

KNIGHTS OF SIDONIA (JUMP VERSION F)

Made by Linkin Park, Koreans, and Tobikage

“Space...the frontier we never wanted to be forced into...the frontier that we now wander through like souls trapped in limbo.”

Well, you're here, so the next part of our job begins. Don't worry, your part will come soon enough...but before that, you want us to get on with the standard formalities right? I mean if you're really in a hurry we can just let you on through without any explanation or anything.

But trust me; this isn't the best place to dive in blind.

The year is 3391, the place...well there isn't a really a place. There's a ship, but it's constantly moving, and chances are you don't want us to drop you back on Earth. Technically there would be two locations on Earth that we could drop you on, the remains of the dead Southern hemisphere or the remains of the dead Northern hemisphere.

Like I said, you don't want to end up on either one of those.

You see, over a thousand years ago, Earth was attacked by an alien species now classified as the Gauna. The Gauna, following a short observation period of humans, decided to split the Earth in half. Considering it took them only forty six Gauna “individuals” to perform this feat – well let's just say the launching of the generation ships, or seed ships as they're called, was a bit forced.

Since then humanity has been essentially on the run. Unfortunately for them, the Gauna are everywhere in the universe, propagating and thriving on invisible particles known as “Heigus particles”. There's a silver lining to this, the humans have discovered these particles and the means to use them as well. So it's not all bad, ignoring the fact that Earth was destroyed, and most of the seed ships may be as well.

Enough with the gloomy details in any case, cheer up; we've made preparations for your arrival, so here are some resources for you to work with. I'm sure you'll find that this is far more than enough to get everything you need.

+1000 CP

There's the matter of your other preparations to be made, such as any changes you'd like to make for [yourself](#) or to your [companions](#), [items](#), and so forth. But before we get to any of that...let's talk about you.

[Making Your Acquaintance]

Well we need to figure out your age and such don't we? Would be bad if you didn't know how many candles you need to put on your birthday cake. On second thought, I don't think birthday cakes exist anymore. Who knows, in any case...

Age: 1d8+18, Gender & Appearance at Your Preference

There's a more important matter anyways, how you're going to fit in. You see even if we drop you in, we're going to have to give you some sort of background so that people don't assume you're an alien. Take a look and see what interests you, though all in all the backgrounds are very straightforward.

Background	Description
Drop In	Well, you might not have any memories or any particular background that would make you fit in any better with the crew of the generation ship that you'll find yourself in, but at least you'll have all of your wits about you. Having no obtrusive memories to interfere with your thoughts can have its benefits too.
Pilot	One of the few remaining pilots left present on the generation ship, considering you represent the first and last line of defence, it's a good thing that you've got some skills at least. Resources are always scarce though, so don't go around getting your suit too banged up. It's not fun and games out there.
Officer	The Pilots might be risking their lives to ensure that the generation ship remains safe...but you have to do your job at making sure that order is maintained aboard the ship as well. You'll come to handle everything from logistics to tactical arrangements over the course of your service, so do your best to keep a level head through it all.
Technician	Well even if there are Pilots and Commanding Officers around keeping the place safe, it doesn't necessarily mean that they're keeping the place intact. Unfortunately, a generation ship needs maintenance, it needs repairs, and that goes for all of the other equipment on board as well. You'll have your hands pretty full in your time here.
Researcher	The generation ship would not have survived this long if it were not for the developments that your predecessors had made. Even the Gardes, now in their 18 th series model, was only made possible due to the

advances accomplished by various research groups across the generation ship. You might notice that people seem to be a bit wary of your kind...it seems that one of your predecessors left a pretty bad impression from the experiments he did.

Normally this would be about when I'd actually inform you about where we're dropping you off. Actually – that's still what I'm going to do, but there's really only one location, so forgive me if I get a bit long winded in my explanation here. The only Seed Ship we've actually managed to pinpoint a location on is the Sidonia you see. Well I'm not counting the "other" ship that Threnos found...that thing's an [anomaly](#), and alongside other bizarre [modifications](#) I don't think you should even consider them.

But the Sidonia, now that's something you're going to want to get acquainted with rather quickly, because this Seed Ship will be your home for the majority of the decade you spend here. The Seed Ship essentially has all of the functions a major metropolitan city would have...including a full standing army and military facilities. With the Gauna around you'll definitely need those.

However, the Sidonia isn't the quickest ship in the world. It's relatively comfy for sure, but you're not going to be hopping around the galaxy at faster than light speeds any time soon. So...you can pretty much expect that the Gauna will catch up to you sooner or later. What you choose to do in those situations is up to you, just be aware that you will be attacked.

The Sidonia's primary objective is to colonize a planet and spread human life again, so many of its facilities are geared for this purpose. This is very much in your favour frankly, since otherwise the Sidonia will probably ram itself into a Gauna fleet and destroy itself.

The rest of the Sidonia is really up to you to explore for yourself, so after you make your preparations, safe travels! If you do decide to help Threnos...I only have one word of advice, don't expect time to run the same way. You won't be in the same place or the same time, and we might not be able to help you as much as we could otherwise...

That man plays with some dangerous toys.

[PERKS]

*Personal modifications are always good aren't they? After all, at the end of the day, the only constant in your adventures is probably yourself. The first perk in every tree is free for that given background, whereas the rest of the perks are discounted by **50%**.*

DROP IN

GRASPING THE FUNDAMENTALS 100

We're pretty far ahead in the future, and there's a lot of technology lying about, the things that locals might take for granted might leave you utterly confused. Thankfully, there's a crash course on handling technology to help you get prepared, and improving your awareness and ability to detect technology is definitely going to come in handy.

By the time you're done, you can be sure that you'll be able to fiddle around with strange tech without accidentally getting decapitated – that sort of dangerous technology will be apparent to you with a mere glance.

UNFORESEEN FACTOR 200

Generally speaking, it's more convenient for you when you have an established background and presence in a locale. For one thing, finding help and blending in will certainly come easier when people don't have to waste time trying to figure out where you belong in the database.

