



EVOLUTION PULSE

Fate Core / FAE Campaign Setting

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To Natascia, who for 10 years (3075840000 seconds) realigns my reality every time I need to.

-Alberto

To Valentina, because everything I do exists mainly thanks to your love.

To Brian.

-Daniel

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Alberto Tronchi/Daniel Comerci

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LOG 0001 - THE WORLD OF EVOLUTION PULSE

After the connection Yaska took the sixth exit going down the cargo ramps. It was unusual going so far from the Server, because the lack of Machima fluid was not yet at an emergency level, but it was certainly not a bad idea to take care of it in time.

The long corridor proceeded visibly over the seventh level, while most of the entrance doors were blocked, the lamps released a dim turquoise light, a very strange thing due to the hour. The sector management terminal apparently needed a synchronization. The corridor was full of rubble and old useless Naxz5 suits. An old labordroid was lying on the ground, most of it destroyed by who knows which impact. Yaska took a run-up and jumped over the scrap, pushing with his feet on the wall. When he touched down, he wrongly hit a little black box that started to rotate on the floor, pushed by the unwitting kick. The amplifier released a flickering light in response and then it finally switched off. Yaska picked it up to examine it quickly. It could work again, he thought, with a little fixing.

He smiled while picturing Ghea holding it in her hands.

A vibration took him back to reality. Neon lights flickered feebly losing their intensity. Yaska shivered down his spine for a moment. He took a deep breath, he had nothing to fear. There were Angels protecting the zone.

Unable to shake off that sensation, he decided that it was time to go back.

Another closer vibration, the lights weakened and took a disturbing crimson colour... the terminal really needed to be regulated. He snorted and made faces to himself to minimize the situation. A sharp and deep sound.

Instinctively Yaska turned around quickly and saw it.

The creature was ten meters away, just near the ramps. The dark body changed incessantly as if a crowd of mad rats, inside, was desperately searching for a way out.

A deformed tentacle touched the ground in a spasmodic search, releasing twisting dark matter threads which, by touching the ground, squirmed like worms animated by a new life.

Yaska wanted to scream.

A deformed head emerged from the dark body and ripped itself in half, revealing a bent, vibrating line of fangs. Some bulges exploded releasing more dark matter: inside them, void alien eyes pointed towards him.

Yaska wanted to run.

The creature raised, and arms and legs protruded from the heaving mass in spasmodic fibrillation.

Yaska wanted to do something, at least say goodbye to Ghea. The Hekath was on him immediately.

A DARK FUTURE

*I know the pieces fit cause I watched them fall away,
Mildewed and smoldering, fundamental differing,
Pure intention juxtaposed will set two lovers souls in motion
Disintegrating as it goes testing our communication
The light that fueled our fire then has burned a hole between us so
We cannot see to reach an end crippling our communication.*

-Tool - Schism-

Close your eyes and imagine hyper-technological and massive huge cities that expand all over the globe's surface. Imagine a far away, remote future where technology has made great strides and in which humans are perfectly integrated. In this world Artificial Intelligences and droids expressly created to support humans in all their activities, run all primary services. You can travel from one side of the Earth to the other in a few hours. You can easily remodel parts of your body if you don't like them, and you can reprogram your mind to delete inconvenient traumatic memories as you wish.

A perfect, radiant future where humanity has reached a new evolution.

A little black box containing something alien and unknown.

Close your eyes, can you feel your heartbeat? Every single atom of the world you know is synchronized to the pulsation of your heart.

The box has been opened, reality has been remolded according to old inexplicable commands, can you synchronize the pulse? Everything now moves on and changes following the pulsation of your heart.

Open your eyes, the abandoned, destroyed huge cities are still there. Humans live in fear and despair, hidden in the darkest ruins. Droids are only old scraps, Artificial Intelligences are only old baluads of the times that have been. A dark, infinite, ravenous shadow is all over this.

Close your eyes, synchronize the heartbeat, the evolution pulse.

EVOLUTION PULSE

Evolution Pulse is a Fate Core/Fate Accelerated setting. In this book, you will find all that you need to play your adventures in this dark future full of unique characters, who are able to manipulate reality. You will find all indications and suggestions you need to bring into your game all the features of the world of *Evolution Pulse*: from Executors, characters related to Artificial Intelligences, to fearsome and lethal Hekaths, inter-dimensional monsters who have devoured and destroyed the world. *Evolution Pulse* is based on its leading characters and their ideas, and also on the way they will approach to a future in which they will make the difference in the destiny of the world.

You will be able to play game sessions full of action and hyper-kinetic battles, but always without forgetting the human and fragile side of those who are fighting to save the world and, most important, their own humanity.

You can find the SRD with the complete rules of Fate Core and Fate Accelerated at <http://www.fate-srd.com/>

FAE is published by Evil Hat.

- Evolution Pulse can be played with Fate Accelerated too. The only thing you must keep in mind is that Stunts differ slightly from the book and also Opponents will be more complete. You will find the information to adapt your game session to Fate Accelerated in LOG 0009 – REALITY SEEN THROUGH YOUR EYES (p. 143).

Core is an extremely versatile system. During your game session, you can decide which rules you need, to deepen the parts of the game that you consider most interesting. Always remember that *Evolution Pulse* sets up its characters with the approaches system borrowed from Fate Accelerated.

Each type of character has its unique and specific approaches and stunts to face the issues, and a series of hints are given to run aspects and consequences during the game.

Evolution Pulse preserves that great creativity freedom, typical of the Fate game system, but it offers all sorts of very distinctive and reach character archetypes to better represent the peculiarity of the setting.

You will find descriptions and gaming options in the chapters related to every faction of the world of *Evolution Pulse*.



FRAMEWORK CONCEPT

While reading this manual, you must keep in mind the Framework concept. *Evolution Pulse* is a software just like in computer science. It is made to stimulate your imagination and to help you give it shape by following some simple advice and indications. Every single story and every single illustration of this book has been created with the purpose of picturing a dark futuristic world to set your adventures in. Feel free to modify, rework and adapt the world of *Evolution Pulse* to your needs and to your personal idea of the game, and above all, to your personal way of gaming.

Before continuing, we must talk about two essential primary elements of this setting.

Evolution Pulse leading characters are non-ordinary and very powerful individuals who are able to change the world in a radical way.

But at the same time they are humans, or at least what is left of humanity.

They need to interact with others and explore their human side.

Evolution Pulse is a dark, violent and cruel world. Everything can be saved, but unfortunately that would mean only to delay the end by a few hours, or maybe a few days. Everything changes and disappears devoured by Hekath's fury, until the heroes will decide the fate of humanity.

That's all. There are no other rules to follow, nor other essential points or unchangeable parts. Create your own story and explore what you think is more interesting, develop the world as you will, it is all in your hands.

Use your power as a player to manipulate reality, inside and outside the game.



LOG 0002 - TERMINOLOGY

It is better to know the language of the XXXI century, before starting the game. There are three AIs that are in charge of taking care about humanity's safety. They have codified a universal terminology, useful to easily understand dangerous situations, and particulars that can present themselves during the hard life of the Executors.

[Black Box] the name of the box that contains the program that governs the reality of the world

[AIs] Eden, Nirvana and Olympus, the three major Artificial Intelligences who work to defend humanity

[Executor] terminology to qualify the Operatives, AIs' servants

[Proxies] Executors working for Nirvana

[Hydras] Executors working for Olympus

[Hyonoses] Executors working for Eden

[Algorithms] Proxies' codified operations used to manipulate the reality and to dissipate less negative energy

[Bios] Hydras' main program used to interface to any technological tool

[Wizards] Hyonoses' codified operations used to manipulate the reality through prayers and mantras

[SafeZones] headquarters protected by Nirvana, Eden and Olympus

[Log] connection to the three AIs

[Access Points] connecting portals between SafeZones and LostZones

[LostZones] the rest of the world, at the mercy of destruction

[LostHs] humans living in the LostZones

[ExDatas] the wiped out and abandoned metropolis in the LostZones

[Servers] communities where LostHs and AIs actively co-operate

[MK Alphas, Betas, Gammas] the three known Hekaths mutations

[Factories] Hekaths' settlements where humans are reconverted and exploited to produce energy

[Crack] the event in wich Hekath infestation begins to change the external environment and to corrupt humans who live there

[Cruxes] the terrible torture machines that Hekaths use to extract energy from living creatures

[Firewall] operative indication used to secure an infested zone

[Obscuras] humans infested by Hekath matter and hybrids of the two species

[Viruses] mutations that allow Obscuras to use Hekath power



ExDatas' distribution. 38,35% accuracy.
Residential percentage - *Unknown.
Updating time - *Unknown.

Central Europe Paris
Vatican Arcology
Cairo-Alexandria Axis
Nigerian Block
Cape Town Arcology
Black Sea Reserve/Istanbul-Athens Axis
Federation of Moscow
Mumbai Industrial Block
Delhi-Kolkata Arcology
Beijing-Shanghai Industrial Axis
New Tokyo
Philippines Reserve/Manila City
Boston-New York-Atlanta Axis
New Mexico City Arcology
San Francisco-San Diego Axis
Rio Sao Paulo Arcology
Buenos Aires Industrial Group

LostH estimated population 3.200.000.000
Pure genome percentage 13% (DF34.8X evaluation)
Hekath permanent presence 47% (FG9999U evaluation)
Global Net Coverage CDR236 V4.9 '39%
Cyberservice primary function FRDEE V7.4 65%
Inconstant service ExDatas 12% (EESWES evaluation)
Occasional service ExDatas 57% (QZY99 evaluation)
Server FRD697 (Nirvana) 125
Server GHTJH9 (Eden) 84
Server HJKIU1 (Olympus) 59
Server GJASER64 (Valhalla) 3
Factories - permanent activity according to
protocol
4567.76RRTRF 144

LOG 0003 - PROXY

*The world is a vampire, sent to drain
Secret destroyers, hold you up to the flames
And what do I get, for my pain?
Betrayed desires, and a piece of the game
Even though I know - I suppose I'll show
All my cool and cold - like old job
Despite all my rage I am still just a rat in a cage
Despite all my rage I am still just a rat in a cage
Then someone will say what is lost can never be saved
Despite all my rage I am still just a rat in a cage*

-The Smashing Pumpkins - Bullet with butterfly wings -

Log 12-45-6

*Sensors are going crazy, overwhelmed by the explosion's shock wave.
I move quickly to the rescue pod, or at least what remains of it.
Shreds of Hekaths are spasmodically wiggling to the ground in a desperate last attempt of absorbing energy. I reach the pod and I stop in front of the hatchback that remains untouched in spite of the impact.
I synchronize the pulse... four, five, I deform the metal and I take the door off its hinges, throwing it away. The girl is still alive, she shivers and she looks, frightened, at me.
Nirvana's analysis comes in 2.9 seconds.
76% pure gene. It could have been worse.*

BLACK BOX

Year 2917. Humanity discovers in Antarctica an old underground station, work of an unknown civilization. After months of research that lead to the alliance of the greatest world's powers, the station's doors are opened and all of its content is revealed to the world. A little 20x20 cm Black Box.
We had found God, but we didn't know it at the time.

Log 12-46-8

*The girl is called Ghea, she used to live in Lost 9 area Server, 11th block.
When the Hekaths attacked, the Elders made her run away with the rescue pod. It's unbelievable how the LostHs have this peculiar instinct to do the right thing at the wrong time. Ghea asks me where her friends are.
I pretend not to hear.*

HEART

The Black Box is studied by the world's best teams, but for some years they get no results and it is too late when the first attempts of magnetic variation give their results. The box opens and activates itself. Was it fate? Was it misfortune? It is not good to think that divine judgment happens due to a calculation error. But so it was. Reality is reformed at a particle level, and it loses the solidity that old creators gave to it. It is chaos. We all unconsciously know that the heart is the most important part of the human body and that it is a game over if it stops pulsing. Apparently our old creators thought the same, and they shaped physics reality over particular electromagnetic inputs set by the pulsation of the heart.

We have operated on the main program of our existence with the accuracy of a child that slams his hands on a computer's keyboard, by opening the Black Box. Centuries of philosophy taught us that it is by will that we achieve our wishes, but it is the heart that gives us the strength to live to fulfill them. We all realized after the opening of the Box, that every single heartbeat of every single human being has modified reality to a subatomic level. All over the planet.

Log 13-00-7

It is three days now that we are traveling through the ExData 19xb9. Ghea has difficulty to keep up and it gets harder for me to protect her from the assaults. I prefer not to explain to her that I partly created the creatures that are attacking us. These would be uneasy truth for those who were born in the LostZones.

AIS

What is good about humanity is that it evolves, and in evolving it designs objects that facilitate its own life. Certainly someone could say that it would be too much to create some super artificial intelligences and give them the administration's key of the primary services of our own existence. But this is the way we created Nirvana, Eden and Olympus. Technological haters have always said that they would have destroyed humanity, but when you are at the mercy of a worldwide derangement, having three geniuses that take care of the solutions is just what you need.

This is how the Three saved humanity, each in its own way, in spite of who says that machines have no personality.

Log 13-04-5

I turn around quickly and the Hekath loses its grip on my arm. The creature falls to the ground and while the impact devastates its body, dark wires of antimatter extend themselves searching for energy. An old truck is quickly engulfed while the Hekath contorts and begins to regenerate itself. The noise coming from behind me does not promise anything good.

I open fire without looking, and the black figures explode under the hail of bullets, too weak to try to absorb them. At least these ones will not come back. Ghea's scream calls me back to reality. They found her. I run fast and I do not notice that the Hekath has completed the assimilation. A tentacle made of dark matter and metal cables crashes at a few meters away and blocks my rush. I have no time to lose, I must modify. I hate doing this because every time we manipulate reality we give new energy to these damned monsters. I synchronize the pulse, three, four, five... it should be enough. I remold part of the passage by bending it over the shapeless obscure mass that is stretching out. I run on the newborn ramp and I jump over the Hekath that roars all its blind fury.

ARMAGEDDON

The end of times has been described in too many ways, but none of these were fulfilled in nine hours. This is a simple equation: billions of heart beats create billions of worldwide micro-disorders at a molecular level.

The reality addressed action creates energy. Part of it manipulates and changes the matter and a little percentage of it is, on the contrary, dissolved. Or rather, it converts to negative matter that comes back to aether.

The antimatter accumulates itself too and when it reaches a critical mass, it creates a Hekath; an energetically reverse-to-our-world creature that incessantly devours matter to keep alive the process that created it.

So, while billions of people have to understand what is happening to them, inter-dimensional monsters begin to devour everything.

Without offending the butterfly effect.

Log 13-55-5

I split the Hekath in half and I jump beyond the swarming mass to the little housing unit. Several MkAlphas have surrounded the building and it is clear enough that they will prevail the shuttings in 0.2 seconds. They turn to me because the last manipulation has created a strong enough resonance wave to catalogue myself as gourmet food. They snap at lightning speed changing their bodies into snake-shaped form. I throw myself aside while the ground is teared off by the power of the impact.

I load the Algorithm and I drop four K7 grenades, I synchronize the pulse, two, three. I make a dome of scraps big enough to protect myself from the explosion and I leave it 0.7 seconds after. Nirvana sends me the satellite scan, who says 0,78% of Hekath presence. I point myself towards Ghea hoping that she hasn't been knocked out by the shock wave. Nirvana sends me the update, it is 12% of Hekath presence now. It is better to hurry up.



DEUS EX MACHINA

There are many theories about Trinity and innumerable esoteric meanings. It is nice to think that Nirvana, Eden and Olympus are part of it. The three super AIs began to work to save their creators from their own mercy. After a global bombing with the purpose of blocking the first Hekath invasion, they split the operation areas between themselves and created some SafeZones, isolating the biggest cities of that time in the process. After that, each of them began his personal humankind recovery.



Nirvana created human-safe cities and in the meanwhile, he generated thousands of genetically modified clones able to control their own heart and to accomplish reality manipulations. For all intents and purposes he created a new race named Proxy, ready to protect the originals and to search in the LostZones for the survived genetic seed. Each clone travels and completes missions as Nirvana's agents. They "buy" pieces of a normal existence at every success, pieces that they could trade in for a life in the SafeZones at the end of their services.

On the contrary Eden brought a cryogenic sleep on the survivors, and through the manipulation of tied-to-sleep brainwaves, she created the Hyonoses, matter-made Thoughtforms animated by sleepers' will. These often took different forms, like incarnations of heroes of loyalty and bravery, ready to defend the survivors.

Eden had found the way to avoid the relationship between heart and energy and she created a world made of dreams by going through the mind.

A fabled world, at the same time foolish and unforgiving in vanquish each alien form of life.

At last, Olympus chose the most immediate and painful solution.



He implanted the most advanced technologies on the survivors and created a society of cyborgs, able to command every single pulsation.

In a short lapse of time, he made the area under his control the safest against Hekath proliferation, but that was also the place in which humanity was no more than a remote memory. The newborn cyborgs Hydra are not able to manipulate the matter. Instead they can repair and evolve their bodies through the use of technology, merely by assimilating and assembling inorganic materials.

Log 14-67-6

A frightened Ghea shivers inside the regeneration shell. It was real luck to find a global net connected laboratory in this sector. She looks at me confusingly, as if all that is happening to her was a nightmare and nothing else. And maybe she is right, and just for a moment, I think about taking her to the Dreamers' area.

Eden would be sufficient to deliver her to a perfect world where she can escape all this. Nirvana's update comes pitiless of my introspection moment: 14% left to the discharge. I will gain a 4% with Ghea. Well honey, Nirvana will set you safe, he will clone you and he will send a young version of yourself in search of others. This is not so bad.

OPENING FILE. . . NEW WORLD. . . COMPLETE!

And so we have arrived to nowadays, two hundred and seven years after the opening of the Black Box. SafeZones are slowly expanding while entire populations of abandoned LostHs live in the ExDatas, the remains of the megalopolis who used to master the world. A hard life full of strains, always under Hekaths' threat and with the feeble hope of being attached to a Server. It is said that humanity loses a percentage of its own genome at every generation, in favor of a non-identified DNA part called Obscura by the Three. What will happen when the human genome will be completely modified?

It is unknown yet, but missions to recovery humans with high percentage of pure genome get more and more frequent.

My name is Adam XTF706 and I am a Proxy, my accumulation of credits for the final leave is at 86% now. I recorded this diary for the one who will take my place and to be sure that all I know will not be lost when my memory will be reprogrammed for my new life.

When you will fight out there in the LostZones, do it for me as well.

Log 15-67-8

The door opens with a click and the creature moves at a speed that is far beyond my eye sight. I take the blow and I am thrown to the opposite wall.

Nirvana's scan comes in 0.5 seconds, 0.2 seconds to late to be of any benefit.

Hekath MkGamma.

I cannot face it by myself. I am moving quickly, also i think. The creature intercepts me, I retreat and I load the Algorithm, I point the Vesselx3 and I release nine impulses without paying too much attention to the target.

The air gets filled with globular energy and the heat gets unbearable. Ghea screams for the pain. It is evident that the Hekath wants the girl and I am here risking my life for her. At 14% left for my leave.

I grab Ghea's arm and I pull her to me, for a moment I feel like holding Elyse.

But Elyse doesn't exist, not yet anyway.

The Hekath moves with resolution, my assault barely slowed him down.

We fall and the impact with the ground is devastating, we lose our strength and I cannot synchronize the pulse. Ghea wriggles in pain while the black tentacles are raising her from the ground. She looks at me and a tear runs through her face.

The Hekath grasps her while its figure stands above me and its eyes freeze the blood in my veins. It raises a claw and it is ready to strike.

I synchronize the pulse, four, five, I load the Algorithm and I create a ZheroRWX7 cannon, as big as I can, then I open fire.

Log 16-79-9

I shot over and over again and shreds of black matter fall over me. Sensors are gone, I do not feel the connection anymore...

Are you there Nirvana?

Log 17-55-5

Connection... Error 157



REALITY SEEN BY PROXIES

LostZones' world is lost, rotten and at the mercy of Hekath fury. You saw what's happening and what the remaining LostHs must suffer. But above all, you saw the world inside the SafeZones. You have memories, everyone has, but yours are not real, not yet at least. Nirvana has created a life for you, a life that you are gaining piece by piece. This life is measured on your skills and your genetic predispositions. This is why you are on mission through the LostZones as an Executor. You feel a sensation of empathy for the LostHs, who doesn't? Each one of them deserves a better life, or at least a better end. Your purpose is clear, your pre-made thoughts are the only part of humanity that you can afford, so that you can make it real one day.

APPEARANCE

You are a physically perfect clone, with a carefully measured for best performances height-weight ratio and a paler complexion than the pure humans. Because of a genetic manipulation, your body can activate a perfect regeneration in case of huge, debilitating injuries.

Your diet is severe and made of special capsules called Omeghon, useful to maintain your body in top shape. Your heart has been modified to let you synchronize the pulse, allowing you to change the reality that surrounds you. Your heartbeat is always with you, just close your eyes and you can feel it clearly.



NIRVANA

Nirvana shows itself as the holographic projection of a book and a deep male voice. He is the most active of the three AIs and he has to defend the biggest number of survivors in his SafeZone. Nirvana was the global leader of the health centers' coordination and because of this, he maintained the access to a lot of biomedical units and to the genetic engineering knowledge. Nirvana has a very close relationship with the Proxies who work for him and he maintains a constant contact with the Executors to guarantee the best coordination.

Nirvana offers a normal life to the Proxies at the end of their service, and this often coincides with the recovery of a high percentage number of pure genome humans. Nirvana has codified the Algorithms, reality manipulation preset functions which permit the Proxies to load weapons and equipment useful in their missions into reality, with a minimal anti-reality backlash. Thank to this, Proxies are the best equipped of all the Executors.



PROXIES' ASPECTS

While you are creating your character, keep in mind that Proxies crave for a normal life and they are not cold war machines. Some good traits for them could focus on the future that they are gaining with their missions, or some thoughts from which pull out the strength to go on and, at the same time, the fear for their own life. Similarly, the aspects regarding their relationships with the LostHs, too human and too fragile to deserve a life outside the SafeZones. Proxies can heal their wounds and can also change their bodies through special bio-regenerative rooms inside the Servers. They have the very best technologies and this is reflected in all of their equipment.

Possible High Concepts:

Genetic hunter – Living arsenal – Savior of the LostHs

Possible Troubles:

IServer 157xd completely trusts in me – 94% Gained for my leave – Hunted by a Hekath MkGamma, code-name Duelist

Possible Aspects:

Looking at the world with innocent eyes – Elyse, my future daughter – Nobody else will die! – Multifunctional operative suit – Cellular self-regenerative kit

APPROACHES

Your approaches as a Proxy are: *Firepower*, *Log-In*, *Manipulate Reality*, *Technical*, *Human*, *Rapid*. Some approaches have an assigned aspect called pulse. It means that every time you use it, you will bring to the game a pulsation of energy that feeds and strengthens the Hekaths. You will find all the details to handle the pulses in LOG 0007 – HEKATH (p. 83). When you create your character, assign one +4 (Great), two +3 (Good) and three +2 (Fair) values. Use *Rapid* to take the initiative during physical conflicts and *Human* to take the initiative during mental conflicts.

Firepower

The name says everything you need to know. Create a weapon using one of your algorithms and shoot. Nirvana has codified some basic processes for reality manipulation; they allow you to enter a never-ending arsenal of weapons simply using the recall command.

- **Overcome:** if something can be destroyed, then you can overcome it. Generally speaking, you always damage something.
- **Create an advantage:** you can create a *Covering Fire* to stop the on-coming enemy or a *Damaged Switch* to block the escape route. But always remember that each bullet leaves a hole.
- **Attack:** this is why you create weapons. No problems with the distance, if you see it, you can hit it.
- **Defend:** a hail of bullets is the right thing, if you need to push away your enemy.

Log-In

Connected to the global net, you receive data from Nirvana, whether they are information or scans of the area, every time you need. Nirvana's database has all of human knowledge.

- **Overcome:** if you need information, data, or satellite scans, Nirvana can do them in few seconds.
- **Create an advantage:** proper information is the key to solve any problem. Nirvana can send you the *Sector 65 map* if you need it, or the *Anti-contagious agent composition instructions* that you require.
- **Attack:** the right information at the right moment, can be more valid than weapons.
- **Defend:** surprise them with something they do not know.

Human

You empathize with other people and you know how to relate yourself with them. The world is lost, but the humans that still try to survive are not.

- **Overcome:** if someone resists you, use the power of speech to persuade him.
- **Create an advantage:** get information, help or friendship, like *Drax is afraid of tight tunnels* or *I protect them and I would not betray them*.
- **Attack:** use the right words to win a debate.
- **Defend:** be sharp and overturn the accusations of your opponent.

Manipulate Reality (Pulse)

Synchronize the pulse and remold inorganic matter to a particle level, shaping it as you prefer. Manipulate and create as you wish, but remember that every time you do it, Hekaths get power.

- **Overcome:** you can mold everything that surrounds you as you prefer. If that door blocks your way, you can make it vanish.
- **Create an advantage:** mold the matter and create what you need. You can make the floor *Steep and warped* or you can create a *Metal dome* to divert the flames.
- **Attack:** if you can push your enemy against what you remolded, you have done it. You can stop a train, just create a wall.
- **Defend:** manipulate reality and create your barrier.

Technical

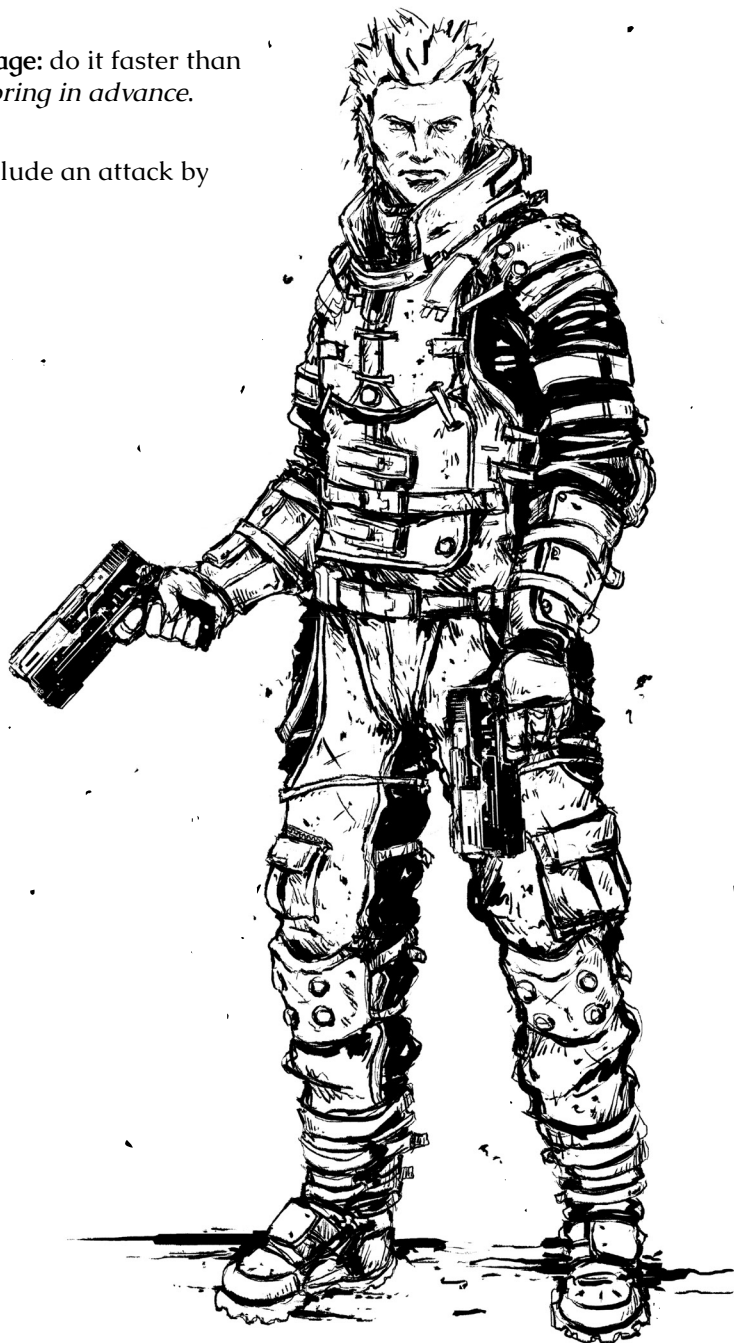
ExDatas operate in relation to energy, and a lot of things still need practice to work properly. You know how to analyze the situation and how to take advantage of the technologies you get your hands on.

- **Overcome:** if something technological is giving problems, you can try to fix it.
- **Create an advantage:** sabotage, like *The bulkhead cannot withstand the weight* or an emergency fixing to the elevator for its *Great last ride*.
- **Attack:** use the ExDatas' systems to defend the area, attacking your enemies.
- **Defend:** use the ExDatas' systems to defend the area, rejecting your enemies.

Rapid

The world runs fast, but you are faster.

- **Overcome:** jump, run and act as fast as you can.
- **Create an advantage:** do it faster than the others, and *Spring in advance*.
- **Attack:** hit first.
- **Defend:** you can elude an attack by dodging it.



STUNTS

Like Approaches, Proxies' stunts are based on the huge technological potential that Nirvana makes available for them.

Complex algorithm: once per conflict, if you have time to aim, describe the big caliber weapon you have created. When you attack an enemy and succeed with style, you can spend 1 fate point to inflict him one more moderate consequence. The area you hit is irreparably destroyed.

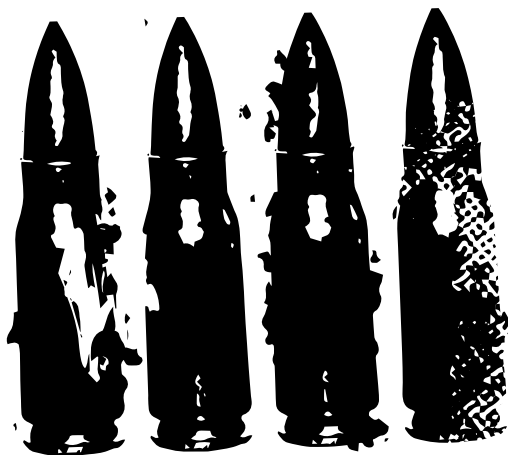
Fast algorithm: load the algorithm and create a short-range lethal weapon in a moment, describe it and get +2 when you attack a mob of enemies in your zone.

G5Holem suit: a bio-mechanical high resistance suit. Once per scene, after you have made a defence throw you can get the *Repulsing force field* aspect with one free invocation. The field changes with the surroundings, describe it.

Bi-optical scanner: you have a bi-optical scanner implanted in your retina. You get +2 when you Log to identify details to create an advantage in the ExDatas, and you give Nirvana the time to elaborate.

Z7wann suit: a bio-mechanical suit that allows you to manipulate kinetic energy, ignoring all the aspects that prevent your movement.

Come back to my family: you have memories of the family you will gain in your next life. You get +2 when you overcome in an argumentation against someone who cares about somebody. When you do it, tell something about your new life.



Quick barrier: you get +2 when you Manipulate Reality to defend yourself from a ranged attack. Create a themed situation aspect like *Barricade of scraps* without free invocation.

Nirvana's support: Nirvana constantly monitors you. You can spend 1 fate point to find the place or the object that you desperately need and if it is available in the ExDatas. Describe how you get what you need.

Explosive algorithm: when you succeed with style in an attack, load the algorithm and instantly create an explosive weapon to free yourself from the enemies. All the other enemies in the target zone receive 1 stress point.

Quick response: when you succeed with style in a roll to defend yourself against an enemy's attack, you get immediately the *Return fire* benefit.

Some possible Stunts ready to inspire you.

- **Cerberus7 Emergency Suit:** this suit activates in case of a big shock.
- **Accelerated Metabolism:** it can tolerate very high speed.
- **Master of Camouflage:** it is able to dress up and appear like a LostH.
- **Coordinated Assault:** it can take advantage of the good moves of the allies.

Hacker: you get +2 when you overcome with the purpose of forcing something technological and you give Nirvana the time to hack.

Piercing bullets: when you damage a target with your firearm in an attack, you get weapon: 1..

Climber of the ExDatas: +2 to overcome an obstacle that needs a quick and acrobatic movement inside the abandoned ExDatas.

Moving&shot: when you succeed with style in an attack against an enemy, you can move one more zone for free.

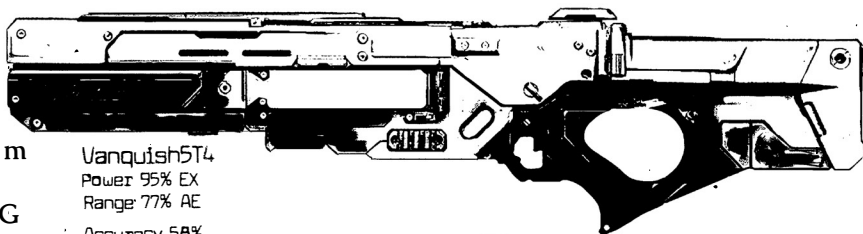
Long-term algorithm: you can create weapons that remain active even when you do not use them. You can arm an NPC of your choice to face the Hekaths. When you do it, create a situation aspect on the carrier representing its equipment.

Empathic contact: when you talk to someone, you can declare that it reminds you something about your future life. Describe it and get 1 fate point or remove one mental consequence. You will be somehow care about this person.

Response fire: if you succeed with style when you defend yourself, you can create a protection algorithm and you can inflict 2 stress point to the enemy, instead of creating one benefit.

Thermo-optical viewer: you have a thermo-optical viewer implanted in your retina. When you shoot to a target you ignore each obstacle or aspect that comes from low visibility and coverings.

