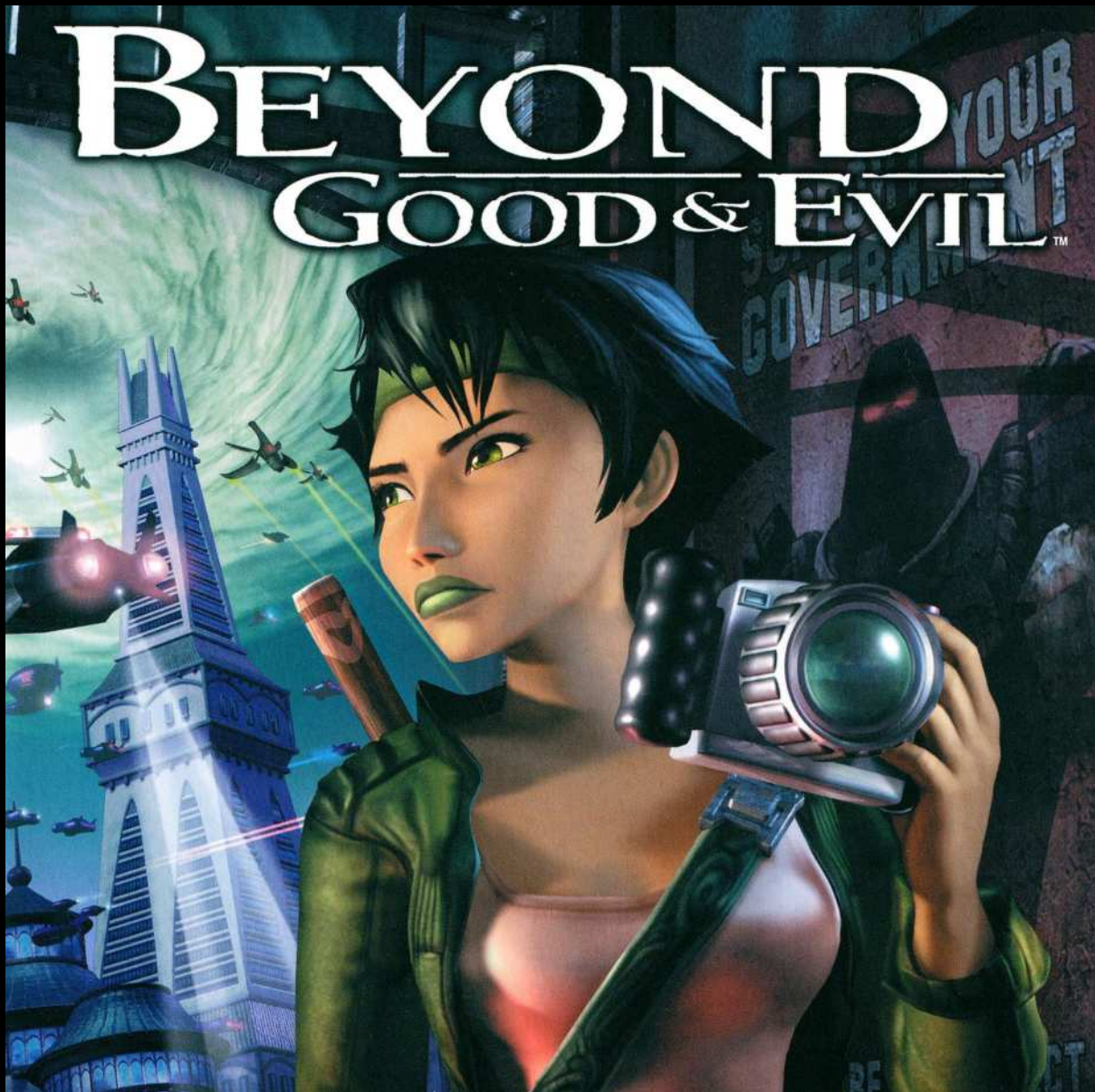


## Beyond Good and Evil



Welcome, civilian, to the oceanic planet of Hillys. This beautiful planet has been constantly attacked by the evil DomZ, who seek to enslave its population. But don't fear, for we, the Alpha Sections, are here to protect you and the planet citizens against such evil! Your safety is our mission! Here, take these **1000 CP** points and don't worry: Your life is in our hands...

