use against this development.

These rounds are specifically designed against armored machinery and enemies, and instead of dispersing over a surface, focuses all of its kinetic energy into a single point to break through.

### **[Black Jumbo Balls 200, Discount PHS]**

For a lack of a better name and a lack of any real documentation coming with this piece of equipment...well, we've had to describe it from its physical description. Testing it out, we know for a fact that this is a projectile weapon that fires large clumps of plasma. It seems that this discharge can be regulated by depressing the trigger for a sufficiently long time, concentrating the flow into a pressurized

stream. The two orbs near the handle function as charge cells, and can allow for sustained fire for up to several minutes at a time.

### **Flame Dispersal Unit 100**

Some variants of this weapon, from our digging about and temporal investigation, appear to discharge fire rather than plasma. The flames shot out are extremely volatile and burn vigorously, with a substantial effect on any biological life form.

Commonly used in ground control, we've seen PHS officers use these weapons in rather indiscriminate fashion. Perhaps, for your purposes, you might not want to fire it off in such a flamboyant manner.

### **Parasitic Rounds 100**

Some patrol officers have opted for a type of ammunition that has higher control, and these large bore rounds offer that at the expense of firing rate. They resemble large syringe needles more than anything, and the viral compound inside can be modified to allow for the introduction of other viruses – or if you want, other types of miniscule biological life forms.

The standard parasitic round has a lingering effect that will disable the enemy and impair their senses until they can find an individual to remove the infection. Take heed that it does worsen over time, and you might not want to toy with them.

### **[Regenerator Cell Sample 200 Discount DRF]**

The Regenerator World, based on DRF records which you may eventually come across, appears to be a living being. The construction of the Regenerator World, while not wholly explainable, appears to be the result of a mixture between the N5S virus and the Reverse Phase Imaging Polymer.

The toughness of the structure is enough to far surpass reinforced concrete, and based on laboratory tests, it seems that the structure is malleable and highly flexible to morphs and other physical shifts. Though it can break off – hey, how do you think we got our sample? – The sample we have only seems to break off only when you want it to...or under extreme stress.

Under the right environments, you could probably grow this organically. Though what are you going to do with what is basically living concrete?

### **Juhki Cell Sample 100**

The fauna samples from the Regenerator World which we...procured quickly degraded back down to a base form – a phenomenon which we presume was due to the temporal shock of isolating it in the first place. The locals seem to call these creatures “Juhki”, and like the Regenerator World itself, they seem to possess the ability to morph their appearance to a limited degree. Well...the one we had captured just looked like a bizarre mess of mouths and claws.

From the limited amount of time we had to analyze the creature, it seems that they operate based on some sort of biological AI chip rather than a brain as you might expect. We suspect that they need some sort of relay tower, or supervisory AI to ensure compliance. Perhaps with the right equipment, you could grow these in small packs?

### **Shimajuhki Cell Sample 100**

After a second attempt to isolate another life form from the Regenerator World, we managed to land a specimen which lasted longer than usual. Though its mental capacity seemed lower – almost like comparing a dolphin to a rat, these “Shimajuhki” have demonstrated the ability to process and store energy from the ambient surroundings.

We believe that, given their makeup, these creatures function as some sort of energy run off and control system for the Regenerator World as it continues to grow. They certainly seem to be a key part of the ecosystem as they are regularly consumed by the native residents.

### **[Heavy 200]**

A combat machine employed by all branches of the DRF. About the size of a medium apartment building, these mechs are deployed for high risk field operations – generally the same ones where collateral damage is entirely acceptable or even encouraged.

The standard load out for the Heavies is a quartet of high pressure plasma cannons, which cut indiscriminately through all sorts of solid matter. While in flight, the plasma cannons are generally retracted underneath the armor layers. It is important to note that while the Heavies are completely autonomous, they

do take some time to recharge, and are generally not extremely maneuverable especially in cramped quarters.

### **GraVeM-RAC 100**

Short for "Gravitational Vector Manipulation, Rapid Acceleration Controller", whoever named this system was obviously not one to care much for efficiency when it came to naming things. At a glance, it seems like a glorified stabilizer system, but these additional arms have subroutine functions which are usually not deployed.

The method with which they control the movement of the core machine they are attached to – a Heavy in this case – is with a series of high energy bursts. These bursts are extremely destructive, consistent with the nature of the Heavy, use of them generally disregards collateral damage.

However, in addition to balancing, these arms can be used in a lower energy constant emission state – during which the manipulators act almost like giant self-sustaining fusion torches. The in house generators cannot maintain this indefinitely, so there is still some drain on the core machine.

### **[Brainwave Translation Assembly 300 Discount DRF]**

The notes penned by somebody called Doctor Wildenstein indicate that this device was largely a trial prototype meant to prove the validity of the brain wave manipulation theory. Though his notes indicate that the trial was a success – you also notice that in every single picture attached to the notes, the people are lying in fetal position on the ground. Success appears to be a relative term.

The graph plotting fatality rates indicates that once the machine was introduced, the equipment which relied on brainwave energy produced fatalities at a much lower rate than before. It seems that this machine reduces the mental burden of such processes.

His notes also seem to suggest that you could perform some...modifications to a subject's brain with this – though what types of modifications are not entirely clear to you – and the pictures of visibly manic subjects is not a reassuring one.

### **[Reverse Phase Imaging Polymer 300]**

One of the core components of the Regenerator World, while the Cell Samples we obtained from temporal extraction of the world itself contained a miniscule portion of this substance, the vast majority of it had already transformed into a “concrete” state. In its natural state, the Reverse Phase Imaging Polymer is a non-Newtonian fluid which only solidifies when exposed to the proper catalyst – an activation string inside the N5S virus. If you’re to use this, it’s best if you got your hands on a sample of the virus.