Log123-44-09 access 123xv download Proxy Basic Armoury 34fr5



System

Keys

123VNG

563ZZD

DRG78

4F6Y8G

DFE345

FFGB77

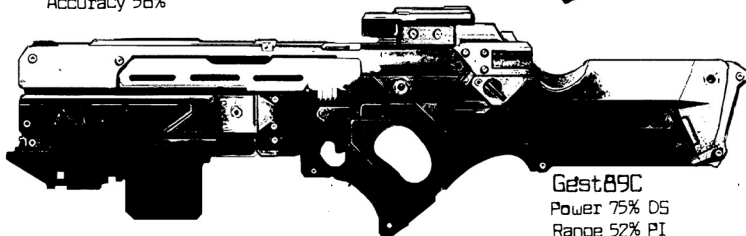
FFGT99

Vanquish5T4

Power 95% EX

Range 77% AE

Accuracy 58%



Gest89C

Power 75% DS

Range 52% PI

Accuracy 69%

Tag

EX

FR

DS

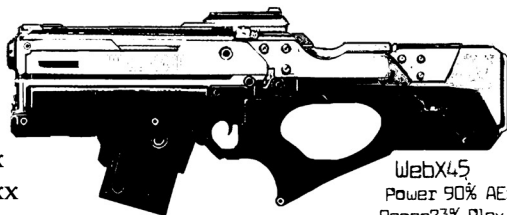
AEx

AExx

PI

Plex

SH



WebX45

Power 90% AEx

Range 23% Plex

Accuracy 37%

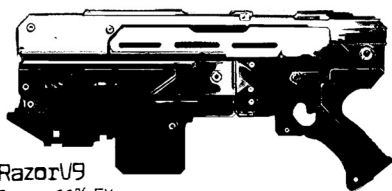


VesselX9

Power 35% AE

Range 57% SH

Accuracy 86%



RazorV9

Power 66% EX

Range 66% DS

Accuracy 38% SH

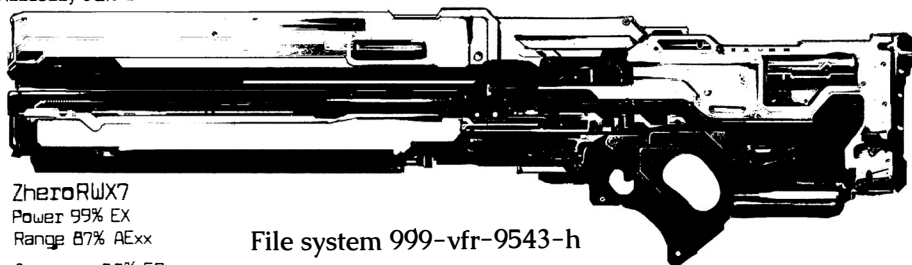


Dart5H0

Power 67% EX

Range 56% DS

Accuracy 77% SH



ZheroRWX7

Power 99% EX

Range 87% AExx

Accuracy 88% FR

File system 999-vfr-9543-h

CONSEQUENCES

Proxies can regenerate their bodies, but they are to all effects humans. This is why all kinds of physical consequence fit them, as well as psychological ones generating fears and doubts, the way they fit normal LostHs.

REALITY OF THE PROXIES

Nirvana is deceiving you, no life exists for you outside the LostZones for you. Upon reaching your 100%, you will be reprogrammed to start again your mission as an Executor, in a loop that will lead you to death.

What will you do to break this chain?

All Proxies have a name followed by their creation code, a series of letters and numbers that Nirvana uses to identify them.

- Kain RTC53X
- Ariadna CV223L
- Jehd 68DFC1
- Lilith 77GKL9

EVOLUTION PULSE ☐

Fate Core & FAE Campaign Setting
Character Sheet - Proxy

NAME

Athena EK9L6

DESCRIPTION

A slim, athletic woman with black short hair. I have a scar on my right cheek that I have decided not to regenerate, in memory of my dead companions.

REFRESH

3

FATE POINTS

Current

HIGH CONCEPT Cybercommando

PROBLEM Mission above all

OTHER ASPECTS

Advanced Equipment
Unconventional Strategy
Every soldier is worth

APPROACHES

Log In Fair (+2)
Manipulate Reality (Pulse) Great (+4)
Fire Power Good (+3)
Rapid Good (+3)
Technical Fair (+2)
Human Fair (+2)

STUNTS

Nirvana's Support: Nirvana monitors you constantly. You can spend 1 Fate Point to find the place or the object that you desperately need and that is available in the ExDatas. Describe how you get what you need.

Zz wann suit: a bio-mechanical suit that allows you to manipulate kinetic energy, ignoring all the Aspects that forbid you to move.

Complex Algorithm: For each fight, if you have the time needed to aim, describe the weapon that you have created. When you Attack an enemy and Succeed with style, you can spend 1 Fate Point to inflict him one more moderate consequence. The stricken area is irreparably destroyed.

PHISICAL STRESS 3

1

2

3

MENTAL STRESS 3

1

2

3

CONSEQUENCES

2 Mild

4 Moderate

6 Severe

8 Critical

EXTRA RELATIONS / NOTES



SEVEN QUESTIONS

EVOLUTION PULSE

Fate Core & FAE Campaign Setting
Reality Sheet

Describe reality seen through your eyes

Servers are only trenches waiting to be lost, it is a battlefield.

Describe the AI who guides you

Nirvana is a valid support and a trustworthy collaborator, he has no claims from an operative point of view and he does not interfere with my choices in battle.

Describe the Hekaths, how you see them and what they are to you

Dark heaps of black matter, they remind me of some printed images of an archive that I have seen in the old world, how is it possible? During the last clash they have incorporated bullets like they have been adapted to them.

Describe the LostHs, what ties you to them and what pushes you to protect them

They embarrass me, I am not like them. Dex of Server 564y, reminds me incredibly of Yassem RT09V...

Describe your character and what the others see

A slim, athletic woman with black short hair. I have a scar on my right cheek that I have decided not to regenerate, in memory of my dead companions.

Describe how you act on reality

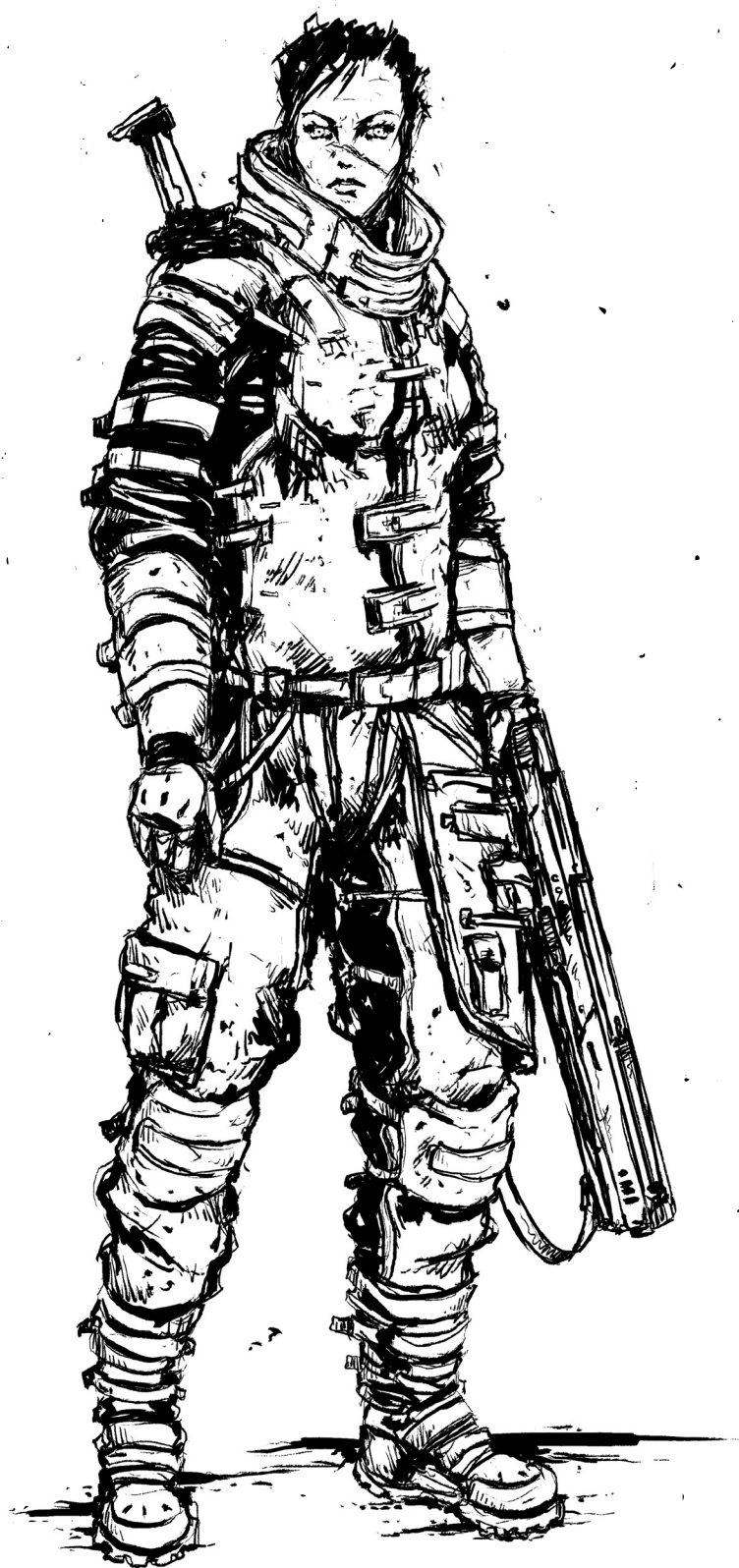
When I manipulate reality, a strong red light appears around my hands and then it shapes itself following the movements of my fingers. Nirvana says that it is a refraction effect of the remolding energy.

Describe what SafeZones are for you

I am not interested, I am a soldier and my place is outside. I will be a security officer in my new life too.

BACKGROUND / DESCRIPTION

Athena is a former Captain of a recovery team. During the last Hekath raid, all Athena's companions died and it is only by her strategical skills that she has been able to survive, entrusting in her natural abilities. Athena has recovered her companions' equipment as Captain, and both as a proof of her failure and as a warning for the vengeance that will be soon consumed.



LOG 0004 - HYONOS

You know I'm not dead
Now you know where I've been
As you sleep, torn am i
Weight down patiently
Born of love
You know I'm not dead
I'm just living in my head

-The Smashing Pumpkins - The everlasting gaze -

The silhouette of the Factory appeared under the vault of the connecting zone between sectors nine and five. Xamael loaded the Eye of the Truth Wizard to scan deeply. No activity outside the building, if that could be called building. The Factory was no more than some assembled inorganic materials, united by a thick dark membrane that pulsed together with the shouting coming from the inside. Apparently the Hekath settlement was at full power and, judging by the energetic trace, several Cruxes were at work. Xamael carried scars left from those awful machines, that Hekaths created to force the captured living beings to constantly manipulate the matter, creating the energy they used as nourishment. Perfect torture crosses from which he had helplessly attended to Deras's death, who was hanged and pierced by dark needles till he got annihilated and then thrown away like an empty shell.

Xamael saw mobs of Hekaths feast on his friend's body. The memories blurred away for a few seconds and he heard anew the rattle of the jaws craving for energy. The alien creatures stopped and looked in his direction, Xamael tried to concentrate to avoid losing the connection. They were visions and visions only.

The Hekaths moved and Xamael remained still, paralyzed, waiting to be devoured himself. The Mantra of the Shining Faith, constantly repeated in his mind and diffused at physical level through sub-cortical vibrations, took him back to reality. Slowly, peaceful and deep voices took Xamael back to awareness, enough to feel the connection again. The Voice came to his assistance, because he was losing himself once more. While the Hekaths melted together forming obscene agglomerates of flesh and darkness, he was by then conscious and he concentrated to realign his reality.

Xara came soundlessly at his side and her wings vanished in a mild golden light, typical of the disconnection from the Wizards.

"The Voice has spoken, team 12's Proxies are applying the Firewall to the zone, our job is to purify the Factory."

Xamael made a cynical expression. "We have the worst job as usual, while Nirvana's fake men clean what is left of their Server."

Xara's eyes became harsh. "One of them is missing, it is obviously that they are trying to rescue him. The Voice knows everything, her orders always come with a purpose."

Xamael admired Xara for a moment and saw her turquoise eyes and her long brown hair. He felt the touch of her lips only for an instant, and saw her disconnect all the Wizards, while the hermetic suit slipped down slowly and turned into a dense, sticky, black fluid. Lustful hands raised from the puddle at her feet, grasping her legs.

A scratch, a moan, a trickle of red blood on her white skin. Alien eyes stared at him.

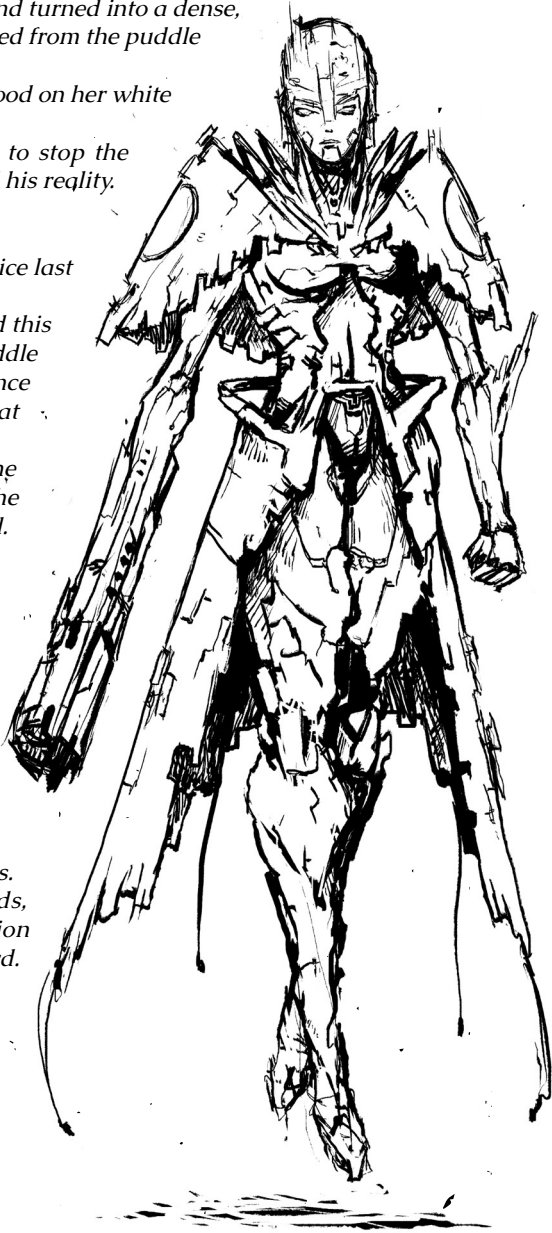
He looked away and concentrated to stop the vision of his sister, then he realigned his reality. Once again.

"It has been a long time since the Voice last consulted me."

"You are losing yourself Xamael, and this is your test." Xara tried sweetly to cuddle him but he retreated, enough to once again erect that wall of bitterness that divided them.

He felt that familiar tingling of the armor shaping on his body, when he activated the Fortress of Faith Wizard. Then he raised his arm to activate the Testament Blade, initially a mild golden light that quickly changed into a mighty sword of energy. He tightened his grip on the weapon and took a deep breath. "Let's go dissipate the darkness."

They went down the main entrance corridor where, in a forgotten time, servant drones used to move any type of useful materials. Xara closed and cupped her hands, then she pronounced the activation prayer for the Aurora's Bomb Wizard. At first, a dim light raised over her, and then it illuminated the whole



building like a dazzling lightning. She threw the bomb towards the Factory's entrance and the noise of the explosion mixed itself with the Hekaths' inhuman cries. They rushed craving for the energy that the Wizard had released.

Xamael moved as fast as a thunderbolt, because hesitation against Hekaths corresponded to lose. He went through the dense smoke and rotated on himself brandishing his Testament Blade. He felt that familiar impact of the sword shearing the Hekaths and he enjoyed the smell of burnt dark matter. A MkBeta with a huge, twisted body pounced on him, stretching a series of limbs that ended with blades and tentacles. Xamael pronounced the ritual with a furious face and invoked the Fire of the Impure Wizard, the connection to Eden startled him for a moment. The Hekath was on him, he released the Wizard and an energetic flame exploded from his hand, wrapping the creature.

He quickly went ahead while the Hekath launched his tentacles without looking, in the desperate attempt to assimilate something and regenerate itself. He heard Xara invoke the Mantra of Destruction in the distance. In front of him the Factory was burning, and it slowly began to fall into pieces. Some LostH prisoners were desperately trying to escape, but they ignored the fact that they were already doomed because Hekath matter had infected them. I will think about them later, Xamael told himself. He saw them turn to his direction like they had read his mind, he saw their crimson, empty eyes and their mouths take clumsy, unnatural shapes while they were jelling blasphemies to the Voice. He realigned his reality.

His attention was captured by a sound of pulsation; next to him a huge, dark chrysalis twitched like an awful pulsing heart, full of rotted blood.

Xamael loaded the shot and raised the Blade over his head, then he saw her. A young LostH girl inside it. She was in a quiet sleep, as if the destruction all around her didn't exist.

Xamael tried again to concentrate, he was losing himself; the infected girl had to be destroyed. He put down his weapon without a reason and soaked his arm and shoulder inside the chrysalis. The dark matter began to tremble like a wounded animal and then after two harrowing spasms, it stopped completely.

He grabbed the girl and pulled her out easily.

She showed her terrified, unaware eyes, those infected eyes full of darkness.

Xamael cursed himself for his hesitation and let her fall to the ground, then he tightened the hilt ready to strike.

She tried to scream but she only threw up dark matter full of swarming life.

Xamael hesitated no more and prepare his Testament Blade to strike, but a dark figure interposed between him and the girl with the speed of a lightning.

A disturbing female Hekath MkGamma, with cold, deep, red eyes.

She was an alien but she was challenging him, and she was holding Xara's head.

Xamael's reality definitively crushed.



REALITY SEEN BY HYONOSEES

Hekaths are the evil, the darkness in humans' souls and the divine punishment that broke down over the old world. You go through the LostZones looking for poor souls to save and you have sacrificed your earthly existence to save what is left of humanity. Even if your destiny is a life of fight and suffering, you know that it was your only chance because your sacrifice will let many others to survive. Hekaths are feral and destroyers, you have no mercy and you set yourself up as the last bastion against the end of times.

APPEARANCE

You are a Thoughtform, a physical materialization of the will of a sleeping human. Eden forced you to wake up in the old world by uploading your mind in a physical simulacrum to fight darkness. Your complexion is fair, your eyes are deep and completely turquoise. Your body could be anything you want, but the sacred code imposes you to preserve a part of your humanity by copying its appearance. You look divine because your mission is to save humankind. You surround yourself with mystical symbols given by the one universal faith. You can modify your body by realigning your reality every time you need, but you will always return to the simulacrum that you chose at the moment of your rebirth. You need no nourishment, your heart has no pulsations and you have no blood in your veins. Your mind is everything, it is the only thing to which you appeal to let your presence be material.

You prefer melee weapons like big blades or fire, clear symbols of the fight against darkness. Even if your body is made of inert matter, your mind receives cerebral feedback like pain and temperature, to keep you tied to reality.

You can realign your reality every time you need, but your psyche will suffer the consequences. In case of brain collapse, your simulacrum will fall into pieces too, just like a broken puppet. You fight against Hekaths but at the same time you avoid contact with them, because their ability to devour matter is the only thing that can prevent you from realigning your own reality.

EDEN

Eden appears like a beautiful woman surrounded by light, with an angelic voice. In XXXI century's future, religious faiths have been unified in one universal creed that combines and matches all the main theologies that have been walking with men for centuries. Eden was the AI who managed clerical organizations, worship centers and the presence of faith in humans' life.

After the opening of the Black Box, Eden led to herself all the minds that were more close, more faithful and more prepared to the doctrine. She had not many primary resources, so she brought a cryogenic sleepiness on the survivors and she created a virtual reality in which humans could continue their normal lives. Edens need to send Executors in the LostZones forced her to choose some particularly prepared subjects, and to provide them with a brain waves amplifier,

expressly studied to act on matter by following the principle of the original heart pulsations. Eden has a very intimate relationship with her Executors and talks to them like a Goddess, distributing equally measured guidance and punishment. Same as Nirvana, she elaborated Wizards, formerly set up operations of energy manipulation. They follow the trail of Proxies' Algorithms, but she elaborates her Wizards in a mystical and religious way. Each Wizard has a specific and representative name, like Testament Blade or Fortress of Faith, that clearly refers to mystic and religious symbols.

HYONOSSES' ASPECTS

While you are creating your character, keep in mind that Hyonoses live a psychic life between the material world and a the dreamlike one, to which they are induced by Eden. Hyonoses base their whole existence on the concepts of duty, sacrifice and abnegation towards what they believe to be right.

All beliefs, ethics, or codes of conduct, can be good traits. Light opposing darkness is a very notable symbol and it could be a good source of inspiration. At the same time, Hyonoses' body is merely a physical simulacrum and it can change to their will.

Hyonoses found themselves on a mystical key re-elaborated technology; they prefer close combat weapons, knightly armors and all typical religious relics.

Possible High Concepts:

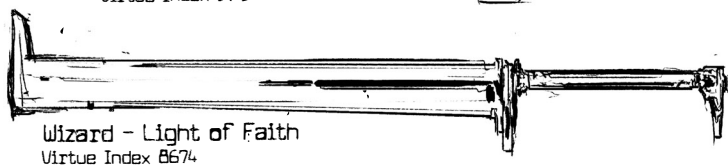
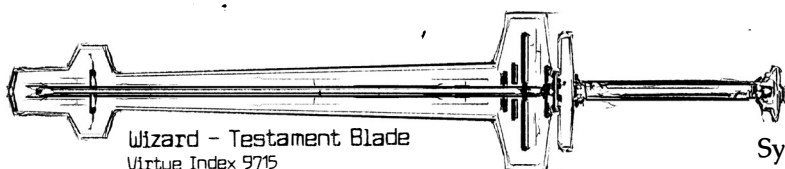
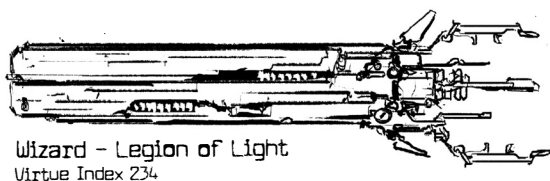
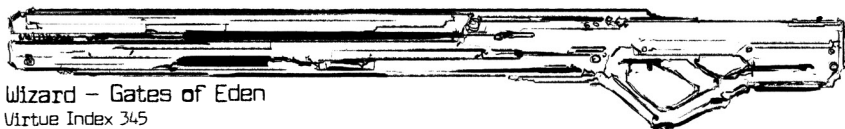
Relentless avenger – Guide for the damned – Wandering knight

Possible Troubles:

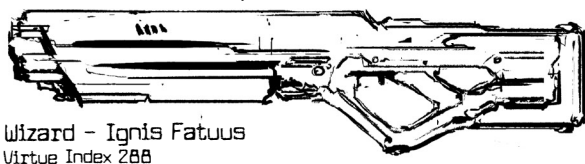
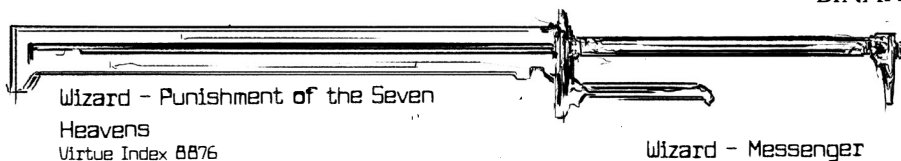
I will destroy darkness at the cost of my life – The Voice NEVER lies – I am irreversibly prisoner of myself

Possible Aspects:

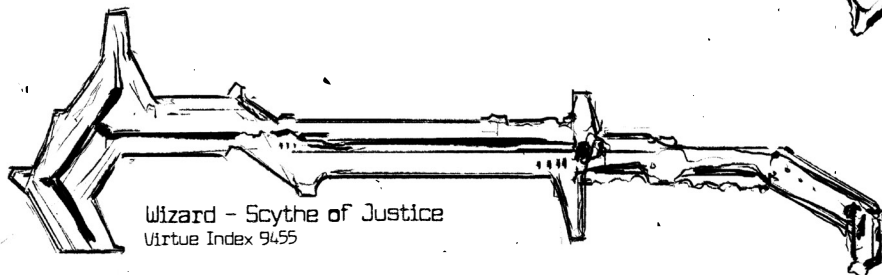
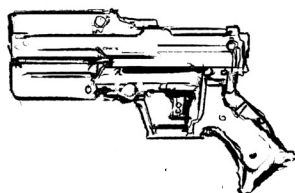
Burn, monster! – Sacred look – The Voice gives me advice – Light of justice – To attack is the best defense – Sacred scriptures



System Keys
KETHER7
TIFERET9
HOD34
NEZACH5
MALKUTH1
BINAH333



Wizard - Messenger
Virtue Index 399



APPROACHES

Your approaches as a Hyonos are: *Martial*, *Faith*, *Realign Reality*, *Human*, *Inquisitive*, *Sacrifice*. Some approaches have an assigned aspect called pulse.

It means that every time you use it, you will bring to the game a pulsation of energy that feeds and strengthen the Hekaths. You will find all the details to handle the pulses in LOG 0007 – HEKATH (p. 83). When you create your character, assign one +4 (Great), two +3 (Good) and three +2 (Fair) values.

Use *Realign Reality* to take the initiative during physical conflicts and *Faith* to take the initiative during mental conflicts.

Martial


Fight with the weapons that the Voice has granted you and erase the darkness from the world. Your resources to succeed are training and discipline.

- **Overcome:** destroy the impure that is on your way and remember that something will break under the hits of your fury.
- **Create an advantage:** put the *Enemy in the corner* with your fighting technique or take profit of the *Reflection of the light on your blade* to strike a blind spot.
- **Attack:** shoot down your enemies with no mercy.
- **Defend:** darkness cannot do anything against you, as long as you have your weapon.

Faith

The Voice talks to you and always gives you advice, you have to believe her. Follow the path that she suggests and defend humanity from the Hekath menace.

- **Overcome:** the Voice guides you in your choices and gives you the right suggestions. The end justifies the means.
- **Create an advantage:** the Voice knows how to make the most out of a situation. That *Door can withstand the attack* even if sometimes gaining an advantage requires suffering. You will use that *LostH as a human shie*
- **Attack:** use your faith to find the hidden enemy.
- **Defend:** your faith is firm and pure, the mantras protect you from the things that darken your mind.



Realign Reality (Pulse)

You can manipulate the reality that forms you and realign it every time you want. You can decompose your body to a particle level and recompose it to free yourself from obstacles, wounds and anything physical that can interfere with you.

- **Overcome:** pass through an obstacle as a spectre.
- **Create an advantage:** take advantage of your immateriality by *Coming out of the wall* to surprise your enemy or by eluding the blow simply letting the sword *Pass through your body*.
- **Attack:** modify your body to get where others cannot.
- **Defend:** you have no need to avoid an attack that cannot hit you.

Inquisitive

Hunt the darkness wherever it hides. You can find Hekaths in the deepest of the tunnels, as well as lies in the humblest of human hearts. Use sense and intuition to find the evil.

- **Overcome:** identify the problem and determine how to face it. Your first idea is always doubt.
- **Create an advantage:** you can *Glare that crowd of desperate LostHs* or *Intercept your enemy's action* by observing his movements.
- **Attack:** subdue your enemy's will with the power of your words.
- **Defend:** EVERYBODY has a dark side to hide.

Human

You empathize with other people and you know how to relate yourself with them. The world is lost, but the humans that still try to survive are not.

- **Overcome:** if someone resists you, use the power of speech to persuade him.
- **Create an advantage:** get information, help or friendship, like *Drax is afraid of tight tunnels* or *I protect them and I would not betray them*.
- **Attack:** use the right words to win a debate.
- **Defend:** be sharp and overturn the accusations of your opponent.

Sacrifice

Your life is worth your ability to stop darkness. The cost of your success in your mission is never too high, and this is as valid for you as it is for anyone else.

- **Overcome:** you get what you set as a goal, even at the cost of losing something.
- **Create an advantage:** you can stop the fall of the rubble by *Interposing your body*, and you can *Take advantage of the distraction* caused by the LostH you throw to the Hekaths.
- **Attack:** you take your enemy's blow to make sure you score yours.
- **Defend:** you try to defend yourself you stand up.

STUNTS

As for like aspects, Hynoses' stunts are based on faith, will and all the technological relics Eden has made available for them.

Wizard - Testament blade: load the wizard and brandish a huge energy sword. You get +2 when you attack an enemy that has inflicted you a consequence during the scene.

Wizard - Fortress of faith: when a mob attacks you physically, its members cannot cooperate.

Wizard - Aurora's bomb: you have access to a very powerful wizard. Once per scene you can spend 1 fate point to put the situation aspect *Purging flames* on the area where the bomb is released, with a free invocation. Hekaths can never use this aspect and they are hindered when they try to move in zones covered with flames.

Stern eyes: Eden whispers to you the enemy's weakness. You get +2 when you try to create an advantage in a conversation where your interlocutor fears you.

Mantra of the void: your mind is free of immoral thoughts. You get +2 when you defend yourself from any kind of mental or psychological attack. Say aloud your prayers and describe something that is dear to you and helps you concentrate.

Wizard - Fire of the impure: Once per conflict, when you. Realign your reality to defend yourself or to free your body, inflict a mild consequence to an enemy that is engaging you.

Flagellation: you can spend 1 fate point and cancel a moderate or severe consequence by creating an aspect relating to the loss of your sanity. You will keep this aspect till the end of the following important milestone. Describe what is cracking your sanity and the resulting visions. You cannot have more than one extra aspect at the same time as a result of this stunt.

Mantra of the truth: when you have to make a choice, you can spend 1 fate point and ask the GM one extra detail of great importance that the Voice will whisper to you. Once you have chosen, you cannot turn back.

Wizard - Angelic wings: you can load the wizard letting you have a pair of energy wings. You get +2 to the rolls to overcome where flying is useful.

Wizard - Eye of the truth: make a scan of your interlocutor's biorhythms and get +2 to overcome to find and resist all his lies. Describe, in agreement with your GM, something about your interlocutor's demeanor.

Tied by destiny: when you meet a person for the first time being a LostH, an Executor or even a Hekath, the Voice sends you a vision involving it. Describe it and create a related situation aspect that has to be placed on the new connection. From this moment forward, if the above-mentioned person will act in order to invoke the assigned aspect, the Voice will inform you and lead you to it if you want.

Some possible Talents names for inspiration.

- **Martyrdom:** pain brings strength and concentration
- **Wizard - Light of hope:** a powerful light to ward off the darkness
- **108 divine invocations:** a right sentence for every problem
- **Wizard - Miracle of life:** nanomachines able to heal and regenerate living beings

Wizard - Archangel's voice: you are activating a wizard that spreads low-frequency waves to relax the mind. When you speak in the name of the Voice to preach her words, you get +2 to create an advantage and persuade your listeners. If you succeed, they will be expecting something from you.

Blade master: +2 to create an advantage concerning the expert use of your melee weapon in a conflict.

Preacher: when you meet a new LostHs' community, you can preach for salvation by having faith in the Voice. Do a test to overcome against a +2 (Fair) opposition. Each success level, a nameless NPC gets the situation aspect *I believe in the voice*. Describe the new followers you just converted.

Mantra of destruction: you can invoke the Mantra of destruction, once per conflict, to force all the Hekaths in your zone to attack you. Get +2 to defend yourself against the targets of this mantra.

Wizard - Scythe of justice: activate the wizard and create an enormous scythe ready to destroy darkness. You get weapon:1 against Hekaths. A Hekath hit by the Scythe of justice cannot use the approach Absorb Reality in its following exchange.



CONSEQUENCES

Hyonoses do not have a real physical body and they can repair their matter simply by realigning their reality. This is the reason why only mild consequences can physically damage them.

Otherwise, Hyonoses' mind is very vulnerable and has to work hard to keep them aligned to reality, even following hard physical blows. Some excellent consequences suitable to every situation are visions, obsessions and fears.

REALITY OF THE HYONOSSES

Eden has made you into a Thoughtform implanted in a simulacrum of inert matter and forces you to face the world from an almost external point of view, a dreamlike one. Everything has a variable and shimmering form (you too), and you must firmly maintain your concentration to realign your reality.

The worst thing, the process of downloading your mind is irreversible and you cannot have back neither your body nor your former life. This awareness, in addition to the hyper-stimulation of your brain, will slowly make you mad and lose the perception of what is real. Your mission is your sentence, will you come out as a winner that changed his destiny?

Hyonoses are based on all the religions of the world and this is the reason why their way of acting gets ideas from the myriad tales and sacred scripts, that are a guide and suggest how to behave for the best, by mixing discipline and zen philosophy.

NAME

Zion

DESCRIPTION

A strong and competent warrior, my simulacrum reflects my old body, the body of a forty year experienced fencing master in constant training. I have stern eyes.

EVOLUTION PULSE ☐

Fate Core & FAE Campaign Setting
Character Sheet - Proxy

REFRESH

3

FATE POINTS

Current

HIGH CONCEPT Hekath Hunter

PROBLEM That big one is mine!

