

GEN'GALA

Gen'Gala has been a member of the Coalition since the day it was created. No one really knows why she joined, as she doesn't talk about her past, but the scars of her soul are reflected upon her eyes. Whatever her past, she was somehow altered and gifted with enhanced psychic abilities. Perhaps they are the gifts of Hexia, or perhaps she was part of a darker experiment.

Up until the day she joined Team Inferi, she had never stayed with the same team for more than a few months; some say that it is because she doesn't want to become too attached to anyone, her painful past still chasing her. Gen'Gala is unusually antisocial and reclusive for her species, although she is an excellent team player. Despite her reputation and expertise, Gen'Gala has turned down every single promotion offered to her.

Even though she doesn't talk much and she keeps her distance from everyone else, the few missions she has carried out with Inferi have changed something in her: Keena and her gang are the first sentients in many years Gen'Gala can call 'friends'.

The truth about Gen'Gala is, she was once part of The Whisper, a secret sect of traitors and Ledger worshippers, which strove to bring down what it saw as the corrupt, stagnant Iz'kal government. Taken from her parents and indoctrinated by these zealots from a young age to become a weapon for their cause, Gen'Gala acquired unparalleled training in stealth and assassination, her childhood sensitivity and empathy turned into tools to cause pain and terror. She grew a killer, and murdered more innocent Iz'kal men, women and children than she will ever bear to remember.

One day, without warning, during a mission to assassinate two key Iz'kal political figures, Gen'Gala turned tail and abandoned the Whisper, never to be seen again by anyone in the State. She resurfaced a couple of years later, as a covert ops specialist working for the Coalition, which took her in, no questions asked. She never spoke about the Whisper.

What not even the Whisper knew was that someone helped Gen'Gala break free. During her time as an assassin for the sect, she befriended one of their prisoners – the teacher and philosopher Alagon, who the Whisper intended to break into their way of thinking through torture and isolation. Even though it was forbidden to establish a hyperlink with the prisoner, Gen'Gala couldn't help but be attracted to the bright, questioning thoughts of the old teacher, and soon the weekly hyperlink with Alagon became a ritual for Gen'Gala. They talked about philosophy, the Gods and the Nature of the Universe. They talked about freedom fighting and terrorism. They talked about books, music and the best way to cook a plate of if'narra. They talked about anything they could think of; for Gen'Gala, Alagon embodied all of the social contact her masters had kept from her. She needed, no, she yearned to Hyperlink with him.

And then he taught her about Hexia, and suddenly the soulbending abilities she learned from Ledger to feign Hexia worship were turned around, and she found herself using Hexian abilities to trick her masters into believing she still worshipped Ledger.

Eventually, the time of Alagon's execution came. He had refused to join the Whisper, and would be executed. Alagon purposefully kept the fact from Gen'Gala, avoiding Hyperlink with her that day. But she knew something was wrong, and went to meet him anyway... only to learn he was already gone, his head appendage severed and his body tortured to death. That day, Gen'Gala made a decision and didn't look back.

As a soldier in the Coalition, she served with several teams, but her past experience made her uneasy in close-knit groups; she always turned back to the larger company of the military, even though she mostly kept to herself.

It was only when she joined Team Inferi and met Officer Keena that Gen'Gala learned what really means to have teammates – to have friends.



IZ'KAL

The Iz'kal are a very social, very proud, and very efficient species. They are the descendants of an ancient species of aquatic mammals that have adapted to life on solid ground.

Hyperlink

The Iz'kal have developed biological changes in their brains that allow them to communicate with each other and blend into a single mind. Every Iz'kal character can engage in a hyperlink with up to 5 other Iz'kal characters in a 30 metre radius. Engaging or leaving a hyperlink is activated. The members of a hyperlink can reject another character trying to join it.

While in hyperlink, the personalities of the members blend into a single one. The characters engaged in hyperlink must democratically vote every decision and then follow it. Characters can always be expelled from a hyperlink after a democratic vote or after not following a democratic decision.

Additionally, Iz'kal connected in hyperlink can choose to confront actions that target any other member of the hyperlink, even if they were not affected by the action themselves. They still need to declare a valid countermeasure to be able to do so. Multiple members of the hyperlink can use this effect at the same time.

Voidwalker

Some Iz'kal suffer traumatic events so unbearable that they can no longer share their minds with their kin. They refuse to engage in hyperlink out of the fear of imposing their own personal suffering onto others. An Iz'kal who does not engage in hyperlink eventually succumbs to an irreversible transformation that isolates their mind and prevents them from entering a hyperlink ever again. Their body undergoes reconstruction on a genetic level, affecting their hormonal flow and synaptic processes.

Each maintenance phase, a Voidwalker can discard up to as many neural damage points as their Faith. Additionally, they ignore all Skill penalties from neural damage whenever they are using a Divine Upgrade.

Aquatic

All iz'kal characters innately know how to swim, even if they have never done it before. Iz'kal characters always have one advantage while in the water. Additionally, they can hold their breaths up to 8 minutes per Constitution point while acting normally or twice as long if they stay still.