Whether intentionally or not, the Polymer will interact with all living tissue once activated, typically adapting to the host and attempting to morph itself in line with the host, in trial experiments with the Polymer various objects were constructed very rapidly though a distinctive loss in fluidity was noted once the object was formed.

Left alone, the polymer seems to slowly grow in all directions – as though it was overflowing from an unseen well. In substantial amounts, making things like houses and cities is possible – but beware that it reacts to every “thought” and “idea” that it comes into contact with. A distracted mind can easily create a monstrosity. And don’t even think about superstructures with the amount you’re getting – it’ll take quite some time before you achieve the necessary amount.

### **[Insanity Lens Array 300]**

No one knows exactly where these are manufactured, or where they’re installed, but these massive laser cannons are arranged around the Regenerator world in such a way that it forms a defense grid. The grid is a rather fantastic one as well – it literally creates a massive curtain of plasma that vaporizes whatever it comes into contact with. A single array is about as large as a small house.

You don’t get the array – but you do get plans on how to build a self-sustaining one. Once deployed, they’ll remain in orbit with whatever stellar body or craft you’ve aligned it with, and act as a static defense system. Considering the fact that it appears to fuel itself from an internal system, you could potentially use these as engines as well. Just make sure you align it correctly.

### **[4000XL 300]**

In an effort to design a weapon portable enough for an agent, but with enough stopping power for high risk situations, TOHA took to developing a stronger variant of the particle accelerator gun. The 4000XL is the result of that. Its

effective range extends to approximately fifty kilometers without a significant loss in power, and if charged, can extend well to ninety kilometers.

The 4000XL's penetration strength is substantially increased, but to compensate for the massive output, the barrel and internal battery can overheat rather easily – and rapid fire is nigh impossible as each shot requires a very substantial amount of energy to be present.

At this time, the only work around is to fire substantially weaker rounds.

### **High Dispersion Rounds 100**

The Standard 4000XL model fires a linear round that quickly accelerates in a single direction, with this; rounds now disperse from the barrel end in a spray fashion similar to a shotgun. This technology, as with others, can be adapted to other weapons.

### **Body Wave Conduits 200**

The internal battery of the 4000XL is good enough to fire and recharge with a substantial cooldown time, but with some modifications, it is possible to use the 4000XL primarily off of the user's own internal energy. Be cautioned that the gun does not care as to how much energy it drains, so the "safety" is at the user's own discretion.

## [Drawbacks =WARNOO=]

Well, there is a word of caution even after all of that which you should take heed of. This world is greatly unstable, and reality seems to be shifting every now and then. If you're ready to face these challenges...well I'll try my best to help you out with some compensation.

Drawbacks cap at 600 CP.

### Single Minded Determination 100 CP

From the moment you decide to do *anything*, your mind cannot be changed, not even by yourself. Every single whimsical decision you make – you'll follow through, regardless of whether the idea is sensible or not. If people get in your way, you'll kill them just to make a point. Seriously, they need to take you seriously.

### Hostile Evolution 100 CP

Every single person infected by the N5S virus has been warped somewhat, and the changes to their physique are rather noticeable. Unfortunately, the mutations have been getting more and more extreme – as the infected seem to be demonstrating the capacity to adapt to your strengths.

The more infected you kill the stronger they seem to grow, in exponential fashion. Furthermore, they seem to linger on even in the Regenerator world, now having adapted to hunt you down. Be careful though...in the Regenerator world...as the world's components include N5S components, every infected will naturally regenerate at high speed if you can't annihilate them complete.

Expect hordes of them to home in on you nonstop.

### Hunted 100 CP

You've been marked! Seriously, why do things keep attacking you from where you can't see them? Everywhere you go, you'll get absolutely no warning at all – besides a stray shot that strikes your body off the mark if you get lucky. Thankfully, your assailants don't seem to have a constant mark on you – but even

if you're completely paranoid...it's still not going to prevent them from attacking every once in a while.

Well, at least if you're lucky, you'll make it out of scraps with all of your organs intact – maybe they'll miss hitting anything vital?

### Time Space Anomaly 200 CP

From time to time, your body seems to shift out of phase and just turn invisible. But you aren't just turning invisible apparently – your body literally loses its hold on reality. You can pass through solid objects in this state, but you can't affect anything. Even worse, if you happen to materialize inside something solid...well, it won't be long until you suffocate. Pity you can't control this phenomena.

### Crippled 200 CP

Your arms and legs...have grown feeble. Considering all of the walking, running, and fighting you're going to have to do, this...doesn't necessarily bode well.

If it was just you that was affected by this, it might still be ok, but unfortunately, this drawback affects everybody who isn't aligned against you. Did you somehow anger an enemy faction enough that they took such drastic means to ensure you'd be taken care of?

There *are* ways to utilize your strength of course, but you'll find that injecting yourself with the N5S virus routinely just so that you have the energy to fight isn't necessarily the best thing you could do to yourself.

### Information State 300 CP

The DRF and TOHA both have every last piece of detail about you – well, at least all the pieces that they can find without dissecting you anyways. Unfortunately, it's enough for both factions to label you as a highest priority for removal and capture...dead.

Both of the factions have armed their agents with the best technology in their repertoire and for a time being, they've also collaborated in order to remove you

from the equation. Unfortunately, the two collaborating means that there will be literally nobody to stop the DRF's plan – in fact, TOHA will be helping to ensure that the DRF plan succeeds.

Once in the Regenerator world, as per the DRF Overlord's design, the entire world, all 4.8 billion kilometers of it, will muster its energy to kill you. You might as well expect to be at the center of every major explosion within a kilometer.