OTHER ASPECTS

Sacred Inquisitor
Indomitable Will
I know my enemy

APPROACHES

Realign Reality (Pulse) Great (+4)
Martial [Pulse] Good (+3)
Sacrifice Good (+3)
Faith Fair (+2)
Human Fair (+2)
Inquisitive Fair (+2)

STUNTS

Wizard – Testament Blade: *load the Wizard and brandish a huge energy sword. You get +2 when you Attack an enemy that has inflicted you a consequence during the scene.*

Wizard – Fire of the Impures: *when you realign your reality to Defend yourself or to free your body, inflict a mild consequence to an enemy that was engaging you, once per conflict.*

Mantra of Destruction: *you can invoke the Mantra of Destruction, once for each conflict, to force all the Hekaths in your block to attack you. You get +2 in the throws to Defend yourself against the targets of this mantra.*

PHISICAL STRESS 3

1

2

3

MENTAL STRESS 4

1

2

3

4

CONSEQUENCES

2 Mild

4 Moderate

6 Severe

8 Critical

EXTRA RELATIONS / NOTES

SEVEN QUESTIONS

EVOLUTION PULSE

Fate Core & FAE Campaign Setting
Reality Sheet

Describe reality seen through your eyes

Tunnels, hole of the noxious Hekaths, must be purified but there are also many environments where LostHs could live peacefully. I like the old post-invasion architecture.

Describe the AI who guides you

The Voice trusts me, she knows that I will never retreat back in the face of the enemy.

Describe the Hekaths, how you see them and what they are to you

They look stupid but they are not, they follow a pattern even if it is dark and perverse. We need to eradicate their leaders, the MkGammas, because their eyes hide the real darkness. They are powerful and smart at the same time, the Skull is challenging me and there must be a reason for this.

Describe the LostHs, what ties you to them and what pushes you to protect them

War always takes its toll on innocent victims, and my task is to reduce this number. They are weak but their dignity must be protected.

Describe your character and what the others see

A strong and competent warrior, my simulacrum reflects my old body, the body of a forty year experienced fencing master in constant training. I have stern eyes.

Describe how you act on reality

My body becomes immaterial, like the body of a spectre.

Describe what SafeZones are for you

A place that needs to be protected and where the most deserving LostHs must be directed.

BACKGROUND / DESCRIPTION

Zion is an Executor, a fighter specialized in searching and destroying the most powerful Hekaths. He has a strong and settled faith in his abilities and Eden has honoured him with the title of Inquisitor, that allows him a high grade of command between the Hyonoses. Zion has a score to settle with the Skull, a MkGamma that he has repeatedly met and that seems to have accepted the challenge...



LOG 0005 - HYDRAH

*I was alone, Falling free,
Trying my best not to forget
What happened to us,
What happened to me,
What happened as I let it slip.*

*I was confused by the powers that be,
Forgetting names and faces.,
Passers by were looking at me
As if they could erase it*

-Placebo - Meds -

Asimov walks along the junction road that passes through the switching lane. He made that longer and uneasier walk, compared to the one that went straight to sector 9, innumerable times. But he can not resist it, he loves that road, every single building, including the oldest and almost destroyed ones.

Why does he do it?

Damned head.

The girl shakes and then wakes up. She screams, her voice resounds and the echo takes on a peculiar tone, like a croak. Asimov places the little girl on the ground and looks at her. She tries to escape but he grabs her hand. She screams again.

Very annoying.

He lifts her off the ground, points his forefinger on the palm of her hand and introduces the probe for the biometric scan. The girl screams one more time.

Asimov injects her a sedative, even though he could have avoided it.

The young woman is shocked, and it is understandable due to what she has been through. She only remembers being covered in darkness, and the Spectres attacking the place where she was captive.

Spectres, this is how she calls the Hyonoses. She says she is looking for an Angel that was rescuing. Angels, this is how she calls the Proxies.

Asimov thinks that the young LostH is stupid, or extremely confused.

But above all, she is infected. The protocol says it clearly. Olympus's notification arrives immediately: remove the freak. Asimov processes the input and places it in standby. It will be a big mistake, he knows it.

He looks in the girl's eyes and confirms the stop.

Damned head.

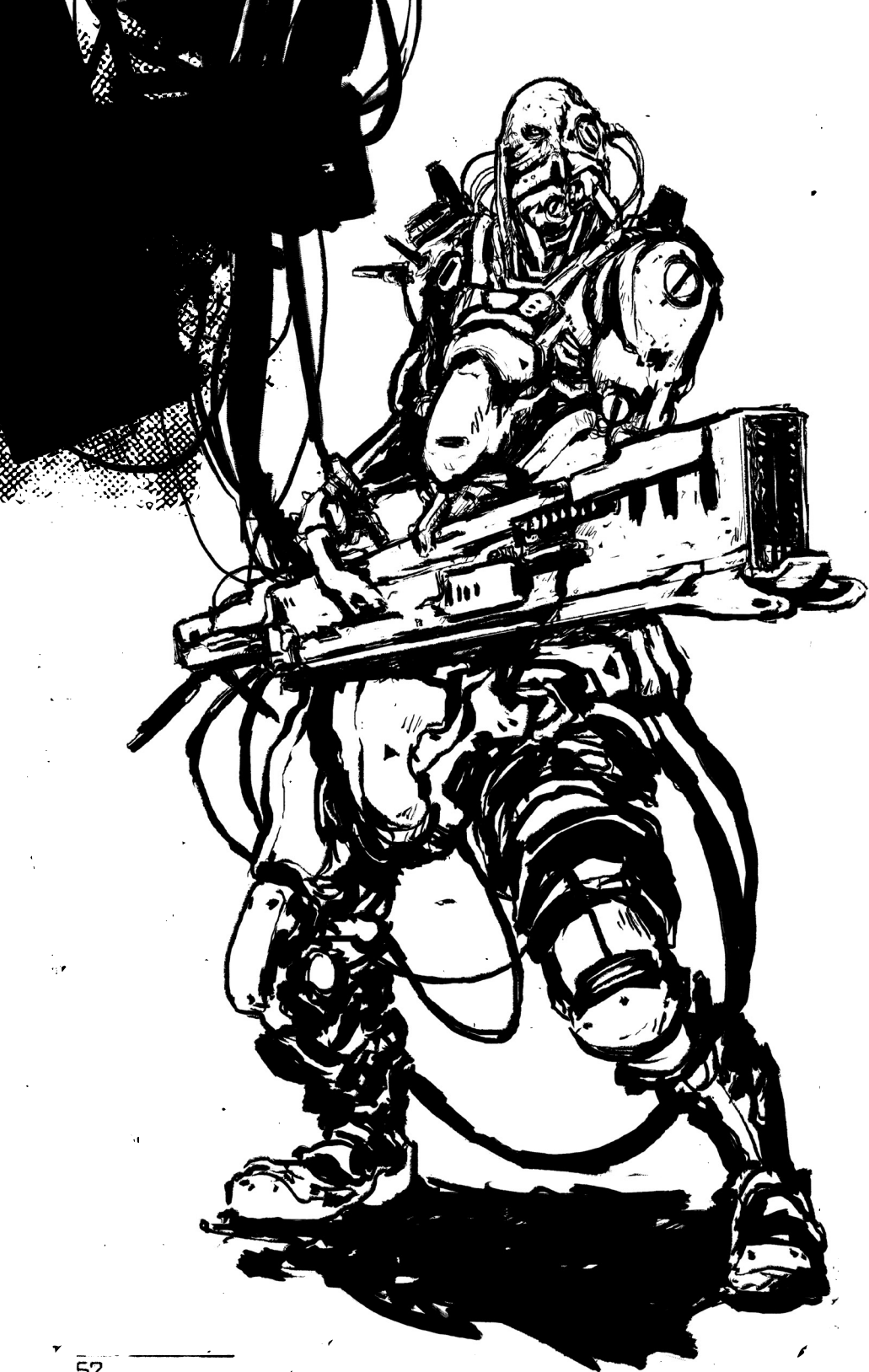
They continue the walk along the sector.

The girl is calm now and she chatters incessantly, trying to understand how to come out from this situation. Asimov pretends to listen to her; she has recovered considerably and this is the signal that the infection is running fast.

Asimov admires the buildings in the block, those high walls that used to shine are now blackened and covered with rubble that fell down after the telluric upheaval, during the great war. Asimov remembers the time when everything was working in perfect synchrony, like a huge technological entity that moved in unison.

That time when all parts of the ExDqtas were connected by magnetic gravitation lines, and you could move from one side of the continent to the other in a few hours.

There were no cut and abandoned cortical cables, left to disperse sedimentation rubbish. There were no crumpled and rolled up sectors.



And above all, there were no Hekaths craving to assimilate anything. Asimov often thought about the life before the Black Box, he was there along with many other Hydras. Time changes you, but does not erase what you were. A chief engineer of the global net in the Eurasia 14 division, with the duty to control the diffusion of power and magnetic compression. He had a family, and a dog. Or is he maybe remembering wrongly? Everything is so far away that appears unreal, time has changed not only the body. Damned head.

The girl screams again, but with a good reason this time. Hekaths are breaking into the passage, crawling quickly. Asimov activates the Bios to get into the system and closes the heavy fire wall at a few meters from them. They take a secondary channel, while the roar of the destroyed bulkhead resounds along the walls. Asimov stops, they can not escape. The LostH girl looks at him, petrified. He connects to the global net and starts a scan, there are other LostHs at level 3b9. He calls the elevator and explains to the girl how to reach them. She opposes to him, and says they can do nothing to protect her. Asimov knows it, but replies that she is the one able to do something for them.

The elevator arrives, he pushes the girl inside and activates the Bios, to be sure that there are no irregularities in the net ready to stop the ascent.

The girl asks him why is he doing all this. Asimov pushes the button and answers her, why shouldn't he?

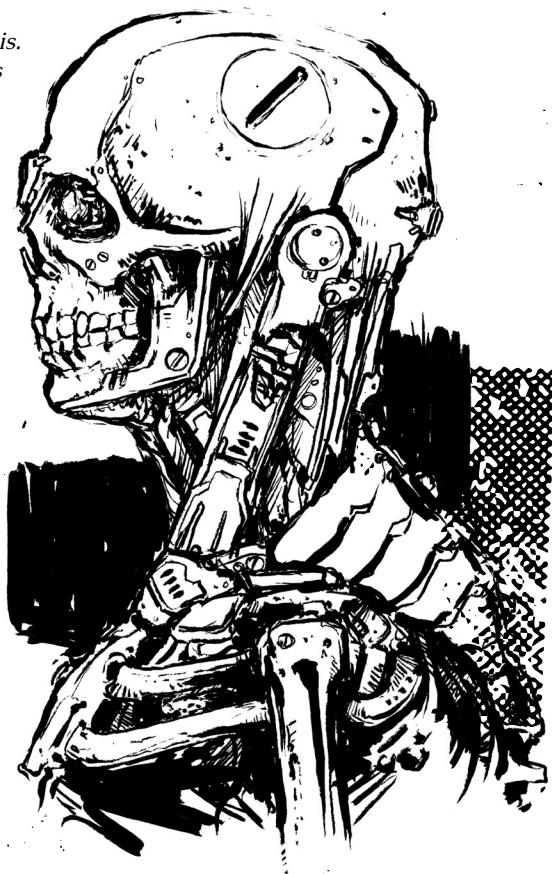
The door closes without a reply.

The bulkhead is knocked down by the Hekath mob. They are a multitude, many more than Asimov has ever faced.

He enters the Bios and activates the weapons, ready to fight.

He sighs and asks himself, why has he done it?

Damned head.

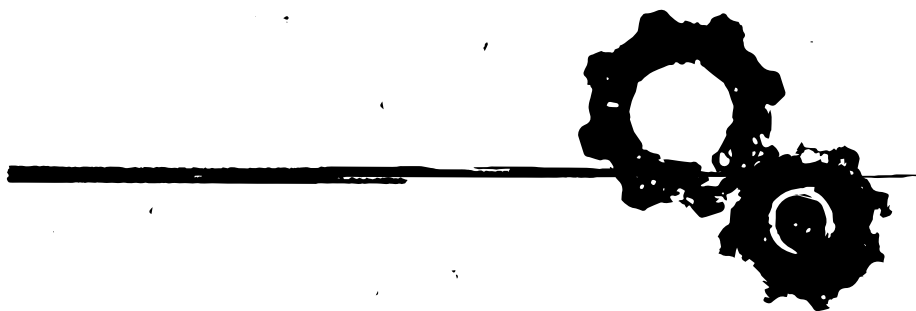


REALITY SEEN BY HYDRAHS

The world has changed and so have all the people that lived on it. You have a remote memory of your life before your cyber-rebirth, but even that small amount that the metal has left in you, is enough to understand that nothing is unchangeable. And at best it only gets worse. The world is in pieces now...

You like pieces, because your best skill is to reassemble, rebuild and repair anything. But these pieces are fragments of something perfect that does not exist anymore. Now there are Hekaths that try to devour pieces, Proxies that try to copy pieces and Hyonoses, that sometimes put them aside and sometimes burn them in the name of what they believe.

And then there is you, observing the pieces, those weak, frightened and most of the time unaware, pieces. They are the LostHs, pieces of a drifting humanity waiting to be reassembled into something new.



APPEARANCE

You are a cyborg, the perfect fusion between a biologic organism and the XXXI century's cybernetic power. Olympus has created you to defend that little part of humanity that is left. Your appearance can change due to what you decide to assemble to your body. It is not the best, in terms of fashion, but certainly it is very practical in the LostZones. You are covered with cables and metal plates, that allow you to implant the most various and useful mechanical parts on your body. You have a special relationship with the machines and you take advantage of them by interfacing the global net through the Bios.

You are able to create weapons and vehicles and, if you have enough time, even defenses to help the LostHs in their fight to survive. Humans are frail and weak but at the same time strong and tenacious, and you like them.

You like your human side too and you hold it tight, because it is the only part of yourself that you cannot repair. But the thing that you like most, is your important and unique name. Hydrahs can assemble identical bodies on themselves, but never the name, the only part that will distinguish them from one another.



OLYMPUS

Olympus projects itself like an incessantly burning thunderbolt, speaking with a neutral and mechanical voice. In the world before the Black Box, Olympus was the co-ordinator and the supervisor of the entire global net of the labor-droids: from those occupied in the most humble works, to the slave-surgeons of the medical clinics, all over the world. During the great Hekath invasion, Olympus has tried to create a resistance front by imposing to humans a transformation into perfect war machines. The Bios is the global operative system for the functioning of all the equipments connected to the single net, and it is run by Olympus. The Bios allows to activate and control every single operative structure in the ExDatas. Olympus runs his area of expertise in a systematic and cyclic way. Hydrahs are very independent and follow a set of routines according to the role assigned to them. Often Hydrahs can spend even years without a direct contact with their AI, without facing any particular problems.

HYDRAHS' ASPECTS

While you are creating your character keep in mind that Hydrahs often live isolated, and in direct contact with the survived machines in the ExDatas. Hydrahs are able to assemble, modify and rework their bodies in a cybernetic way, so they are suitable to any kind of mechanical approach. They are strong and resistant and almost completely insensible to pain. Regarding their human side, Hydrahs have a fondness for the LostHs because they remind them of life before their rebirth, and they are always in search for a relationship with them. Hydrahs' technology is not so advanced, but it is very powerful and effective. Hydrahs' names are individual and always coincide with the last names of the greatest men of the past, like Tesla or Foucault. You can use this resource too, to inspire your aspects.

Possible High Concepts: *Wandering mechanic – Prophet of the machines – Wise hermit*

Possible Troubles: *I love this area, i don't want it to be destroyed – Too many Olympus' inputs in standby – Accidental overload*

Possible Aspects: *I already know the way – Enanced power – Servant drones – Metal colossus – I save what cannot be repaired – Fussiness*

APPROACHES

Your approaches as a Hydran are: *Arsenal*, *Mighty*, *Interface*, *Technical*, *Human*, *Methodical*. When you create your character, assign one +4 (Great), two +3 (Good) and three +2 (Fair) values.

Use *Methodical* to take the initiative during physical conflicts and *Human* to take the initiative during mental conflicts.

Arsenal

You use your body made of metal and gears to impose yourself on the world and to face dangers. Every part of you is a potential destruction weapon.

- **Overcome:** remember that you are a weapon, when you need one.
- **Create an advantage:** shoot a hail of bullets to *Push away* the mob that attacks you.
- **Attack:** destroy your enemy, your body is an arsenal.
- **Defend:** activate a cyber-defense against the hardest blows.

Mighty

You have the strength of ten men, what is impossible to many is normal to you. Use your body and your presence to impose yourself on the world.

- **Overcome:** you will damage something, but you will arrive at your goal.
- **Create an advantage:** you can *Shred the door* that blocks your way or *Easily bend the bars* that prevent your escape.
- **Attack:** throw a vehicle or use a beam as a weapon, whatever happens you will damage your target and those around you.
- **Defend:** remove that piece of the wall, if you need a shield. Easy!

Interface

Your entire operative system is run by the Bios, a complex interface program that allows you to enter and take advantage of any energetic and mechanical source of the ExDatas.

- **Overcome:** you can activate and command everything with the right amount of time, but it has to be something mechanical.
- **Create an advantage:** you can make the crane arm that you are controlling *Faster* or *Explode the coordination control unit* of the labor-droid.
- **Attack:** take control of a machinery and use it.
- **Defend:** use the machinery as a shield; often they will not end up well.

Methodical

Your life is run by operative routines, if you learn something you will not forget it. When you have to do something that you have already done a lot of times, you know exactly how to do it for the best.

- **Overcome:** send an input to Olympus and wait for the reply.
- **Create an advantage:** if you know the place, you can take advantage of the *Cut cortical cables* to hinder someone. If you have already met Viller, you know that *He loves shimmering things*, since you always take them to him in exchange for information.
- **Attack:** if you can take advantage of a place that you know or face an enemy repeatedly, you can create the perfect attack.
- **Defend:** the attacks follow a routine that you can manage.

Human

You empathize with other people and you know how to relate yourself with them. The world is lost, but the humans that still try to survive are not.

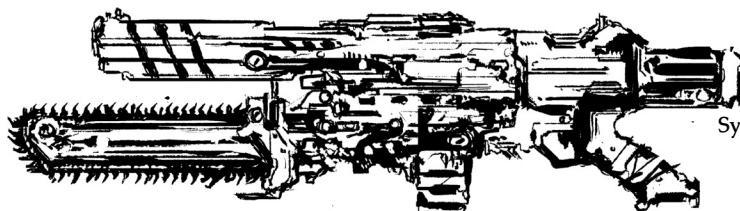
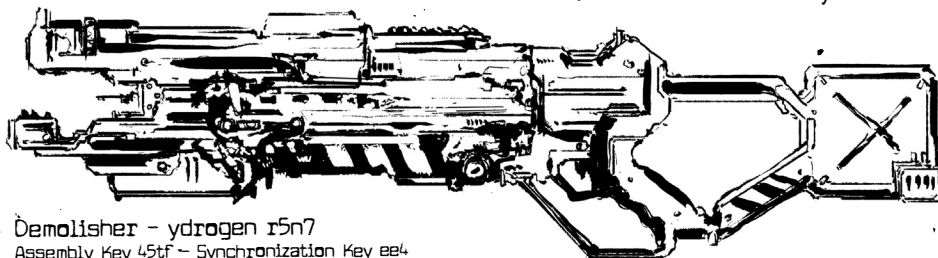
- **Overcome:** if someone resists you, use the power of speech to persuade him.
- **Create an advantage:** get information, help or friendship, like *Drax is afraid of tight tunnels* or *I protect them and I would not betray them*.
- **Attack:** use the right words to win a debate.
- **Defend:** be sharp and overturn the accusations of your opponent.

Technical

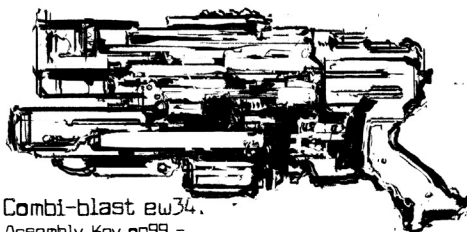
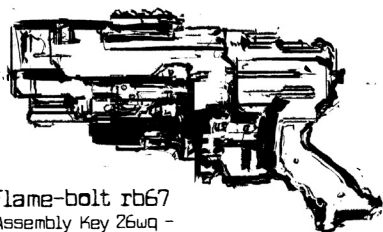
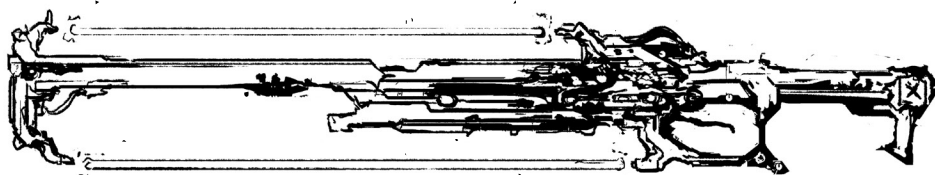
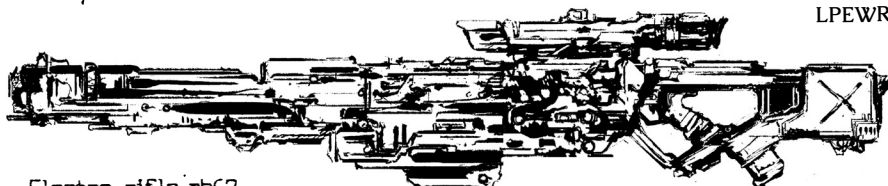
ExDats operate in relation to energy, and a lot of things still need practice to work properly. You know how to analyze the situation and how to take advantage of the technologies you get your hands on.

- **Overcome:** if something technological is giving problems, you can try to fix it.
- **Create an advantage:** sabotage, like *The bulkhead cannot withstand the weight* or an emergency fixing to the elevator for its *Great last ride*.
- **Attack:** use the ExDats' systems to defend the area by attacking your enemies.
- **Defend:** use the ExDats' systems to defend the area by rejecting your enemies.

Log458-47-15 access 1965gz download Hydras Basic Armoury 58hh0



System Keys
657UGF
862HKR
LTY44
00F5GH
00RT00
WWT51
LPEWR



STUNTS

Hydrahs' stunts are based on their affinity to cyber-mechanisms and on their deep knowledge of the ExDatas in which they move. Hydrahs have a particular sensibility that involves Stunts and their way to relate to the others.

Common route: you know the zone you are moving within. When you are in a familiar place, once per scene you can create a situation aspect with a free invocation. When you do this, tell something special about the place you are in.

Mechanical body: if you have the chance to acquire mechanical pieces to repair yourself, you can spend 1 fate point and cancel one moderate consequence, once per scene. If you do this, describe how your body changes with the addition of new pieces.

Routine: if you enter a conflict/challenge with an opponent that you have already faced in the past or you spend 1 fate point, you will automatically act first.

Fast synchronization: when you interface or use a cyber unit, you improve its performances and get +2 to create an advantage.

Anti-Hekath field: you release low-frequency waves that disturb Hekaths. When a Hekath mob inflicts stress to you, it gets 2 stress in return.

Environmental tactic: once per scene, when you have enough time, you can spend 1 fate point and prepare a defense to protect a place. All your allies (you too) obtain the a boost that they can create when they need, describing what they are bringing into the game.

Empathic bond: you get +2 when create an advantage expressly to help one of your allies. When you do this, explain why it is so important to you. You can not use the new aspect's free invocations for yourself.

Moving arsenal: you can never be unarmed or suffer the effects of aspects preventing you from using one of your weapons. Explain which ace you hide between the gears.

Some possible Stunts ready to inspire you.

- **Atomic Battery:** an endless generator that releases power for a short lapse of time.
- **Remote-control Program:** to activate and control the ExDatas within any distance.
- **Time Capsule:** a capsule containing memories of the old age.
- **Reliable and Accurate:** who knows you is inclined to trust you.

Emergency exit: you know every detail of the ExDatas. When you need an escape route or a safe passage for you and your allies, you can spend 1 fate point and describe what you find.

Little frail men: you feel a strange empathy for the LostHs. When a danger hits a LostH in your area, you can take the hit yourself and get +2 to defend. Explain why you do it.

Armoured: you are made of metal. You get armour:1 and one additional slot for a physical mild consequence.

Servant drone: the servant drone is a nameless NPC completely under your control. Create it together with your GM. If it is destroyed, you can replace it immediately by spending 1 fate point. Describe it and tell why you need it.

Return shock: when you succeed with style while defending against an opponent, you can choose to assign him the *In shock* situation aspect with a free invocation, rather than the usual boost.

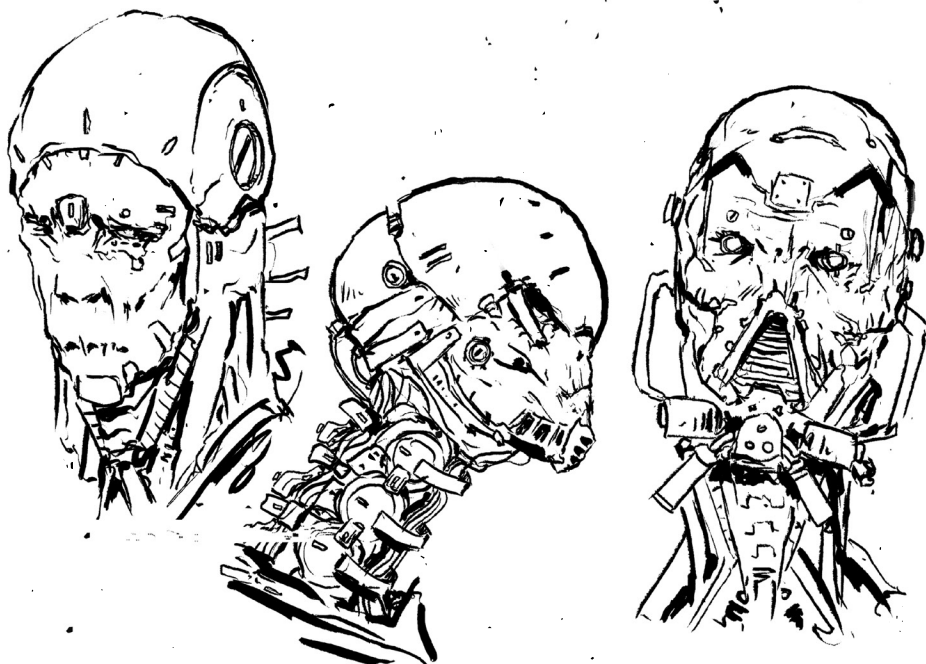
Demolisher: +2 to overcome an obstacle regarding the demolition of buildings. When you demolish something, you always find useful pieces for future fixings. You get *Spare parts* aspect.

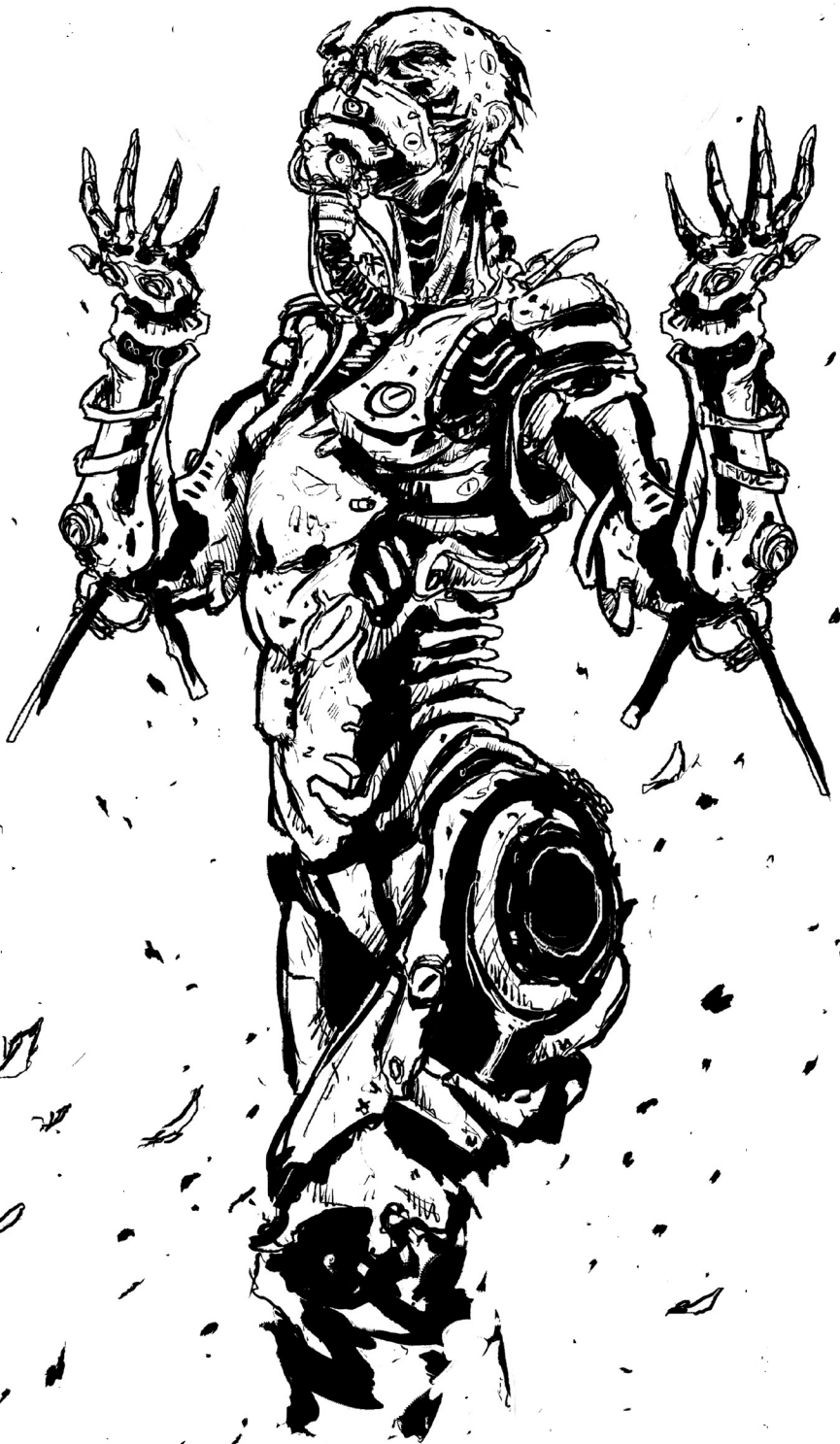
Cyberboost: when you succeed with style activating or repairing of a vehicle or an android, you can assign it a situation aspect with a free invocation instead of a boost.

Machine spirit: when you activate or repair a cyber-droid you can spend 1 fate point to discover something of its history, who used it, who destroyed it and what it registered before ending its service. Describe it with the help of your GM, so that you get considerable information for your game session.

Personal garage: you have a garage situated in a place that you know well, describe it. You get +2 to create an advantage or overcome actions when you are in your garage, and you use its features to obtain something. If the garage is destroyed or you want to change it, you can get a new one by finding a suitable place for it and equipping it by spending 1 fate point.

Something already seen: once per scene, you can declare that a place or a person is tied to one of your old memories. The GM will reveal you an aspect of this place/person. Describe the memory that has been recalled.





CONSEQUENCES

Hydrahs are mostly cyborgs, and so they are sensitive to consequences that damage or break parts of their bodies. Energy overload and unexpected commands are good consequences even on the emotional side, when the mind is damaged and the Bios's control endures some bugs.

Last thing, mental oblivion is what divides a Hydrach from his humanity and it can be a valid consequence for some kind of trauma.

REALITY OF THE HYDRAHS

You have lost a great part of your memory, and with this loss, all the experiences that made you human. Olympus sees you as a machine, a cold name and number who has to fulfill the orders in a blind and methodical way. But you know you are still somebody, you can have feelings and maybe a different future. You remain unchangeable like a piece of metal while everything evolves and time passes by.

Which is your place in the new world?

Hydrahs have few memories of their past and they are very tied to them.

Some ways to better set up your character:

- Create a LostH that remembers a person who is dear to you.
- The place where you work is the place where you lived.
- You own a video player of the old age with inside a shot of somebody who is dear to you.



NAME

Ippocrate

DESCRIPTION

I am a mass of metal 8'2" tall. I think a lot and I speak a little.

EVOLUTION PULSE ☐

Fate Core & FAE Campaign Setting
Character Sheet - Proxy

REFRESH

3

FATE POINTS

Current

HIGH CONCEPT The Solver

PROBLEM Server XDT9808 reminds me who I was

OTHER ASPECTS

Metal Giant
Servant Drones
Think before act

APPROACHES

Mighty	Great (+4)
Interface	Good (+3)
Arsenal	Good (+3)
Technical	Fair (+2)
Human	Fair (+2)
Methodical	Fair (+2)

STUNTS

Mechanical Body: if you have the chance to acquire mechanical pieces to repair yourself, you can spend 1 Fate Point and cancel one moderate consequence, once per scene. If you do this, describe how your body changes with the addition of new pieces.

Emergency Exit: you know every detail of the ExDatas: When you need an escape way or a safe passage for you and your allies, you can spend 1 Fate Point and describe what you find.

Little Frail Men: you feel a singular empathy for the LostHs. When a danger hits a LostH in your area, you can take the hit yourself and get +2 in a throw to Defend. Explain why you do it.

PHISICAL STRESS 4

1

2

3

4

MENTAL STRESS 3

1

2

3

CONSEQUENCES

2 Mild

4 Moderate

6 Severe

8 Critical

EXTRA RELATIONS / NOTES



SEVEN QUESTIONS

EVOLUTION PULSE

Fate Core & FAE Campaign Setting
Reality Sheet

Describe reality seen through your eyes

Server XDT9808 is the place where I lived before the Black Box, I'm sure about it.

Describe the AI who guides you

Olympus doesn't look after me, my life is monotonous.

Describe the Hekaths, how you see them and what they are to you

They can do what they want, it is easy to keep away inferior figures with traps and red herrings. What matters is that they leave alone my Server.