Attribute Limits

The Iz'kal are first and foremost social beings, and they are not as technologically advanced as the Corvo. Additionally, as a species that originated from the water, their bodies are not built for land life. Their Link and Constitution Attributes are limited to a maximum value of 2 each.

UPGRADES

Echolocation

☐

2 points. The character can emit ultrasounds to get an accurate picture of his environment from the return echoes. Her ears are highly sensitive to ultrasounds. Additionally, she always gains an advantage for Searching actions and she never suffers any disadvantages for being in the dark.

Cortex Connector

☒

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

Phagocyter

☐

1 point. The character can eat anything organic, easily digesting bones, tendons, etc. Additionally, she cannot be poisoned or affected by diseases of any kind. She 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. She must play one of them face down on the table as her 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.

Write other upgrades below:

 Biological Upgrade

 Technological Upgrade

HEXIA

At their core, people are simply a combination of complex, ongoing chemical reactions that are constantly responding to their environment. The illusion of choice is powerful and deeply rooted in our rational minds, because there is a tendency to separate the self from the chemistry that runs our bodies and minds. The truth is that we are the chemistry, and chemistry works by following rules, not choices.

When you are in a laboratory and a chemical reaction goes wrong, you do not yell at the test tube, and you do not blame it on the evilness or laziness of the compounds - they have no choice in how they react. People are like chemical compounds: they react as such, and they should be treated as such. And sometimes, one compound needs to be removed to save the whole reaction.

HEXIA'S COMMANDMENTS

- Thou shalt pursue knowledge and expertise
- Thou shalt show others the way
- Thou shalt set the greater good above all else
- Thou shalt not bend your will

Fragmented Reality



2 points. Sustained (Cunning). Suffer any amount of neural damage. She creates the sensorial illusion of an object to all of those that can perceive it. The illusion can occupy an area of up to one square metre in any shape per point of neural damage taken to create it. Other characters might detect the illusion with a Searching action. The illusion cannot cause direct harm.

Faith 1: The illusion only affects the sense of sight. Faith 2: The illusion affects the senses of sight, hearing and smell. Faith 3: The illusion affects all senses, including taste, touch, temperature, kinesthesia, balance, vibration, etc, making it "real" for those sensing it, and characters trying to detect it with a Searching action suffer a disadvantage.

Future Sight



2 points. She can look at the top card of his deck at any time.

Faith 2: **Action.** Suffer two neural damage. She is guarded by her God, who rewards her with short moments of clarity. Once per session, she can request the GM's advice about a choice the character has to make or a course of action she should take. The GM should give her solid advice based on what the character knows (even if the player himself does not remember it).

Faith 3: **Instant.** Suffer two neural damage. During the current action, all characters confronting her must play all their cards before her. If more than one character uses this Upgrade, they play their cards as normal after every other character involved in the confrontation.

Altered Reality



2 points. Action (Initiative). Suffer one neural damage. She can teleport 10 metres in a straight and unobstructed

line. For each point of Faith above one, she can choose to teleport 10 additional metres or gain one advantage towards the action.

Time Warp



2 points. Activated. Suffer one neural damage. She receives one advantage towards an Agility action. Faith 2: This Divine Upgrade is considered Sustained instead of Activated.

Faith 3: **Instant.** Suffer two neural damage. She has an additional turn after all other characters have acted during this initiative round. If more than one character uses this Upgrade, they take turns following the same order they had during the initiative round. The actions performed during this turn are resolved and confronted as any other action.

Hidden Truth



2 points. Sustained. Suffer two neural damage. She can read the emotions of other characters with Mind less than or equal to her Faith in a radius of 5 metres, without them noticing. She can read basic emotions, such as anger, fear or happiness, but not thoughts. *E.g. if someone is lying to her, she may read nervousness or elation, but she won't know for certain if what she is hearing is the truth.*

Faith 2: She will additionally be able to immediately detect holograms, illusions, and stealth devices. She is not affected by the characteristics of stealth devices and she will be able to perceive tiny details that would elude most people.

Faith 3: Additionally, the soulbender can read memories. while maintaining physical contact with the target, each second of contact allows her to read a second of memories. If the Mind of the target is equal to the Faith of the soulbender, the target will notice.

FAITH



NAME	Gen'Gala
AGE	47
PROF	Covert ops

The diagram illustrates the Health Triangle, a model of health consisting of three interconnected components: Physical, Mental, and Social. Each component is represented by a rounded square. The Physical component is on the left, the Mental component is in the center, and the Social component is on the right. The word "HEALTH" is written in large, bold, black capital letters across the top of the triangle, centered over the Mental component. Below each rounded square is the word "DAMAGE" in black capital letters. The entire diagram is set against a light gray background with a subtle grid pattern.

AFFINITY

AGILITY

CONSTITUTION

DEXTERITY

FAITH

LINK

MIND

GOD



BALLISTIC ☐

INITIATIVE PILOTING ☐

MEDICAL 

CQC 

ATHLETIC ☐

SURVIVAL ☐

TECHNICAL 

HACKING 

EVA 

CUNNING ☐

PROFESSION

UPGRADES

Iz'kal traits: Hyperlink and aquatic.

Cortex connector

Fragmented reality

Future sight

CREDITS

GEAR

1x Vibroblade

EXP