### **N5SV 300 CP**

You and your companions have been infected by the N5S virus. Thankfully, you aren't all transformed into mindless drones immediately, but the urge to infect and spread the virus is one that you won't be able to resist. At first, the urge may just come weekly – but as the infection worsens, the urge will fill your waking moments. Oh, and rest? Don't count on being able to rest as your body loses the ability to sleep or pause. Within half a year of your arrival, you will be entirely obsessed with spreading the infection.

If you could get close to one of those who have developed an adaptation, maybe you could reverse engineer a stabilizing agent – or something. That's presuming you can resist the compulsion to eat or kill them. Spend too long as an infected and the virus will eventually wipe your mind clean.

## [Scenario =SCEN00=]

### The Immortal's Smile

Be Forewarned, this scenario shifts your start point.

+300 CP

3005 AD, at the site of the intercontinental mooring cable, the space elevator connecting the Earth with the derelict mid orbital satellite colony, the PHS makes one last stand against the DRF. Disillusioned with the DRF Overlord's goal of "changing the world through a new baptism", their aim is solely to prevent the "Immortal" Yion Green from falling into the DRF's hands.

Yion Green is the secondary activation catalyst for the Reverse Phase Imaging Polymer, which the DRF is ready to prime by deploying the massive collection of drones in their collection. All the victims of the N5S virus which did not manage to escape unscathed.

At the base of the space elevator, at the maxi-security containment facility number 3, you've awoken inside one of the shuttles with the very last survivors of the human race. Within two shuttles are the last fragments of humanity, the only ones who managed to survive the sweep of the N5S virus.

Before you can react, the shuttles launch, rocketing up the space elevator towards the previously abandoned colony – and aboard your shuttle is the immortal, Yion Green. The sole target of the DRF forces, you can expect that this isn't going to turn out well...

Thankfully, three last roadblocks stand in the way of the DRF Overload, and the Regenerator world. Well, at least that's what it seems at first, as the last two synthetic humans from TOHA heavy industries and the last PHS captain struggle to defend the shuttles against the DRF Overlord.

Well...considering the Overlord has mutated into a horrific 90 foot monstrosity, they probably have a bit of a fight ahead of them. You could try to help out, except unless you can breathe in vacuum, you're not going to be much help inside the shuttle.

Not that it matters anyways – because even as the three lone defenders of the shuttle were stalling for time – so was the Overlord. Niardi has long since primed the N5S virus – and activating the seed was only a matter of time. Regardless of

your actions, the shuttle will escape unscathed – but Niardi will activate the Reverse Phase Imaging Polymer...and the Regenerator world will be created.

The last thing you remember is a brilliant flash of white light before everything goes dark.

Well. That sucks – you never even got a chance to check where your companions were, or if you could access your storage space.

### The Aftermath

In the wake of the Polymer's activation, the shuttle has miraculously escaped the transformation intact. Though the intercontinental mooring cable is irrevocably broken, the space elevator and the connected colony have drifted within the Regenerator world's external layer...and settled.

Without much incident, the joint structure lands inside – and without really anything else to do, the remaining survivors of the human race wander out of the shuttle. No sense in staying cooped up to die, so they empty out of the ship. Meanwhile, you have to do a personal assessment on your condition – and it isn't looking good. For one thing, you have no clue where you are, and your connection to your own storage space is gone. You're basically stranded with what you have, and your companions aren't in sight.

Soon, all that's left is you and three other people. A woman in black thread like armor, another woman who looks more like a cyborg, and a young girl who looks like she has to be in her teens – these three are the only people left on the shuttle.

The four of you carefully scrutinize each other before the woman in black thread seems to accept that you aren't a threat and relaxes her guard. Still, she prioritizes the young girl over you, as does the cyborg looking lady. It isn't until they're assured she's fine that they start to speak – to each other.

The cyborg woman seems certain that her counterpart is to blame for the mess you're in. "If the Public Health Services had not taken Yion Green, none of this would have happened." The other woman has no reply to that, and the young girl remains silent, so the cyborg takes it as a cue to continue.

"And now we're here with Yion presumably deep inside Niardi's territory..." Some of these names are starting to resurface in your memory. "...Where it's only a

matter of time before Niardi comes for her to complete whatever it was she was after to begin with.”

Well, that can't be good news. The other woman looks troubled as well. Seeing as these two women were defending the shuttles, you presume they know more of the situation than you – but you can make an educated guess that the young girl is Yion Green.

Regardless, the two women seem to agree on one thing as they turn to you. The cyborg has apparently made a decision...on your behalf. “You need to protect Yion Green, if Niardi gets to her then it's over for all of us. We'll make sure that you can get her to safety.” To make sure you understand the situation, she pauses before putting strong emphasis onto what she says next.

“If Niardi gets a hold of Yion and seizes control of this world completely – all of us will have our existences completely erased.” You're pretty sure she's serious. That seems to be why they're so keen on you getting her to safety.

You don't feel like you know enough about the situation to object, but you have enough common sense to raise a point.

Isn't it safer if you all actually stick together?

At this point the cyborg and the woman both glower at each other...before directing their animosity to you. If you weren't aware before, you're very aware now that these two women do not like each other. In fact, it seems like now that the fight is over, the cyborg wants to kill the other woman the first chance she gets. Maybe it...isn't safer for all of you to stick together.

The woman in black threads finally addresses you.

“You're right. I should protect Yion Green closely. She'll be my responsibility, along with you.”

The cyborg is not having any of it.

“You think anyone would trust a Public Health Service dog with Yion Green?” They...seem to have hit an impasse. Again, both of them turn to you.