But sometimes anonymity can work to your advantage too. When you need to get away, this can help you become another brick in the wall. And just as you shouldn't be tampering with things that you don't know, when others try to use you in their plans without your permission, your presence alone will be enough to toss a wrench in their plans. That should teach them not to mess with factors they don't understand...

SURVIVING THE FINAL FRONTIER 400

Gravity has always been one of the predominant forces in human society. After all, when a human falls from a great height – they die. End of story. Even in a Seed Ship such as Sidonia, gravity is a big deal, and while you might come to take the gravity stabilization systems for granted like the rest of the crew, when the gravity destabilization warning shows up...well you might reconsider taking these things for granted.

Thankfully you'll find that your body, as alien to this world as it is, seems to have a much better resistance to the various pitfalls of living aboard a Seed Ship. Not that you'll stop gravity entirely, but even if you're exposed to vacuum

environments and whatnot for a brief time, you'll only come out a little worse for wear – so long as you do get fished out. The time it takes for you to recover from these...mishaps will shorten significantly as your body develops a minor regeneration factor of its own.

PRESERVATION 600

Unfortunately, seeing as you're not naturally from the Sidonia itself, you might find that some of the ship's conditions and designs were never made with humans like you in mind. Unfortunately, the Sidonia has travelled for so long that "humans like you" are a rarity all in all. It might not be so much of a bother when it comes to the ship, you can adapt, but it's a slightly different matter when you consider their terraforming practices.

Thankfully you have a bit of sway in this. In addition to improving your ability overall with matters related to large scale terraforming, your presence alone will be enough to slowly shift your immediate surroundings into something slightly more hospitable for your kind of life. It's going to take a while though, so you should probably keep a space suit on for a fair bit of time.

PILOT

GETTING YOUR BEARINGS 100

Piloting isn't a terribly difficult thing, especially if you've had plenty of opportunity to practice in the simulators, but don't make the presumption that the simulators are perfect. Simulators go a far ways to be fair, but the true vastness of space is something that needs to be experienced in the flesh.

As a pilot, spatial awareness is the most important talent you can possess, and it shouldn't come as a surprise to you that this is what you'll see a substantial boost in. It's meant to help you survive longer of course...because once you're in space, if you lack the ability to perceive with more than just your eyes in a fixed direction...you won't survive for long.

TIGHTLY CLASP TOGETHER 200

Every pilot aboard the Sidonia has been exposed to this strange superstition – clasping the hands of your partners for good luck. Whether you see it as tradition or superstition, it is an endearing symbol of camaraderie. But the root of that spawns from the capability that Gardes possess to boost each unit's speed when they are clasped together as one.

Just like with your Gardes, when you hold hands tightly with your partners and companions, you'll find that everyone's speed and strength will increase by a fair degree. Of course...it'll still be your own skill and prowess that determines whether you live or die at the end of the day.

COMBAT HIGH 400

There's no room on the battlefield for distractions, and every time you lose focus, you risk getting shot down...maybe even killed. Some pilots can work themselves into a state of extreme concentration, but normally even that doesn't last for long, and it only leaves them exposed afterwards.

It's safe to say that you're a bit different. Maintaining concentration is an effortless task for you, and you can effortlessly dodge oncoming attacks all while staying aware of the movements for multiple targets at once. In this intense battle mindset, anything you can grab on to can be used as a weapon, you'll be able to determine the best means to employ these objects as weapons, be they space debris, or a television antennae.

SYNCHRONIZATION 600

Nowadays, with the presence of pilot compensation devices and simulators, most pilots have become largely dependent on automation and see manual control as an antiquated practice. But your affinity with manual control is a whole different level altogether. While you're within the machine or even a ship, it will respond to every move your body makes, mimicking it.

The effect tends to be more responsive and more noticeable for smaller machines, and at extra cost, you can channel spells through your machine as well. Just don't expect the full effect to come out if your machine isn't naturally capable of magic.

OFFICER

EMERGENCY RESPONSIVENESS 100

With an enemy that seemingly pops out of space with neither warning nor consideration, as an officer aboard any Seed Ship you're going to have to be quick on your feet to respond. Thankfully, whether you were just sleeping a minute ago or if you had just returned from a previous engagement, it only takes you a second to assess the situation and gather people together. Your leadership skills might not improve drastically, but people will recognize your abilities and push you towards a role of leadership either way. They need someone dependable after all, and once you start calling the shots – they'll follow.

CHAIN OF COMMAND 200

Having an established structure and recognizing it is an absolute necessity when society needs to be rebuilt from the ground up. A Seed Ship, as technologically advanced as it is, is ultimately still dependent on a crew in order to have a purpose. Without the crew, the Seed Ship is nothing but more material for the Gauna to consume.

People will recognize you as a figure of authority – good thing too, considering there aren't many who are fit for the job. If it's going to be anyone it might as well be you. The authority you possess isn't something to be abused, and so long as you don't abuse it, people will weight your opinions more heavily. People will come to trust you much quicker than usual, and should you see the need to "shift the board" a little, they'll tolerate it as long as you don't go overboard.

BATTLE COORDINATION 400

It'd be nice if you could serve your entire term without having to worry about a Gauna attack, but unfortunately, that's little more than a wishful fantasy. From the moment you take up the role as an officer, you should expect a battle with the Gauna just over the horizon. Sometimes the Gauna can take weeks to attack, sometimes they'll attack consecutively for days – but regardless of their patterns, these creatures do not understand what a ceasefire means.

As an officer you're not likely to be out on the forefront yourself. The skill of foresight however, is something you'll develop as you study the enemy arrayed before you. Keeping one or two steps ahead of the enemy is simple, and honestly not what you should be concerned with. By now you'll be able to plan four to five steps ahead – but most importantly, you'll be able to relay directions to multiple groups at all times.

After all, what good is the power of foresight if you can't take action with it? Even at extended range, you can relay communications between troops without interference.

MACHINATIONS 600

Because part of your responsibilities will be to look after the crew as well – there's one thing you should always keep in mind: the crew is human. It seems like a simple statement doesn't it? After all, you're human yourself – everyone is human. But part of that understanding comes with the understanding that being human, there will always be those among the crew who have plans of their own.