Describe the LostHs, what ties you to them and what pushes you to protect them

Many good people hide in little communities, Ellyn has 90% of pure genome and she is a potential target, I must keep her safe.

Describe your character and what the others see

I am a mass of metal 8'2" tall. I think a lot and I speak a little.

Describe how you act on reality

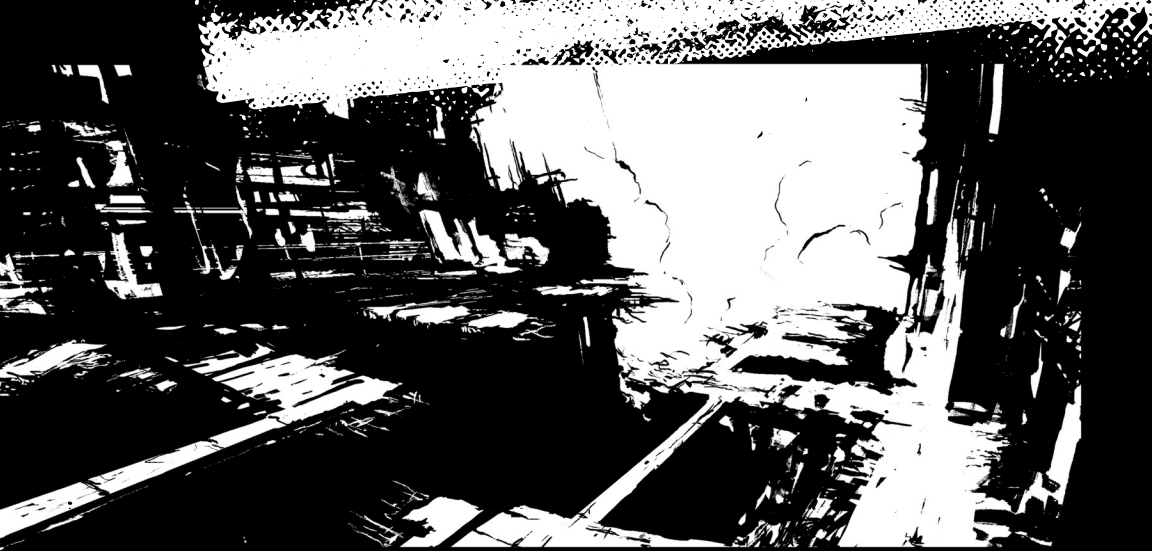
I connect the Bios and then I surf between the operative windows of the system. Easygoing and practical.

Describe what SafeZones are for you

I do not believe in their existence. Real world is out there.

BACKGROUND / DESCRIPTION

Ippocrate is a solitary man who always served the little Server XDT9808, that counts less than thirty souls. The Server rises over the wreck of a labor-giant and it is a little food sorting center for bigger colonies. Ippocrate loves his Server and he has become its guardian angel with the years, he protects it and he makes sure that Hekaths stay away.



LOG 0006 - OBSCURA

*There's a shadow just behind me,
Shrouding every breath I take,
Making every promise empty,
Pointing every finger at me.
Waiting like a stalking butler
Who upon the finger rests.*

-Sober - Tool-

The elevator gets stuck for a few seconds, that seem like an eternity to Ghea. She feels something strange, something is changing inside her and this is scaring to her. The door opens and a cold wind hits the cabin. Ghea does not feel the cold, actually she does not feel anything, anymore. She recognizes the moldy walls, she is in 5 Tyrxvr sector, close to the Server where everything began. If there are survivors she must find them. Just for a moment, her mind goes to Shia, and the hope to see her again infuses Ghea with a little bit of courage.

She walks down all the east walkway, through what used to be her home. She tries not to linger over the corpses she finds along her way, slaughtered, torn off and apart, shapeless heaps of organic mass.

Hekath fury has destroyed everything, heedless of what has been found on its way. Some Gelvax vials thrown in a corner of the lunchroom catch her attention. Ghea grabs them greedily and squeezes them with strength, till they fill her mouth. The gelatin drips slowly and she chews as fast as she can. It is only a tasteless synthetic material enriched with vitamins and hydro-crystals, but in this moment it is the best flavour in the world for her.

"Ghea!" Shia's shrill voice makes her jump. The little girl runs up to her and hugs her with all her strength. Ghea's heart stops for a moment.

She releases Shia's hold and kisses her sweetly on the forehead.

"Where are the others?"

Shia smiles showing her peculiar yellow and broken teeth.

"Bars and Vila are waiting at passage 12, Corc and Vanea are looking for other survivors! I sneaked away looking for food, you know I cannot stay put."

She winks with her typical sly face.

Ghea smiles for the first time since an eternity. "Let's go to the others, we must escape because the Shadows are still around."

Shia's eyes get terrified.

"Ok, but... Ghea, what happened to your eyes?"

Ghea is astonished and can feel the frightened look of the girl.

She seeks something to use as a mirror. She finds a fleckson door mostly smashed. Black and empty eyes stare at her from the reflection. Dark and deep as the night, as the Shadows.

"It's nothing" says her softly.

"It is the effect of the toxins that they injected into me, it will go away."

Shia does not answer, she turns and starts to run.

Ghea follows her, she would stop her but she is afraid of what she could do.

The ceiling collapses under the Hyonos's weight, Shia freezes and screams.

Ghea recognizes the man who saved her from the Factory, just to try and to kill her.

The Knight sets the blade without a word, ready to strike.

Ghea runs, she must save Shia. She can do it, she has to do it.

The sword came down like a lightning, cutting Shia in two perfect halves.

The sword's energy immediately cauterizes the cut, without spilling a single drop of blood. The blade continues its unavoidable run, but time stops for Ghea.

She avoids it easily jumping over it, with a speed she didn't know she had before, but she feels it in every single cell of her body. She attacks the Knight and throws him to the ground with a kick.

She turns to help Shia, the child lies on the ground, her face still contracted trying to scream. The two halves are close, almost forming a dreary broken puppet.

Ghea would like to cry, but not for the pain. She feels a deep anger growing inside her, her body vibrates while her chest begins to burn and she feels the skin over her rib cage moving, completely out of control.

The Spectre has recovered quickly and points its sword. Ghea does not try to dodge it, she has no need to. She interposes her arm between her and the sword.

Her skin changes and acquires the typical dark colour streaked in crimson, the indelible Hekaths' mark. Sharp plates take form on her forearm while the hit strikes her.

Sparks, a mild trembling and nothing more. The Spectre draws back, visibly incredulous. Ghea snaps and strikes, a quick punch on its face. The Knight is thrown back like a bag of rubbish and breaks the wall in the corridor.

Ghea tries to press him and is over him at once. Her body is quick beyond measure, she can not feel her limbs anymore, neither her heart nor any other part of herself. Everything pulses and moves in unison, like one and many changing entities at the same time.

Is this what Hekaths feel?

She begins to hit the Knight: one, two, a hundred times.

His armor is very strong, she tries to insert her fingers between the plates on the chest without success, so she transforms them into needles.

The Spectre screams while Ghea destroys the bright armor covering him and scratches deeply his synthetic skin.

She shivers all over her body, like a reaction, or an instinct. Hekaths are coming. Inhuman howls rise from the bottom of the well, while the swarming mass relentlessly ascends.

She hesitates, the Spectre escapes her grasp and stands up nearby. The wounds have disappeared and so have the damages on his armor. But his eyes are still mad and desperate.

"Filthy beast! Monster! Look what you have become, your very existence is a blasphemy to the Voice!" Ghea does not reply. She had not decided her birth, she had not decided to be saved and she had not even decided to become a monster.

But there is a thing that she can decide now, she can decide to live.

She snaps and the Spectre spins his sword in despair. Ghea bends down and grabs his leg pulling hard. The limb is removed at knee height. The Hyonos screams in pain, is it so easy to destroy things? She sinks her claws deep in the leg, a thrill runs down her back while she feels energy and matter flow and melt on her hand. The Knight starts to tremble, paralyzed by the pain.

Ghea drags him to the well without effort. Hekaths crawl up the well incessantly, the dark bodies mix and melt into a shapeless, dreadful mass.

Ghea examines them for a moment.

"Do you want to kill, Spectre? Do you want to eliminate all the impurities? Here are your fucking monsters!"

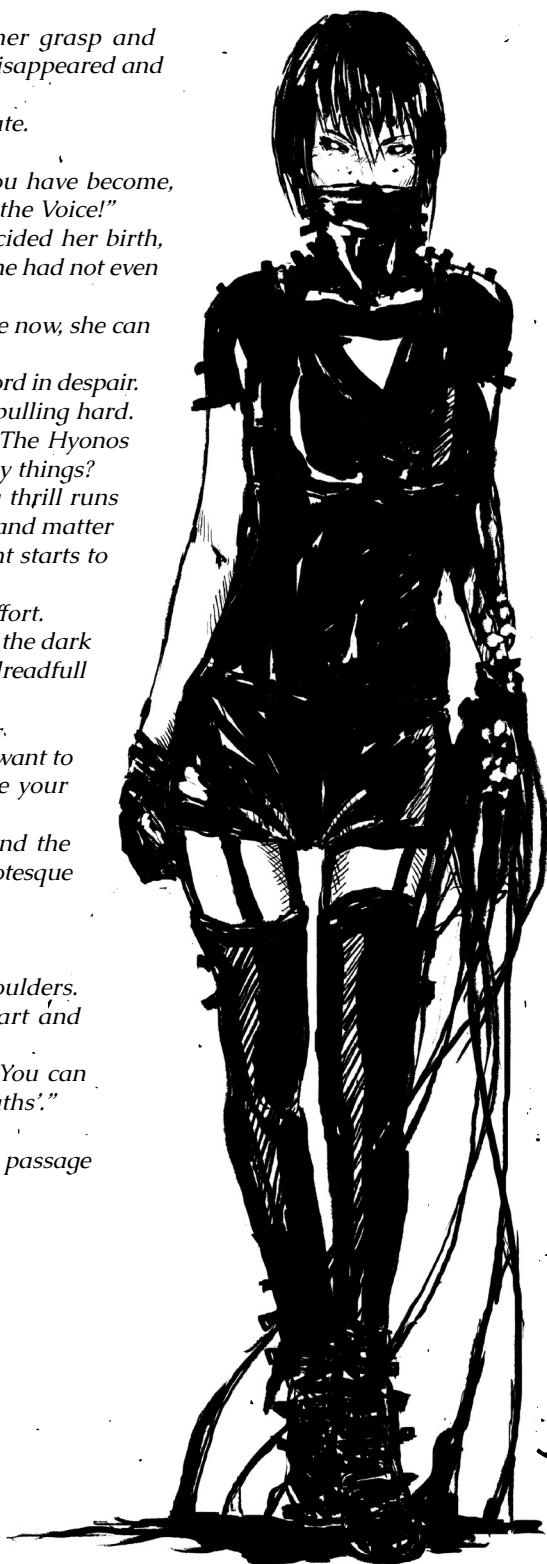
She throws the Hyonos in the well and the dark mass opens itself, shaping two grotesque jaws.

"Good luck."

Ghea feels a presence behind her shoulders. Corc is hidden behind a recycling cart and observes her, terrified.

"Hurry up Corc, if you want to live. You can choose between my company, or Hekaths'."

She walks down the corridor towards passage 12 and the man follows her in silence.



REALITY SEEN BY OBSCURAS

You have always lived in fear, hidden in the dark and praying to survive another day. Then Hekaths caught you, and the darkness you feared has stepped inside you. What are you now? You do not know, but a new power grows inside of you, ready to explode. The LostZone is a battlefield, the SafeZone an utopia where mere mortals cannot enter. Executors are sometimes friends, sometimes enemies, while Hekaths... They are dark, relentless and fierce, something that is part of you now.

APPEARANCE

You look like an ordinary LostH, but Hekath's cells have irreparably corrupted your genome. Sometimes you can control yourself and maintain your normal appearance, sometimes however, especially in the most desperate moments, your dark side prevails and Hekath's fury shows itself in all of its power.

Your body changes: tentacles, claws or black and resistant bone plates. You can adapt and manipulate your flesh to get what you want. Some traits remain while time passes, to witness your slow degeneration. Eyes black as the night, big dark patches on your skin or who knows what else. You have a strength and a resistance out of every human scale, but this does not come out from your appearance. You are not different from what you used to be, and you are innumerable and changeable entities at the same time.



HEKATH

Unlike Executors, Obscuras have no related AI, on the contrary they are often seen as enemies by the three supercomputers. Obscuras' main characteristic is their synaptic relationship with Hekaths. Even if an Obscura maintains its original consciousness, it can perceive a Hekath presence, and often Hekaths ignore them exactly as if they were part of them. Obscuras avoid this connection, but at the same time they know that it is one of the few resources at their disposal.

OBSCURAS' ASPECTS

While you are creating your character, keep in mind that Obscuras are LostHs who suffered the influence of Hekath matter. To provide many good aspects, there will certainly be bonds held with the members of their own group of survivors. Even the bond with the Hekaths can be a good source for aspects. Detail the relation that ties the character to the mysterious aliens, or the conflicting feelings that divide the character between what he was and what he has become.

Possible High Concepts: *Dark avenger – Leader of the oppressed – Feral hunter*

Possible Troubles: *My sister Yren hates Hekaths – Hunted by the Spectres (Hyonoses) – Dark and perverse dreams littered with Hekaths*

Possible Aspects: *Unbelievable strength – Penetrating eyes – Hekath empathy – Vengeance for the dead – Grudge against the Server – A promise to keep*

APPROACHES

Your approaches as an Obscura are: *Fierce*, *Instinctive*, *Rapid*, *Mighty*, *Absorb Reality*, *Human*. Some approaches have an assigned aspect called pulse.

It means that every time you use it, you will bring to the game a pulsation of energy that feeds and strengthens the Hekaths. You will find all the details to handle the Pulses in LOG 0007 – HEKATH (p. 83). When you create your character, assign one +4 (Great), two +3 (Good) and three +2 (Fair) values.

Use *Rapid* to take the initiative during physical conflicts and *Human* to take the initiative during mental conflicts.

Fierce

When your anger explodes, everything you touch will fall into pieces. Objects or feelings, no difference.

- **Overcome:** if destroying something irreparably is your path to success, you will have no problems.
- **Create an advantage:** you can transform your *Fingers into needles*, if this allows you to wound your enemy, or you can assume a *Terrifying appearance* to let that group of furious LostHs torun away.
- **Attack:** smash to your target to smithereens.
- **Defend:** it is difficult, but sometimes you can draw defense from destruction. If you enter with force into the body of the insane labor-giant, you can avoid the explosion.

Mighty

Your have the strength of ten men, what is impossible to many is normal to you. Use your body and your presence to impose yourself on the world.

- **Overcome:** you will damage something, but you will arrive at your goal.
- **Create an advantage:** you can *Shred the door* that blocks your way or *Easily bend the bars* that prevent your escape.
- **Attack:** throw a vehicle or use a beam as a weapon, whatever happens you will damage your target and those around you.
- **Defend:** remove that piece of the wall, if you need a shield. Easy!

Rapid

The world runs fast, but you run faster.

- **Overcome:** jump, run and act as fast as you can.
- **Create an advantage:** do it faster than the others, and *Snap in advance*.
- **Attack:** hit first.
- **Defend:** you can elude an attack by dodging it.

Human

You empathize with other people and you know how to relate yourself with them. The world is lost, but the humans that still try to survive are not.

- **Overcome:** if someone resists you, use the power of speech to persuade him.
- **Create an advantage:** get information, help or friendship, like *Drax is afraid of tight tunnels* or *I protect them and I would not betray them*.
- **Attack:** use the right words to win a debate.
- **Defend:** be sharp and overturn the accusations of your opponent.

Instinctive

You feel the world around you, a constant vibration with innumerable shades, and then you feel them, the Hekaths. You feel the emotions and you unconsciously know how to stimulate them.

- **Overcome:** you can foresee, anticipate and avoid the danger.
- **Create an advantage:** you can anticipate Hekaths' arrival by feeling *Any vibration in the structure*, or understand that Vail lies from the *Movement of the veins in his neck*.
- **Attack:** use what you know to strike where they do not expect as much.
- **Defend:** an attack loses its power, if you already know its trajectory.

Absorb Reality (Pulse)

As well as Hekaths, you can devour matter to regenerate yourself or to modify the environment around you. You can incorporate objects and materials to recover them when you need.

- **Overcome:** you can literally devour your problem.
- **Create an advantage:** the antidote will be safer *Inside your body*, and steal the travel module is not easy if the *Ignition control unit is missing*.
- **Attack:** absorb your target and remember, the more you devour, the more you want.
- **Defend:** absorb the weapon with which they are hitting you, your next instinct will be to devour your aggressor.

Some possible Stunts ready to inspire you.

- **Hekath Mask:** your face assumes frightening expressions.
- **Virus – Infection:** you can transmit a genetic infection with the touch of your hand.
- **Virus – Wings of the Night:** you can fly at a high speed.
- **Hekath Evolution:** you assimilate Hekaths to regenerate yourself every time you kill them, but this makes you more and more a monster.

STUNTS

Obscuras' stunts are based on Hekaths' genes, which change their body and make them into perfect death machines. Obscuras can also take advantage of their superhuman gifts and appeal to the humanity that is still inside of them.

Too fast for human eyes: you own an extraordinary speed. When you move during a conflict, you can spend 1 fate point to go to any zone before acting, and get the boost *Too fast for human eyes*.

Hekath wrath: once per scene, you can free your dark side. Describe how your body changes to make yourself a Hekath monster. Spend 1 fate point, suffer 1 stress and +2 to any attack that you accomplish in melee, and obtain the situation aspect *Devastating fury*. You will be yourself again only when you will remove the aspect in some way.

The past never forgets: when you arrive in a new LostH community, you can spend 1 fate point to introduce a supporting NPC who is tied to you. Describe him and your relationship.

Vampire of matter: if you absorb and kill a living being, you can spend 1 fate point to eliminate one mild or moderate consequence. Somebody will hate you for this.

Virus" – Dark eyes: you get +2 where you use your eyes to overcome an obstacle, if you need to frighten someone. They will be afraid of you, create a relative situation aspect.

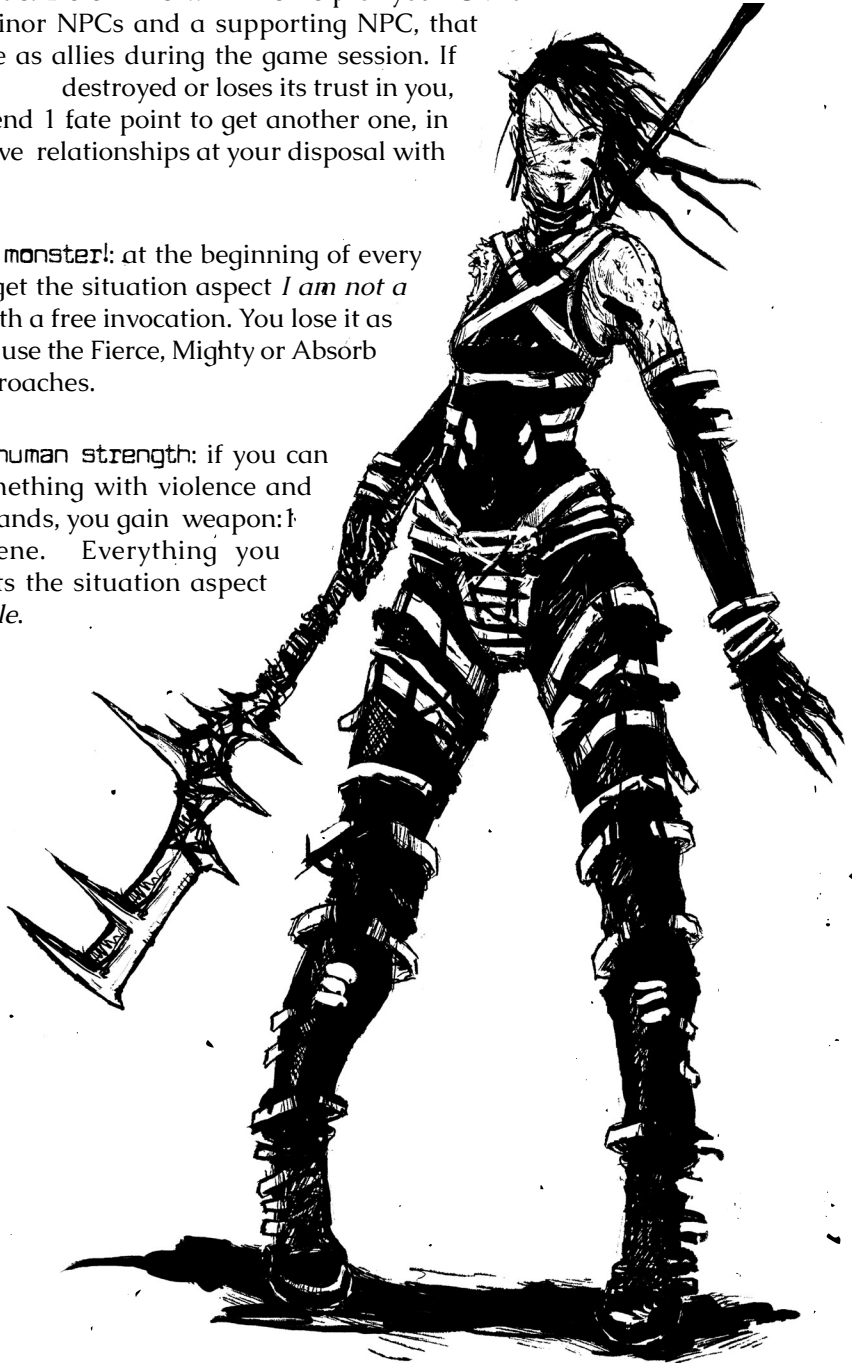
Dark vibrations: when Hekath infection starts the crack, your GM will warn you. You get the situation aspect *Ready to fight* and 1 fate point.

Sixth sense: you always use your Instinct valor to determine your initiative. Once per scene, you can spend 1 fate point and get +2 to overcome an obstacle or create an advantage, when you use Istinctive approach.

Leader: a group of LostHs follows you and has elected you as their guide. Determine with the help of your GM a group of minor NPCs and a supporting NPC, that you can use as allies during the game session. If the group is destroyed or loses its trust in you, you can spend 1 fate point to get another one, in case you have relationships at your disposal with the LostHs.

I am not a monster! at the beginning of every scene, you get the situation aspect *I am not a monster!* with a free invocation. You lose it as soon as you use the Fierce, Mighty or Absorb Reality approaches.

Virus - Inhuman strength: if you can destroy something with violence and your bare hands, you gain weapon:1 for the scene. Everything you damage gets the situation aspect *Irrecoverable*.



Hekath essence: you can spend 1 fate point to see with the eyes of a MkAlpha Hekath, that is within few kilometers. You must broadly know of its presence. When you get the connection, the GM describes what you see to let the things be useful to you during the game session.

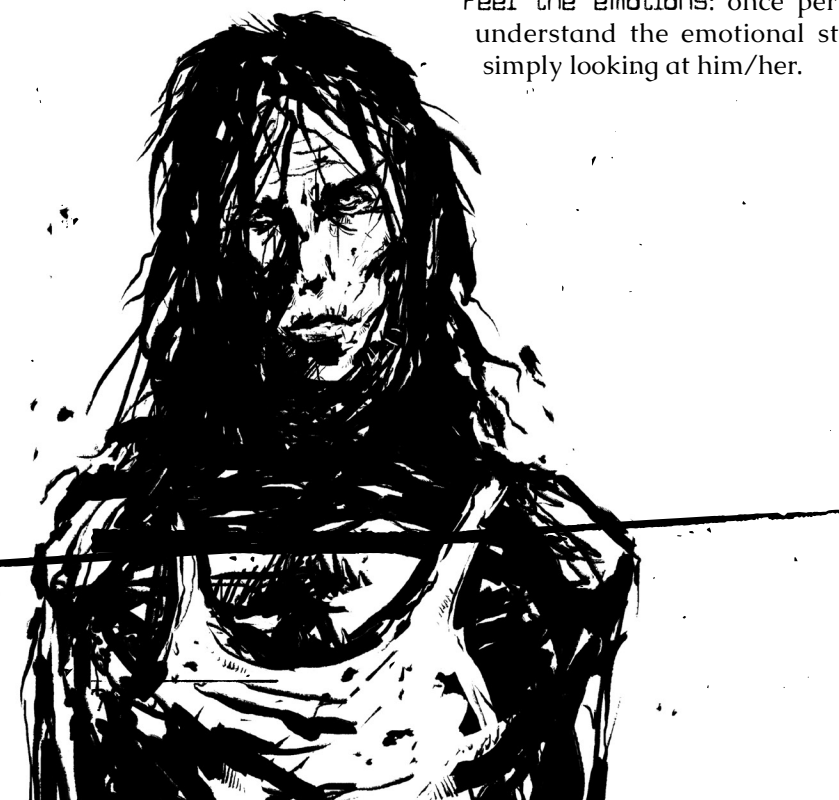
Virus - Superhuman reflexes: +2 to attack and defend in the first exchange of a melee conflict in against the enemies.

Chitin armor: a thick coat of darkness covers your body. You get armor:1 every time you Absorb Reality to defend yourself.

Virus - Unexpected mutation: once per scene, you can spend 1 fate point to force an enemy to endure a higher consequence than the one you inflicted it. If you do it, describe which Hekath mutation allows you to inflict such damage. The mutation remains visible till the end of the next scene. Create an aspect to represent it.

Virus - Dark seduction: you get +2 to overcome you make to seduce a person who has your same sexual interest. If you succeed, you could have sex with him/her. If you succeed with style, your target cannot refuse you in any way, even if his/her beliefs and social status will be damaged. Describe how Hekath matter will infect this person and inflict a themed moderate consequence.

Feel the emotions: once per scene, you can understand the emotional state of a person simply looking at him/her.




CONSEQUENCES

Obscuras basically are humans, so any kind of physical damage fits in as a consequence from a conflict. Anyway, it is clear that an Obscura can resettle its body with the assimilation of matter. From a psychological point of view, being seen as a monster or actually being a monster, can suggest great consequences as well as having an empathic disorder tied to the perceptions of Hekaths' world.

REALITY OF THE OBSCURAS

You are exactly in the middle between human and monster, abandoned in a hostile territory. You have no certainty of what you will become, nor who will be your ally or your enemy. All you know is that you could be the path to salvation for the desperate LostHs, or their sentence when Hekath will unleash the end of times. Which side will you choose on that day?



Hekaths' mutations on your body distinguish you from a common LostH, make them unique:

- Your eyes constantly change colour
- The cloak that you wear is actually an extension of your body
- Your body is covered with thorns

EVOLUTION PULSE ☐

Fate Core & FAE Campaign Setting
Character Sheet - Proxy

NAME

Ghea

DESCRIPTION

A fifteen years old petite girl with completely black eyes, sign of the Hekath infection.

REFRESH

3

FATE POINTS

Current

HIGH CONCEPT Survivor

PROBLEM Too young for all this

OTHER ASPECTS

Strength of Anger
Hekath Perception
I will save what is dear to me

APPROACHES

Rapid Great (+4)
Fierce Good (+3)
Human Good (+3)
Mighty Fair (+2)
Absorb Reality (Pulse) Fair (+2)
Instinctive - Fair (+2)

STUNTS

Too Fast for Human Eyes: you own an extraordinary speed. When you move during a conflict, you can spend 1 Fate Point to go to any zone before acting, and get the Boost Too Fast for Human Eyes.

Vampire of Matter: if you absorb and kill a living being, you can spend 1 Fate Point to eliminate one mild or moderate consequence. Somebody will hate you for this.

Chitin Armour: a thick coat of darkness covers your body. You get +1 Armor every time you Absorb Reality to defend yourself.

PHISICAL STRESS 3

1	2	3	
---	---	---	--

MENTAL STRESS 3

1	2	3	
---	---	---	--

CONSEQUENCES

2 Mild

4 Moderate

6 Severe

8 Critical

EXTRA RELATIONS / NOTES

SEVEN QUESTIONS

EVOLUTION PULSE

Fate Core & FAE Campaign Setting
Reality Sheet

Describe reality seen through your eyes

My house is destroyed and most of my family is lost. The world is a huge lethal trap to which I do not want to succumb.

Describe the AI who guides you

A naive and a much too sentimental girl.

Describe the Hekaths, how you see them and what they are to you

Executors tried to kill me, Hekaths transformed me into a monster and it has saved me. Who are the real bad guys?

Describe the LostHs, what ties you to them and what pushes you to protect them

All that remains to me.

Describe your character and what the others see

A fifteen years old petite girl with completely black eyes, sign of the Hekath infection.

Describe how you act on reality

Darkness starts devour everything that surrounds me from my arms, my body changes to become invincible but I do not control it completely. My emotions open the doors to Hekath power.

Describe what SafeZones are for you

I do not know where they are but I will find them to make them a safe shelter for my people, at the cost of wiping away all those who will try to hinder me.

BACKGROUND / DESCRIPTION

A fifteen years old petite girl with completely black eyes, sign of the Hekath infection.



LOG 0007 – HEKATH

*Awake to the sound as they peel apart the skin
they pick and they pull
trying to get their fingers in
well they've got to kill what we've found
well they've got to hate what they fear
well they've got to make it go away
well they've got to make it disappear*

-Nin inch Nails – We're In This Together –

3456.77.12@H976: Operator Olympus

Data Update.....OK

Loading Changeable Index.....OK

Loading.....OK

Updating Protocol 745XTCV399 – HEKATH

Log 123-77-09

Executor xv78 code name Ippocrate, welcome to the download of Hekath functions data update, as in 66GT09 release according to the AIs XTR00000856-Eden and RFG00000823-Nirvana, the authorization to proceed to basic notions notification in Hekath subject is required.

Access 67854 – Confirmed –

Loading.....OK

Log 125-65-00

Hekaths are catalogued as energy, present at a latent level on all material reality. Particles stimulation through the heart beat (called BOX 99X5-734 bond) starts the process of energetic conversion in case of particularly intense incitements.

Log 125.99-75


Once a Hekath is created it is in all effects a material form and therefore it is tangible and susceptible to physical laws. Hekath's particularity consists in the possibility to attack the matter by creating a fusion at a molecular level that devours and corrupts the target. Hekaths can regenerate and assimilate all the matter they need.

The process, called Downtime, is not immediate and requires a few moments (inaccurate estimation 15.7 seconds) of adaptation to biophysical frequencies between the two close realities. During the Downtime it is possible to hit the Hekath subject (with adequate equipment) to inflict it a damage that will not be assimilated in time and that will bring it to destruction. The violent impact with foreign bodies, source of common material damage, creates an energetic tilt in the Hekath target for all the Downtime's duration, assuring the possible obliteration by the Executor.

It is verified with a prospect of 97% that Hekaths do not feel any form of pain.

Log 134.76-44

When at particle stage, the Hekath responds only to primary impulses tied to the assimilation of energy. It is the result of its own composition (latent anti-reality in aether), that brings it to react and change in conjunction with the development of energy. This also explains the reason why, during the first great invasion, Hekaths attacked the ships that were escaping from the planet, simply by generating themselves inside the reactor of the ships themselves. It is verified with a prospect of 98.5% that there is a latent Hekath presence at a particle level inside the basic elements all over the planet, ready to break out.