“You. You choose who will protect Yion Green.”

...Well, you suppose that's one way to settle things.

### Black or Black

Thankfully, they at least deem you have enough time to get them to introduce themselves to you before they hurry you to make your choice. You know...informed decisions and all that.

### Kahdal Spindal – The Atoner

The woman in the black armor that looks like a ball of threads introduces herself as Kahdal. She confesses that she used to work for the Public Health Services as an enforcer, but no longer considers them to be her employer. Well, not after everything that happened. She wants to get off the grid, and take Yion with her.

Having known Niardi's plans, she worked actively to stop them. She claims that with her insider knowledge, she should be better suited to watch over Yion Green than that doll from Toha Heavy Industries – all while pointing an accusatory finger at the cyborg. She also happens to possess very potent psychokinesis, something she's keen to demonstrate...on a useless door nearby.

At least, you hope it was a useless door.

She looks expectantly at you – as if the decision should be easier to make now that you know...*something* about her. Perhaps she doesn't realize that she barely told you anything about her.

### Nishu Mizunoe – The Aggressor

The cyborg looks you up and down, sighs, and a pint sized hologram artificial intelligence appears beside her. The AI is "male" by the looks of it, and introduces himself as Shin Mizunoe, with his synthetic human partner as Nishu Mizunoe. Together they're the Mizunoe team – whose primary objective now is to protect Yion Green. They've got a rather...aggressive policy when it comes to Yion.

As the artificial intelligence explains, they were tasked by TOHA, before the company's collapse, to ensure that the "Regenerator world" does not complete. So you can only presume that the sprawling landscape you see out the window is an "incomplete" version of the world. Judging by the fact that it seems to extend out to infinity...you can only imagine what it would look like if it had been complete.

Shin affirms that regardless of what happens they will defend Yion Green, both out of obligation and also out of the fact that as an immortal, Yion Green is too

important to be sacrificed to Niardi. Mizunoe team wants to take the fight to Niardi, and eliminate any threat to Yion Green.

Well, that's another new piece of information.

Nishu just nods after all that – you realize that she hasn't said a single word to you since she demanded you to protect Yion Green.

Well...guess you have to make a choice after all – these two women don't look like they're going to reconcile anytime soon, and you get a feeling you shouldn't overstay your welcome here.

Sadly, if you try to ask Yion Green whether she has a choice in mind – she simply cocks her head and looks at you funny. You're not going to get much out of her. You do notice she has a shiny pendant hanging around her neck – pity it probably has no value in this world.

### **In the Shadows (Kahdal)**

Choosing Kahdal, the Mizunoe team will “gracefully” exit the shuttle as Nishu declares that she will kill Niardi regardless and eliminate the threat before it gets any worse. Kahdal seems visibly disturbed by the synthetic human's declaration – but she urges you to leave the shuttle with her. Yion just follows you wordlessly.

As she leads the way, Kahdal explains to you her “plan”. The Data Recovery Foundation has always relied on Niardi's ability to process and comprehend massive amounts of information – but Niardi cannot be everywhere at once. As long as blind her means of observation – you can effectively protect Yion by making her invisible to the DRF Overlord.

You certainly can't say the plan doesn't have merit. But Kahdal cautions you – if you're to go along with this, you can't be seen. None of you can be seen, or else Niardi will instantly know and triangulate on your location. For a genius like her, it would be no different from handing Yion Green over on a silver platter. For now you might be exempt since you haven't shown up on any databases – but Kahdal sees no reason to risk it.

Kahdal's target is a DRF data center about a week's worth away from your current location. You're not quite sure how she got that information – or how the DRF set up so quickly, but you figure if Niardi had a part in the making of this world, the DRF probably already has a leg up on you.

Along the way, you'll find your companions. Kahdal opts to give you and your companions each a stealth emitter, a gadget which drops a field around you that not only makes you invisible, but also distorts the sense of foes close by, leading them to move out of your path. She warns you though, that it doesn't fare well against large groups when people realize they're dispersing.

It's a simple demolition run – just go in, plant the charges, and leave. Kahdal will attend to other matters in the meanwhile.

And it is simple – except you probably weren't expecting the DRF to react even before you could set the charges off. Kahdal only curses her lack of foresight as only a fraction of the charges go off. It's enough for a distraction – not only to get you off the radar.

It's enough to bring out the Overlord Niardi as well, who you can kill handily. Even if you don't, Kahdal will flatten her – only for both of you to promptly realize that there wasn't just one Niardi. There are at least seven of them, and now they're homing in on you. You might notice that soldiers seem to be fallen to the ground and disappearing to dust...before more "Niardi" pop up.

Kahdal instructs you to take Yion and head to some place safe – and Mizunoe team arrives on the scene...rather explosively, as she takes out a couple Niardi. Not that it makes much of a difference in the face of how many there are. Still – you might as well take advantage of this and get a move on.

It's going to take some time for the two of them to return, and when they do, they don't have good news...

### **Shadow Hunters (Nishu)**

Despite Nishu's words about destroying Niardi, her methods – while aggressive – aren't without a modicum of tactical thought. Perhaps as expected of a synthetic human, she's already well aware that a headlong charge won't help. Instead, she wants to cripple the local DRF forces – and pull the enemy away from Yion's location.

Well, perhaps it was a good idea to follow her after all...except you've also brought Yion along. Thankfully Nishu is already prepared for this contingency, and gives you a set of life sign monitors so that she can keep track of you while she goes off to wreak some havoc on the DRF. She also hands you one of her spare particle accelerators. That all said and done, she leaves you behind with Yion.

