

ROADBLOCK

Roadblock is officially the doctor and Ravager specialist of Team Inferi, but more often than not he serves as the team's muscle, protected by his massive armor. Given the nickname because of his size and his knack for standing in the way of hastier sentients, Roadblock is a versatile and capable warrior and scientist.

A member of the Jino Raag clan, Roadblock is curious and friendly for Raag standards. He was chosen by the High Command to join the Coalition due to his diplomatic skills and knowledge of alien lifeforms; for unlike most other Raag, he found himself at ease among other species. His skill as a tracker and knowledge about the Ravager earned him a place in Team Inferi.

He is friendly, talkative and loyal, as well as a powerful soulbender blessed by Ergon. In addition to his xeno skills, he acts as a frontliner for Team Inferi.

Roadblock was born Quaago Ray of the Jino clan, a talkative and good-natured kid, if not particularly focused. From a very young age he was remarkable for his desire to talk to everyone about everything, a trait that annoyed most of his elders, but eventually taught him to understand the feelings and thoughts of others – and gave him heaps of knowledge, particularly about the languages and customs of other alien species.

As soon as young Quaago learned of the Corvo, he wanted to join their civilization. He longed to wield their fabled

technology, see their spaceports and enter their space-ships. Time and again Quaago petitioned to be sent to the Corvosphere, and he was rejected exactly as often.

When he had lost all hope of ever leaving what he called his “boring” life in the dustbowl huts of the Jino clan; when every other Raag in his community had refused his dream of seeing the stars and mocked his yearning to become more than the average Raag; then the Coalition came to his town to set up a watchtower.

Quaago told himself it was now or never, and went to the Coalition soldiers, asking for a job. To his surprise, the Coalition did what nobody at his community had done: they listened. And they were very impressed to see such an articulate, well-disposed young Raag asking for a diplomatic job. The leader of the Coalition watch force, an Iz'kal sergeant called Zaal, took a liking to the newcomer and gave him the nickname ‘Roadblock’, letting him serve his detachment as an interpreter, assistant and all-around errand boy.

After a few months serving as sergeant Zaal's sidekick and friend, Roadblock was granted an audience with the Coalition High Command, which assigned him to Team Inferi, a newly formed, multi-species spec-ops unit, led by a hard-working soldier called Keena Ostargia. Now, Roadblock strives to live up to his assignment, serving Team Inferi as best he can, with loyalty and a strong sense of duty... particularly if the mission gives him somebody new to talk to.



RAAG

The Raag are a primitive species, very tough and aggressive. They are mammals very well adapted to life in cold weather and they form tight-knit clans to survive the constant menace of conquest or extinction.

Old Bones

Raag have a very primitive and tough bone structure. They can ignore the modifiers of up to two physical damage points, and they can predict when a storm is coming.

Titans

With an impressive build, this species surpasses most other intelligent species in size. All Raag characters have two additional points of physical health. Additionally, they have one advantage towards all Constitution actions.

Attribute Limits

What the Raag have in strength, they lack in finesse, and their brains have a hard time wrapping around the idea of virtual realities. Their Dexterity and Link Attributes are limited to a maximum value of 2 each.

UPGRADES

Insomniac

☐

2 points. The character cannot sleep and does not suffer any consequences from the lack of sleep. However, he still needs periods of both mental and physical rest, during which he can keep watch or perform simple tasks.

Endocrine Control

☐

3 points. 3 points. The character draws a card every time he receives any amount of physical damage from an external source. Additionally, the character ignores half his physical damage penalties rounded down.

Phagocyter

☐

1 point. The character can eat anything organic, easily digesting bones, tendons, etc. Additionally, he cannot be affected by diseases of any kind. He can also choose not to be affected by a drug or poison.

Powered Reflexes

☐

3 points. During Initiative Rounds, the character can look at the top two cards of the deck. He must play one of them

face down on the table as his initiative card and discard the other. Note that a card played as an initiative card does not trigger any effects such as Playing with Ambience or Proficiency.

Cortex Connector

☒

1 point. A cortex connector allows the character to use devices that require it. The device connected to the cortex connector can be changed with one action.

Tissue Regeneration

☒

4 points. Passive. The character can discard one physical damage point every hour if he is not Bleeding Out. Additionally, the character can grow back one entire severed limb in one month.

Ungodly Resilience

☐

2 points. The character has 2 additional points of physical health.

Adaptable Breather

☐

2 points. The character can breathe in any environment that contains oxygen, regardless how low its oxygen levels are, and even under liquids. Additionally, he can ignore the effects of any strange substances in the air he breathes, from toxins to carcinogenic smoke, etc.

Chameleonic Brain

☐

3 points. Action. The character can change his affinity to an affinity of his choice by discarding a court card.

Write other upgrades

 Biological Upgrade

 Technological Upgrade

ERGON

It has been proven time and again that collaboration beats competition. Those that believe otherwise are not necessarily mistaken, but it is clear that they are following an agenda for personal gain, costing society a great deal more than they can offer.

When will they see that power and money are merely a means to an end? Don't they realise that those things are pointless in themselves? We are social beings and we can only be our true selves with others, and when freed from social stratification and differentiation. The only true, lasting happiness must be shared, hopefully by all.

ERGON'S COMMANDMENTS

- All are equal
- Thou shalt not hinder thy people
- Thou shalt bend thy will to the needs of the many
- Thou shalt help others be their greatest selves

Vortex



2 points, Action (Initiative). Suffer one neural damage per portal.

The soulbender can open up to two portals by throwing balls of energy from the palm of his hand to a point in space. Opening a third portal requires closing one of the others. The portals have a diameter of 2 metres. All forms of matter and energy can travel from one to the other and vice versa. Characters can see clearly through them, and if only one is open, it looks like a ring made of light.

Faith 1: The portals can be up to 30 metres away from each other, and they last one hour. Each portal takes one action to open.

Faith 2: The portals can be up to 50 metres away from each other and they last for as long as the soulbender is alive, or until he decides to close one of them. Each portal takes one action to open.

Faith 3: The portals can be up to 50 metres away from each other and they last for as long as the soulbender is alive, or until he decides to close one of them. Both portals can be opened with the same action.

Telepathy



2 points. Faith 1: The soulbender can send telepathic messages to anyone in his line of sight. Additionally, he can send telepathic messages to any Ergon believer within the same solar system.

Faith 2: The soulbender can send telepathic messages to anyone in his line of sight or within a 100 metre radius. Additionally, he can send telepathic messages to any Ergon believer within the same solar system.

Faith 3: The soulbender can send telepathic messages to anyone on the same planet. Additionally, he can send telepathic messages to any Ergon believer within the same solar system.

Judgment



2 points, Instant. Suffer two neural damage.

The soulbender can pick any character in his line of sight that has just played a card. The soulbender discards as many cards as his Faith from the top of his deck and replaces the value of the played card with the value of any one of the cards he has discarded.

Divine Shield



2 points, Sustained. Suffer two neural damage.

The soulbender chooses a character in his line of sight. He can prevent that character from receiving as many damage points of any type per initiative round as his Faith.

Overload



2 points, Action (Initiative). Suffer two neural damage.

Everything in a radius of 5 metres from the soulbender receives two times his Faith in ACS damage points.