# Origins and Race

Thanks to the uplifting tech that revolutionized society hundreds of years ago you can choose to be human or any animal hybrid, such as a cat-man, shark-man, goat-man etc.

## Civilian (drop-in)

You are just another new face in Hillys. There are always menial jobs for one such as you. However, thanks to the DomZ the economy of Hillys has been devastated, the materia mines are overrun with monsters and not many jobs are left. You could probably find work as a fisherman or if a menial job doesn't please you there's always racing and betting. You will wake up in a small room paid for you at the Akuda Bar.

## Journalist

You are a journalist, a truth-seeker. A camera is your tool and you work to uncover facts and bring them to the public. Whether working for an underground news network like IRIS or as a lone photojournalist, your work is a dangerous one. I've heard the science center is buying pictures from the local fauna if you need some units. You have a small house in Hillys City.

## Resistance Member

You're a member of the IRIS Network, a group of resistance fighting against the tyranny of the Alpha Sections. Operating in thirteen systems and divided in small cells, the resistance worked hard to uncover the secrets that the Alpha Sections have been hiding ever since they toppled governments all around the galaxy and assumed control. You start at the IRIS cell base at the Akuda Bar.

## Alpha Sections

You're a member of the Alpha Sections, an interplanetary paramilitary group that has been protecting planets from the DomZ invasion. What the public doesn't know is that the Alpha Sections actually are together with the DomZ, operating as human traffickers to help the DomZ feed on the helpless populace. You start as a normal soldier in the Alpha Sections controlled sector of Hillys city, pure of the DomZ corruption. Though not for long. Take the **What is thy Bidding?** and **Strange Atmosphere** drawbacks for free.

# General Perks

## **[Made by the French] Free**

You are quite a beautiful person. Your skin is free of small imperfections and your body stays in shape despite not exercising. You also smell good too.

## **[Hovercraft Pilot] Free**

As a citizen of Hillys you are quite skilled in the driving and handling of hovercrafts and flying cars.

## **[Soundtrack] Free for All**

You have mental access to the Beyond Good and Evil soundtrack. It will also play during dramatic moments. This has a toggle.

## **[Memory Disc] 200 CP**

Memory Disks are quite a useful technology in the world of Hillys. They are used to store things and transmit data. But you have another use for them. You can create memory disks at memory terminals scattered around the world, and when you load these memory disks at a terminal you can travel back in time to the moment you created the disks. You can only have 4 memory disks at a time.

## **[Materia Miner] 200 CP**

Materia Crystals are highly valuable minerals commonly found on the mines of Hillys. But somehow many of the native fauna have them inside their bodies. You can now effectively extract these Materia Crystals from any lifeform that you damage, and upon contact with you they will be converted to whatever type of currency you favor at the moment. Enemies killed will drop a larger amount of crystals.

## **[Alien Spark] 400 CP**

You are more than a normal being. You have a spark of spiritual power that lets you restore the life of anything that has ceased their biological functions. This doesn't work on anything that has died for more than one day. This does not heal any wounds.

## Civilian (drop-in)

Discounts for Civilian are 50% off, with the [100] perk being free.

### **[Unremarkable] 100 CP, Free for Civilian.**

When the Alpha Sections took power, you learned how to keep your head down and not attract attention. You are completely unremarkable. You never register as someone important even in the middle of a crowd. Of course, this effect breaks if you do something out of the ordinary.

### **[Local Flavor] 100 CP, Free for Civilian.**

Drop you into any city, colony, or planet, and within hours you'll seem like you've lived there your whole life. You instinctively pick up local slang, gestures, and mannerisms. A Hillyan could never tell that you were an outsider in the first place.

### **[Silver Tongue] 200 CP**

Something about the way you speak makes “no” a rare answer. Whether you're asking for a lead, negotiating for entry into a restricted area, or coaxing someone to spill what they know, people find it difficult to turn you down. It's not magic — just a perfect blend of confidence, charm, and subtle pressure that makes compliance feel like the natural choice.

### **[Hillyan Army] 200 CP**

CARLSON AND PEETERS! You have gone through the Hillyan Army regime and are highly trained in close quarters combat, along with endurance training. You also know the entire Carlson and Peeters manual.

### **[Adrenaline Edge] 400 CP**

You were born to be a Hillyan racer. You have lightning fast reactions along with the ability to make split second decisions. Weaving through obstacles and making maneuvers are in your own blood.