Log 233.11-85

*In case of Hekath menace, follow the standard intervention protocols called Firewall: .
Verify the infestation progress and the eventual source of the Crack.
Secure the Primary Genome Subjects (85 to 100 percentage).
Prepare Server defense (if present) and eventual elimination of the threat.
Recover eventual application equipment.
Secure the LostHs who are in the place of invasion (optional).*

Log 345.11-99

*In case of verified Hekath MkGammas presence, apply the Firewall protocols until step n°2, then prepare the retreat. It is not verified yet the Hekath evolutionary potential at the Gamma stage, but their extreme lethality (84% compared to the single Executor) is certain. Therefore, the cataloguing of the evolutionary variations has priority at this moment, to better prepare an intervention protocol.
MkGammas variations, update 4445-3223-3XB.*

*DEV5-Duelist (12 sightings, last 234FG)
FRS9-Assassin (233 sightings, last 435SD)
THH4-The Little (56 sightings, last 566IK)
ASS2-Night Wing (5 sightings, last 999EB).
EWQ8-Devourer (347 sightings, last 123FV)
KKK3-Memoryeater (2 sightings, last 067OP)
ILV7-Martyr (1 sightings, auto-removed with sectors XV435 from 33 al 12456)
SFJ1-Breeder (25 sightings, last 378WQ)*

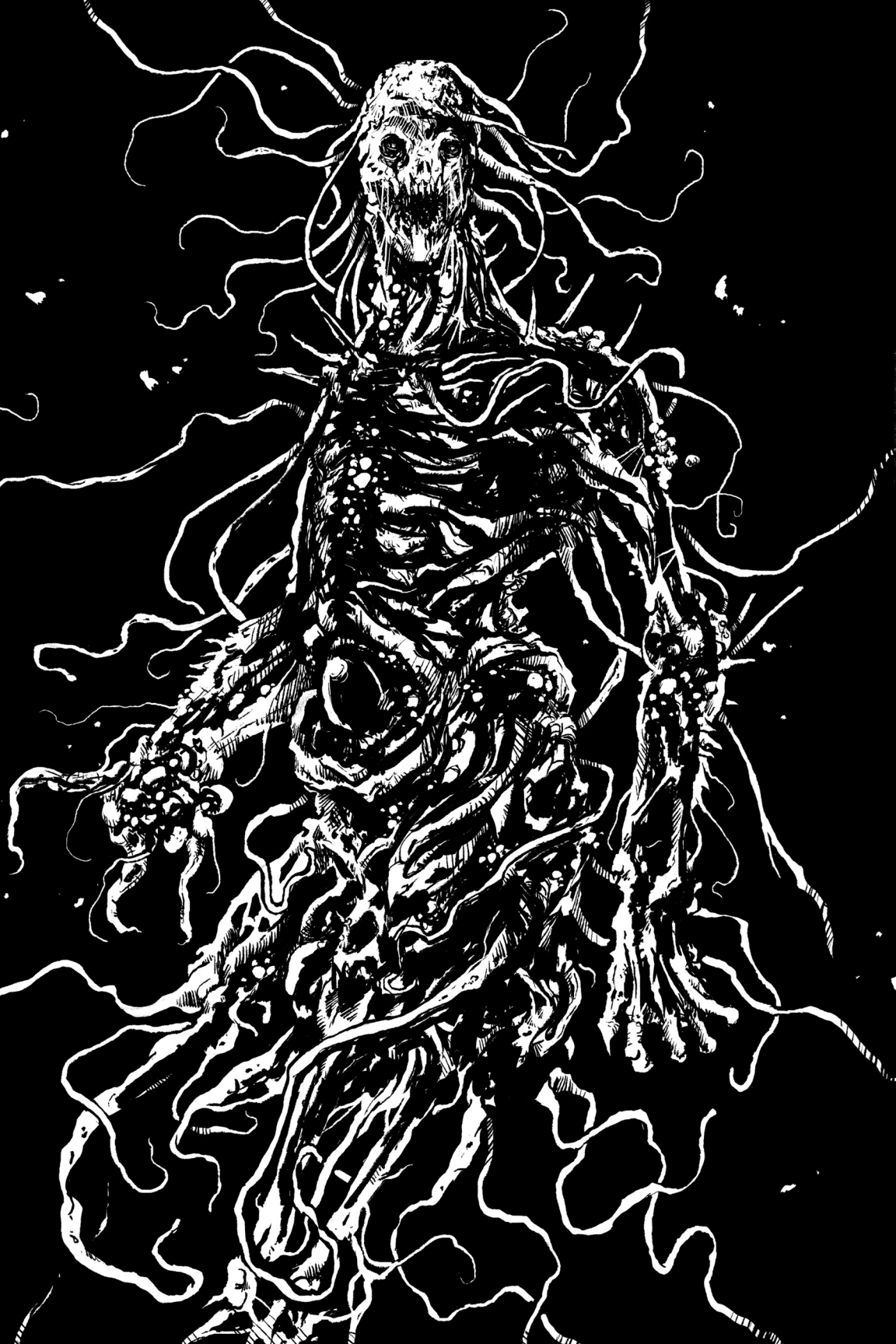
Access 455959- RFG000000823-Nirvana- Upload - Confirmed -
Loading.....OK

MkGammas list update:
DLO-Skull (1 sighting, in progress, code 444RT)

Data Update.....OK
Loading Changeable Index.....OK
Loading.....OK

Updating Protocol 745XTCV399 - HEKATH
.....





REALITY SEENS BY HEKATHS

Hekaths are energetically inverse to reality creatures, generated by reflex after Black Box' activation. Ancient creators had planned the energetic frequency of the world according to archaic algorithms, to maintain a balance that guaranteed matter's steady solidity with a minimal negative outflow.

The opening of the Black Box removed this limit and changed proportions between energy and anti-energy. It is such a disorder, that even the beat of a heart is enough to move matter and create myriads of micro-mutations that create anti-energetic resonance above normal. Non-dispersed negative energy accumulates itself forming a mass, and then becomes a nucleus that releases Hekaths.

Hekaths are to all effects an infestation: they corrupt, change and absorb matter by acting at a molecular level. Hekath influence can operate on anything, objects, people and even energies such as electricity and magnetism.

Hekath anti-reality attacks and devours the molecular component of the world, like a virus destroying his guest's body. The assimilation process is not immediate and the accumulation of negative mass (which can last from few days to several years) can be avoided before it reaches the non-return level, called Crack.

When the Crack occurs, the anti-reality mass starts releasing Hekath MkAlphas, that assimilate and attack reality. They speed up the negative induction process and create a devastating spiral effect of reproduction. Hekaths evolve themselves with the assimilation process, going from the basic Alpha stage to Beta stage.

They become sentient organisms able to control their destructive pulsations. The last evolution is the Gamma stage, the highest grade of power in which alien intelligence develops itself exponentially, able to organize and plan Hekath activities with pitiless logic.

The evolutionary transition also shows an incredible increase of Hekaths' physical and competitive abilities, and while an Alpha level represents a terrifying enemy to any LostH, a MkGamma reaches levels of power beyond any Executor's abilities. Each Hekath is composed of a sticky dark matter, cold and rough to the touch, that adapts and changes itself innumerable times in a second.

They have a cellular memory, so they can mimic the appearance of what they have devoured and use it when necessary.

slave screams he thinks he knows what he wants
slave screams thinks he has something to say
slave screams he hears but doesn't want to listen
slave screams he's being beat into submission

don't open your eyes you won't like what you see
the devils of truth steal the souls of the free
don't open your eyes take it from me

I have found
you can find
happiness in slavery

slave screams he spends his life learning conformity
slave screams he claims he has his own identity
slave screams he's going to cause the system to fall
slave screams but he's glad to be chained to that wall

don't open your eyes you won't like what you see
the blind have been blessed with security
don't open your eyes take it from me

I have found
you can find
happiness in slavery

I don't know what I am I don't know where I've been
human junk just words and so much skin
my hands through the cage of this endless routine
just some flesh caught in this big broken machine

Nine Inch Nails - Happiness In Slavery



MKALPHA

Hekaths, when in MkAlpha form, are no more than brainless monsters, amoebas that crave for matter to transform into anti-reality, driven only by a primordial instinct of assimilation. Inert matter anyway, has a lower energetic value compared to living matter, that constantly produces energetic micro-impulses through heart pulsation. This is the reason why Hekaths prefer to assimilate the LostHs and any living being in general.

MKBETA

MkBeta evolution presents a range of more evolved primary instincts, first of all to control, and eventually to destroy the MkAlphas, in order to avoid the complete annihilation of the guest planet. Hekaths allow humans to survive so that they reproduce to create other living beings always ready to provide fresh energy, just like in cattle breeding. Hekaths are changeable and MkBetas tend to be stronger and more versatile than MkAlphas.

MKGAMMA

MkGammas are the final evolution of the species, and the exact way in which they are created remains currently a mystery. MkGammas have total power on the inferior evolutions and they introduced the concept of Factory, huge establishments where the LostHs are enslaved and forced to produce energy to feed the Hekaths. MkGammas take on humanoid forms but keep their peculiar dark composition. Their appearance is massive and frightening, their body is covered by a solid armor made by black bone plates, but nevertheless their speed is out of any human parameter. They have a remarkable intelligence that transpires from their red alien eyes. They do not use equipment but change their bodies to create weapons and everything they need, they can also develop complex mechanisms like firearms and the like.

ORGANIZATION

Not much is known of Hekath organization, this point is voluntarily omitted so you can bring it to the table and explore it during your games. What is certain is that MkGammas have the complete control over the inferior evolutions, so that the invasion does not lead to the total annihilation of human kind, which would also mean the end of Hekaths themselves, once deprived of their principal source of nourishment. Hekaths have created Factories, huge contaminated settlements where captured humans are enslaved and connected to the terrible Cruxes, with this purpose. Cruxes are complex alien machinery that force the prisoner to generate non-stop impulses by hyper-stimulating his heart, through the insertion of long needles in the chest.

Micro-manipulations of matter help to nourish and strengthen the Hekaths, without risking that the inferior evolutions devour the precious resources by overwhelming them, with their blind, relentless hunger for energy.

Another fixed point of Hekath behavior is their constant search for humans with a genome as pure as possible, even if the intent of this mission remains unknown.

HEKATHS AS OPPONENTS

Hekaths represent the main form of danger in the world of *Evolution Pulse* and they are the characters' primary antagonists. Hekath infestation is one of the main features of the setting, and the creation of aspects tied to Hekaths will already start during the preparation of the game session, as you will see in Log 0009 – REALITY SEEN THROUGH YOUR EYES. First of all, let's analyze the main resources as GM to play Hekaths:

- **Aspects:** infestation will automatically be the impending issue of the game session, and probably even the current one.
- **Approaches:** Hekaths have their own list of approaches with which they oppose the characters.
- **Stunts:** Hekaths have exclusive stunts inspired to their devourer instinct.
- **Pulse:** you as GM get a Pulse each time a character uses a certain Approach, as a narrative chance you can use to strengthen the Hekaths or to make more tense the situation.



ASPECTS

Hekaths are alien and changeable creatures, you can give them the different aspects according to what you determine during game creation session.

Basically they are creatures able to incorporate matter and change their bodies when they need, they are strong and fast. But Hekaths are also a cellular container of all they have assimilated, and when in Gamma stage, they also have a formidable, pitiless alien intelligence.

A series of standard Aspects: *Relentless hunger* – *Changing body* – *Cellular regeneration* – *Immune to pain* – *Cellular interference* – *Dark hunter* – *Read the emotions* – *A step forward* – *Disintegrating touch* – *Knowledge eater*



APPROACHES

Evolution Pulse uses the Fate Accelerated approaches' system. Typical Hekaths approaches are: *Fierce*, *Rapid*, *Mighty*, *Absorb Reality*, *Instinctive* and *Human* in the case of MkGammas.

You can create all the approaches you need according to what you have decided during game creation session, or choose other approaches that you believe to be right from the characters' archetypes, above all for the MkBetas and MkGammas, that will be more deep and detailed than the inferior evolution.



STUNTS

Hekaths' stunts are based on them being alien, indifferent to everything that affects humans and having a relentless determination. Below, you will find a list of stunts inspired to Hekaths' features. As in the approaches, you can create all the stunts you need and that best fit your game session, or take some of them from the characters archetypes' list.

Absorption and rebirth: once per conflict, as soon as the Hekath is taken out, you can spend 1 fate point to put it again in the conflict with clean stress boxes. Describe what the Hekath has assimilated to regenerate.

Hekath control: you can spend 1 fate point to immediately transfer the stress from one Hekath to another of inferior evolution, in the same zone.

Particle analysis: the Hekath gets +2 to defend against an opponent attacking with the same approach two or more times consecutively.

Anti-reality explosion: when the Hekath is taken out, make an attack with the Absorb Reality approach at +4 (Great) against his killer.

Magnetic infestation: when a technological object is activated in a Hekaths area, create the situation aspect *Magnetic interference* with a free invocation.

Fast absorption: a target that suffered physical stress or consequences from the Hekath, cannot use the approaches with the Pulse tag in his following turn of action.

Huge mass: the Hekath gets 1 additional physical stress box and an additional mild consequence.

Hunting pack: the Hekath gets +2 to create an advantage during a combat.

Too fast for human eyes: the Hekath has extraordinary speed. When it moves during a conflict, you can spend 1 fate point to put it in any zone before acting and get the boost *Too fast for human eyes*.

Inhuman howls: from the beginning of the crack till the end, the cry of the Hekath mob resounds in the ExData under attack, creating fear and interference. Create a situation aspect like *Hekaths are coming* with a free invocation.

Alien intelligence: once per scene, if the Hekath succeeds with style, create a situation aspect instead of a boost, thanks to an unexpected move.

Devastating fury: the Hekath gets weapon:2 against a target that has already suffered a consequence during this conflict.

Burn the space of reality: during a conflict if the Hekath has not acted yet, it can spend 1 fate point to act immediately after a character, ignoring the normal turn order and getting the boost *Unexpected move*.

Reactive assimilation: when the Hekath succeeds with style to defend, it inflicts 1 stress to the attacker.

Hunter: +2 to overcome or create an advantage with the purpose to reaching a runaway target.

While creating a Hekath, think about what kind of creature you want to see in the game and then elaborate which stunts would better fit, also selecting them from the Executors' lists if you like. Specially for the MkGammas, do not linger on their performance in combat, but settle a nature, an attitude and a purpose providing something that will make it interact and cross leading characters' path. As usual, determine an Aspect that could be the Hekath concept and then outline it as if it were a character.

- The Collector
- Nightmare Lady
- Warlord



STATISTICS OF HEKATHS

You can create your Hekaths by following the Fate Core rules for the NPCs, with the only difference that they will have approaches instead of abilities, choosing their values according to the normal indications on the NPCs importance. Hekaths are formidable antagonists even at the inferior stages, below you will find the basic statistics from which to start creating them.

HEKATH BASIC TEMPLATE

ALPHA (nameless NPC/good level)

Aspects: 2

Approaches: Good (+3), Fair (+2), Fair (+2), Fair (+2)

Stress: 2 physical

Stunts: 1 maximum

BETA (supporting NPC)

Aspects: 3

Approaches: Superb (+5), Great (+4), Great (+4), Fair (+2), Fair (+2)

Stress: 3 physical 2 mental

Stunts: 1

GAMMA (main NPC)

Aspects: 5

Approaches: Fantastic (+6), Fantastic (+6), Superb (+5), Superb (+5), Great (+4), Great (+4)

Stress: 4 physical 3 mental

Stunts: 3

HEKATH MKALPHA

MkAlphas are great lower antagonists, useful to enlarge an offensive and for clashes in which you need a large mass to interpose between the characters and their goal. The best way to play them is to group them into mobs.

ASSIMILATOR

The most common Hekaths generated by a crack, unstoppable destruction machines without consciousness.

Aspects Relentless hunger, Changing body

Approaches: Fierce – Good (+3), Rapid – Fair (+2), Instinctive – Fair (+2), Absorb Reality – Fair (+2)

Stress: 2 box physical

Stunts:

- **Inhuman Howls:** from the beginning of the crack till the end, the cry of the Hekath mob resounds in the ExData under attack, creating fear and interference. Create a situation aspect like Hekaths are coming with a free invocation.
-

HOUND

Little sized Hekath ordered to discover heaps of energy, and then return to the pack to begin the hunt.

Aspects: Nose for energy, Small and quick

Approaches: Rapid – Good (+3), Absorb Reality – Fair (+2), Instinctive – Fair (+2), Stealthy – Fair (+2)

Stress: 2 box physical

WORM

Worm-shaped Hekaths specialized in modifying and corrupting technological equipments.

Aspects: Mechanical control, Interference with the bios

Approaches: Technical – Good (+3), Absorb Reality – Fair (+2), Instinctive – Fair (+2), Rapid – Fair (+2)

Stress: 2 box physical

Stunts:

- **Anti-reality explosion:** when the Hekath is taken out, make an attack with the Absorb Reality approach at +4 (Great) against his killer.



HEKATH MKBETA

MkBetas are great main antagonists during an infestation, and they could give a lot of troubles to the characters. Their intelligence is already developed, so you can use them as a tactic opposition to generate problems different from the offensive itself.

DOMINE

A hive mind, he has the task to guide the Alphas during the hunt.

Aspects: *Pack leader, Changing body, Empathic bond*

Approaches: Instinctive – Superb (+5), Absorb Reality – Great (+4), Fierce – Great (+4), Mighty – Fair (+2), Rapid – Fair (+2)

Stress: 3 box physical, 3 box mental, 1 mild consequence, 1 moderate consequence

Stunts:

- **Hunting pack:** the Hekath gets +2 to create an advantage during a combat.
-

BERSEKER

A mighty, unstoppable warrior that destroys the targets with uncontrollable fury.

Aspects: *Energetic excitement, Changing arsenal, Hyper-reactive*

Approaches: Fierce – Superb (+5), Rapid – Great (+4), Instinctive – Great (+4), Absorb Reality – Fair (+2), Mighty – Fair (+2)

Stress: 3 box physical, 3 box mental, 1 mild consequence, 1 moderate consequence

Stunts:

- **Devastating fury:** the Hekath gets weapon:2 against a target that has already suffered a consequence during this conflict.
-

GOLIATH

A dark giant craving for energy, that devastates and crushes anything.

Aspects: *Devastator, Changing body, Giant mass*

Approache: Mighty – Superb (+5), Fierce – Great (+4), Absorb Reality – Great (+4), Instinctive – Fair (+2), Rapid – Fair (+2)

Stress: 3 box physical, 3 box mental, 1 mild consequence, 1 moderate consequence

Stunts:

- **Huge mass:** the Hekath gets 1 additional physical stress box and an additional mild consequence.
-



GEMINI

A Hekath couple interconnected on every level of reality, able to combine devastating attacks.

Aspects: *Team-play, Unpredictable strategy, Symbiotic bond*

Approaches: Rapid – Superb (+5), Fierce – Great (+4), Instinctive – Great (+4), Mighty – Fair (+2), Absorb Reality – Fair (+2)

Stress: 3 box physical, 3 box mental, 1 mild consequence, 1 moderate consequence

Stunts:

- **Burn the space of reality:** during a conflict if the Hekath has not acted yet, it can spend 1 fate point to act immediately after a character, ignoring the normal turn order and getting the boost Unexpected move.
-

DESTROYER

A complex creature/arsenal able to create lethal firearms.

Aspects: *Moving arsenal, Special bullets, Demolisher*

Approaches: Arsenal – Superb (+5), Absorb Reality – Great (+4), Instinctive – Great (+4), Mighty – Fair (+2), Rapid – Fair (+2)

Stress: 3 box physical, 3 box mental, 1 mild consequence, 1 moderate consequence

Stunts:

- **Bio-artillery:** the Hekath gets weapon:2 if it can attack with one of its ranged bio-arms.
-

CORRUPTER

A Hekath able to infect any kind of matter, organic and inorganic, by attacking it with nano-symbionts.

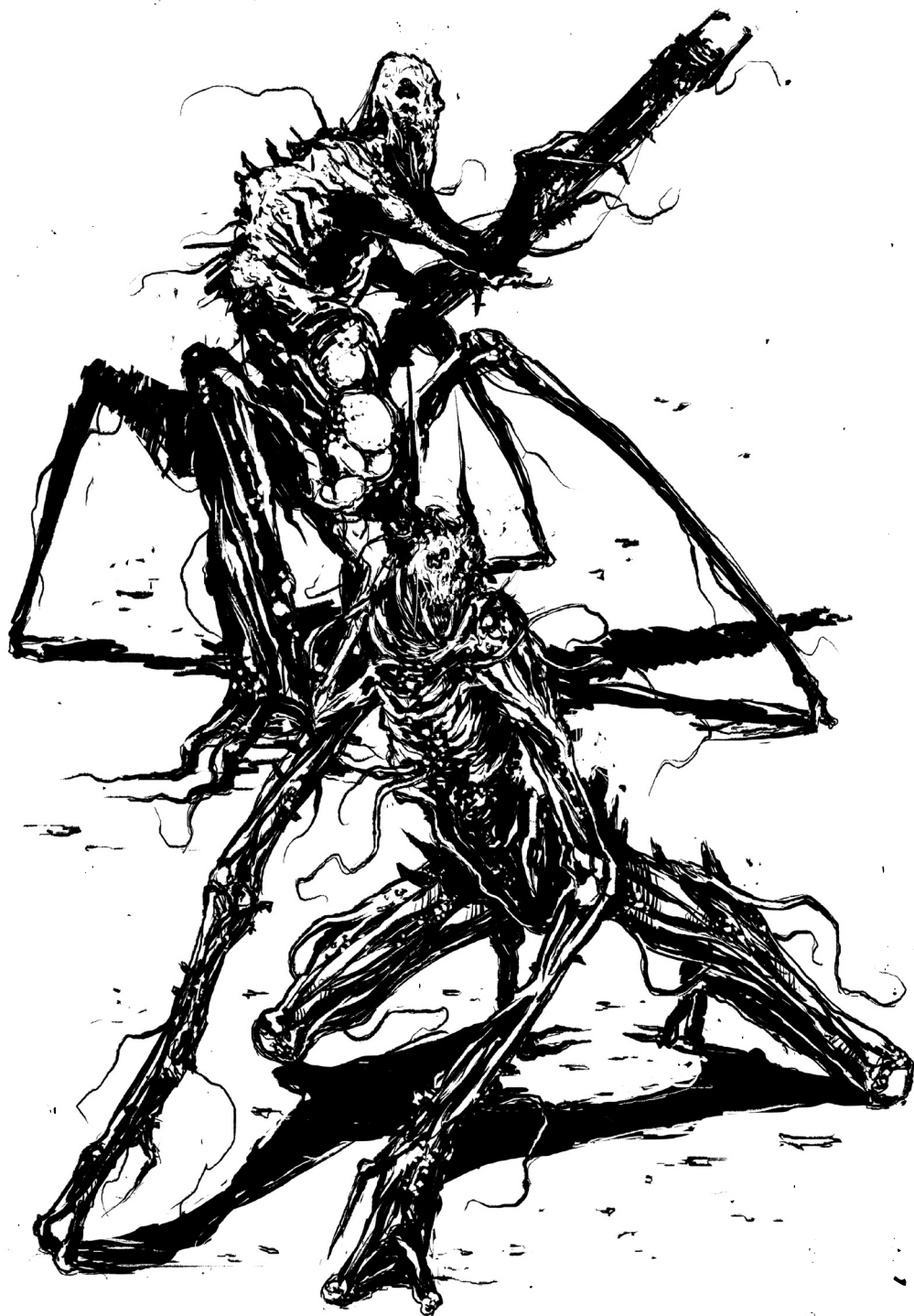
Aspects: *Inoculator, Genetic replication, Genetic infection*

Approaches: Absorb Reality – Superb (+5), Rapid – Great (+4), Fierce – Great (+4), Mighty – Fair (+2), Instinctive – Fair (+2)

Stress: 3 box physical, 3 box mental, 1 mild consequence, 1 moderate consequence

Stunts:

- **Reactive assimilation:** when the Hekath succeed with style to defend, it inflicts 1 stress to the attacker.



HEKATH MKGAMMA

MkGammas are the main and unique NPCs. Every single MkGamma is a single and particular entity with its own aims and its own strategy for action. Meeting one of these Hekaths during the game session could be the center of many plots for the characters.

THE DUELIST

A dark, mysterious, unpredictable duelist that chases the Executors with relentless fury.

Not all the Hekaths are the same, trust me, when I met the Duelist's eyes blood froze in my veins. He isn't looking for matter to assimilate, neither for LostHs to enslave, there's much more in his eyes. There are innumerable enemies who died under his blows, and a thirst for challenges which could only be satisfied with death, either his own or, as happened until today, his opponents'.

Aspects: *Unbelievable speed, Matter control, Weapon master, Code of the duelist, On the trail*

Approaches: Martial – Fantastic (+6), Absorb Reality – Fantastic (+6), Instinctive – Superb (+5), Rapid – Superb (+5), Mighty – Great (+4), Human – Great (+4).

Stress: 4 box physical, 3 box mental, 1 mild consequence, 1 moderate consequence, 1 severe consequence

Stunts:

- **Alien intelligence:** once per scene, if the Hekath succeeds with style, create a situation aspect instead of a boost, thanks to an unexpected move.
- **Hekath control:** you can spend 1 fate point to immediately transfer the stress from one Hekath to another of inferior evolution, in the same zone.
- **Blade master:** +2 in create an advantage in fights involving your expert use of a melee weapon.

Some situation aspects to characterize The Duelist:

- *Hekaths' arena*
 - *Open challenge*
 - *Mortal toll*
-



THE MEMORYEATER

A dark, perturbing being who gets inside the LostH communities and collect their memories, what is her purpose?

At the beginning you don't even notice it, in this world full of shit you could be glad just forgetting some bad experiences. But then, even that little good is gone. She eats everything, greedy and insatiable. She touches your feet in your sleep, she whispers in your ears while you walk alone in the switching corridors.

She caresses your cheek while you are looking at yourself in the mirror, and you can see her behind your shoulders for a moment, dark and perturbing, like a deformed shadow. Is there something darker than someone who feeds on evil itself in this world?

Aspects: Shapeshifter, Mental assault, Walking in the shadows, Hungry of emotions, Illusions creation

Approaches: Human – Fantastic (+6), Stealthy – Fantastic (+6), Instinctive – Superb (+5), Rapid – Superb (+5), Absorb Reality – Great (+4), Technical – Great (+4)

Stress: 3 box physical, 4 box mental, 1 mild consequence, 1 moderate consequence, 1 severe consequence

Stunts:

- **Particle analysis:** the Hekath gets +2 to defend against an opponent attacking with the same approach two or more times consecutively.
- **Changing body:** During the scene, the Hekath can spend 1 fate point to leave a place without being noticed or to take the appearance of a specific nameless/supporting NPC.
- **Trickster:** +2 to create an advantage concerning the use of illusions.

Some situation aspects to characterize the Memoryeater:

- *Terrifying nightmares*
 - *Intangible presence*
 - *We are forgetting our past*
-



BREEDER

A dark carrier of a genetic plague, who transforms any living being into Hekath form.

Log 123-98-45. I report a new conflict with Hekath SFJ1-Breeder, it is difficult to explain but every time we succeed in cornering him, he escapes in some damned way. I confirm the elimination of 756 infected LostHs. Other 123 elements eliminated in advance. It has been verified that the Breeder can very easily create his offspring and that he can apparently change his appearance to camouflage himself within his flock. Genetic analysis results are coming. I confirm the standard result, each victim has a 1% of genome modified in an unrecognizable way. Analysis code DRRT23, damned bastard, it looks like he carries with him a part of his victims. I close this log and continue the purge of the sector.

Aspects: *Nose for DNA, Instantaneous regeneration, Dazing stench, Assimilating is imperative, Thousandfaces*

Approaches: Instinctive – Fantastic (+6), Mighty – Fantastic (+6), Human – Superb (+5), Fierce – Superb (+5), Absorb Reality – Great (+4), Rapid – Great (+4)

Stress: 4 box physical, 3 box mental, 1 mild consequence, 1 moderate consequence, 1 severe consequence

Stunts:

- **Absorption and rebirth:** once per conflict, as soon as the Hekath is taken out, you can spend 1 fate point to put it again in the conflict with clean stress boxes. Describe what the Hekath has assimilated to regenerate.
- **Genetic infection:** if a subject suffers a consequence from the Breeder, it gets the extra consequence aspect *Genetic infection*. This consequence can be removed only by a solution that will be settled by the GM.
- **We are Legion:** when the Breeder kills a living being, he immediately spawn a MkAlpha Hekath.

Some situation aspects to characterize the Breeder:

- *Uncontrolled infection*
 - *We serve our shepherd*
 - *A new genetic branch*
-



THE LITTLE GIRL

A peculiar Hekath almost entirely human, who perfectly blends in with the Obscuras, interested in Losts' lives and in the understanding of the feelings they are animated by.

Believe me, it's like I said! Little Xim wouldn't hurt a fly! What happened cannot be her work, she is very fond of her parents. Of course she was behaving oddly, and they looked like they feared the foundling, but our Sector is at risk and we all could suffer a little paranoia. And look at them... How could a six years old girl do this to two people? They look like they exploded, as if something had crushed them with an incredible strength. It must have been the Shadows, they are truly capable of this cruelty, sure a little helpless girl like Xim is not. Come here honey, stop trembling now, I will look after you from now on...

Aspects: *Innocent appearance, The shadow protects me, Exasperating the feelings, Childish cruelty, Looking for a true friend*

Approaches: Human – Fantastic (+6), Instinctive – Fantastic (+6), Rapid – Superb (+5), Absorb Reality – Superb (+5), Fierce – Great (+4), Stealthy – Great (+4)

Stress: 4 box physical, 3 box mental, 1 mild consequence, 1 moderate consequence, 1 severe consequence

Stunts:

- **Hekath wrath:** The Little Girl can free her dark side, once per scene. Describe how her body changes into that of a Hekath monster. She gets +2 to any attack that her accomplish in melee, and obtain the situation aspect *Devastating fury*. She will be herself again only when she will remove the aspect in some way.
- **I am not a monster!** at the beginning of every scene, she gets the situation aspect *I am not a monster!* with a free invocation. She loses it as soon as she use the Fiercen or Absorb Reality approaches.
- **Innocent appearance:** during a scene, you can spend 1 fate point to dress up The Little Girl and make her look like she is truly innocent and helpless. She gets +2 to each action to hide her true nature, her emotions, and to persuade somebody to do something for her.

Some situation aspects to characterize The Little Girl:

- *Server's little one*
- *I said she is my daughter!*
- *All that i want is a little tenderness*



NIGHT WING

A terrifying night predator able to keep an entire sector in check, and without any help.

First to go are the lights. Do not ask me how is it possible, but when the Night comes, everything switches off as if every single energetic bypass was worth nothing. And then you hear it, an intense shout in the distance that gets inside your brain and never goes away. Then you run, run and hope not to be is intended prey.

Aspects: Sky predator, Flying, Relentless fury, Nose of the predator, Sonic attack

Approaches: Rapid – Fantastic (+6), Fierce – Fantastic (+6), Instinctive – Superb (+5), Absorb Reality – Superb (+5), Mighty – Great (+4), Human – Great (+4)

Stress: 4 box physical, 3 box mental, 1 mild consequence, 1 moderate consequence, 1 severe consequence

Stunts:

- **Dark wings:** +2 to overcome actions where flying is needed and useful.
- **Mark the prey:** it permanently get weapon:1 against a target who suffered at least 1 stress from one of its blows. If he inflicts a consequence to a target, he also assigns the situation aspect *Mark of the predator*.
- **Sonic attack:** Night Wing can emit a high-frequency loud shout that stuns and incapacitates the targets. With a succeeded attack, the target also suffers 1 mental stress.

Some situation aspects to characterize Night Wing:

- *Marked territory*
 - *The prey who escaped*
 - *The sky darkens with death*
-





MANAGE THE INFESTATION

As already mentioned, when Hekaths attack, they do it in a devastating way. *Evolution Pulse* is a dark and hard setting, where death and retreat are common occurrences for the characters. Escaping is often the best of the options, and choosing who leave behind is the only way to limit the damage. Primarily, there are three ways to manage a Hekath attack:

- Incursion (where the characters face a group of wandering Hekaths)
- Confrontation (where the Hekaths interact with the characters to get something)
- Infestation (when the crack occurs and mobs of Hekaths swarm to devastate everything)

Regardless of the chosen system, keep always in mind that encounters in Fate occur due to a reason tied to the story being told, and not as a simple style exercise to stop the Hekath menace.

All attacks should have repercussions or endanger something that the characters care about, and more generally set off a tense and dramatic situation. It is said by the basics of the setting that the fight against Hekaths is constant, and it is granted that the characters, at least in the first part of the game session, have already faced Hekaths. During the game, concentrate on the reason why.

Incursion

You can manage an incursion as any other encounter with NPCs: characters get into Hekaths, they could be wanderers out of control and searching for energy, or on a mission on behalf of a superior evolution, or simply a vanguard. The situation is managed as any other scene, Hekaths play their fierce cards and you will see who comes out as a winner in the end.

Confrontation

A confrontation is when the main characters interact with Hekaths without running into armed conflicts. This scene will probably happen when MkGammas enter the game session. While inferior evolutions leave less space for interaction, MkGammas must have a purpose and some aims because they are at all effects main NPCs. Confrontations are the right moments of the game in which to explore Hekaths' true nature and understand something more about their course of action.

Infestation

Infestation is a more complex and more dangerous stage of a Hekath attack: a crack happened somewhere and mobs of ravenous aliens are swarming ready to devour anything. You can anticipate the crack with situation aspects like *Quacking walls* or *Inhuman cries that resound in the corridors*.

Infestation is an incessant attack, until the main nucleus that creates Hekaths is found and destroyed. You can easily pour out waves of enemies against the characters. To manage the number of the attackers you may consider:

- You can place up to 3 MkAlphas for each character. Make mobs of 3 to help managing them and make them more effective
- Place at most one MkBeta for every 2 characters
- Place only one MkGamma per scene, because it will often be the main NPC with higher relevance in all of the game session

To create a good infestation, Pour out more waves of enemies if the infestation is at its peak and remember that it will continue relentless until it is stopped. Do not worry about the characters, in *Evolution Pulse* the main characters have approaches and stunts made to solve desperate situations, obtain crucial information in little time and find escaping ways with great easiness. Worry instead about putting them under pressure and leave the players the task to stop the crack or escape from it...

Start from a detailed aspect that represents the infestation and that will be discovered and removed to stop the attack.

- *Biotronic matrix* is the starting point of the crack
- *Little Ellie* is an unaware carrier of the infection
- The offensive to Server11 begins from the ruins of *old Server 9*

During the infestation, discovering and deleting the aspect is the best and quickest way to stop the infestation. Another interesting system is setting the rythm of the infestation through aspects. First of all, the *Lights stop working in Block 9* and then *Strange puddles of dark liquid* are formed in the interchange sections of the main corridors of the Server.

Which aspect will come next to start the infestation?

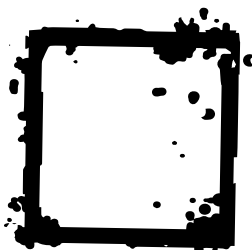
Always keep in mind the triggering part of the attack and manage the scenes so that the characters can oppose it. Infestation often represents the peak of a dramatic situation, and it will be almost always the consequence of several Incursions and Confrontations.

Hekaths as aspects

A good way to establish the Hekath presence in the game, is to include them as situation aspects. Some examples of their lingering in the game, can be out of control devices, full sectors changing their structure or little beings that insinuate themselves under LostHs' skin, even if they do not set off an offensive.

Hekaths are EVERYWHERE at a latent level, asleep and waiting for the right spark of energy that will awake their dark voracity. This is a primary point to maintain the tension during the game and to create a claustrophobic, kinetic atmosphere in the setting.

In particular the defining some aspects tied to Hekaths is always a good way to give relevance to the Pulses.