Plans by themselves aren't a problem – it's the intentions behind those plans that can prove to be problematic. You'd be better off finding a scientist if you want to become a mind reader, but even without mind reading, your senses are honed enough that you can determine the "pawns" going about the ship. After all, it's pretty uncommon that you'll find an individual who plans and executes his own plans all by his lonesome.

The more crucial individuals will become much more noticeable, and you can manipulate them to such a degree that they'll effectively become your "sleeper agents". You may activate these by remote, and they'll move to disrupt whatever

plan it is that they're a part of. Of course, this is most effective when the manipulated individual is aware of the plan, but even if they're being controlled unknowingly, they can still against the original manipulator to some degree.

TECHNICIAN

FIELD REPAIRS 100

With the sheer numbers that the Gauna are going to be throwing at you, it's likely that any Garde which makes it back to the ship for repairs is going to need to be up and running as soon as possible. Thankfully your skills are good enough to shrink that downtime to as short as it can get, and just by looking at a piece of machinery or technology, you'll have a good idea of how to fix it with what you have on hand. Sometimes things are still impossible to fix, but most of the time you'll get away with a patchwork job.

EMERGENCY UPGRADES 200

If the Gauna were incapable of adapting your job would be far, far easier. But unfortunately that isn't the case, and so those improvements you made to the Gardes will likely be used against you sometime down the line. Sometimes all you need is one tiny boost in order to get an advantage – well if you have spare parts laying nearby, you can slap them onto a machine, and for a short period of time afterwards they'll seen a very temporary spike in performance.

PROCESS AUTOMATION 400

But eventually you'll probably hit the point where there's one of you and a lot of Gardes to maintain. No sense in doing everything yourself when you can arrange for some of it to be handled via automation. As long as the process doesn't require any bizarre catalyst like magic, you can fully automate it into a self-sustaining system. Its input and output will all be automatically arranged, and even after you depart the process will continue to search for resources, adapt, and churn out the desired product.

It might come with its own bit of efficiency, something you'll primarily notice in terms of the process speed, but considering that the resource requirements for the process will be reduced in overall, it's not too bad of a trade. Naturally, you'll have to do the initial set up procedures before the automation does its thing.

UPSCALING 600

If the Seed Ships are anything to go by, it's quite evident that the original engineers believed in making things overly large and filling in the space afterwards. It's a mindset that has influenced the design of the Gardes, as each generation seems to be larger than the last. It's not necessarily a bad mindset per say, it's

just a bit odd, considering the larger the Gardes get, the easier it gets for the Gauna to strike them.

Regardless of whether you actually support this design methodology, you can increase the size of anything you build by up to 50% of its base size – even though the resource and upkeep requirements remain the same. There's nothing stopping you from expanding on its size afterwards of course, but following the first size improvement, you'll find that the requirements will slowly scale up as you increase the size further.

But it won't make much sense if you make a massive Garde just to have it wield the same puny weapons – so as part of the adaptation, you can scale equipment up to the appropriate size as well without any substantial issues.

RESEARCHER

PROGRESS DEMANDS 100

The Gauna certainly aren't going to wait for you to make a breakthrough, and on the other hand, the Administration on board the ship doesn't have an infinite patience either. It'll be plenty of experience for you as a researcher in any case – working under deadlines is often a good impetus for personal development. Your ability to derive “new” discoveries from adapting existing technology is improved significantly, and the time the whole research process takes is reduced by a fair degree.

THE NEXT STAGE 200

Eventually the crew is going to have to come to terms with the fact that the human body simply isn't fit for terraforming new worlds. After all, the human body is weak and fleshy, why rely on it when they can adopt superior mechanical augments instead?

You can make these mechanical augmentations, to help people get accustomed to their true potential. The prosthetics will be able to do whatever the body part replaced was intended to do – in addition, they'll also allow for the augmented individual to create electricity from their body in small degrees.

WE PLAYED GOD 400

But then again, even if they don't see the appeal of replacing their body with augmentations, it's hard for anyone to argue against cloning. For one thing, the crew population isn't that large – and if members of the crew are expected to stay behind on planets for terraforming purposes, it's likely that the crew size will only get smaller over time. Cloning is the easiest and quickest way to maintain a consistent crew.

At least with your ability in cloning it will be. Your prowess is manipulating genetic material is strong enough to the point where you can isolate specific sequences of genetic material for traits – physical traits, magical traits, so forth and mesh it into a target to create the ideal clone for the ideal scenario. There's no sense in making a clone if you aren't going to tailor fit them to be the best after all.

In any case, you'll find that your experience in cloning will help significantly with other forms of life creation and manipulation as well. When the fundamental building blocks you're working with don't change too much, it's not too difficult to adapt the same guidelines to different frameworks.

CHIMERA 600

Trying to convince the crew about this field of study is going to be substantially more difficult than anything else however, and you really can't blame them, considering the nature of the chimera and the history behind them. Working off of a foundation set by the legendary scientist Ochiai, the fundamental direction of the research was to bridge the gap between human and Gauna. The actual results weren't so optimistic.

To begin with, you won't be able to create a perfected Gauna hybrid, nowhere close. It'll be possible to attach placenta parts to a human, but the control those humans will have over the placenta will be limited. To create a perfected Chimera, you'll need to take a leaf out of Ochiai's books – he mentions specifically impregnating Gauna...humanoid Gauna to be precise. If successfully completed, you'll create a perfect Chimera – Gauna body, human mind...capable of demonstrating the "best" of both species...though "best" is a rather subjective term in this case.

The process of impregnation sounds morally dubious for certain, but the actual procedure just appears to be a matter of introducing human genetic material into a humanoid Gauna. The knowledge you gain here will give you enough to stabilize the process – but finding a humanoid Gauna is going to be up to you.

Did we mention how you probably shouldn't advertise this to anyone? There's no way that the administration will even consider clearing this research unless you have proven results ready to show them.

ALTERNATIVE OPTIONS

The options here fall under no background, but they're here if you find that none of the backgrounds interest you. There are other ways you can make preparations after all that don't involve fitting in with the ship or the crew.