### **[Mammago!] 400 CP**

Whether it's a battered hovercraft, a worn-out drone, or a spaceship no one's seen before, you can figure it out, fix it, and often make it better than new. You also know Jamaican pretty well.

### **[Rocket Architect] 600 CP**

Did you work with Pey'j in your past? You are a genius engineer capable of designing highly advanced tech, including spaceships. You could take scraps and turn them into a rocket module capable of turning a hovercraft into a spaceship. Alone.

### **[Retconned Roots] 600 CP**

It's hard being the new guy in a new city. You might adapt, take the culture, but you will always be an outsider. Not anymore. You can insert yourself in the past of a city, gaining a backstory, documentation, records and connections. It is as if you lived there your entire life.

## **Journalist**

Discounts for Journalist are 50% off, with the [100] perk being free.

### **[Reporter] 100 CP, Free for Journalist.**

You have a natural talent for uncovering hidden stories and exposing lies. You can spot inconsistencies, contradictions, hidden clues, and suspicious behavior others overlook. You also are talented in photography and instinctively recognize good moments and angles.

### **[Domestic Expertise] 100 CP, Free for Journalist.**

You are quite talented at taking care of a home and taking care of children. You can cook, clean, pay the bills and tidy up a home while taking care of six orphans at the same time.

### **[Hillyan Acrobat] 200 CP**

Growing up on Hillys has made you naturally agile and athletic. Whether sprinting across rooftops, climbing walls or dodging attacks in a fight, your athletic skills keep you one step ahead.

### **[Luck of the Explorer] 200 CP**

You might not be an archeologist, but you sure have their luck. Somehow you keep finding ancient species, lost passages and lost secrets, even those that want to be hidden. You could find dozens of lost species in a few days or find hidden factories that somehow no one found in cities.

### **[Dai-Jo Mastery] 400 CP**

You've trained in the traditional martial arts of Hillys during your youth days, achieving a mastery of staff weapons. Your fighting style is both elegant and deadly, allowing you to take on multiple enemies with agility and technique rather than brute force.

### **[Shadow] 400 CP**

Sometimes a journalist needs to be stealthy to uncover the truth. You have great skill in slipping unnoticed, eavesdropping on conversations and evading line of sight. Not even the Alpha Sections secrets are safe from you.

### **[Spirit Touch] 600 CP**

The DomZ are not only an invader force, they are also a corruptive one. They corrupt what they touch and poison the earth they infect. Others are capable of killing DomZ but that's not enough for you. Something makes you different, because you are capable of purifying corrupted things by damaging them. The more you hurt the DomZ, the more purified they are. Their roots die and their cores purify into beautiful crystalline pearls.

### **[Revealer] 600 CP**

You might have evidence against the Alpha Sections, but evidence is not enough against mass propaganda and their control of the media. But you know how to cut through misinformation and censorship, how to make the truth reach the people. When you expose secrets or injustices your work is transmitted far and wide, penetrating the barriers of media and naturally distributing itself. It will travel far more than it should be possible, should it be on transmissions, broadcasts or even speeches. The public will know the truth.

## **Resistance Member**

Discounts for Resistance Member are 50% off, with the [100] perk being free.

### **[Shadow of IRIS] 100 CP, Free for Resistance Member.**

You are a trusted operative of the IRIS Network, and these years of work have taught you many things. You know how to talk in code, move unseen, slip into restricted areas and vanish without a trace.

**[Web of Threads] 100 CP, Free for Resistance Member.**

Hillys suffers with a massive propaganda apparatus. Good for you, you learned how to see the signs. You can see the patterns of agendas, interests and censorship and know exactly if something is a cover-up, a convenient coincidence or if it is propaganda with a purpose.

**[Purity of Truth] 200 CP**

Your years of working as an operative have given you a sixth sense that instinctively recognizes half-truths, lies, bias and interests. Be a speech, a conversation, an interrogation, nothing slips past you. You are always several steps ahead of everyone.

**[Rebellion Whisperer] 200 CP**

You have an instinct for recognizing who could be a potential ally to the cause. In a crowded room you can see the signs of those who are defiant and those who are frustrated with the regime. You also know how to reach carefully to them, to create trust without suspicion and to do so without attracting any eyes. Over time, a network will be formed. All hidden in plain sight.