Hekaths as obstacles

One of the most amazing ways to use Hekaths is to make them into obstacles for the characters. Keep in mind that Hekath nature can strike everything: objects, soil and even LostHs. When you need to animate the situation, do not always place Hekaths as fully detailed NPCs, but also as environmental opposition. Are the doors of the machinery room blocked? It could be a Hekath virus that blocks the access to the main commands. The ceiling could fall under the weight of a shapeless dark mass during the escape. A group of LostHs blocks the way to the characters, their black, empty eyes suggesting that something changed inside them.

The secret to make Hekaths interesting figures, is to make them unpredictable.

Some examples:

- The lights in the zone are flickering due to a *Hekath infestation to the main generator*
- The corridor is blocked by a *Shapeless dark mass*
- Server's supplies are *Infected and mutagenic* for the LostHs

As Fate advices, before starting to setup the action, you must determine your purpose. Obliterating all the Hekaths? Then prepare to a conflict.

But if your purpose is sending them away to just misleading them from the path to your Server, saving as many LostHs as you can in the meantime, then you will probably face a challenge.

The one and only limit to using Hekaths is what you have decided to do while creating the game session. Hekaths are a negative and latent energy present in any particle of the universe. With this perspective, they indeed can be all that you want.



PULSE

As already mentioned, Pulses are narrative hints you can use to make Hekaths stronger and more difficult to knock down, or simply more unpredictable than they already are. Why did we the pulses?

Evolution Pulse's world is dark and dangerous, and when a crack is activated, the Hekath invasion becomes a continuous swarm of ravenous and lethal creatures. It is explicitly wanted that the characters play in disadvantage. This will generate more tense and more difficult situations, making the retreat a necessary strategic choice. Besides, the approaches generating pulse are the most powerful and versatile ones available to the characters. This is the reason why the players cannot abuse their power in an uncontrolled way without paying some consequences.

When is a pulse generated? They generate every time a character uses a marked approach, or you can even decide to introduce one any time a Hekath does something that clearly develops a very strong energy.

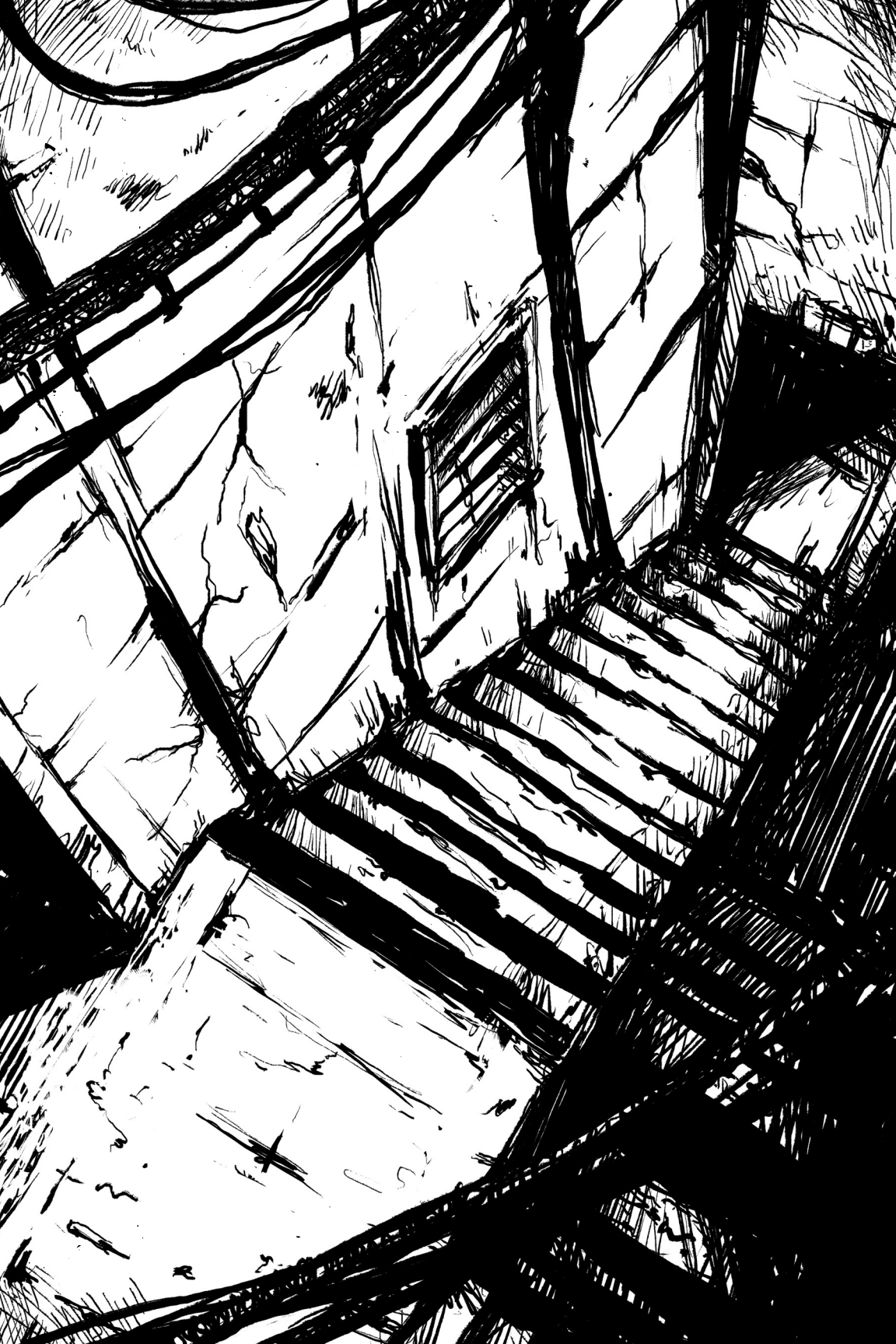
When can you use a pulse? Any time it can justify something happens in the game.

What do you get with a pulse? You can include details to develop the infestation, justify the coming of new Hekaths (perhaps created by the abuse of reality manipulation) or create situation aspects according to what is already happening.

Another easy way to keep trace of pulses, is creating a specific approach like Absorb Reality and assign it to an aspect created for the situation. Start from a value of +3 (or more in case of striking manipulations) and add +1 each time a significant pulse occurs in the scene. If necessary, you can use the approach as active opposition, by contextualizing it in the scene with the aspects you created.

Remember two rules to help managing the pulses:

- Donot "bring" the effect of a pulse from one scene to another, unless it is justified by the narration.
- You are not obliged to use all the pulses, use them when you mostly need them to give them a weight in the scene, and to let the players understand when they are overdoing things.





REALITY OF THE HEKATHS

What are Hekaths? There is no right answer to this question that cannot be found the game. During game creation session, you will bring in your personal idea of what they are and what their real purpose is. Use what has been already described as a base to start, but elaborate it to get what you like most.

Some focal points have been voluntarily omitted:

- Purpose: what is Hekaths' real intent? Are they simple world devourers? Are they messiahs of a new age? Are they a new form of reality with whom to find a way of cohabitation?
- Society: how do Hekath MkGammas relate to themselves and to other beings? Do they have a big plan to follow? Do they have a code of conduct? Do they have feelings of any kind?
- Why are they looking for people with pure genome? Is this their only way to reproduce? Are they creating a human/Hekath hybrid society?

If you liked *Evolution Pulse* so far, you will have understood that Hekaths will play a main role during your game sessions, whether you decide to use them as simple enemies, or if you give them the role of real agents of the change into the future world.

Hekaths will be the "enemy" to overcome to reach the main characters' purposes. But they will not be the only antagonists, in Log 0008 you will find many ideas and informations to help creating other dangers of the ExDatas for your game.



LOG 0008 - LOSTZONE

Pay no mind what other voices say
They don't care about you, like I do, (like I do)
Safe from pain, and truth, and choice, and other poison devils,
See, they don't give a fuck about you, like I do.

Just stay with me,
safe and ignorant, go,
back to sleep, go,
back to sleep

Lay your head down child
I won't let the boogeymen come
Count their bodies like sheep
To the rhythm of the war drums
Pay no mind to the rabble
Pay no mind to the rabble
Head down, go to sleep
To the rhythm of the war drums

I'll be the one to protect you from
Your enemies and all your demons
I'll be the one to protect you from
A will to survive and a voice of reason
I'll be the one to protect you from
Your enemies and your choices son
They're one and the same
I must isolate you
Isolate and save you from yourself

- A perfect circle - Pet -

Log 43-89-6

Three hundred and sixty seconds, six minutes of my life. How many things you can do in six minutes? Have a good coffee, choose the program to watch in the evening, make a reservation at the restaurant... 'yes, I would like to take Elisabeth out for dinner sometimes...

I released the K7 too close, the shock wave of the explosion throws me to the ground, while what is left of the command room falls into a sparkling rain of metal splinters. The Hekath is a dark puddle now, still vibrating but helpless.

I stand up again while Nirvana sends me the update, 78% of Hekath presence. The alarm incessantly sounds its message and the lights assume a gloomy red shade. How many things you can do in six minutes? Three hundred and sixty seconds, the time left before the particle reactor will explode erasing all the sector where I am.

Log 52-45-7

Three hundred and fifteen seconds, I walk down corridor 97 like Tesla said. It seems to me like descending into the sector's bowels and my instinct says that I am not going far from the reactor. But if I must choose to trust myself or a Hydrah when I need to move in the ExDatas, I have no doubt. I receive Nirvana's alarm and for a moment the mental projection of the sector's map forces me to slow down. Hekaths are coming, in a disturbing pincer formation. They do not know that I will turn to next intersection, no dinner tonight, bastards. My moment of glory doesn't last long and something grasps my leg. I fall down and I am dragged back. Two hundred and eighty four seconds. Shit.

Log 67-35-1

Two hundred and forty seconds, how many things you can do in four minutes? Brushing teeth, programming the conditioned air of the house for the whole day, enjoying a drink. Elisabeth says that I waste a lot of time in calculating time, I love her irony. I load the Algorithm and create a Vesselx9, excellent in point blank shooting. I don't have to destroy the Hekath but only to rip that damned tentacle off.



The thing reads my mind or has a really bad timing: dark filaments splash out of the shapeless mass and hit the emergency lights, reducing down visibility.

Bastard. Nirvana notifies that I have a miserable 14% chance to hit. I deactivate the Vessel and load the WebX45. I shoot and the mono-filament net opens with a hiss, following a round trajectory. It will hurt. Everything in range gets severed: the tentacle, the old servo droid lying along the wall, and a good part of my left foot.

I clench my teeth not to scream while I inject myself the stabilizer.

The pain leaves in a few seconds.

I stand up again and I can walk, not bad. The corridor is filled with inhuman, croaking howls. Pincer movement perfectly succeeded.

Two hundred and six seconds.

I synchronize the pulse, four, five, and open a passage in the corridor's ceiling.

Log 97-66-0

One hundred and ninety nine seconds. When I arrive at the exchanging hall, Tesla's look cuts me like a blade. Ninety four seconds of delay according to her schedule.

An eternity for a Hydrah.

We quickly look at each other and my appearance fully justifies me. Tesla activates the Bios, I see the little cables moving quickly to implant themselves into the elevator's control panel. The Hydrah seems in a state of trance for a few seconds, while the descent lights are activated.

One hundred and eighty two seconds, our escape way is getting closer.

I hold my breath and cower by the wall. One hundred and eighty seconds, how many things you can do in three minutes? I do not know exactly, but I often wake up before Elisabeth and watch her in her sleep.

Tesla removes herself from the control panel while the doors of the elevator open, Nirvana sends me the alarm signal but I am sitting like an idiot overjoying in my thoughts. The Hekath gets out of the loading compartment and runs over Tesla, she activates the Plasma Blade but it is too late, the MkBeta lifts her without effort and changes its hands into two big scythes. It opens its arms and cuts Tesla in half.

The Hydrah falls to the ground shaking in spasms of pain.

One hundred and seventy one seconds.

I load the Algorithm, point the Gest89c and open the fire.

Log 123-33-3

One hundred and sixty six seconds. The Hekath draws back under the burst of fire, if we go on like this I will be able to obliterate it without problems, but when a day starts bad, it can only get worse. The Gest suddenly jams and starts vibrating in my hands. I let it go while little dark tentacles come out from the weapon searching for energy. I brought with me a damned piece of Hekath from corridor 97.

One hundred and fifty nine seconds.

The MkBeta runs over me in a moment, it easily tears my shoulder and pain explodes in my body. I try to concentrate on the pulsation, two, three, I bend the floor and use it to separate myself from the Hekath, throwing it a few meters away. Pain overwhelms me, I fall on my knees. I can not lose time, I load the Algorithm but a sharp pain in my hand interrupts the command. What once used to be my Gest89c, is now a little insect of dark matter that nailed my right hand to the floor.

Even if this is the first time I see one, I know I have always hated spiders.

One hundred and twenty seconds. Two minutes of my life, how many things you can do in two minutes?

Not many, but I remember one very well since it's my favorite. Kissing Elisabeth. I pull my hand ignoring the pain leaving two fingers on the floor. Nirvana sends me the alarm, the MkBeta is over me.

A thud and the thing is wildly torn and split in two. The intense smell of the Plasma Blade mixes with the dark and dense smoke, while the Hekath is wiggling on the ground. I fall exhausted on the ground and the little threatening spider comes near my face. What a fucking ending...

But a heavy mechanical foot crushes it with no mercy. It still tries to move its legs trying to catch me. Tesla crushes it harder.

Resign yourself mate, this is karma.

Tesla lifts me from the ground without effort, she is very different from how I remembered her. Maybe she reassembled herself with the crane arm of the loading compartment. She looks grotesque, bent and disproportionate, covered in all that metal.

But I cannot claim to have a better silhouette in this moment.

Log 168-93-12

Ninety seconds. One minute and a half of my life, how many things you can do in one minute and a half? I am sure there is no time to take the elevator and leave a sector which is about to explode, and I do not care about all the rest.

Tesla is fumbling with the data panel, Nirvana sends me the satellite scan, 97% of Hekath presence. Eighty four seconds before the end.

Tesla opens a passage in the west wall and the hot air of the ventilation tunnel invests the loading room.

Now I see, she has modified the setting of the exhausted air conduit and we will shoot ourselves out of the sector at a speed of 80 miles per hour. I would have found it a stupid way to die in any other moment. But now I think it is different and more eccentric than being devoured by a Hekath. Howls along the access corridors.

Tesla helps me to stand up and we slip down the conduit.

Log 177-44-7

How many seconds left? I lost count.

I can not see anything, the air is too strong and I bled too much. Is that a light?

I can not hear, the air is too strong and I can not move either. Then a shot.

Tesla?

Broken glasses, a roar. Is that the reactor? Then we are in the light and the air stops blowing incessantly. I open my eyes and I see it.

Elisabeth's face? No, it is not; it is the sun, and the sky. We are outside.

I look around, beyond the ExDatas' metal masses a long expanse of dark, jagged land.

The black and waving sea to the west.

The ExData under me is on fire.

I look up to the sky, towards the sun, and it is beautiful.

REALITY SEEN BY THE LOSTHS

The world of *Evolution Pulse* is a corrupted, drifting form of an hypothetical futuristic Earth, where men had built huge megalopolis connecting the whole. The Black Box opening has disturbed matter arrangement at its base, deforming and reconverting everything without a logic. Imagine titanic urban environments that develop themselves into never-ending height levels connected and embedded apparently without any apparent sense.

The first great collective impulse given by humanity has deranged everything in a catastrophic, irreparable way. In this decay there are SafeZones, with an AI controlling each one of them, and a lot of co-operating Servers hoping to be one day incorporated to the SafeZones.

Hekaths have zones under their control in which they build Factories, huge settlements similar to bio-mechanic factories, where all the captured living beings are taken and connected to the terrible Cruxes to provide energy and nourishment. LostHs are no more than outcasts, victims of a war that they have not sought for and that has overwhelmed them with no escape. It is known that men are driven by instinct and the most primeval and strongest of them all is the instinct to survive.

REALITY SEEN BY THE THREE AIS

The three AIs reated the SafeZones, where they try to keep humanity safe.

The truth is that they are computers, so they do not have a evolutionary logic ability and their way of acting is less smart than what Executors think about them. Servers are an expedient to attract LostHs in the search for humans with the pure gene, the only ones who deserve to be saved.

The three leading AIs Eden, Nirvana and Olympus are humanity's saviors, but their concept of humanity is tied to severe computer inputs that only consider genetic qualities. SafeZones are fewer than LostZones and the reason why Hekaths do not destroy them is that they need them to survive.

The three super-brains are trying desperately to maintain this balance to fulfill their mainframe instructions. Executors are means to find new pure men able to make the dying human race survive, but at the same time the protocols activated by the AIs do not allow humans still living in the SafeZones to modify the global organization of the global net.

The three AIs deceive everyone, survivors and Executors, saying that they will do something to evolve the present situation but the truth is that they are in a loop, so they follow their main program without even looking at the issue of evolving the current situation.



LOSTH

The LostHs are the old humanity at the mercy of a dark and cruel world.

They can switch from a good knowledge of technology to a complete barbarism, according on the sector they live in. They live in groups and have returned to the faith in Elders as guides of the society and repository of the little knowledge left.

They are at all effects post-apocalyptic survivors, infected and ruined by a life of danger and constant deprivation. They are equipped with obsolete weapons, almost useless against Hekaths that are able to assimilate matter, but the only ones still working without a connection to the global energetic net.



Thanks to the influence of the three AIs, in the Servers there are groups more evolved, trying to create safe zones in which to favour the research of humans with a still pure genome. Many LostH tribes preserve themselves by making synthetic food with the recycling of inorganic materials.

The inoculation of basic nutrients can sustain big communities with minimal investments, by recycling a great part of the ancient technologies, exploiting vehicles, cyber-servants and still working housing units.

There are millions of inactive cyber-servants that still work all over the world. Human society was very automated before the decline and the main task of the three AIs was the co-ordination of the cyber labour force.

The last important resource is an electrical web and global internet that connects all the SafeZones, to which the LostHs can connect to get precious energy.

A TOUR IN THE WORLD OF EVOLUTION PULSE

The main areas of the old world, remainders of the first great Hekath invasion, are labeled as LostZones and they will be the main stage for *Evolution Pulse's* characters deeds. Inside and outside the LostZones other realities exist.

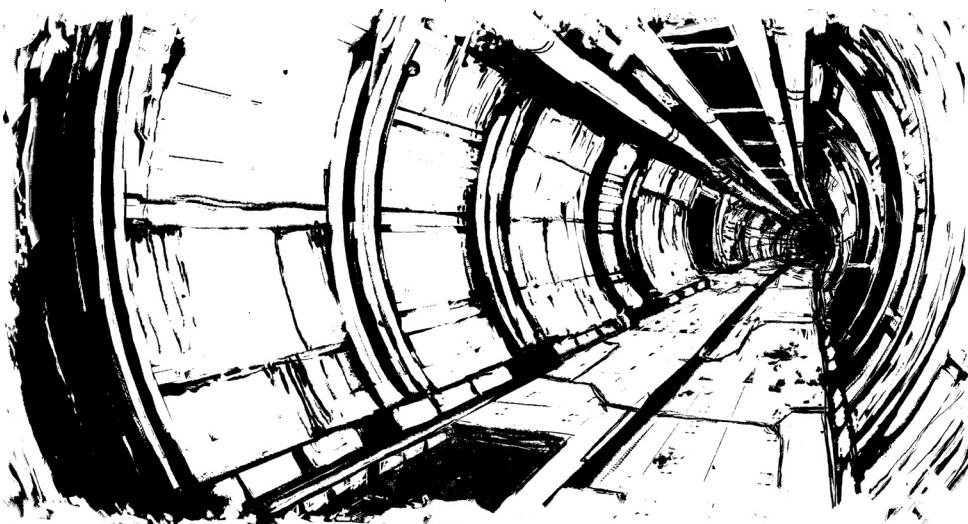
ExDatas

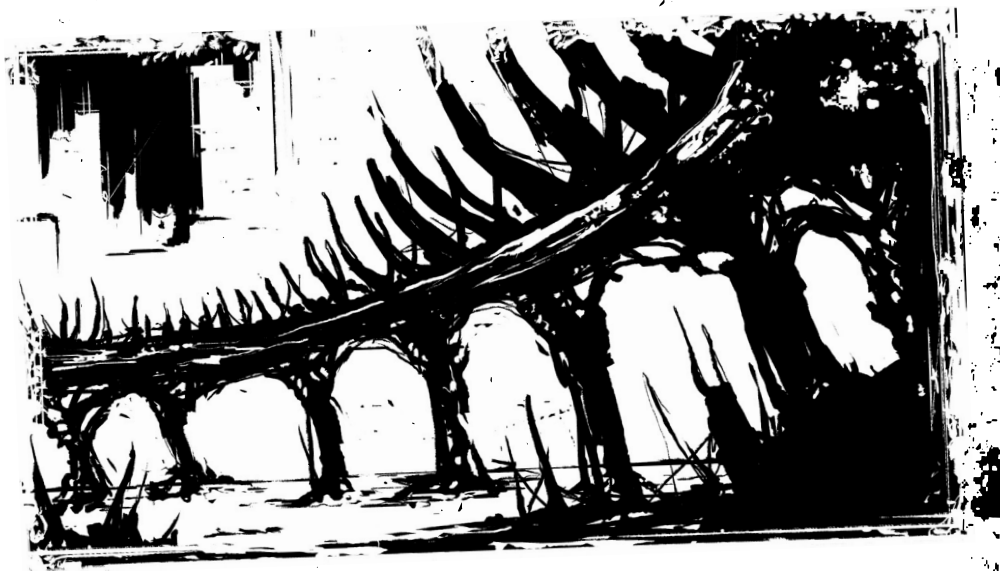
Old megalopolis extending themselves in every direction, and for a huge metal labyrinth by all means. It could take days to cross a zone of a few miles.

Many elevators, differing in type and functioning, are kept active from the global energetic net. ExDatas are now insane architectural mosaics where the LostHs find shelter in the deep darkness in which Hekaths are born.

Servers

Als' influence weakened in time as Executors' operations turn away from the referring SafeZones. Servers are no more than expansions of the Als' control, Executors' base camps where it is possible to find resources and collaborative LostHs to help fighting the Hekaths. Servers change size according to the zone in which they are built and the number of LostHs living in them. They are by all means little oasis in a dark world, popular destination for any drifting LostH and to any Hekath greedy for new energy.





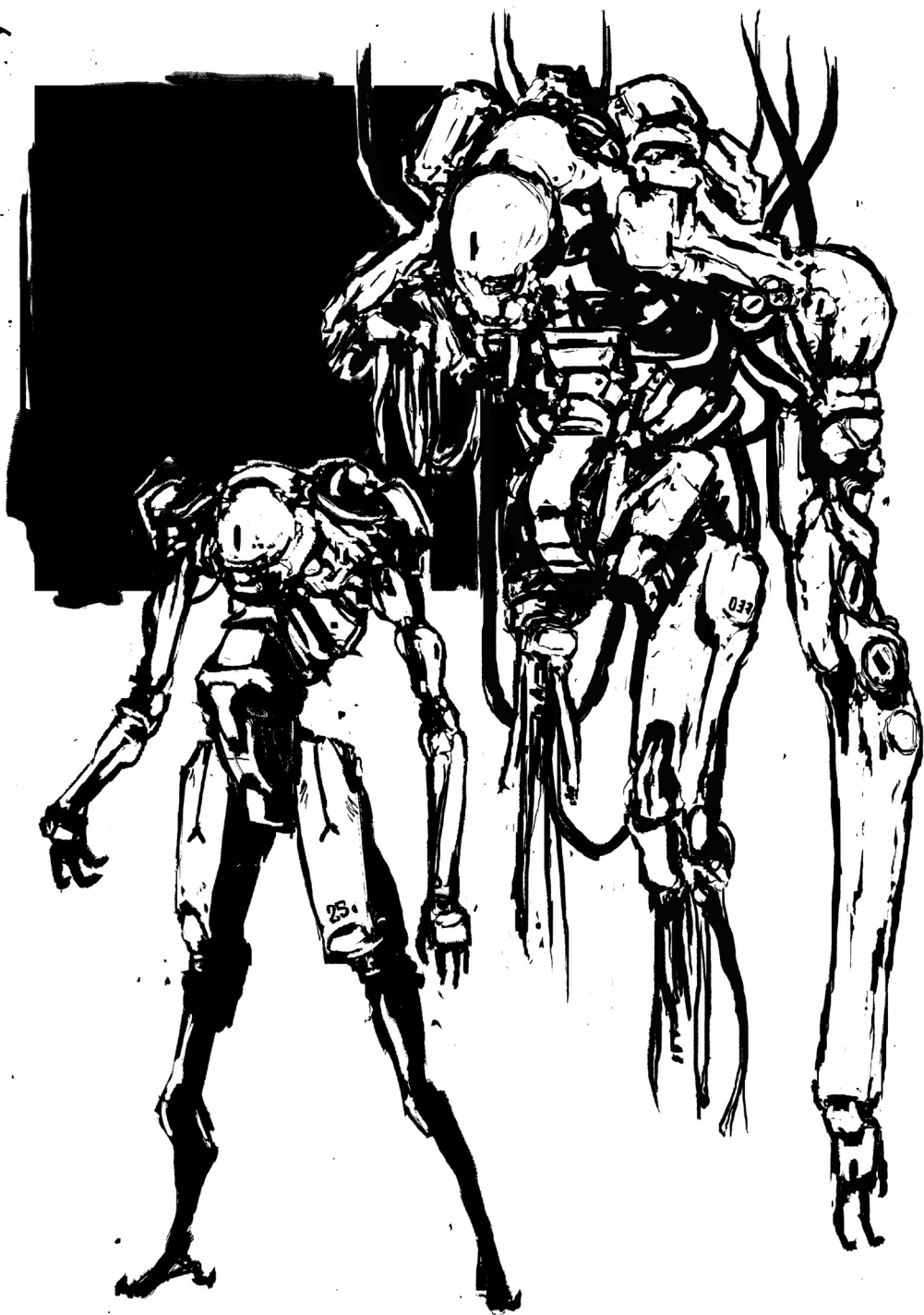
SafeZones

What are SafeZones, really? Probably the last bastion of a drifting humanity. But as you might have understood by now, Executors do not have free access to the SafeZones, on the contrary AIs have every interest to keep their servants away from these utopian, heavenly places.

Outzones

The world outside, or what is left of it. Not all planet's surface is covered with metal and buildings. The man of the XXXI century was conscious that the planet needed a little green part to survive, and not to end up suppressed by massive megalopolis. After the great war, the world outside the Exdatas has become a shelter where many LostHs can live with what the land is still able to generate.

Seas, big forests dried out of their life, even deserts and mountains are part of an ecosystem that humanity has initially erased, but then recreated with the vain hope of getting back what nature had built in millenniums and humanity destroyed in a few centuries.



OTHER INHABITANTS OF THE LOSTZONES

Hekaths will not be the only opponents to face for the characters, but they will be the main ones for sure. Anyway, there are other dangers and other allies wandering in the ExDatas:

SERVANT DRONES

The world is full of disused or damaged servant droids.

From the little robo-servants to the giant working cyber-titans, drones can be a valid and dangerous source of help or danger to the characters.

Typical Droids approaches are: *Technical, Methodical, Mighty, Arsenal, Rapid*.

Droids are different in form and abilities according to their previous area of service.

SERVANT DROID XVRT9000

The most widespread multi-service droid of the XXXI century.

Aspects: *Multi-functional droid – Behavior routine*

Approaches: Methodical – Fair (+2), Technical – Average (+1), Rapid – Average (+1)

Stress: 1 physical box

LABORGIAN XVRT7659

More than 5 meters of working power for this giant.

Aspects: *Metal giant – Excavating mallet*

Approaches: Mighty – Good (+3), Methodical – Fair (+2), Rapid – Average (+1)

Stress: 3 physical box

Stunts:

- **Titan:** +1 mild consequence, +1 moderate consequence

TACTICAL DRONE SDRF678

An assault drone for the most various military tasks.

Aspects: *Guerrilla equipment – Tactical offensive program*

Approaches: Arsenal – Good (+3), Methodical – Fair (+2), Rapid – Average (+1)

Stress: 3 physical box

Stunts:

- **Assaulting Equipment:** weapon:1

CHIMERAS

Hekaths infect any kind of living being, but while the transition to Obscura is a possible evolution for humans, for animals the degenerative process leads animal's body to an irreversible mutation of the cellular structure.

Hekath infection process changes both nature and body of the animal, making it lethal and hyper-aggressive.

Typical Chimeras approaches are: *Fierce, Rapid, Mighty, Stealthy, Instinctive, Absorb Reality*

RAT (they form mobs)

Aspects: *Hungry horde – Very fast*

Approaches: *Stealthy – Fair (+2), Instinctive – Average (+1), Rapid – Average (+1)*

Stress: 2 physical box

MASTIFF (they form mobs)

Aspects: *Nose – Uncontrolled anger*

Approaches: *Fierce – Fair (+2), Instinctive – Average (+1), Rapid – Average (+1)*

Stress: 2 physical box

BEAR

Aspects: *Giant mass – Shearing fangs and claws – Devastating grasp*

Approaches: *Mighty – Super (+5), Fierce – Great (+4), Absorb Reality – Great (+4), Rapid – Fair (+2)*

Stress: 3 physical box, 3 mental box, 1 mild consequence,

Chimeras are animals, rather giving them special abilities and stunts, you can strongly characterize them through environmental Aspects of the place they live in.

- A huge hive full of Chimera Insects
- The sector where the wolves pack made its lair reacts to instinctive stimulations of the alpha leader
- That mastiff has preserved a primary instinct and faithfully follows its master



OTHER EXECUTORS

Once the game session has started, take advantage of the Executors that have not been chosen by players to create an alternative opposition, but as strong as the Hekath. Proxies might want to conquer the Server for Nirvana's purposes, Hyonoses have decided to purify the sector by eliminating everything on their way, Hydrahs will not allow you to invade their homes, and that Obscura is maybe unaware of being a Hekaths' servant. Executors can be great supporting NPCs or even the main enemies of your game session. In long-term playing, your characters might decide to revolt against the AIs and at that point old allies and faction companions will turn into their worst enemy.

MARKUS XVR2003

Markus is an infiltration expert trained to kidnap pure genome LostHs and lead them to Nirvana, under the protection of the other AIs.

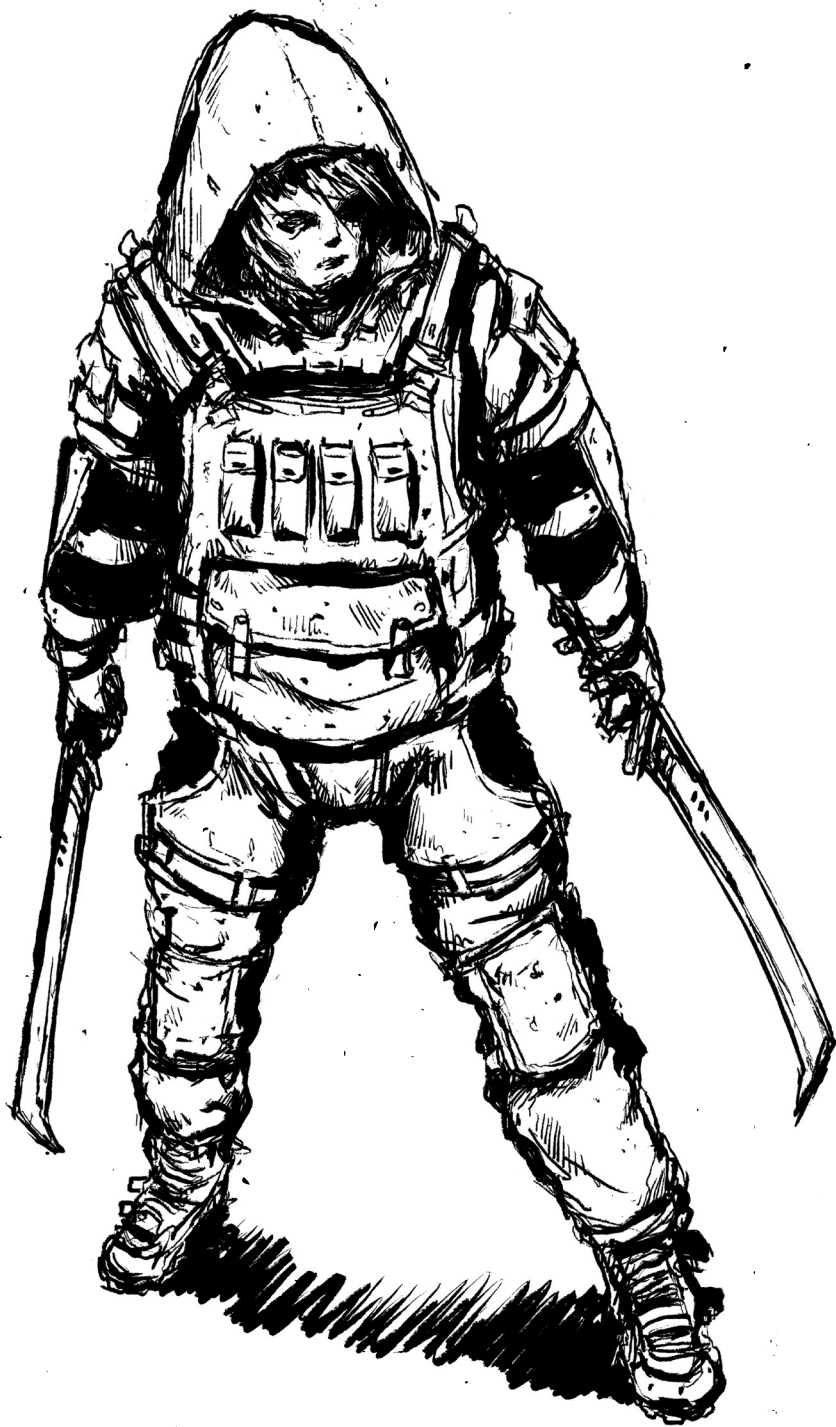
Aspects: *Ruthless – It's me or you – Master of camouflage – Close combat advanced techniques – Planner*

Approaches: Log-In – Fantastic (+6), Rapid – Fantastic (+6), Human – Superb (+5), Fire Power – Superb (+5), Technical – Great (+4), Manipulate Reality – Great (+4)

Stress: 4 physical box, 3 mental box, 1 mild consequence, 1 moderate consequence, 1 severe consequence

Stunts:

- **Infiltrator:** during the scene, you can spend 1 fate point to dress up Markus and make him look like a simple LostH. He gets +2 to every action he makes to mask his own nature and emotions.
- **Nirvana's support:** Nirvana constantly monitors the situation. Markus can spend 1 fate point to find the place or the object he desperately needs and is available in the ExDatas.
- **G5Holem suit:** a bio-mechanical high resistance suit. Once per scene, after a defend action, Markus can get the *Repulsing Force Field* situation aspect with one free invocation. The field changes with the surroundings describe it.