DON'T BE AFRAID 200

With the Gauna around, there's plenty of reason to be afraid. Even within the Sidonia, there's plenty of reason to be afraid, and some of them bear no relation to the Gauna at all. Thankfully though, you don't really seem to feel fear under any situation. Your unyielding stance is enough to motivate others to react calmly under situations where panic would be acceptable – just keep in mind that sometimes, fear is a natural reaction intended to keep you alive.

PHOTOSYNTHESIS 200

The folks on the Sidonia realized long ago that without making some extensive modifications, there was no way to avoid an issue of food shortage. After all, space on the ship was limited, the organic material convertors took up considerable room, and the population had to continue growing in order to keep things stable. Photosynthesis capability was their answer to this dilemma.

By exposing yourself to the light of the sun – or even just intense light, you'll find that not only does your health regenerate; you'll also feel sensations of hunger go away. It's most effective when your skin is completely exposed to the light, but it'll proceed ahead slowly even without complete exposure.

JUST A MATTER OF APPEARANCES 200

You might not necessarily look human, but thankfully, that won't subject you to any discrimination. You might partly have a bear to thank for that as well, but the folks in this world and future worlds that you enter won't seem very fazed by your appearance. For the most part they'll take it into stride, though you might still get one or two light hearted comments on how "unique" you look.

NOT QUITE HUMAN 200

There's a very distinct difference between making Chimeras, and taking placenta and slapping it onto your body. The former is conducted under a controlled environment via a proven process with an intended outcome. The latter is a mad lunatic's fantasy that should really be considered as an accident waiting to happen rather than a potential scientific breakthrough.

Sure, you managed to successfully subjugate the placenta implemented into your body – but unlike the Chimera, your "adaptation" isn't so complete. See, a Chimera is more Gauna than human – the only thing human about them is a

human personality, and that's the key. In your case, you're a human body, with a human personality, except now with a placental exodermis layering. The placenta will "regenerate" but it's going to take a lot of outside help and experimentation before you're going to become capable of actually utilizing it in any useful fashion.

Don't be surprised if people run away from you.

CONNECTED TYPES 300 (REQUIRES NOT QUITE HUMAN)

Mimicking a Gauna isn't the best idea possible...but given that you already have a layer of placenta, you might as well do something with it. Not unlike how the Gauna are capable of merging and dividing their placental bodies, you can split off a chunk of placenta from your and create small drones to remotely control.

You can shape these drones as you wish, though they're mostly best for scouting and reconnaissance as you can tap in to their senses, unless you have...other modifications that you've made to the placenta. As long as you are controlling your drones, your regeneration rate will see a substantial reduction, so it's best to do this in a safe place.

ENERGY ORGANS 300 (REQUIRES NOT QUITE HUMAN)

A terrifyingly specific modification that only Gauna are capable of forming; it was originally believed that the Gauna had no use for specific organs since placenta was an all-encompassing analogue. The scientists who pushed this theory forward were wrong – very wrong.

Specific organs showing up in the Gauna used to only appear in very isolated cases, but as they demonstrated their capacity to adapt to technology it became apparent that the creation of energy organs was merely one such example of adaptation. The energy organs that they create are used to store one specific type of energy – Heigus particles in their case. It not only creates a "reserve" chamber for excess Heigus particles, it also concentrates it into a more potent form.

You can do the same, though you should probably take the effort to hide these organs away as they can be rather volatile depending on what kind of energy you're storing inside them. On top of acting as an energy storage device, they also collect the same form of energy from the ambient atmosphere if it is present at a very slow rate.

INHERITANCE 500 (REQUIRES NOT QUITE HUMAN)

In the past, there was a considerable amount of discourse surrounding the notion of using a Gauna as a foundation for human creations. But naturally, no one considered using humans as a basis for Gauna evolution. Nowadays both avenues

of discourse lie largely in the realm of horror stories and folk tales told by the old to scare the young. Well, the Gauna don't see it that way.

You won't find any logs of "Gauna opinions" on the matter of course, but they're more than happy to consume human matter and grow. It works best with the dead, not that the distinction matters, because surviving the Gauna consumption process is nigh impossible for a human. The benefits of consuming humans (and by extension, other living beings) are substantial – the lucky Gauna will gain memories, quite a bit of mass, and an improvement to their existing abilities.

You can also do this of course, though you should note that in order to reduce the amount of loss as much as possible, you should consume the entire individual shortly after their death. The more recent the death, the more of the benefits you'll retain.

Really by now, maybe you're more Gauna than human.

ETHICAL CONSIDERATIONS 200

There are plenty of experiments aboard the Sidonia alone that might make you reconsider even staying aboard. But in order to ensure that the human race lives on, sometimes you need to make hard decisions. Thankfully, people seem to understand this very well, and with a short bit of explanation, they'll mostly overlook your choices. Naturally...if your choices end up resulting in the injury or death of others, you're likely to fall out of their good graces when people find out.

GAUNOLOGY 300 (REQUIRES ETHICAL CONSIDERATIONS)

In the perspective of some academia, the Gauna are one of the simplest forms of life – especially from a human point of view. The placenta is the only distinguishable feature aside from the True Core, and while the placenta has proven capable of undergoing a myriad of transformations – the structural makeup of it remains the same at the end of the day. The Gauna can essentially be broken down into two parts – the shell, and the weak point.

Applying this simplified analysis to other forms of life is a bit bizarre admittedly, but it works – allowing you to identify the "weak points" of other creatures, and the more complex the creature, the more weak points it is going to possess. Similar to how the Gauna are attracted by the dispersal of Heigus particles, you can also attract creatures, sapient or not, to you by seeding an area with some form of energy.

What you choose to do with them afterwards is up to you. Those drawn to you via this method will find themselves significantly disoriented for as long as they remain in the area.

PSYCHOKINESIS 300 (REQUIRES GAUNOLOGY)

One of Ochiai's research relics – by the time he came up with theories like this it was rumoured that he had already began experimenting with humans to determine the most efficient forms of manipulating placental matter. To keep his creations in check, he had developed an ability of his own, not unlike a psychic analogue to a tamer's whip.