**[Decrypter] 400 CP**

You are one of the IRIS Network operatives responsible for cyber-warfare. You can scrub incriminating data, reroute broadcasts and invade enemy systems. But your true talent is in decryption. You can crack any code and any signal, no matter how complex it is. In fact, someone could say that you could decrypt a signal on the other side of the planet just with a photo at the right place.

**[Hideout Engineer] 400 CP**

You have a talent for finding, designing, and establishing secure hideouts without fear of discovery. Whether it's a hidden cave, or underground bunker inside a bar, you know how to turn any location into the perfect place for a resistance to install themselves. Fake walls included.

**[Rebel Leader] 600 CP**

You possess the vision and skills to build a resistance movement from the ground up. You how to forge connections, cells, supply lines and uprisings. But this is not enough. You also know how to forge alliances to make your resistance grow beyond your planet, uniting distant worlds to fight against tyranny.

### **[Two Faces] 600 CP**

Some would say that it's impossible to be a family man and a resistance leader at the same time. These people never knew you. You have the ability to project a potential version of yourself doing a potential action, such as projecting a version of yourself leaving the sofa and doing the dishes while you watch TV. You could even create a spaceship in your secret garage while you do grocery shopping. No one will see anything strange with this, because from their perspective that is what always was. There are two limits to this, though. You cannot be in the same room as your projection and you can only project actions that are possible. So if the paramilitary group in control of the planet locks you in a room you cannot project yourself outside the cell until you unlock it.

## **Alpha Sections**

Discounts for Alpha Sections are 50% off, with the [100] perk being free.

### **[Cold Stare] 100 CP, Free for Alpha Sections.**

Maybe it is the armor, maybe it is your imposing figure, but something in you makes people instinctively know you are not to be messed with. You have a natural aura of intimidation and authority that makes it clear you are not to be challenged.

### **[Towering Frame] 100 CP, Free for Alpha Sections.**

The Alpha Sections only select those who are the pinnacle of physical strength. You have a large, muscular build and an imposing figure. You have the body of someone who trained for years and your health is impeccable.

### **[DomZ Program] 200 CP**

You have undergone the first step of the DomZ infection, and as such you have no need to eat, sleep or drink. You are also more resistant to damage and have the strength of three men. You can still eat and sleep if you want to.

### **[Shadow Helmet] 200 CP**

You have the ability to conceal what makes you different from others. Your body language, expressions, clothes, voice and aura adapt perfectly to not cast suspicion on you. No one would ask why you never take off your helmet or don't sleep anymore.

### **[Propaganda] 400 CP**

Your trainers at Alpha Sections have taught you the value of public opinion. You have an exceptional talent in propaganda and shaping how events are perceived by others. Your ability ensures that whatever truth you want will become the dominant story and influence public opinion. In fact, the only way the people would not believe you is if someone took a photo of yourself talking with the techno-organic aliens face-to-face.

### **[DomZ Program, Step Two] 400 CP**

You are now evolving into something greater. You can now survive the vacuum of space, extreme amounts of heat and cold and you are immune to radiation.

### **[Evolution] 600 CP**

The DomZ are a race of highly advanced organic beings capable of fusing with technology and corrupting organic matter. You now have this ability. You are now capable of fusing with any technology smaller than yourself. Your flesh will extend to it and you will have intuitive control and manipulation of whatever you fused into your being.

### **[Dominant Spirit] 600 CP**

How could the leader of the Alpha Sections, the man responsible for the entire program of human trafficking not be one of the infected DomZ Soldiers? Simple, because he was. You possess a rare physiology capable of assimilating corruption without succumbing to its destructive effects. Any corruption you assimilate will not affect you negatively, both in body and in mind, while still giving you the strength and power it gives.

# Items

You can freely import items. You can discount two items per price tier. Discounted 100 CP items become free.

## **[S.A.C.] Free for All**

The Synthetic Atomic Compressor is a pocket storage that virtualizes any form of matter and stores them without any weight or size. Your S.A.C also comes with a useful A.I assistant that you can customize.

## **[Camera] Free for All**

High-quality, lightweight and able to transmit photos to secure networks.

## **[Barranco D-53] Free for All**

A useful wrench of the 24th century.

## **[Starkos] 50 CP**

A delicious bread roll that restores a small part of your health. Once eaten, another one appears in the next hour.