Nishu is correct about one thing – she's a very effective decoy. Unfortunately, Niardi proves to be a very effective field commander. She also proves to have multiple bodies, as you see Nishu racing back towards you from the distance on her motorcycle.

No time for courtesy as she drags you and Yion both along, while Shin controls the bike. You can see why – there are at least six white robed women floating after you. You can only presume that this is the Overlord Niardi. On the bright side, Shin manages to dump you off at a safe location before leading the group of Niardi away. Even better, the debacle brought some friends to the scene – namely, your companions who arrive with Kahdal.

Unfortunately, Kahdal can't find it in herself to just leave Mizunoe team to die, so she tells you to stay put and guard Yion while she goes out to try and assist Mizunoe team.

It's going to take some time for the two of them to return, and when they do, they don't have good news...

### **White Moves First**

Well. Niardi is now well aware of both Mizunoe Team's existence, as well as Kahdal. As the two expected, Niardi was fully aware that they were close by when Yion Green slipped out of her grasp – and Niardi sees an opportunity to take Yion back. This is looking like an unavoidable fight.

The DRF are mobilizing on all fronts – with Niardi leading the squads. The Overlord is intent on capturing Yion – and unless you can demonstrate overwhelming force, she's not about to get driven back. Kahdal scavenges some masks and helmets for you and your companions to obscure your faces with – there's no reason to let Niardi see your full appearance. If you have ways to obscure your team, now is a good time to do it.

The enemy is sizeable – but the commanders are all at the forefront, and each one of them *will* go down under heavy fire. As you take out the Niardi however, you'll notice some of the troops just...collapsing into dust – and more copies of Niardi are taking their place.

The fight will span for hours...to days...to weeks until you temporarily exhaust Niardi's resources...in this region. Provided you can hold out for that long, you'll earn yourself a brief period of respite. But perhaps prudence is the better part of valor. The DRF army is rather slow save for Niardi – and you can dispose of her.

But regardless of whether you run or you fight – one thing is clear.

Niardi has you on the defensive now, and things are only going to get worse from here as she draws on more resources. From Kahdal's foray to the data center, she's learned that the entire installation – this superstructure – is a whopping 4.8 billion kilometers long and every single meter of it is under DFC control.

You don't have enough time or manpower to escalate this into a full scale war.

Nishu's foray to the supply line was the only thing which made it possible for Niardi's forces to have a temporary shortfall in the first place. Fighting Niardi for Yion's safety does not seem to be the answer here.

### **Black & Black**

For once, Nishu and Kahdal see eye to eye. It's obvious that fighting Niardi won't be so straightforward – she's already demonstrated an ability to move from body to body, and every single body on this 4.8 billion kilometer long world is fair game.

As long as she controls this region, any living person could be her spy.

But of course, as expected of Nishu and Kahdal – they have a plan.

Objective: Remove Yion Green from Niardi's effective operational area.

Method: Mizunoe Team and Kahdal will act as a diversion, while Yion slips away.

Delivery System: You and your companions.

Solvable: Backtracking back to the ruins of the Intercontinental Mooring Cable without being noticed.

They won't budge in terms of being the decoy. You've proven yourself to be a more efficient protector – and your identity needs to remain hidden so that Niardi doesn't associate you and your companions to Yion. You are effectively, the last and most crucial line of defense.

Mizunoe and Kahdal will strike out early and try to buy you as much time as they can. Granted, they're up against a near infinite amount of DRF forces, so it's best that you use every moment they can buy for you. Backtracking won't be easy...not when the DRF forces have stationed in a net to surround you already.

If you could assassinate them before they see you, it might be plausible to open a route – but they'll notice holes in their net. If you could slip by unnoticed and

invisible, that may work too...but you'd have to be able to do the same with Yion Green, and the girl is rather resistant to magic of any sort. If at any point you, your companions, or Yion are detected, you're going to have to kill every single witness...and all the possible reinforcements which will come, including Niardi's manifestations.

Thankfully if you beat back a manifestation they'll take some time to return...but they'll adapt, and they'll remember you.

Mizunoe and Kahdal both have given you their life sign monitors – to give you a sense of the situation. But one of them will fall before you even reach halfway to the Mooring Cable ruins; all that registers to you is that one of the life sign monitors turns black.

The patrols grow denser and more frequent after this. Hopefully you have a way to conjure decoys, or perhaps divert attention – otherwise you're in for a very long fight...one where you need to make sure you aren't "recognized" by anyone and one where you can ensure Yion isn't seen.

If you make it to the Mooring Cable...you'll make it back inside just as the other one falls. There's no time left to go back for them – you'll have to seal yourself into the ruins, and hope for the best.

### **Tranquillitate animi**

Though they paid a high price for it, you hope that they could at least appreciate that Yion Green is safe...wherever they are. As long as you don't leave this place, Niardi can't find you – and you'll be able to keep Yion safe. But that doesn't mean people won't wander about – wondering what it is you're guarding.

Soon, more and more people will take heed of your sanctuary, and they will drift in your direction, as if drawn like a magnet. If they catch sight of Yion – it'll be as good as letting Niardi catch a glimpse. Yet if you continue to banish them away, more will come and the DRF will take notice.

This dilemma is yours to solve, though it is not your true enemy.

In time, ennui will rear its ugly head – and Yion's child-like demeanor will become your biggest problem. Can you entertain her all while fending off the curious? Considering this girl has a mind perfectly fitting her appearance, and a wanderlust personality, it's only going to be a matter of time before she trips up and reveals herself – unless you were to seal her in.

But you wouldn't do that, and leave her in the abyss would you?

Over time, Yion will warm up to you and your companions if you let her. She just wants a friend after all – but she has an inherent understanding that your friendship is not something that can be eternal like her lifespan. No, she can instinctively feel that not only are the two of you living in different worlds – there's something which is calling out to her.