It's a bit of a contest of wills really, but if you mentally subjugate another creature after you've established physical contact, you can control their bodies entirely, pushing aside their individual consciousness as you see fit. It won't destroy them – merely make them a passenger in their own body. It's possible to control multiple creatures at once – and easier still if you were to give them some measure of autonomy – but be wary that if you lose control, it can quickly cascade to affect all of the creatures subjugated.

APOTHEOSIS 500 (REQUIRES GAUNOLOGY)

The ravings of a madman who wanted to save humanity by ensuring he survived, the dreams of a scientist who pursued the concept of perfection, this final step in the study of Gaunas goes beyond what one would consider a Chimera and will make you into a complete Gauna. But instead of manipulating simple placenta, your True Core analogue is nested within layers of mega-structure placenta, which as the name suggests, demonstrates the properties of mega-structure.

Using this placental variant to create objects will naturally create them using mega-structure, and anything you can do already with placenta will be done using this analogue. As mega-structure plating on Gardes has already demonstrated, your new placental layer will effectively shut down any particle based armaments without consequence. Even the damage from a gravity based weapon will be reduced by a fair degree.

But as with any Gauna, be wary that your True Core is still a valid weak point...though getting past the mega-structure layering will probably be nigh impossible for standard armaments.

Oh well, no harm in letting them try.

[COMPANIONS]

Space is an awfully vast place, and if you're going to cruise through it all by your lonesome, well lesser folks have gone insane from shorter periods of isolation. If you have companions, why not bring them along for the voyage? It can't hurt to have someone watch your back. Or perhaps you'd rather get to know some of the locals? The choice is yours.

STRANDED TOGETHER 50/300 CP

If you're considering this then you have to have companions to begin with right? As you know well by now, you can always bring your eight chosen companions along, but if you feel like they need a bit of a boost themselves, why not pay for their induction? They'll go through a process similar to yours – with their choice of background and so forth. The CP that they get – you might as well let them choose what they want to do with it.

Import a companion for 50 CP; they gain 400 CP to spend on skills and items.
You may import in a batch of 8 for 300 CP, with the same benefits.

THE OTHER SURVIVORS 100/200 CP

There's the Seed Ship that we found of course, and naturally it has residents on it, otherwise we wouldn't be sending you there in the first place. If you're particularly inclined towards any of the residents, it's not out of the question to make them your companion, provided you can convince them to leave with you.

You may attempt to convince a canon individual to become your companion for 100 CP. If you prefer to make them a companion from the beginning, you may do so, at a cost of 200 CP. They gain 400 CP to spend on items and skills.

HONOKA CLONE SERIES 「仄」 50 CP

Clones aren't uncommon aboard Seed Ships – they're a vital part of the equation towards the "population problem". After all, waiting for an entire generation to be born and raised can take years – years of time that the Gauna might not be willing to give. While the production of clones is heavily regulated, if you're willing to pay the price, you can get a "batch" of them for yourself as a companion. This can only be taken once however – so make sure you declare the specs you want very carefully! Batches come in 11, it's best not to ask why.

You'll obtain a "clone series" of 11 clone individuals, their gender and appearance to be decided by you. As a group, they'll gain 300 CP to spend on skills and items. You may decide for yourself how perks and items are distributed. The 11 individual units count as a single companion – unless you'd prefer otherwise.

ADDITIONAL CLONE 50 CP

Not enough clones for you? Still feel like you need more to get to an even number or something? You can requisition that the factory adds more to the batch, increasing the number of clones produced by 1 clone for each purchase you make.

INTENSIVE TRAINING 100 CP

If you're looking to ensure that your clone series is made up of specialists, the factory can cater to those demands as well before delivering you your new companions. This will permanently lock all the clones of the batch to a single background, but in turn it gives them an extra 300 CP to work with. This can only be taken once.

COORDINATION 200 CP

Standard clones aren't exactly attuned to one another, they might recognize each other as siblings and are generally fully aware of their heritage, but without sufficient training they're still essentially just normal individuals. If you're looking to make synchronized clones however, clones capable of relaying information between one another, you'll have to make a specific requisition from the factory in order to do so.

PHASE II PRODUCTION LINE 400 CP

*Maybe a batch order requisition is more efficient for you? If you feel that 11 is truly too few of a number to be of use, you can requisition a secondary production batch from the factory – resulting in an addition 11 added to the original, though they won't gain any CP on top of what they had. Further Phases are available, but the price subsequently increases by **100 CP** on top of the original every time – such that Phase III will cost 500 CP, Phase IV costs 600 CP and so forth.*

THE CHIMERA 100 CP

Mankind has a bad habit of toying with science that they barely understand, and the Chimera is a testament to that – a testament to the nature of human curiosity and what that curiosity is capable of setting into motion. Essentially a hybrid between Gauna and human, the Chimera combines human sapience with what some scientists would see as Gauna biological superiority.

There's very little doubt that the Gauna possess an extreme physiological advantage over humans. The presence of placenta as a universal organ capable of both synthesis and regeneration is already enough to tilt the balance in the Gauna's direction. But once combined with the level of sapience demonstrated by a human, one could liken it to "taming" the proverbial beast. Some scientists would argue that the hivemind structure of the Gauna has its own advantages as well. Considering what the Gauna are capable of they might just have a point.

You can either import a companion as a Chimera, or you can arrange to have a Chimera companion. Do note that Chimeras tend to be substantially large – a mature Chimera is generally the size of a Garde. There are exceptions to this of course, but if you're looking for more "special" modifications you'll have to arrange payment with the scientists.

You may import a companion into this role, or obtain an isolated Chimera companion. They gain 300 CP to spend on skills/items. Both you and your companion can purchase the following modifications, but it'll only affect the actual Chimera.

To begin with, your Chimera companion is not necessarily massive, and may actually be around the size of a human. In such a case making a full grown Chimera is possible, but it will

take your companion a fair bit of time to grow. Please take care, should you be venturing into the Sidonia, not to aggravate the local populace with your new...or old, friend.