## **[PA 1] 50 CP, 200 CP for 8**

A bio-electric field generator that improves the health of the wearer by half the value of a normal human. This can be bought many times.

## **[Boost Capsules] 50 CP**

Can be used to boost the speed of any vehicle. Once used, another one appears after one minute.

## **[P-O-D] 50 CP**

A capsule of nanites that can repair any vehicle. Once used, another one appears after 10 minutes.

## **[Meca-Impulser] 50 CP, 200 CP for 8**

A nanite core that improves the durability of any vehicle by half the value of a basic hovercraft.

## **[K-Bups] 100 CP**

A delicious box of sweets that restore all of your health. Once eaten, another one appears in the next hour.

## **[Unit Stipend] 100 CP**

A stipend of ten thousand units per month. Useful for paying the bills.

### **[Akuda Bar] 200 CP**

Your own bar. It comes with a crew, a secret hideout installed and the bills are always paid. This bar will always have customers.

## **Civilian**

### **[Jetboots] 100 CP, Free for Civilian.**

A pair of jetboots that can be used for flying. Not useful for obese people.

### **[Racing Car] 200 CP**

A highly modified flying car, complete with boosters, capable of going to 400km/h easily. Perfect for racing.

### **[Hillyan Army Armor] 400 CP**

The inferior version of the Alpha Sections armor. It has almost the same functions except for the breathing apparatus. It comes with inferior versions of the particle shield and the t-hammer. It has a helmet with a spike on it, useful for headbutts.

### **[Secret Workshop] 600 CP**

A secret, spacious workshop with all you need to design and build any technology you want. Only you and people you choose can enter this. Can be installed in any building you own.

## **Journalist**

### **[Dai-jo] 100 CP, Free for Journalist.**

A retractable, compact energy short staff made for those with training in martial arts. Well-balanced.

### **[Gyrodisk Launcher] 200 CP**

An experimental weapon, this glove generates sharp, weightless energy disks that can be thrown with unerring accuracy. It has infinite ammo.

### **[Lighthouse] 400 CP**

Built on a rocky promontory overlooking the sea, this is a quite comfortable home for any extended family. It has a powerful energy shield that protects against orbital and aerial attacks.

### **[Hovercraft] 600 CP**

This is the fully upgraded hovercraft made by Pey'j, containing boosters, jumpjets, energy cannon and the spaceship attachment. Quite fast both in the sea and in space, and it comes with infinite fuel.

## **Resistance Member**

### **[IRIS Communicator] 100 CP, Free for Resistance Member.**

A compact device that lets you stay in touch with your resistance contacts. It has infinite range and it can duplicate itself when you touch a new resistance contact.

### **[Parabolic Audio Receiver] 200 CP**

Allows listening in on conversations from a distance without being detected. Quite useful for an operative and it can be folded for easy storage.

### **[Anti DomZ Serum] 400 CP**

This serum is made to cure any type of corruption that the recipient is suffering and whatever side effects they suffered. It restores itself each day.

### **[Disguise Fabricator] 600 CP**

This machine the size of a room can manufacture disguises both for humanoids and for vehicles. One could use this to turn a flying taxi into a flying luxury car, even making new plates that pass cursory inspection.

## Alpha Sections:

### **[Alpha Sections Kit] 100 CP, Free for Alpha Sections.**

The equipment used by the Alpha Sections. The armor is strong enough to survive the cannon shot of a modern tank and immune to lasers, though the only weakness is the breathing apparatus in the back that is always exposed. The particle shield can protect the wearer against energy weapons and the T-Hammer is a gravity weapon that crushes anything it hits. The armor is also hermetically sealed and it comes with a breathing tank that recycles itself indefinitely.

### **[Flying Chair] 200 CP**

A favorite of General Kehck, this is a flying chair equipped with plasma weapons and hover jets.

### **[Alpha Sections Shuttle] 400 CP**

The main form of travelling used by the Alpha Sections, this shuttle is armored, fast, and equipped with powerful plasma guns. For 200 CP more this is upgraded to the Spider War Ship used by General Kehck.

### **[DomZ Energy Core] 600 CP**

A Pearl d'Aramis corrupted by the DomZ. While useless for any mortal, those that have been completely mutated by the DomZ can use this to improve their fusion abilities to the point they can fuse themselves to technology at least as 10x bigger than they are.

## Companions

### **[Recruit Anyone] Free**

Anyone you want to recruit in this world is free to join you as a companion if they agree.