A “higher calling”, so to speak, one which presents itself to you in the form of a woman you did not want to ever see.

Eventually, the flock patrolling your ruins will grow too large, and the DRF will take notice. With the size of their operations across the Regenerator world, you'll have at most 3 years of time before the DRF come knocking.

Or well...before the horde of Niardi manifestations come knocking. Peace couldn't last forever after all – and Yion doesn't want you to fight a pointless battle. As Niardi said before – none of these bodies are her real body.

### **Price of a Smile**

It's very clear to you now that Niardi has the obvious advantage here in the Regenerator world. Complete or not, she still possesses the capability to wield the world itself as a weapon, and that's an undeniable fact. Now that she's found you, the DRF will cast a net about you, and pour expendable resources at you until Yion is captured. You've seen what Niardi's “manifestations” can do – and you know that you can't run forever.

Even if you could, time is not your ally – and when your body fades – Yion will still be captured. Whether she knows it or not, Niardi moves closer to checkmate with each passing day. You can see it in Yion's eyes; she knows that her fate is sealed, and yet there's a resolution building up there.

It doesn't take long for Yion to make up her mind. She knows that in order to give the world even a sliver of a chance, she needs to get out of the picture – removing the piece that Niardi needs from the puzzle. Unless you have a better idea – keeping in mind you still have no clue where Niardi's real body is – you won't be able to dissuade Yion from her choice of exile.

All Yion asks of you is for you and your companions to throw her a party before she goes. Nothing too extravagant, nothing to attract attention – just a short respite where she can be herself, and be around people who can understand her, before she disappears.

You could choose to deny her this. You could choose to leave then and there. Maybe let Niardi have her cake and eat it too. But there's nothing in it for you if you do that. After all, why would the Goddess bestow a boon upon you for returning what was rightfully hers?

Yion just wants to enjoy one last moment. Grant her this, and as you see her smile for the first – and last time, her body slowly fades away. Remember that pendant she was holding on to when you first met her? That's all that remains of her after the body departs.

From what you've seen of the people who disappeared in such a fashion, it's not likely that Yion will ever return, not in your time here.

Should you and your companions linger on a little longer – or decide to leave your little abode, you'll come across one curious traveler...

It's time for things to come full circle.

### Elegy

She survived. The "Guardian" survived.

You don't know, don't understand, and for a moment, you probably think this might be Niardi playing tricks. But from the massive amount of visible wounds and scars – you have a feeling that this might not be the case.

Whoever you chose in the very beginning is standing in front of you – and not very pleased over what Yion has done. Frankly, you still don't quite understand what Yion did – just that she disappeared in the same fashion as how Niardi made the soldiers vanish.

"She hid herself within the Regenerator's deeper folds...a place where Niardi can't get at her. When Niardi did it to the soldiers, it was to take their place, and banish them to a place where they could not return. Yion...Yion is eternal...so she'll hide there for all eternity. Alone."

You're about to ponder over her explanation when you notice something awkward in her hand. A pair of thin white worms is wriggling from her fingers, the same worms that you saw on Niardi. She follows your glance and just smiles as her appearance reverts to the Niardi you saw before.

"Well, just a minor slip up, and with the key gone, you have no use to me anyways. Ah well...I'll just have to wait a little longer. In the meantime, I might as well dispose-" Her body contorts and you only have a brief moment to react before it explodes, sending you and your companions flying. Not too far away...is the "Guardian". Hopefully the real one this time – she's looking even worse for wear.

### Kahdal Spindal – Slipped Away

Kahdal has really nothing much to say to you. She didn't survive due to dumb luck; she survived because Nishu and Shin managed to distract the enemy...and died in the process.

Outnumbered and outfought, she saw no reason to stay – but it's not a decision that rests easy on her. That aside, she's spent nearly her entire life operating under the PHS – this is not a woman who has had a normal upbringing...and she doesn't like to talk about her past, which doesn't leave much to talk about when the future seems bleak.

Stuck in this new world without a charge to protect, and without any acquaintances at all – she decides to stick around with you anyways.

You'll find that once you all get acquainted, Kahdal is an excellent teacher, and can pass down the skill of psychokinesis to people with the potential for those kinds of powers. She also happens to know many types of poisons, and their antidotes. If you are willing to take her with you as a companion, she's got no reason to refuse.

Kahdal lets you create her folded black suit armor through a template, allowing you to control one layer of armor in the same fashion as a magical suit deployed at will. She'll also start working on a type of folded armor that can negate extreme forms of attack – like graviton beams and plasma sprays.

Well – when that's what you've done for most of your life.....it's hard to get new habits you suppose.

### Nishu Mizunoe – Fight For Your Life

Nishu and Shin are alive at least. Battered, bruised, and nearly at death's door – but they're not past the door yet. The same could not be said for Kahdal, but...you think you detect a hint of regret from Nishu as she mentions the former PHS officer's death.

With Yion Green "gone", they've lost a sense of purpose – a major one at that. The world around them is barren and bleak, which seems to be a portent for their future as well. There's still you around of course, but really...even in all your time here, there weren't too many interesting people to meet. 4.8 billion kilometers is just a bit too much land...for too little people. Non DRF people anyways.

Shin and Nishu will wander about with you, though the latter is still driven to kill any DRF member she sees. You can take her along with you as a companion, but

it won't be until after that where you'll finally see any sort of emotion coming from Nishu. She takes an exceedingly long time to unwind apparently.

Nishu and Shin are both high efficiency combat models, but they're also well trained in modifying equipment and upgrading them to the technological standard of 3005 AD. Topics such as artificial intelligence synthesis, possibilities of artificial intelligence rampancy, and other such things interest Shin – while Nishu really just wants to be alone when she takes any break.