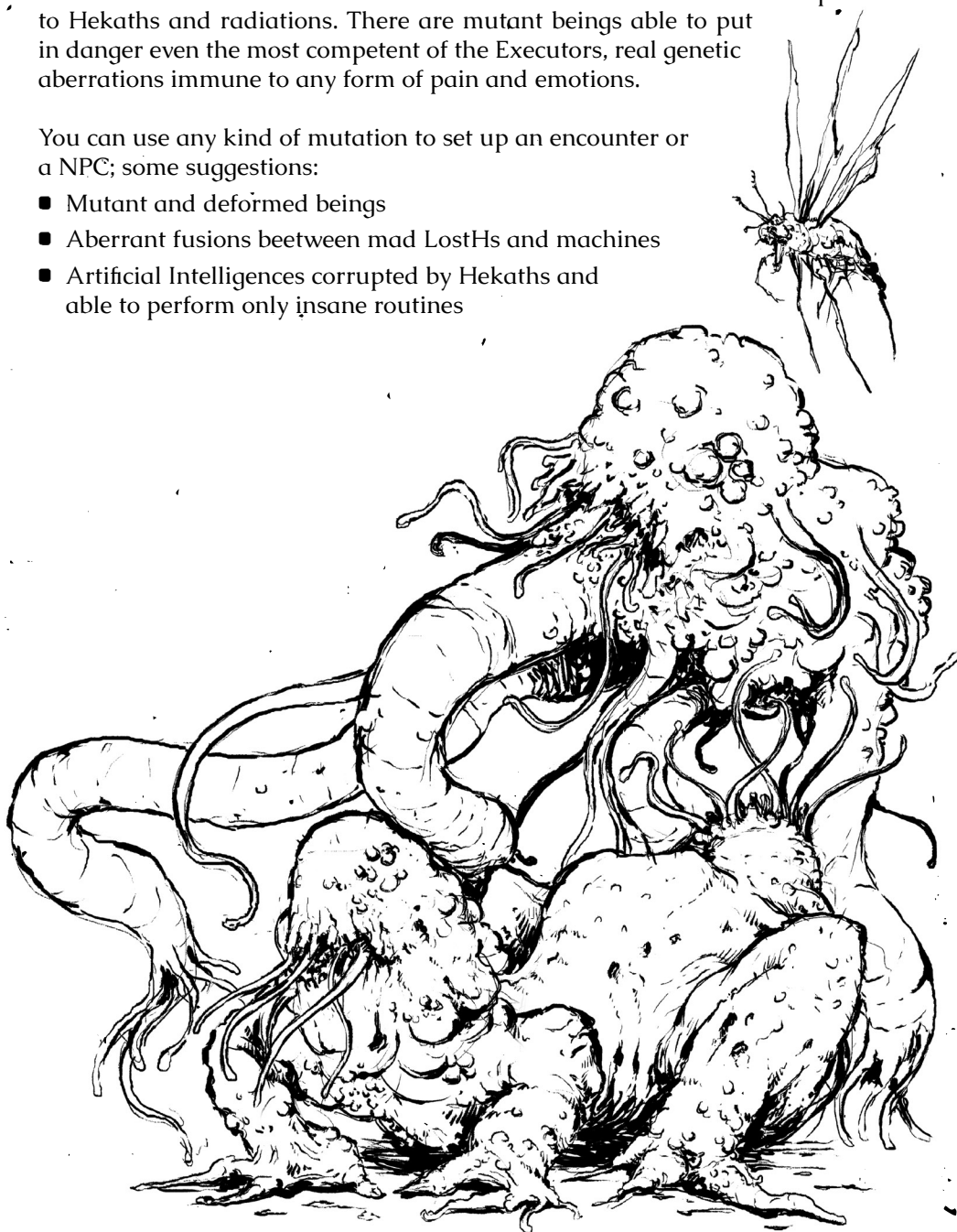


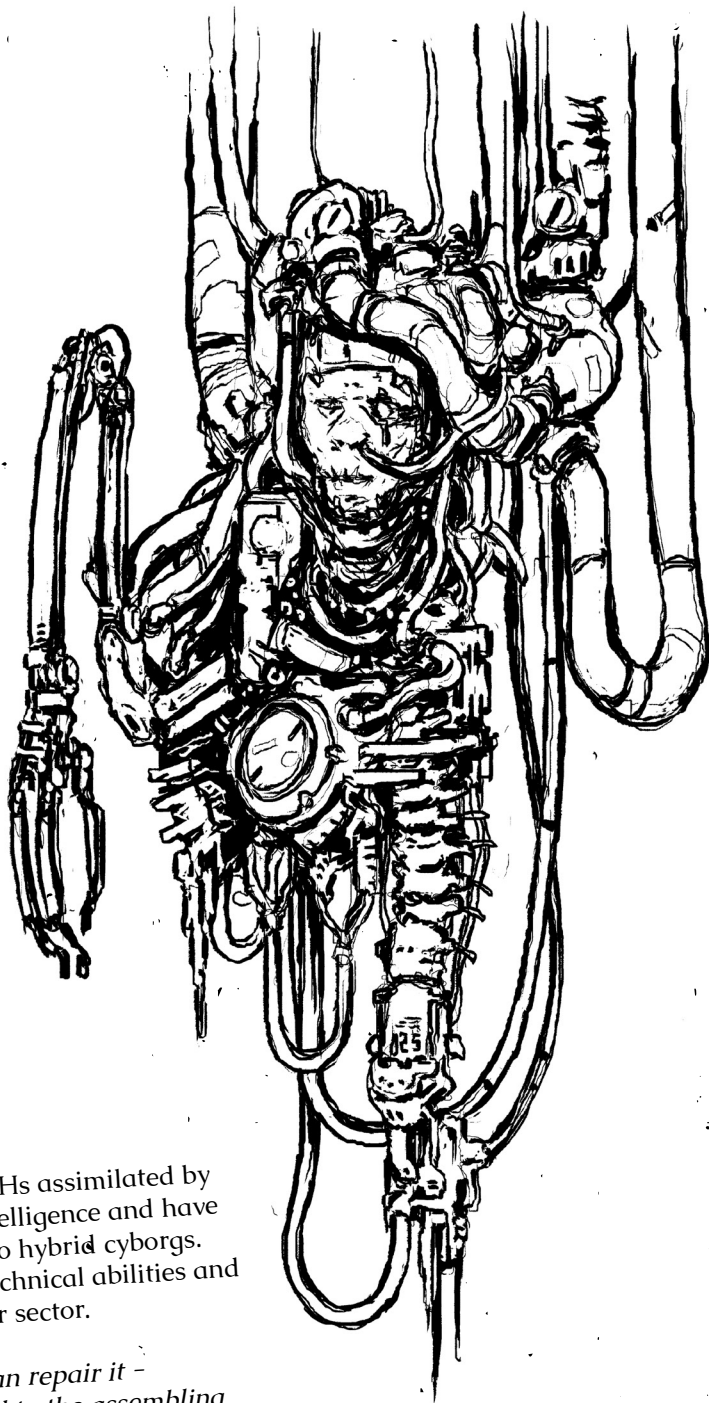
MUTANTS

Time has corrupted and destroyed the world. Everything, from the ExDatas to the OutZones suffered the influence of centuries of abandonment and exposition to Hekaths and radiations. There are mutant beings able to put in danger even the most competent of the Executors, real genetic aberrations immune to any form of pain and emotions.

You can use any kind of mutation to set up an encounter or a NPC; some suggestions:

- Mutant and deformed beings
- Aberrant fusions between mad LostHs and machines
- Artificial Intelligences corrupted by Hekaths and able to perform only insane routines





Dervic335 are LostHs assimilated by a mad artificial intelligence and have been reconverted to hybrid cyborgs. They have great technical abilities and knowledge of their sector.

*Aspects: Sure, I can repair it -
Movement limited to the assembling
lanes - You have beautiful eyes, I want
them.*

LOSTHS

LostHs can not be a serious danger for Hekaths or Executors, nevertheless they can be some sort of problem when in great number. Mainly, LostHs are a source for characters' relationships and they will be very useful and very characterized supporting NPCs.

Typical LostHs approaches are: *Technical, Human, Tenacious, Stealthy, Athletic, Adapt to Reality*

LostHs as community

LostHs importance in the game is fundamental, because they are the social material in the scenario where characters move. Besides, it is not easy to put an Executor in a hard situation, but by hitting his bonds with the LostHs, the possibilities to create interesting situations will increase considerably.

Outline the world of LostHs, Servers, clans or simply their way of thinking with Aspects.

Here are some typical Aspects for Servers or groups of travelers:

Moving Sector 234DF – Old warehouse full of supplies – At the factories' bounds – Conclave of wise men – Ex scientists – Sector 15 Rats – Wild and furious – Fanatic followers of the Voice – Executor hunters – Merchants of Bloc 43

SERVER FLUOVR45

Server FluoVR45 is found in the deeps of the ExData IVAT345, isolated from any external contact. After a terrible in the attack from the Hekaths, miraculously foiled, the Server's inhabitants studied a method to inject themselves with Hekath matter and become "invisible" to the devourers of reality.

Aspects: Infected to survive – Latent aggressiveness

BLOXATH CIRCUS

A wandering company who travels the ExDatas and brings a little light of hope through circus shows.

Aspects: Exciting show – Bravery – Art is all that remains

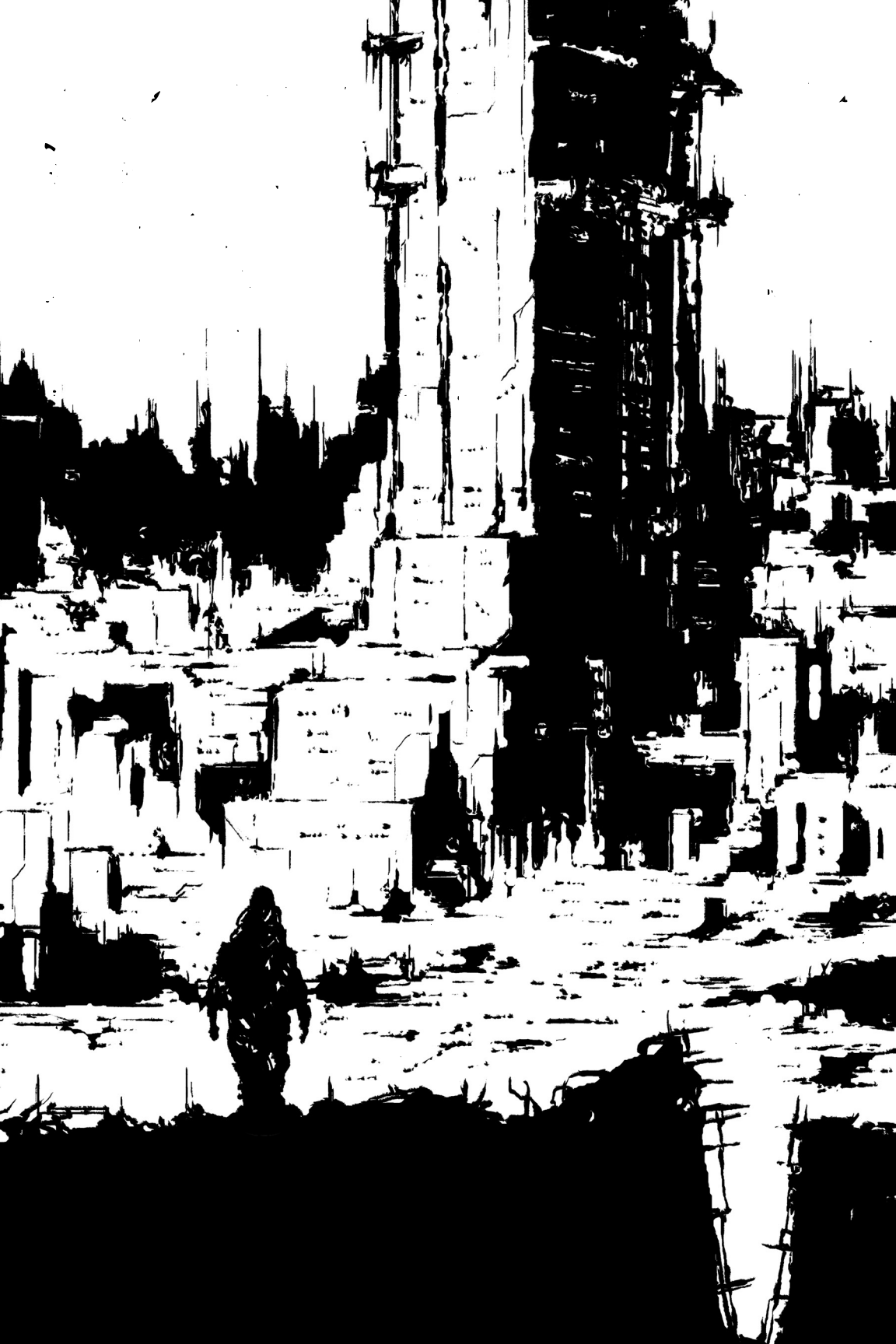
DRAMIRA'S JACKALS

A cohesive group of men and women who follow the Executors in their missions, remaining in the shadows. They ransack the bodies of the fallen to increase their equipment.

Aspects:

Superior equipment – Advanced camouflage – You die, I live.





LOG 0009 – REALITY SEEN THROUGH YOUR EYES

*We barely remember who or what came before this precious moment,
We are Choosing to be here right now. Hold on, stay inside...
This holy reality, this holy experience. Choosing to be here in...*

*This body. This body holding me. Be my reminder here that I am not alone in
This body, this body holding me, feeling eternal all this pain is an illusion.*

- Tool – Parabola -

This chapter of *Evolution Pulse* deviates a bit from the rest of the book, it focuses on game and characters and on the management of the game through Fate Core rules.

SEVEN QUESTIONS

The concept of seeing reality from a character point of view is fundamental in *Evolution Pulse*, and that must be respected during the game too. The main rule is that all players must always keep in mind the seven questions about reality, and describe narrative peculiarities about it any time they have the occasion. The GM must take the upmost account of the things created by the players and use these hints by integrating them into the game.

If you know Fate well this collaborative spirit will be very familiar to you, but shared creation of reality is fundamental in *Evolution Pulse*. Use imagination, but above all get inspiration from the images that you find in the book. *Evolution Pulse* has been developed as an original and organic project where texts and illustrations blend together to create a dark and fascinating world.

Describe reality seen through your eyes

What does your character see? The cyclopean buildings in the ExDatas, the faces of the LostHs that you meet, everything you are familiar with. Try to best represent your idea of the world and the mazy sections of buildings composing it. Detail the world around you to help the GM in the creation of environments where you will be at your ease.

Describe the AI who guides you or who you were before the infection

What ties you to your referring AI? How do you interact with it? How do you perceive its control and how does it influence your behavior? If you do not have a referring AI, which is your fixed point in this drifting world?

Who were you before becoming a monster? Explain to the GM what connects you to the AIs so that their behavior will be coherent.

Describe Hekaths, how you see them and what they are to you
Surely you have already met Hekaths, what do you know about them?
What do they want? How do you see them and how do you perceive their attitude? Suggest to the GM an idea of their in-game behaviour.

Describe the LostHs, what ties you to them and what drives you in protecting them

LostHs are your bond to a humanity that does not belong to you, how do you interact with them? What do you think about their destiny? Do they deserve all that suffering, or are they only unaware victims of the incumbent shadow over them? Describe to the GM the reason that makes you fight beyond the duties imposed by the AIs, so that he can introduce interesting and dramatic situations.

Describe your character and what do the others see

Describe your look and demeanor, tell about your habits, your creeds and your way to face situations. You are unique and you are the leading character of the stories that you will live, give the other players a clear picture of yourself.

Describe how you act on reality

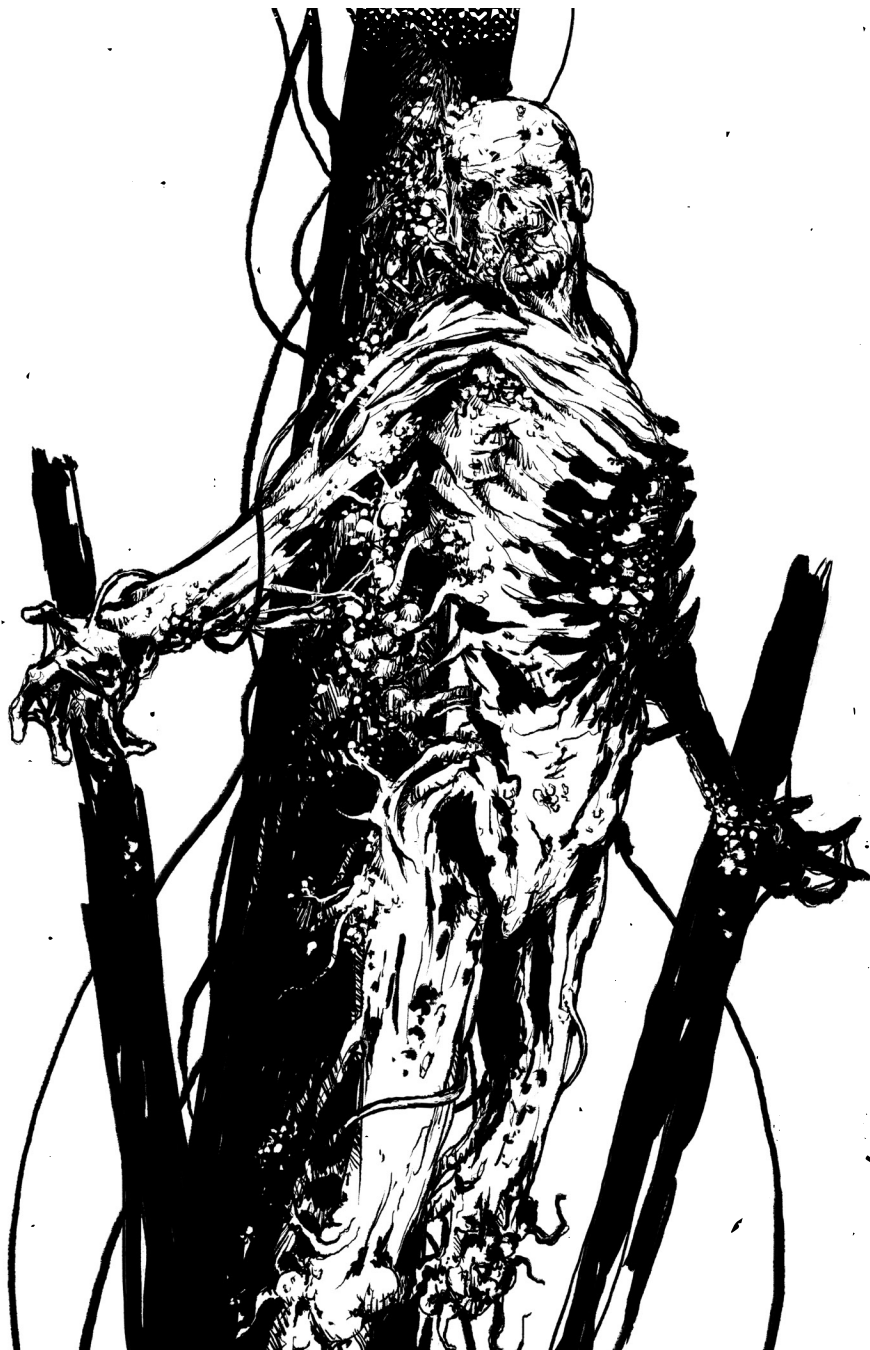
If you have an Approach that generates a Pulse, you are able to manipulate reality in some way. Approaches' descriptions are generic, expressly to give you the chance to detail your ability to manipulate matter. Describe it, what do the other see when you express it? What do you do, and above all, what do you want to achieve? Let the others understand clearly how you act on reality.

As a Hydrah, interfacing yourself with the machines world is a way of acting on reality too, describe it and make it clear to the others what happens when you are inside the global net.

Describe what SafeZones are to you

No one knows how they truly are because no one has entered them before now. What do you expect from the SafeZones? How do you imagine them? Describe them and specify how much your referring AI has told you about. You could even choose that they do not exist for real... Give the GM some material to work on for the long game.

Maybe you will answer many of these questions during the game session's creation, certainly a lot of details will come out naturally during the game and perhaps you will not feel the need to give an answer to some of them, but always keep them in mind: to give your personal stamp to the world of *Evolution Pulse* as a player, and to have a basis for your game creation as a GM.



GAME CREATION AND SPECIFIC RULES

The game creation session in *Evolution Pulse* follows the standard Fate Core procedure, with a few small exceptions.

SETTING

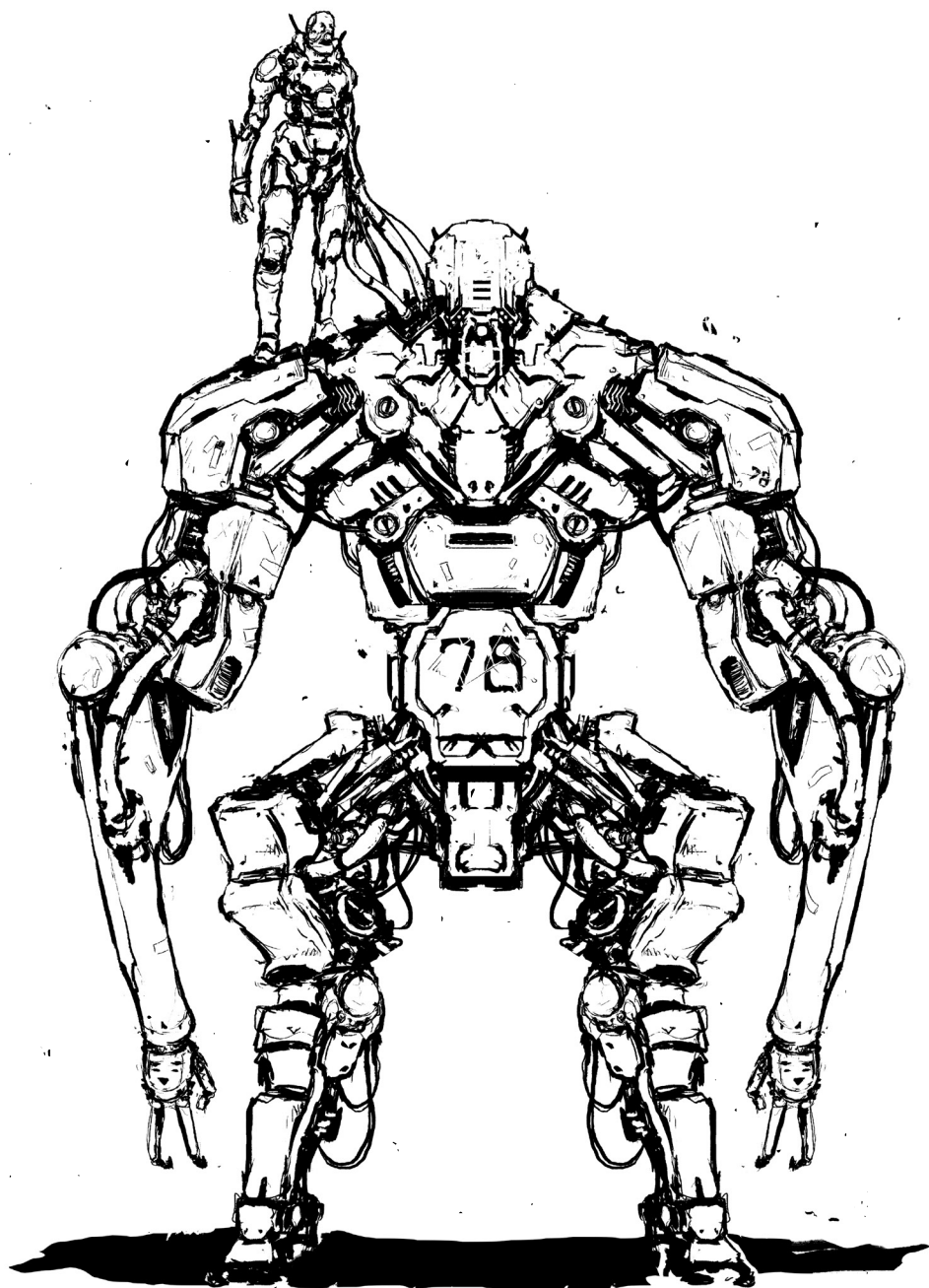
Evolution Pulse's world should be well outlined in your mind by now, but during the game creation session it is good to choose a theme or a genre that will distinguish different campaigns the sessions. Some examples:

- **The Defenders:** this kind of game focuses on defending a place, like a Server or a LostH community. It represents the perfect starting point, with the chance to create several bonds and situations of management and fight, that will emerge during the attempt to defend the settlement.
- **The Travelers:** the characters are traveling, probably to accomplish a far-reaching mission, like escorting something vital and protect it from danger. They will meet a lot of settlements, enemies and related issues along the way.
- **The Researchers:** the characters are searching for something or somebody, pure genome humans or just an ancient knowledge, to benefit in the war against Hekaths. They will travel, even if they will often stop in places useful for their research.

BIG ISSUES

When determining the big issues of the setting, keep Hekaths always in mind and create at least one issue should concern them. Hekaths are an integral and inseparable part of *Evolution Pulse* just like everything else, give them the position they deserve. Anyway, there can be many other issues hitting the LostHs and their relationships with the characters. Some possible troubles:

- Lack of resources, community's survival is at risk
- Hunted by the Hekaths, you are escaping but how long will you resist?
- Factories are expanding, how long will it take before they will become a trouble?
- Own a very pure genome, everybody wants to get their hands on your protected, Hekaths and non-aligned Executors
- Hekaths have changed their offensive technique and are now destroying everything technological, how long will it take before the global net will be compromised?
- Some MkGammas are looking for strange artifacts apparently of alien craftsmanship, what will happen when they will have collected them all?
- LostHs are slowly going mad, why?



CHARACTERS CREATION

APPROACHES

Characters creation follows Fate Core rules except for approaches, that partly follow Fate Accelerated rules. Why this choice? Evolution Pulse's characters are very versatile and powerful and the chance to act on reality will often allow them to find fast and original ways to overcome difficulties.

Here is a list of all the approaches given in this manual:

- Adapt to Reality (p. 165)
- Arsenal (p. 57)
- Absorb Reality (Pulse) (p. 75)
- Faith (p. 42)
- Fierce (p. 74)
- Stealthy (p. 165)
- Inquisitive (p. 43)
- Interface (p. 57)
- Instinctive (p. 75)
- Log-In (p. 24)
- Manipulate Reality (Pulse) (p. 25)
- Martial (p. 42)
- Methodical (p. 58)
- Realign Reality (Pulse) (p. 43)
- Mighty (p. 57)
- Firepower (p. 24)
- Rapid (p. 26)
- Sacrifice (p. 44)
- Technical (p. 25)
- Tenacious (p. 167)
- Human (p. 25)

Rather than provide a set of skills and risks that many of them would be very often neglected, we preferred to give to each character a series of approaches which suggest the way they face situations to get a greater characterization of the protagonists' actions.

As a player, feeln pushed to find original ways to use your approaches. As GM, judge the consistency in the proposed approach but do not refuse it, except in cases it's really amiss.

Concentrate on suggesting the player how to develop the effect of his actions by keeping it coherent to the chosen approach. If a character acts fiercely against everyone to get a bonus in the action, make sure that everything he touches suffers the damages of his impetuosity.

You may find many suggestions in the approaches' descriptions on how to use them on each one of the four actions, but do not stop at their most common usage.

The beauty of this method is that your actions can turn in unexpected directions, according to the approach being used.

Feel free to review, change or choose different approaches from the ones assigned to your archetype. You can create and use the approaches you like the most, just keep them coherent to the story you're going to tell. Have your Proxy voluntarily disconnected himself from Nirvana? He will lose the Log-In approach but maybe he will gain the Instinctive approach, as a sign of the Hekath infection that hit him. Firepower remains, no more weapons will be created, but your character still knows how to fix and use the many weapons he found in the battles he faced. Maybe Arsenal is more indicated... And so on.

If you feel comfortable with Fate Accelerated six approaches, you can choose to easily reintroduce them in the game by transforming the most characterized approaches of your archetype into aspects, that's all. However, we advise against this choice for one simple reason: *Evolution Pulse's* characters are very peculiar and some basic points like the manipulation of reality and the connection to the AIs, are mutual to any kind of characters that you will create inside an archetype. Having those elements included in the approaches, allows you to keep aspects free, to mostly differentiate two characters belonging to the same archetype.

When you create a NPC you need to choose the approaches to characterize it to the best. Hekaths have their specific approaches, as well as LostHs and Droids, being the main antagonists and allies the characters may encounter. You can strongly characterize the attitude of your NPCs through approaches.

There is no problem if you want to use Fate Core's skills. Draw up your list of skills without omitting:

- Manipulate Reality (Proxies' exclusive)
- Realign Reality (Hyonoses' exclusive)
- Interface (Hydrahs' exclusive)
- Absorb Reality (Obscuras and Hekaths' exclusive)

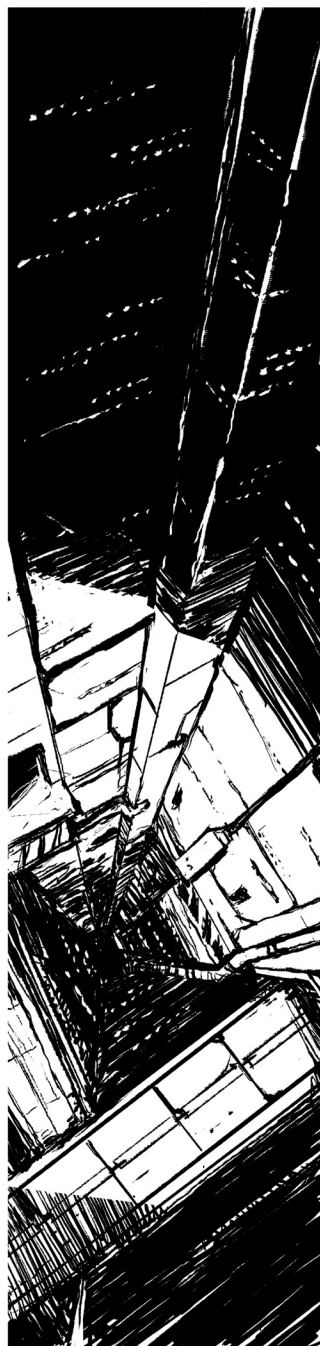
At last, the skills to readapt from Fate Core are: Lore, that becomes Log-In (tied to knowledge and support given by the AIs) and Crafts, that becomes Technical (tied to all ExDatas' technology).

MANIPULATE REALITY

All *Evolution Pulse's* standard archetypes can change reality through an approach and it is good to say a word about it. Changing reality is an easy and fast way to act on the situation and this is why the pulse rule limits its utilization, allowing the GM to worsen a situation that has been forced too much by an abuse of manipulation. But is there a way to establish exactly what happens when a Proxy manipulates reality or an Obscura assimilates something? How far can a Hyonos go in modifying his own body? The best answer is: as far as your enjoyment drives you in the story that you are creating. Here are some useful instructions to keep in mind:

- At the beginning of the session, establish precisely what you can do. Do not sanction everything, leave an open door for the future but settle how and where to arrive by discussing between yourselves.
- Act on matter but not on living beings. Generally, anything who can produce a pulsation of the heart can oppose to your manipulation, unconsciously or not. At least your target will try to defend himself.
- Hekaths can not be manipulated, on the contrary their touch forbids the possibility to manipulate reality.
- Establish the scale, extent of your power and prepare yourselves to a proportionally scaled returning pulse.

In conclusion, always keep in mind Fate's purpose: to tell dramatic and interesting stories of competent and proactive main characters. Reality manipulation should help you in this purpose, and not allow you to get away with just a pulsation of the heart.



CHARACTERS CREATION

STUNTS

Stunts are slightly different from the Fate Core ones, some effects being less effective lacking the linked skills, but they however remain more accurate than the simplified version from Fate Accelerated. Here are the main indications to build a good stunt:

- Avoid stunts which allow to use one approach instead of another, because you could already create this effect already by acting through the right approach in the game, without the need of a stunt that would only limit your versatility and imagination.
- Do not tie a stunt to the use of a specific approach, except in cases where it is particularly recommended at a narrative level or as for balance's sake. As in Fate Core, tie the stunt to an action but leave to the characters the possibility to use it as they prefer, according to the chosen approach.
- When it is reasonable, ask for the player to introduce narrative details concerning the use of the stunt. It seems trivial, but many stunts affect everything around, surrounding your character and it is only right that you have the chance of telling how.