PLACENTA GROWTH 50 CP

As the Chimera follows standard Gauna physiology, their placenta will generally regrow to fit their standard form, but in the event that you're looking for a specialized growth variant, perhaps to form a weapon or a layer of armour, this option is available so that your companion can "mould" the placenta available to them.

RAPID GROWTH 50 CP (REQUIRES PLACENTA GROWTH)

Garde pilots know all too well that the only "advantage" they possess when fighting Gauna is that the placenta doesn't regenerate immediately. After taking sufficient damage, the regeneration process is slowed down, generally leaving the true core of the Gauna exposed for a short period. In the case of your companion, this modification will allow them to rapidly drain their other energy reserves in order to instantly regenerate placenta.

ALTERNATING ARMOUR 100 CP (REQUIRES PLACENTA GROWTH)

The true nature of the husk still remains relatively unknown. Whether it happens to be a variant of placenta, or an extension of the true core, it would require actually interrogating a Gauna to find out – and the Gauna aren't up for communication. What is known however is that the husk layer is extremely durable against the things that placenta can't withstand. By alternating between the two layers, it's possible to create makeshift "composite armour", just keep in mind that husk takes more time and more energy to create.

AUTONOMOUS GROWTH 100 CP (REQUIRES PLACENTA GROWTH)

While most Chimeras are massive in size, it's not impossible for them to create smaller "proxies" that they can act through, but normally these proxies have to remain connected to the true body. In the case of your companion, with this modification they can create "offshoot" bodies which can act without a connection to the true body – or they can swap their true body around with the offshoot body altogether if they so prefer. Do note that the process of "body swapping" requires physical contact and cannot be done remotely.

ADAPTED PARTICLE COLLECTOR 50 CP

While Gauna are naturally capable of absorbing Heigus particles from their ambient surroundings, Chimeras, especially your companion, may find themselves in a situation where they don't have Heigus particles in the atmosphere to draw from. This particle collector isn't so much a collector as it is a convertor, and allows your companion to burn their other pools of energy in order to create Heigus particles.

ASSIMILATION APPENDAGES 50 CP (REQUIRES ADAPTED PARTICLE COLLECTOR)

Appendages are pretty much standard body parts as far as the Gaunas go – be wary if you fight one that a tentacle can lash out almost instantly and scrap your Garde. However, these types of appendages are employed for a very specific purpose – the exchange of Heigus particles from the

Chimera to another target...or forcefully draining the Heigus particles out of another Gauna. Be wary that as they are appendages...they can be cut off.

HEIGUS PARTICLE CANNON 100 CP (REQUIRES ADAPTED PARTICLE COLLECTOR)

It's known that the Gauna sustain themselves on Heigus particles – and some variants are capable of shifting their placenta to form “organs” specialized for the manipulation of Heigus particles. So the fact that a Chimera can manipulate this to form Heigus Particle Cannons shouldn't be too great of a surprise. They'll have to possess some method of converting the particles necessary to fuel the cannon however...

PARTICLE CLAWS 100 CP (REQUIRES ADAPTED PARTICLE COLLECTOR)

While it's rather easy for a seasoned Chimera to form weapons out of placenta, this isn't just a normal weapon created from placental matter. Capable of “channelling” Heigus particles, these particle claws can tear open placenta, husk, and the true core of a sufficiently small Gauna all at once. One could draw a valid comparison between these and plasma claws and they wouldn't be too far off from the truth.

MIMICRY 100 CP

A temporary shift rather than a permanent one, with intense concentration it's possible for a Gauna to change the appearance of their placenta entirely – enough to change their physical appearance to mimic another person flawlessly. However, without maintaining the extreme level of concentration, it's easy for their mimicry to start falling apart.

HARMONIZATION 100 CP

With a true body the size of a Garde, your Chimera companion might end up being recruited to fight on the front lines. But whereas the Gardes have their parameters tuned by mechanics and changed with add on modifications, your companion is going to have to do the tuning of their own abilities for themselves. With a bit of exertion, they can “match” the performance of a Garde even if it exceeds their own limits, but this only extends a small bit beyond their limits, and will consume energy as they do so.

[ITEMS]

Not so much a store as it is a manufacturing facility, the place is massive – but it's also empty. A terminal is nearby, awaiting you to interact with it. There are two different categories of items here – synthesis items that are a bit more...complex, versus standard items intended to make your time here a little easier.

SYNTHESIS ITEM

There are two synthesis items available here, but whereas one is given for free to both you and your companions...the other one will require a measure of investment. They're intended to help you out of course – provided you can afford them. Your companions can purchase synthesis items as well – just be wary that any modifications made are specific to whoever purchased it.

[SKINSUIT] 0 CP

Space isn't a very good place to be wandering about without adequate protection – frankly, it's not really a good place to be wandering about at all, but if you do find yourself having to venture out into the dark abyss, you might as well be protected.

This full body suit will at least protect you from the effects of exposure to the vacuum, and also serves as moderate protection from the elements. The skinsuit will provide you with a moderate supply of oxygen which should sustain you for as long as you don't exert yourself too much – but you probably don't want to linger out in vacuum for too long.

THERMAL COATING 50 CP

While your skinsuit does afford a moderate level of protection against the elements – under extreme conditions you'll find that the suit will quickly fall apart – the suit's tolerance can only go so far. But by adding this thermal coating on, you'll be able to tolerate the effects of extreme heat or extreme cold – at least for long enough to hopefully make your escape. It's not entirely foolproof, but it does give you a bit of a chance.

PHOTOSYNTHESIS LAYERING 50 CP

The majority of “humans” aboard the Seedship Sidonia have adapted to the process of photosynthesis, but as efficient as their process appears to be, the presence of clothing has a substantial effect on the results. This special modification to the skinsuit seems to reduce that obstruction – thankfully at no cost to the suit's opacity. When wearing your skinsuit, you can slowly gather energy from light around you – the higher the intensity, the more energy you can gather.

HARDENED SUIT LINING 50 CP

It might be standard armour lining – but it is enough to deflect the majority of kinetic rounds as well as physical blows. Sustained fire on the same region is likely to pierce through the lining entirely, and just because the lining is hardened against kinetic force doesn't mean it'll be able to endure more vicious elements to the same degree, so be wary of that as well.