She does get better over time. When she finally trusts you, she'll ask for your help in a little project of hers. She wants to upgrade her particle accelerator to increase the output, but with the specs she has in mind, you might as well call it a beam cannon or a beam emitter instead.

Hey, at least by then, Nishu is willing to share anything she has with you!

Yion's pendant, should you choose to investigate it, seems to be linked with a different time, a different space. There's nothing really too outstanding with the pendant, save for four characters on the back in special script. [東亜重工] If you have anybody who can interface with electronics, they'll be able to open up a temporary portal into a physical room. Furthermore, Nishu would probably recognize those characters, as she shares a rather intimate connection to them.

The room is massive. You could walk for years and you wouldn't get to the end – but if you have fancy measuring equipment, you'll find that it's roughly the size of Jupiter. While living beings can move about in and out of this space freely – it seems that static objects from outside don't fare very well when left here.

Of course, it only makes you wonder – what was Yion doing with a pendant connected to *them*? Questions that you probably won't get an answer to now...

Niardi may continue to harass you from time to time with DRF troops – but for the most part, she'll want nothing to do with you. You may try to bring the fight to her – but the superstructure is massive...far beyond your reach even if you still had a full decade to burn. Perhaps it's best to just do what you can in your immediate vicinity instead.

After all, there's still the DRF nearby terrorizing the people. Without Yion left to protect, it's probably time to make sure the DRF don't try anything else.

Take care in the remainder of your time here. **[SCENARIO TERMINATION]**

## [The Passing of a Decade]

Well you certainly look the part of somebody who has wandered about for a decade or so. Hopefully everything turned out to your favour, or at least...some things did? Well, can't win them all I guess. Before you head off, we need to calibrate the transporter to your destination.

Where were you headed again?

**1) Earth [2015]** – Ah, so you came from the past? Well, on the bright side, you'll be going back with everything you came with – so there's that. And who knows, your future probably won't turn out like this one, not if you have anything to say about it right?

**2) Earth? [3015?]** – You...actually want to stay here? In this place that we really can't even call Earth anymore? Well, that's up to you I suppose. I'll make the arrangements to drop you off here with everyone you have in your possession. Best of luck.

**3) ???** – Time to move on? I'll just randomize the drop off coordinates...who knows where you'll end up next? Well – that's fitting right, after all, that's how you came here in the first place!

## Notes

1. [=Overview=] , As in, what the fuck is Biomega?
2. /Another piece of sci-fi work from Tsutomu Nihei, set in 3005AD, detailing the conflict between TOHA Heavy Industries and the DRF Foundation. The crux of the plot deals with "Immortal Cells", and the byproducts of a woman by the name of "Reload". You, the traveler, will be deposited 6 months before Reload is rediscovered on Mars. As with all of Nihei sensei's works, BIOMEGA is told mostly through pictures - though it has a substantially larger cast, backstory, and technical jargon in comparison to "BLAME!".
- 3.
4. /Most of BIOMEGA's plot runs rather autonomously, 6 months after you'd arrive, Reload is rediscovered on Mars, and the crew which discovers her is infected with the N5S Virus, which changes their body composition into a zombie like state. It's implied that the DRF had already been experimenting with the N5S virus, but it takes Reload's "trigger" in order to saturate the world.
- 5.
6. The **Data Recovery Foundation** (DRF), the largest stable political/social structure in the world at this time, seeks to utilize the N5S Virus in conjunction with the immortal cells in order to create a "New World". Aligned against them is TOHA Heavy Industries, which deploys a squad of synthetic humans in order to stop the DRF. Neither party manages to do much about the N5S Virus, which spreads globally - though some humans have apparently managed to "adapt" to it. The DRF is attempting to use these people to kickstart a "new human race", and TOHA is racing to stop them.
- 7.
8. /They don't succeed. 6 months after Reload kicks off the infection process, TOHA is destroyed and the DRF moves to finalize their plans. Earth is enveloped in the transformation process - and the finalized product is a massive megastructure on a scale not so different from Blame!'s "The City". Composed of 12 major sections, with each section being 400 million kilometers long, the megastructure stretches out like a fat worm away from Earth - and it's your job to survive 10 years (Well, more like 9) in an environment which frequently morphs and shifts to suit unknown needs. To give you a sense of scale? Earth to Jupiter is 588 million kilometers long.
- 9.
10. /Similar to Blame!, BIOMEGA follows a single consistent overarching objective through: Kill the head of the DRF, Niardi. Unfortunately, similar to Blame! the scale is massive - and it takes the MC well over 400 years to complete his task.
- 11.
12. The scenario does mean, you start on the Regenerator world, rather than on Earth proper.

13.

14. =Locations= Follows

15. 9J0 is the origination point for almost all of the action in Biomega. Basically, Yion Green is found there - her abnormality being that she is the 2<sup>nd</sup> true immortal in the Biomega universe, with no explanation as to how it occurs and why. 9J0, in the standard path basically becomes a zombie infested town soon after Reload is found.

16.

17. MSCF 3 is a notable location, as it is the second major point of action. Connected to the bottom of the space elevator (Called the Intercontinental Mooring Cable), this is the site of the major battle between the PHS and the DRF - the former defects from the latter sometime through. No one ever accesses the ruins of the ruins above the space elevator until the near end of the tale - by which time over 400 years have passed.

18.

19. Mars is the opening and ending points of Biomega, but literally nothing happens here, except the initial trigger.

20.