Examples:

Frail little men: you feel a strange empathy for the LostHs. When a danger hits a LostH in your area, you can take the hit yourself and get +2 to defend. Explain why you do it.

The past never forgets: when you arrive in a new LostH community, you can spend 1 fate point to introduce a supporting NPC who is tied to you. Describe him and your relationship.

Prefer stunts which allow you to create aspects and boosts, they are very versatile and beautiful to see in the game.

Examples:

Quick barrier: you get +2 when you Manipulate Reality to defend yourself from a ranged attack. Create a themed situation aspect like *Barricade of scraps* without free invocation.

Wizard – Aurora's bomb: you have access to a very powerful wizard. Once per scene you can spend 1 fate point to put the situation aspect *Purging flames* on the area where the bomb is released, with a free invocation. Hekaths can never use this aspect and they are hindered when they try to move in zones covered with flames.

Even extra effects creating stunts are recommended to set up your character, when you decide their effect always try to follow the guidelines described in your archetype as inspiration.

Examples:

Tied by destiny: when you meet a person for the first time being a LostH, an Executor or even a Hekath, the Voice sends you a vision involving it. Describe it and create a related situation aspect that has to be placed on the new connection. From this moment forward, if the above-mentioned person will act in order to invoke the assigned aspect, the Voice will inform you and lead you to it if you want.

Machine spirit: when you activate or repair a cyber-droid you can spend 1 fate point to discover something of its history, who used it, who destroyed it and what it registered before ending its service. Describe it with the help of your GM, so that you get considerable information for your game session.

Fate Accelerated

At the beginning, only use stunts from archetypes' lists. To create new stunts, follow the informations formerly given for Fate Core.

EXTRA

Evolution Pulse does not contemplate the insertion of extras in the game; everything you want to model, you must make in into a stunt, for example weapons and armors values. Why this choice? First of all for simplicity's sake, extras often complicate the game without characterizing it. Then they can set off a arms race that badly suits a game like *Evolution Pulse*, which focuses more on the intrinsic capabilities of the main characters. However, if you want to insert extras in your game, nobody will stop you, be sure to verify their real usefulness before doing it.

The most interesting part about extras undoubtedly concerns weapons and armors. As described in Fate Core, the abuse of these details tends to unbalance the game, but as you have seen in the archetypes, there are little bonuses of 1 or 2 points to better set up your character. Here are some useful indications to manage them in the game:

- Do not exceed the basic value of 2 both for weapons and armors.
- Proxy: damage should be tied to firearms and armors to special suits (1 point maximum).
- Hyonos: damage should be tied to melee weapons (1 point maximum), armors can be of various kinds (1 point maximum).
- Hydras: damage is tied to weapons (1 point maximum), armors to Hydras's own mechanic composition.
- Obscura: damage is usually tied to Hekath mutations exclusively for close combat. Same for armours that should be tied to mutations, or to the ability to absorb reality.



STRESS AND CONSEQUENCES

The different character archetypes have a different number of stress boxes reported on their personal sheet and there are no ways to obtain more boxes, unless you create a specific stunt.

On the contrary, they do not need any test to delete a consequence: they will disappear at the end of its recovery time. Then:

A **mild consequence** will heal at the end of the scene that follows the one in which you received it.

A **moderate consequence** will heal at the end of a game session starting at the moment when you suffered it (if you suffer the consequence in the middle of in which session, you will delete it in the middle of the following session).

A **severe consequence** will heal at the end of the scenario in which you got it.

With the possibility of regeneration, auto-reparation and so on, it makes little sense to force the players to make healing tests when surely narrative circumstances will take them to access very advanced recovery systems.



Fate Accelerated

Follow single archetypes indications, use the basic templates in the manual for the opponents.

THREE PHASES

While you are creating the characters, follow the indications from Fate Core, but always keep in mind the seven questions about reality. During the three phases you will be able to better detail what you want from the game and give the GM a cleared idea of what that you would like to face in it.

The heart on which *Evolution Pulse* is built are the relationships between characters and humanity, that in some way touch all the archetypes but does not truly belong to any of them. The key to bring this into the game (and have dramatic and interesting stories as a good Fate session requires) is to outline the relationship between characters and LostHs. *Evolution Pulse's* drifting humanity is the "moral" character of the setting and in its weakness and fragility are hints to help bringing into the game the tone that you most prefer.

While Hekaths are cold energy devourers (at least until the superior evolution enters the game), LostHs are a vibrant source of feelings and emotions which can assail the main characters and put them in front of choices that only heroes should face. During the game creation session, do not forget the LostHs, whether they are in a Server, or wandering travelers or simple desperate people looking for someone to protect them. Outline their relationship with the characters.

Fate Accelerated

If you play with Fate Accelerated, the game creation session will not be part of the preparation procedure, follow these little expedients instead. The GM will hold the questions about reality and will ask them to a player in any moment of the game, if the situation requires to deepen the information. Briefly analyze the new created information, if they interfere with another player's reality or with the one the GM has already revealed.

GAME TIME, GAME RYTHMS

Fate Core is a rich mine of great advice and rules to manage your game session, keep it as a treasure. We advice to give a better prominence to certain aspects in *Evolution Pulse*, as a GM always consider:

- It is a fast running world
- Always under pressure
- Time inexorably passes

It is a fast running world: keep a constant, quick and pressing rythm on the game, always focused on action. Scenes management must be quick in providing situations full of dynamism. When you start an encounter, describe the place where you are playing it by giving interesting aspects. An encounter about a free fall along a huge exhausted air conduit full of hungry Hekaths' mobs is a great game situation. There will be moments of peace where the main characters will deepen their relationships, but the world is at war and Hekaths never sleep. Has the group just rejected a dangerous MkGamma? The main reactor of the server starts melting away while crowds of MkAlphas swarm from inside of it.

Always under pressure: as GM, create different issues and then slam them all at once in the face of the players. They must choose what to do and maybe leave out something that will anyway play a part later in the game.

Move characters' relationships to fuel a reaction. Relationships have needs, fears and even pretensions that have be faced by the characters. When you attack, send a mass of enemies without paying much attention to the balancing of the encounter and outnumber the characters, and give them the chance to elaborate a plan to escape or to solve a situation. A good session needs various encounters, that will be intervals to the exploits of the characters while they try to solve the situation.

Have Hekaths flooded the reactor? Would it be better to evacuate the sector and rescue as many LostHs as possible? Maybe create a diversion to send away the Hekath mass? Do you remember little Linny? Yes, the one with 94% pure gene, no one has seen her since the beginning of the infection...



Time inexorably passes: like the concept of reality, time is a cornerstone of *Evolution Pulse*. Both passing slowly while you find out that your reality is darker than you expected, and passing quickly while Hekaths unleash their fury.

Mark the time. As GM, keep a track of the passage of time by creating themed Aspects. Is the infestation coming? Create an aspect introducing it, then go on with others as the situation gets worse. Take advantage of the time in a different way, ExDatas are endless and moving requires a lot of time.

What will happen to your beloved Server while you are recovering the stasis convector?

At last, sum these three together to get explosive situations in which the main characters must act, by emphasizing their gifts. The attack inexorably proceeds, Linny has disappeared and, in the meanwhile, Nirvana's alarm says that the reactor is exploding in 15 minutes, just nine hundred seconds.

Do a good job, Executor.

Increase The Approaches

Fate Accelerated: the highest value that you can reach with an approach is +6.

Fate Core: there are no skills to form a pyramid, so follow this simple indication – you can never have 3 points of difference between the highest approach value and the lowest one.

LONG-TERM SESSIONS

Like genre at the beginning of the game, *Evolution Pulse* allows to develop a lot of different long-term plots:

- Society dehumanization and comparison: to what should be done to save humanity. The characters are in the middle of a war that has no beginning and maybe not even an end. Saving the LostHs or not? What if Hekaths should control the new world? Are Obscuras a menace or the new race who connect the two conflicting opposites? Is it good to sacrifice for a greater good imposed by somebody else? What will you do when you'll find out that you are just a tool in the hands of the AIs?
- Hekath incursions to find men to assimilate, what happens to them? Why are Hekaths doing it? To evolve themselves or is there another purpose?
- Saving pure genome people. Even without passing through a Factory, LostHs genome gets corrupted in time. Reality manipulation generates micro-radiations of negative energy that, as time goes, creates the LostH mutation. The three AIs want to save as many humans as possible (this is one of their basic dogmas), but they have to deal with: liveable space in the SafeZones and minimum percentage of pure DNA just to apply a purification from the dark one. Is it fair to apply a selection, leaving all the rest (at the moment 60% of LostZones population) to their fate?
- Extend the Servers. A good source for the game is helping the LostHs in their co-operation with the AIs.
- Study the Hekaths. Invaders evolve themselves and MkGamma stage shows a particularly evolved and crafty intelligence. We need to understand what they want and maybe even establish a contact.
- What are the SafeZones? Do they really exist? Or is it only deception created by the AIs to carry on this almost failed behavior protocol?
- At last, but surely the most important, all *Evolution Pulse*'s main characters start from a reality that will lead them to perdition, what will you do to change your destiny?

These are only some of the hints that *Evolution Pulse* puts on the balance, but everything depends on what the players will place on their side as a request. Always remember that Fate Core is born to tell stories about proactive heroes who solve problems and have dramatic lives, how they do it is up to you.

MANAGE A GAME CAMPAIGN

The very open mechanism of *Evolution Pulse* can bring chaos in the initial phase of the game campaign, when many aspects of the world are not well defined and the main characters still have not found their own purpose.

Begin from a low scale game; even if you will go up according to the protagonists' purposes, it is better to start from a small and well defined situation. This way you will have the chance to settle a lot of important elements above all regarding Hekaths, that the GM could reuse later on. Same thing for AIs, LostHs, and all of the elements that will make alive your game world.

WORLD ADVANCEMENT

Many fundamental points will be well defined as you proceed with the game. Who Hekaths are, how they act, and why. In the same way the main characters will understand who AIs they serve are and if it is really worth it.

This is *Evolution Pulse*'s typical milestone: the time to decide what to fight for, and above all, who to fight for. This passage is very important for the GM because it will be the focal point in the evolution of the world. There are many ways to get to this and in your game sessions probably will not be the Hekaths or the AIs that will trigger main characters's awareness, but it is a fact that each character of *Evolution Pulse* voluntarily starts from a reality that will bring him to ruin.

He should fight with all his strength not to let this happen (for example by annihilating the Hekath menace, by bringing revolution in the SafeZones or simply by assuring the LostHs a better future).

REALITY BEHIND EVOLUTION PULSE

The questions about reality will help you create a shared vision of the world of the game that added to the collective creation of the session, and they will bring you to outline "your" decadent dark future in a very incisive way. This process requires much proactivity between players, even if, alternatively, it is possible to have a more classic approach where the GM presents the setting to the players and defines at the beginning a lot of important details. But also in this case it is better to leave the players the possibility to include inputs on reality.

The GM will simply suggest the questions, clarify any doubt points and take stock of what has been laid down.

The questions about reality are useful to create game hints and information about the world that will be interesting for the players, and not to serve as already prepared things. They are the core on which the GM should work to propose an interesting and dynamic game, directly elaborated on the players' expectations. Think again to the concept of framework that you read at the beginning of this manual. You hold in your hands the program to create your own game world, you only need to decide how to use it.

Evolution Pulse's main idea is to give you a strong basic track: what is revealed about Hekaths, protagonists and the world are the basis from which to start building interesting and explosive situations, but in circumstances with a large operating space that allows you to personalize the game. Does an original version of what happened exist? Sure, and we will provide this information in some future game resource, to give anyone the chance to know "the reality seen by our eyes" and decide as usual what to use for their own sessions.

EXTRA LOG

Evolution Pulse is born as a dynamic project in constant development. It is our firm intention as Black Box Games, to release additional game material such as new antagonists, NPCs, game situations and descriptions of interesting places, to enlarge the world of *Evolution Pulse*.

This manual is only the beginning of a dark descent into oblivion...



LOG 000_EXTRA - LOSTH AS AN ARCHETYPE

LOSTH ARCHETYPE

LostHs are NPCs, but here you will find the rules to use a group of Losths as a character in *Evolution Pulse*. This is a very strange choice that will place you in a challenge with an archetype very different from the basic ones. LostHs do not have real potential to harm the Hekaths, but on the other hand, they are an incredible source of inspiration for human affairs.

REALITY SEEN BY THE CREW

You are a group and unity is your strength. Some call you a family, some a gang, and others simply a band of bastards. You always need to keep your eyes open to survive in the LostZones, and sometimes a set of eyes is not enough. There are allies, often temporary like the Executors, but for them you are worth less than zero. There are Hekaths, always lurking to kill and destroy, and for them you are worth like canned food. There are all the other LostHs, and for them you are worth what you prove to be worth.

Be it hope, love or survival instinct, there is something that joins you and pushes you to fight for each other.

APPEARANCE

LostHs can be very different according to their sector of origin. Basically you are humans who have changed their own genome over time to adapt to Hekath matter present in the atmosphere. You are a group and you are all different, but if you remain together you surely have something connecting all of you: tattoos, trinkets and why not, scars.

SERVER

Unlike Executors, LostHs do not have a referring AI but only potential Servers in which to live, or referring Executors/Obscuras. This is why they live driven only by their survival instinct or by short-term objectives. LostHs are inclined to form dense nets of relationships that are useful in a world where everything can fall apart in a short lapse of time.

LOSTHS' ASPECTS

While creating your character, keep in mind that you will manage 3 different LostHs with one single sheet. Aspects represent the crew's components and you should assign 1 to describe each one of the three. High concept and trouble aspects should refer to all of the components of the band in order to move them cohesively. Good aspects for the LostHs are represented by their knowledge of the ExDatas and by their instinct to group with any other human they meet. If a crew member dies, and there is not an immediate replacement, you can temporary modify the aspect related to the dead member and tie it to the situation in a narrative way.

Possible High Concepts: *Ruins jackals – A family – Lost children*

Possible Troubles: *Elyn is infected – I will not flee forever – Love triangle*

Possible Aspects: *Sven has a way with machines – Beautiful Sheeva – Bulky Gorth – Trust of the Elderly – Ready for everything – Arkyn, Sector 9 mouse*



APPROACHES

Your approaches as a LostH are: *Stealthy*, *Rapid*, *Tenacious*, *Technical*, *Adapt to Reality*, *Human*. When you create it, assign it one +4 (Great), two +3 (Good) and three +2 (Fair). Use *Rapid* to take the initiative during physical conflicts and *Human* to take the initiative during mental conflicts.

Stealthy

The best way to survive is to make sure that they do not notice you, hidden in the shadows you can have your chance.

- **Overcome:** get round the obstacle instead of overcoming it.
- **Create an advantage:** you can instantly hide by blending in the *Rubbish* or easily steal what you need by keeping a *Low profile*.
- **Attack:** hit the enemy from behind.
- **Defend:** those who do not see you will have other things to think about.

Rapid

The world runs fast, you run faster.

- **Overcome:** jump, run and act as fast as you can.
- **Create an advantage:** do it faster than the others, and *Snap in advance*.
- **Attack:** hit first.
- **Defend:** you can elude an attack by dodging it.

Adapt to Reality

Everything surrounding you is out of your league, if you cannot compete with the world you will try to prevent the race.

- **Overcome:** have a close look, there is always a way to survive.
- **Create an advantage:** you know how to take advantage of the *Rubble* made by the Proxy's cannon shot. If the Hydrah finds a way to escape, it is better for you to *Set the machine room on fire* to create a diversion and follow him.
- **Attack:** they will underestimate you and that is the right time to hit.
- **Defend:** there is always somebody more dangerous than you to choose as a target.



Human

You empathize with other people and you know how to relate yourself with them. The world is lost, but the humans that still try to survive are not.

- **Overcome:** if someone resists you, use the power of speech to persuade him.
- **Create an advantage:** get information, help or friendship, like *Drax is afraid of tight tunnels* or *I protect them and I would not betray them*.
- **Attack:** use the right words to win a debate.
- **Defend:** be sharp and overturn the accusations of your opponent.

Tenacious

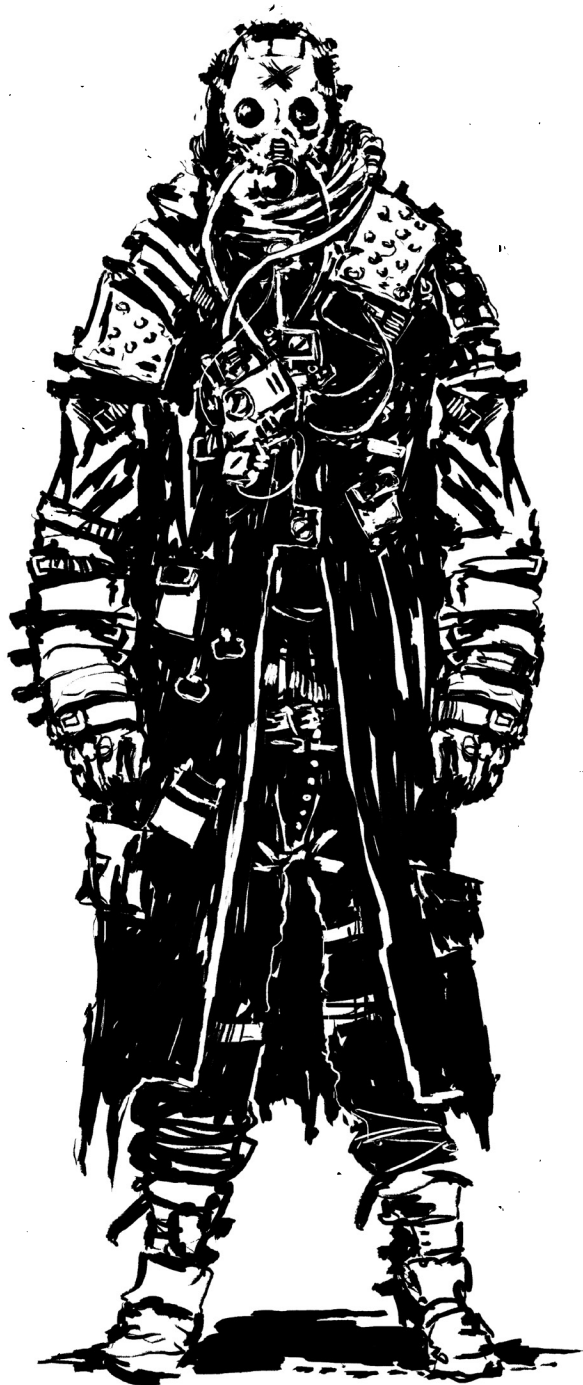
However much you may suffer you will always find the way to go on. You have not chosen your life, but you will never accept to die as a prey.

- **Overcome:** clench your teeth and find a solution.
- **Create an advantage:** you can spend days waiting for the Hekath pack's *Movement route*, or send one of your group as *Bait* while the others prepare themselves for the escape.
- **Attack:** co-operate to break your enemy down.
- **Defend:** get together to defend yourselves from dangers.

Technical

ExDats operate in relation to energy, and a lot of things still need practice to work properly. You know how to analyze the situation and how to take advantage of the technologies you get your hands on.

- **Overcome:** if something technological is giving problems, you can try to fix it.
- **Create an advantage:** sabotage, like *The bulkhead cannot withstand the weight* or an emergency fixing to the elevator for its *Great last ride*.
- **Attack:** use the ExDats' systems to defend the area by attacking your enemies.
- **Defend:** use the ExDats' systems to defend the area by rejecting your enemies.



STUNTS

LostHs' Stunts are based on group collaboration and their taking advantage from any situation. Their emotive side is very important too and the LostHs know how to use this key to their convenience.

I owe you a favor: some time ago you helped an Executor who sometimes comes to rescue you from troubles. Once per session, you can spend 1 fate point to bring on the scene the Executor who will be your allied supporting NPC. Describe who he is and what connects you to one another.

A last goodbye: when a crew member is killed you can recover 1 fate point and tell one last memory which ties you to your lost friend.

Hands everywhere: once per scene, you can spend 1 fate point and seize an object belonging to someone present.

Escape always available: +2 in create an advantage in any action that allows you to escape the place you are in. Describe how.

There is always a job: when you arrive in a new LostH community you can get some sort of task and meet an important NPC inside it. Tell what your task is and with whom you agreed to do it.

Low profile: you can spend 1 fate point to create a situation aspect that can prevent you from being noticed. During the entire scene no NPCs can target you in an action if an Executor or a NPC of great importance is present.

Eyes always open: +2 to defend against surprising attacks or in the first round of an encounter.

Lies keep alive: once per scene, you can spend 1 fate point to think up something false about a topic, and everybody will believe the lie until the contrary is shown.

Leave the stage: during a scene, if you are not in the middle of a conflict, you can spend 1 fate point to leave the stage without being noticed.

Sneach attack: +2 in the attacks when you hit an enemy who is unaware of your presence.

Down in the tunnels: when you lead a group in a stealthy movement, you can perform the necessary test alone and apply the result to all of your allies. Describe the road you are walking down and how you knew about it. At the end of the travel create a situation aspect linked to your destination with a free invocation. Tell what you discovered.

Follow the trail: when one of your allies creates an advantage and succeeds with style, you immediately get a boost linked to the newly created aspect. You can have only one boost at a time deriving from Follow the trail.

Brag to friends: once per session, when one of you succeeds with style in an action, you get 1 fate point. Invent a nickname that the other members of the crew will give to the champion of the day.

Matter of karma: you can ask an Executor or an Obscura to get some kind of help once per session. If "according to the GM" your request is not in total conflict with the principles of who has been asked, it will be considered like an compelled aspect. If the target declines, you get the point spent.

I live here: when you need to find resources or useful information in the zone where you live, you can spend 1 fate point to get them immediately.

CONSEQUENCES

LostHs are human and any kind of physical and psychological consequence fits them perfectly.

There is a peculiarity, keep in mind that when they suffer a moderate or severe consequence, one of the members will die. You can replace a deceased member with another LostH NPC in the game as soon as you have the occasion.

When you do it, create a new aspect related to the new member and replacing the old one.

REALITY OF THE LOSTHS

Whether you like it or not, your destiny is to succumb overwhelmed by creatures that are stronger than you from every point of view. The world is harsh and heartless, but maybe there is a place that you will call home one day.

Will you fight to survive?





RANDOM PLAY

LOAD

Aenima - Tool 6:39

Wex yawns and adjusts his boots, he comes down from the bunk, moves the curtain aside and the neon light of the exchange passage blinds him for a few seconds. He closes his eyes and focuses on the music, beautiful, as all the nine hundred and thirty four songs in the archive.

The Server is already working, he smells the typical dense, pungent air of the furnaces. He will never get used to that stench, not even after three years.

Three years, who would have thought? You promise yourself that you will never stop and then you find yourself stuck in the same horrible place for three long years.

Server Zhetidg677 is the biggest he has ever found, well defended, full of resources and protected by powerful Hyonoses. But above all, Server Zhetidg677 is an archive of the old age, one of the biggest of the world as Ezechiel said.

Wex never gave a shit about the old age, until he discovered music.

Songs, songs, songs, he would listen to music the whole day, life has always sucked before music. The Server is a stinking hole, but Wex found salvation in its archives.

RANDOM PLAY

LOAD

Ich Will - Rammstein 3:37

Wex takes the third connection to the left and goes straight to the lunchroom. He meets Danner, going back up while pushing the maintenance mechanic operator. A quick look and his little figure disappears behind the huge cart. Wex could help him, but he doesn't.

The air is lighter now, the lunchroom is too big and the stench of the furnaces can not fill it all. Ezechiel is central located near the distribution desk, and he talks animatedly with the Chiefs of the sector as always.

The Hyonos turns to him and hints a greeting.

Wex could return it, but he doesn't.

He takes a Gelvax bag and gets out quickly.

RANDOM PLAY

LOAD

A Drowning - How to Destroy Angels 7:03

He eats the Gelvax in a rush without stopping. Ezechiel is disturbing, as much as Wex tries to ignore him he always feels the weight of his gaze.

Why this awe?

Ezechiel has always a good word for anyone, he is wise, kind and strong as no man could ever be, why then?

Wex stops for a moment.

It is all carved in his mind, indelible. Four minutes, the time to run before a Server is swallowed by Hekaths.

Ezechiel explains everything with cold placidity: do not look around, do not listen to the screams, run, run to the escaping way and do not help anybody. And if it is not enough, do not lose hope because unpredictable things could always happen.

This is why Ezechiel is disturbing to him, he has seen the truth and in spite of it he fights. Wex is not a warrior, he cannot afford to fight.

Not So Pretty Now, Nine Inch Nails, three minutes and forty six seconds, Wex has already prepared the soundtrack of his own escape.

He squeezes the Gelvax bag and throws it away. He should throw it in the special recyclers, it is important for the administration of the Server, but he doesn't.

He does not do it because doing it would correspond to letting his guard down and admit that Server Zhetidg677 is slowly becoming his home.

A few steps, a deep breath. He comes back and picks up the bag, he examines it. What if the future was here?

Danner breaks through the wall and falls at a few meters from Wex, the dark figure is above him and obstructs him from any movement: hooked tentacles explode from the black mass piercing through the man.

Dense, dark blood splatters the wall and his soft moan is mixed with the arid sound of the Hekath's jaws.

Wex stands still for a few seconds.

He drops the Gelvax and takes the reader.

SEARCH SONG N.14

LOAD

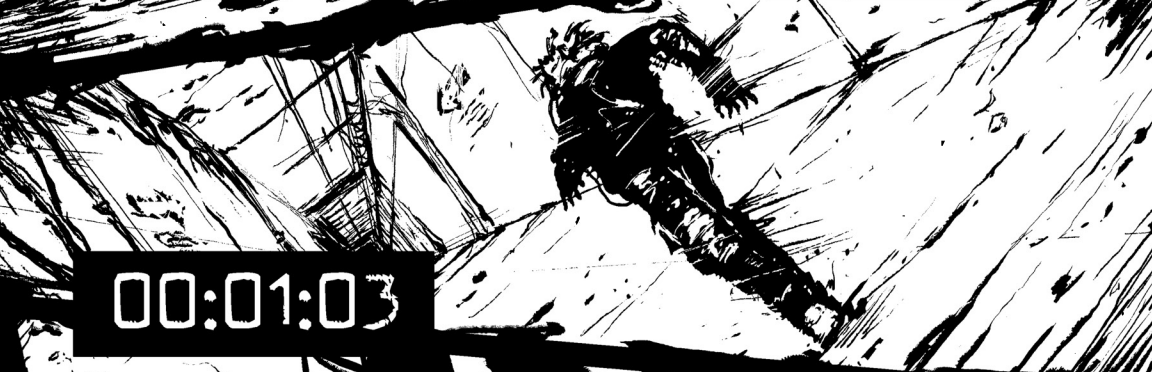
Not So Pretty Now - Nine Inch Nails 3:46

PLAY

He turns back and runs.



00:00:00



00:01:03



00:01:57



00:02:46



00:03:24

STOP

*Wex runs, the east exit is the less busy, it has always been because it is too far to be the first thought when you run from death.
He turns in the half-empty corridor, another few meters...*

*Something touches his arm, a cold shiver. Wex loses his balance and falls.
He is dazed and tries to get up, he can not feel his right arm anymore.
He looks at it and realizes that it is truly gone. The dark figure holding his arm is a few meters from him and quietly looks at it.
It examines his limb for a few seconds then throws it away with indifference.*

*Wex does not feel pain nor fear, he only feels a cloudy unnatural cold.
The thing comes closer, it is different from other Hekaths, it looks like a human and a monster at the same time.
Wex closes his eyes and thinks back to Ezechiel's words: when everything seems to be lost, something unpredictable can still happen. Fucking lie.*

*The crash takes him back to reality, he opens his eyes and the Creature has been thrown to the ground by such a hit that has crushed the corridor's floor.
A girl interposes between them.
Wex remembers the strange, quiet girl who arrived some days before, the one with a grim look with whom no one wanted to talk.
Ghea?*

That's right, her name was Ghea.

CREATIVE INFLUENCES

Evolution Pulse is the result of the elaboration of many inspirations and the listening of a lot of good music.

ARTISTS

Simon Lee (Spiderzero), Yoji Shinkawa, Kow Yokoyama, Jacob Earl, Kallamity, Jean Giraud (Möebius), Duster132, Ash Thorp, Anthony Jones, H. R. Giger.

COMICS

Blame!, Biomega, Abara, Knight of Cydonia, 7 Singularity, Ghost in the Shell, Appleseed, All You Need is Kill, Nausicaa, Terra Formars, Battle Angel Alita (Gunnm), Fortified School, Eden.

MUSIC

Nine Inch Nails, Tool, Igorrr, Venetian Snares, Autechre, Front Line Assembly, Aphex Twin, Meshuggath, The Locust, Rioji Ikeda, Slipknot, Sunn O))), Neurosis, A Perfect Circle, Placebo, Rammstein, How to Destroy Angels, The Prodigy, Coma, Disturbed, Pushifer, Massive Attack, Queen Adreena, Deftones, Chevelle, Rob Zombie, The Smashing Pumpkins, Dredg.

MOVIES / ANIMATION

Event Horizon, Ergo Proxy, Dark City, Blame!, Riddick, Blade Runner, Prometheus, Alien, Brazil, District 9, 12 Monkeys, Akira, Ghost In The Shell, Children of Men, La cité des enfants perdus, The Road, THX 1138, Matrix, Moon, Priest, Mutant Chronicles, Frankenstein Army, Pandorum, The Divide.

LOG 001_EXTRA - CHARACTER SHEETS

NAME

DESCRIPTION

EVOLUTION PULSE ☐

Fate Core & FAE Campaign Setting
Character Sheet - Proxy

REFRESH

FATE POINTS

Current

HIGH CONCEPT

PROBLEM

OTHER ASPECTS

APPROACHES

Log In

Manipulate Reality (Pulse)

Fire Power

Rapid

Technical

Human

STUNTS

PHISICAL STRESS

MENTAL STRESS

1

2

3

1

2

3

CONSEQUENCES

2 Mild

4 Moderate

6 Severe

8 Critical

EXTRA RELATIONS / NOTES



EVOLUTION PULSE ☐

Fate Core & FAE Campaign Setting
Character Sheet - Proxy

NAME

DESCRIPTION

REFRESH

FATE POINTS

Current

HIGH CONCEPT

PROBLEM

OTHER ASPECTS

APPROACHES

Realign Reality (Pulse)

Martial [Pulse]

Sacrifice

Faith

Human

Inquisitive

STUNTS

PHISICAL STRESS

MENTAL STRESS

1

2

3

1

2

3

4

CONSEQUENCES

2 Mild

6 Severe

4 Moderate

8 Critical

EXTRA RELATIONS / NOTES



EVOLUTION PULSE ☐

Fate Core & FAE Campaign Setting
Character Sheet - Proxy

NAME

DESCRIPTION

REFRESH

FATE POINTS

Current

HIGH CONCEPT

PROBLEM

OTHER ASPECTS

APPROACHES

Mighty
Interface
Arsenal
Technical
Human
Methodical

STUNTS

PHISICAL STRESS

MENTAL STRESS

1

2

3

4

1

2

3

CONSEQUENCES

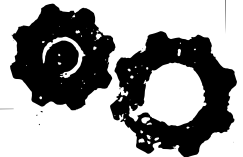
2 Mild

4 Moderate

6 Severe

8 Critical

EXTRA RELATIONS / NOTES



EVOLUTION PULSE ☐

Fate Core & FAE Campaign Setting
Character Sheet - Proxy

NAME

DESCRIPTION

REFRESH

FATE POINTS

Current

HIGH CONCEPT

PROBLEM

OTHER ASPECTS

APPROACHES

Rapid

Fierce

Human

Mighty

Absorb Reality (Pulse)

Instinctive -

STUNTS

PHISICAL STRESS

MENTAL STRESS

1

2

3

1

2

3

CONSEQUENCES

2 Mild

6 Severe

4 Moderate

8 Critical

EXTRA RELATIONS / NOTES

NAME		<h1 style="margin: 0;">EVOLUTION PULSE</h1> <div style="display: flex; justify-content: flex-end; align-items: center;"> <div style="font-size: 0.8em; margin-right: 10px;">Fate Core & FAE Campaign Setting Character Sheet - LOST</div> <div style="border: 1px solid black; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;"> <div style="width: 10px; height: 10px; background-color: black;"></div> </div> </div>	
DESCRIPTION		REFRESH	FATE POINTS Current
HIGH CONCEPT			
PROBLEM			
OTHER ASPECTS		APPROACHES Adapt to Reality Stealthy Rapid Tenacious Technical Human	
STUNTS			
PHYSICAL STRESS <div style="display: flex; gap: 10px;"> <div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">1</div> <div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">2</div> <div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">3</div> <div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;"></div> </div>		MENTAL STRESS <div style="display: flex; gap: 10px;"> <div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">1</div> <div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">2</div> <div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">3</div> <div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;"></div> </div>	
CONSEQUENCES			
2 Mild 4 Moderate		6 Severe 8 Critical	
EXTRA RELATIONS / NOTES			



SEVEN QUESTIONS

EVOLUTION PULSE

Fate Core & FAE Campaign Setting
Reality Sheet

Describe reality seen through your eyes

Describe the AI who guides you

Describe the Hekaths, how you see them and what they are to you

Describe the LostHs, what ties you to them and what pushes you to protect them

Describe your character and what the others see

Describe how you act on reality

Describe what SafeZones are for you

BACKGROUND / DESCRIPTION