SYSTEM JACK 50 CP

The standard power system integrated to the skin suit is thankfully enough to ensure that most of your primary functions such as air, hygiene, and minor temperature control are addressed without worry – but in the event that you find your suit running low, this can serve to immediately recharge it, so long as there is a source of electricity nearby. This can also be used to link into networks, but it lacks the capability to hack into secured networks. It'll be up to you to make modifications yourself if that's what you're after.

REMOTE CONTROL FUNCTIONALITY 100 CP

A handy attachment for pilots in general, this unobtrusive console is attached to a sleeve typically and is actively linked to a single machine. With it active, you can control the linked machine from afar, though not all of the machine's functions will be available and complex manoeuvres will be out of the question. The effective operating distance of this can be quite far – though how soon the machine can reach you will be dependent on the machine's capabilities.

INERTIA DAMPENERS 100 CP

You might be able to get away from rolls and tumbles without much harm besides some scratches, but in any environment where gravity is artificially sustained – if it happens to shift at all...you might just find yourself suddenly flying, at a moment when flying is probably the worst thing that could happen to you. It seems odd to include inertia dampeners in a suit – but these might come to save your life – whether you're fighting in atmosphere or happen to be in the Sidonia when gravity flips about.

FLIGHT PACK 100 CP

A backpack attachment that effectively can sustain low altitude flight, it won't help much in a windstorm, but then again you shouldn't have to worry about a windstorm in space unless your ship was to decompress...and by then flying probably is the least of your worries. It'll certainly help any time you end up going into free fall – and if you happen to be on the Sidonia that might happen more frequently and more abruptly than you'd think.

DECONTAMINATION PROTOCOLS 100 CP

Not much is known about the Gauna – but the fact that they can manipulate and grow placenta without any noticeable difficulty should be sufficient cause for concern. Gauna have been known to consume entire Gardes whole – and if you're going to find yourself facing against them, it's probably best to take countermeasures so that you don't get infected by some strange alien disease.

The suit's internal lining will prevent foreign matter from infiltrating in and potentially infecting you with some strange illness – but this won't help of course, if the Gauna chew through it entirely. At least if that does happen, you should be dead, hopefully. It'll naturally defend against toxins and other corrupting agents as well to a substantial degree.

[GARDE UNIT] 200 CP (DISCOUNT PILOT)

As a generation ship's first and last line of defence, Garde units are typically armed with ballistic weapons for ranged engagements and various melee weapons at short range. Unfortunately with the Gauna being as resilient as they are, even the most advanced armaments don't fare well against them. Kabi armed weapons appear to have a very pronounced effect on Gauna, and the latest Garde series on the Sidonia have been armed with these.

Typically the standard Garde is around 18 to 21 meters tall and its main strength lies in its speed and manoeuvrability. The intense speeds that Gardes can reach is thankfully not a risk to its pilots thanks to inertia dampening technology on board, and the cockpit is generally the safest part of the Garde to be in. Depending on what type of Garde you choose to pilot, you may find that it not only comes with different equipment, but it also has some particular "qualities".

Modifications are available for your Garde of course – divided into a section for the base [structure type](#), [core modifications](#), as well as [accessories](#) you might want to consider. Parts that are bought will reappear after some time should it be destroyed or lost.

GARDE TYPES

TYPE-15 0 CP

While the Type-15 is widely considered to be antiquated, it stills has features which hold merit as far as Gardes go. The power output of the Type-15 is certainly less than that of the Type-17 and like the Type-17 it lacks the automatic control functions of the Type-18, but the lack these functions on top of a core reactor which doesn't rely on Heigus particles means that it can literally fly past the majority of Gauna without drawing attention.

As the Gauna rely on Heigus particles detection first and foremost, they tend to overlook the presence of these Gardes entirely. The primary armament of the Type-15 is a pair of gatling guns – which certainly aren't as effective against Gauna compared to modern options – but they're reliable in fending off large groups.

TYPE-17 0 CP

One of the last Garde Types which did not come with automatic pilot compensation systems, the Type-17 has served Sidonia for an extensive amount of time, serving in civilian roles in addition to defensive roles. In terms of speed, manoeuvrability, and tactical flexibility it only falls behind the Type-18 by a small degree.

The most notable difference between the two Types is the presence of the Anti-Heigus Particle Coating which protects the entirety of the Type-17. The main armament attached to the Type-17 is a head mounted Heigus particle cannon, capable of firing a sustained beam of Heigus particles strong enough to blast apart a good chunk of placenta.

TYPE-18 0 CP

The most common Type of Garde employed by Sidonia currently – its performance is considered top notch, especially when the time necessary to acquaint a pilot to the machine is

taken into consideration. The learning curve of the Type-18 is much lower than the Type-17 due to the presence of the automatic pilot compensation system, which serves to reduce the consequences of mistakes made by pilots as well as reduce the amount of manual action required on the pilot's part. For some pilots however, this does mean the machine is less responsive as a whole.

Similar to the Type-17, the Type-18 comes with a head mounted particle cannon, and while Kunato industries decided to opt out of including an Anti-Heigus Particle Coating, additional firepower was added to the Garde in the form of guided missiles mounted to hard points at the Garde's left and right arms.

TYPE-19 50 CP

A prototype that should still be in the works from TOHA Heavy Industries – the Type-19 is the “one up” that the Type-18 was to the Type-17. The most notable difference in the Type-19 is its sheer flexibility as far as modifications can go. Not only is the Type's basic speed and combat potential improved without any substantial change in weight, the Type-19 comes in several key variants.

[Defensive] variants possess nearly twice the amount of natural armour as the Type-18, at the cost of some manoeuvrability and speed, but are intended for static battles where those two factors don't affect things as severely. The head mounted Heigus Particle Cannon has also been strengthened.

[Recon] variants possess a substantially larger radar range and are capable of detecting units that are optically hidden or camouflaged through wavelength detection. Whereas the defensive variant trades speed in for armour, the [Recon] variant follows the reverse philosophy. The stealth field it emits is a bit weak – better used to fool humans rather than Gauna.