21. The Regenerator World, formed by the TALKING BEAR's wishes perverted by the presence of others, is for the most part a sprawling wasteland on the surface. Communities dig deep below the surface to avoid creatures like the Juhki. The weaker Juhki (Shimajuhki) live deeper inside the Regenerator world, and are consumed for food.

22. There are 12 "sections" to the Regenerator World, and people are dropped into varying sections...at varying times. The protagonist Zouichi is dropped centuries ahead of the talking bear, and Kahdal/Mizunoe never show up again. One whole chapter is dedicated to a character who shows up in an unknown time, then vanishes again into light and dust.

23.

24. Each section is 400 million km long. Lots of walking. The DRF slowly lose control over the system as Niardi fights with the Bear's wishes.

25. The Regenerator is literally made out of human tissue, fused with reverse phase imaging polymer, hardened by the "seed" in Yion Green.

26.

27. =Misc=

28. There are \*many\* translations for the names, and only the Japanese names are really accurate.

29. Question regarding AI levels in Biomega.

1. **How do Biomega AI stack up against Halo AI?**

2. Biomega AI's level is basically at HALO's AI, minus the rampancy problem. AIs and synthetic humans are developed in parallel. Nihei loves HALO...so pretty much in

all of his works, the AIs are drawn off of there. He just didn't have much love for rampancy explanation.

30. Question regarding The RELOAD Polymer (800 Perk)

1. **What are Reload's polymer characteristics? How, say, sturdy is it?**
2. Reload's polymer is essentially the Reverse Phase Imaging Polymer - except it can freely form and deform, whereas the item variant solidifies and stays as is once it's complete. The strength of the polymer is generally enough to hold a 4.8 billion kilometer long structure (The diameter of the structure is pretty massive too) intact in space, though the insanity lens are needed for meteor fly bys.
3. **What is the matter-to-polymer ratio, and how fast do we create it?**
4. I'd say the process isn't anywhere near 99% efficiency since I'm pretty realistic about that, and in canon Reload does it at very small intervals (She also doesn't eat or drink, partially why).
5. **In the Biomegas jump, if you get the Reload perk where do you 'excrete' this polymer from, and can you stop producing it?**  
**Also, the polymer is described as interacting oddly with inanimate matter and badly with living things. What actually happens regarding that?**
6. Reload has it just secreting out of pores and such I think, but it's never clearly specified. The RPIP will try to "integrate" inanimate objects into its structure (So if you asked it to build a tower, but there's a tree in the way, it tries to suck up the tree...and meld with it).  
Unfortunately, it also tries to do the same thing with living beings, and you end up with bizarre monstrosities...like the N5S virus victims.  
It also doesn't interpret thoughts very well - as the Regenerator world was basically the convoluted creation of a Bear, partially a woman, and some other folks' mind. Primarily the bear.  
The regenerator world looks like a massive space worm, a bit longer than the solar system, and generally morphs about (on the surface, not the whole structure) as the RPIP created not just the structure, but also an ecosystem.
7. **Can it be prevented from absorbing things? What influence do thoughts have on it, and what can be done to stop it being twisted by clashes of opinion?**
8. The Reload variant has better control - the main reason why the Superstructure in Biomega went rampant was implied to be because humans were used as the primary catalyst in addition to the "controllers" I mentioned before.  
If you're working slowly with small amounts, it won't go crazy rampant. In canon they demonstrate that a Heavy's worth of the stuff (They outfitted a Heavy - so an apartment sized air battle mech - with RPIP lasers) can get bad enough to envelop a city if humans are swallowed in.

From what we can make out, there's a "master controller", which is the bear for reasons unexplained. You'd have to make sure people aren't nearby - in contact with the stuff to ensure that there's no outside interference. It doesn't just \*pick up\* thoughts, it needs to be in contact somehow. Niardi is like...merged in with the stuff, and she later becomes the Regenerator World's biological reactor of sorts.

**9. Can't risk anyone poking it and screwing everything up?**

- 10.** The structure, once formed, is solid. During the creation, it's malleable. The Reload allows you to return a structure into a malleable state. It's not so much that you can't make megastructures out of it - once they're concrete, they're concrete. Just don't have people wandering in as you're forming it. Like. Say I have a room full of the stuff - enough to create a good sized house. I know exactly what I want in the house, so the RPIP forms a house. My companion could come in, and wish for a specific room in the house, and the RPIP will try to accommodate. Chaos ensues if my companion wants say...a train. That's presuming the people involved know the process - if they don't and accidentally wander in...well, then you get chaos. But once my house is a house, unless I will it to disassemble, it won't just suddenly change.

31. Question regarding Tech Reverse Engineering and such

- 1. If you had Brainwave Energy Conversion or Collectie Brainwave Charge how hard would it be to reverse engineer the latter? As written the latter seems like a much better version of the former**
- 2.** Not too hard, Wildenstein basically scrapped together stolen technology for it. It's just that normal people don't function well with brainwave tech.

32. Question regarding Reload (The Perk and the Person)

- 1.** Would you say Reload is compatible to magitech such as Moon Tech from Okami? And if you took Shinensoku with it, would you be able to parse technology using the latter ability?
- 2.** Reload is a matter of genetics. She's got a 24th gene that is never properly explained. The 24th gene seems to be key to creating RPIP. Yion doesn't have that. Tough to say whether you could parse technology...but Shinensoku naturally ignores all technology, like a blind spot.

33. Question regarding Shikiomi Mindscape (The Perk)

- 1.** how exactly is Shikiomi Mindscape traumatising for a nonconsenting AI?
- 2.** The mindscape is normally rejected by AIs - like a handshake check that never identifies properly. You're basically brute forcing into their mind, taking their mental environment, and rewriting it to your own.

=Thanks! Dirge was here=