### **[Create/Import] 50 CP for 1, 200 CP for 8.**

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend.

# Scenarios

## Through the Lens

You wake to the sound of waves and the distant hum of the lighthouse beacon. This is your home now. And your responsibility. The people of Hillys are under siege by the DomZ, and the Alpha Sections lie claiming they will save Hillys from the alien threat. But you have the camera... and the truth to uncover.

In this scenario, you are replacing Jade as the main protagonist. You inherit her role, responsibilities, and connections. Your objective is to successfully expose the DomZ and destroy their base on the moon.

### Rewards:

After having fought for the lives of Hillys, something special has grown inside your soul. You are now a source of spiritual power, referred to as a "Shauni". By harnessing your power, you can mass revive anyone near you that has died. This will heal any afflictions too from the resurrected, even dismemberment. You cannot resurrect anyone that has died for more than a week.

## Iron Fist

You're a soldier from the Alpha Sections, tasked with defending Hillys from the DomZ threat. But the truth is much darker: the Alpha Sections are working with the DomZ to kidnap people in exchange for immortality. And that truth is out. The IRIS network has finally succeeded, and now a full revolution has begun on the surface of Hillys. Operatives from thirteen sectors are aiding the rebel cause and your task is only one soldier: fight them. Raze the revolution to the ground.

### Rewards:

Successfully doing this has proven your worth to the DomZ, and as such they give you the greatest gift they could offer: evolution. You will receive a new alt-form: the **Teratosaurus Imperator**, capable of space travel, wormhole creation and armed with lasers and torpedoes.

# Drawbacks

## **[Main Protagonist]**

Enter the life of any canon character that is connected to your origin.

## **[Longer Stay] +100 CP**

Your jump extends another 10 years. You can only take this twice.

## **[Strange Atmosphere] +200 CP, obligatory for Alpha Sections**

The DomZ mutations made you incapable of breathing a normal atmosphere. You are now forced to use a breathing apparatus to survive, and it is a glaring weakness of you. If someone hits your breathing apparatus with extreme force you will fly and explode in the air.

## **[What is thy Bidding?] +200 CP obligatory for Alpha Sections**

You now serve the DomZ and are forced to follow their bidding. Any refusal will be met with death, and any failure will be received with painful punishment.

## **[Waterlogged Past] +200 CP**

You have a traumatic history involving a maritime disaster at the seas of Hillys and now whenever you're near large bodies of water your reflexes and focus drop.

## **[Public Doubt] +200 CP**

People will dismiss any evidence of the collusion between the DomZ and the Alpha Sections unless you can literally show General Kehck and the DomZ in the same room.

## **[Constant Surveillance] +200 CP**

The Alpha Sections have flagged you as a person of interest. Drones and patrols will appear more often near any location you have visited and you are stopped for random inspections at inopportune times.

## **[Paranoid Locals] +200 CP**

All civilians are distrustful of strangers and unhelpful unless you work hard to gain their trust.

## **[Car Jinx] +200 CP**

Any hovercraft that you drive will be constantly breaking and needing repairs. Hope you have someone to let you hitch a ride.

## **[Leaker] +200 CP**

Sensitive intel you've collected somehow ends up in enemy hands before you can act on it, giving the Alpha Sections time to prepare traps or destroy the proof before you arrive.

**[No Powers] +200 CP**

Your out-of-jump powers are disabled.

**[No Items] +200 CP**

Your out-of-jump items are disabled.

**[No Warehouse] +200 CP**

Your warehouse is disabled.

**[Meteor Showers] +400 CP**

The DomZ will now be constantly dropping orbital pods near your location each week. Hope you haven't forgotten to pay the electric bill.

**[Dangerous Truth] +400 CP**

Any new evidence that proves the connection between the DomZ and the Alpha Sections will force them to escalate to new, horrible measures.

**[DomZ Infection] +400 CP**

The DomZ have infected you with a DomZ virus made with the purpose of weakening its host over time. It causes fever, fatigue, pain and lapses of focus. There's no way to cure it, but it won't progress over time.

**[Blind Trust] +400 CP**

You believe the Alpha Sections are exactly what they claim to be—protectors of Hillys and humanity's last line of defense. You also refuse to believe the accusations made by the IRIS Network, dismissing them as lies..

# Changelog

V 1.0 - First Version.