[Pursuit] variants are the quickest as far as the Type-19 variants go, while possessing the greatest firepower, but they do this at a substantial cost of armour, being slightly more fragile than a Type-18 in that regard. Best used for quick insertions, this variant can outfly a Garde team in clasped formation.

TYPE-J 100 CP

Have a machine of your own? So long as it isn't larger than 30 meters tall – you can import a machine in as a Garde and subject it to modification from the options below. Machines that are too large presents nothing but a logistic nightmare for the mechanics and frankly, once you get above a certain size, you only become a moving target for the Gauna...which are strong enough to devour even hardened alloys.

CORE CUSTOMIZATION

ANTI-HEIGUS PARTICLE COATING 50 CP

A modification which was commonplace for the Type-17 when it was still in mass production, while most tend to believe that there is very little point in even using these anymore as the Gauna have never demonstrated the capacity to manipulate Heigus particles, they do have some merit as far as Garde on Garde combat goes. If the Gauna were to ever adapt though...the Type-18s are going to have a tough time... This coating protects the entirety of your machine, reducing the damage dealt by weapons of the energy nature substantially.

AMBIENT HEIGUS PARTICLE COLLECTOR MK. II 50 CP

The standard Gardes nowadays are built with a Heigus particle power source, but while this makes them far more powerful than the Gardes of old, it also makes them quite reliant on a steady supply of Heigus particles. Unlike the Gauna which are capable of collecting Heigus particles from their environment, the standard Heigus particle collector for Gardes is extremely inefficient.

This improved collector deploys in the same fashion as the old particle collector in the form of two large sail fins, the collection rate of Heigus particles has been increased significantly, making it possible to charge a Garde in a time far shorter than the days it would have taken otherwise. It won't remove the necessity to return to ship entirely, but it does make distance refuelling possible so long as you remain safe. It seems to work with other particles as well – not simply Heigus particles, perhaps why the efficiency has improved.

HEIGUS PARTICLE CANNON 50 CP

Since the adoption of Heigus particles as the primary power source, the attachment of particle cannons have been a standard fixture to Gardes – normally found attached to the headpiece. If you'd like to have more particle cannons however, that's really a matter of cost rather than feasibility. Each purchase will add an additionally particle cannon.

Be wary that while it does have an onboard battery – the cannons will drain on the Garde's reserves after excessive shots...so naturally, too many cannons and you may find yourself running out of energy rather quickly.

ANTI-GAUNA BLADES 50 CP

These physical blades are usually attached to the forearms of the Garde, but while they might prove extremely reliable at close quarters, it is highly advised that you don't close in to a Gauna if you don't have to. These can cut apart the placenta of a Gauna and even damage the True Core to the extent necessary for the Gauna to disintegrate, but if you're already that close to the Gauna...it's probably attacking you as well.

HEIGUS PARTICLE GENERATOR 50 CP

A reserve Heigus particle generator, this happens to be smaller than the main reactor for the Garde, though its output will be sufficient in reducing the main reactor's load. If absolutely

necessary, it can serve as an emergency generator to facilitate intermittent operation even if the main reactor is rendered inoperational.

MEGASTRUCTURE PLATING 100 CP

It's really more of a theory at this point, something to be tested out on perhaps the rumoured Type-20 model, but the use of mega-structure plating, a material that has resistance against even the Gauna's attacks – might prove useful in encounters against the Gauna. To be fair it'll probably prove useful against any alien species.

Mega-structure is strong enough that particle nature weapons tend to dissipate harmlessly against it, and it is extremely resistant against extreme temperatures and corrosive substances. While testing has been done extensively under various conditions, outside that realm of experimentation...it's probably best not to try your luck against something like magic, if something like magic were to exist.

KABIZASHI SPEAR 100 CP

A Garde scale spear that is the first and foremost weapon when engaging standard Gauna, it might lack range, but it is capable of tearing through placenta and halting the Gauna's regeneration cycle without issue. The spear is extremely durable – though as it is sized for a Garde, it's not likely to be usable for anything smaller, and naturally, it has a rather limited range.

ANTI-GAUNA MISSILES 100 CP

A compromise between the short range Kabizashi spear and the medium range ballistic acceleration device, these lack the instant piercing strength of the spear and the range and speed of the acceleration device, but make up for it by allowing the Garde to target multiple enemies at once. Like the spear, the effect of these missiles can substantially delay regeneration within an enemy.

BALLISTIC ACCELERATION DEVICE 100 CP

A kinetic weapon capable of piercing through both the placenta and the True Core of the Gauna with a single shot, it essentially functions as a rifle for the Garde, though past a certain range you'll find that the penetration strength of the round can drop significantly, especially under atmospheric conditions. The firing rate is still moderate enough that it can be used at mid-range if necessary, just keep in mind that this was designed with the notion to keep the Gauna as far away as possible in mind.

EXTREME RANGE KINETIC LAUNCHER 100 CP

The final solution as far as long range weapons for Gardes go, it might have barely any flexibility, but it packs a punch at a range that puts the ballistic acceleration device to same. Targeting is facilitated via the onboard computer, but it is best if this is used on a unit with strong detection capabilities. Missing a shot with this can be disastrous, though there is one major point to note in that each shot has substantial recoil, making repeated shots an act of futility for the most part.

DEEP SPACE FLIGHT PACK 150 CP

While it certainly is a bit unwieldy, this backpack unit is essential for sustaining long distance operations away from a mother ship. The flight pack is designed such that it can be detached if necessary, and by itself it provides enough thrust to accelerate quicker than a four Garde clasp formation. Thankfully, it was also designed to operate autonomously, so while it is active, it won't drain on the Garde's energy reserves.

HIGH SPEED AUTONOMOUS SUPPORT CUIRASS 150 CP

A viable alternative to the Deep Space Flight Pack – this cuirass is similarly attached to the back of the Garde unit, but unlike the Deep Space Flight Pack, it exchanges a measure of speed for attack capacity, as it allows the Garde to perform ramming attacks on enemies without consequence. When active, it takes the form of a sheath around the Garde – this form also allows the Garde to facilitate atmospheric re-entry if necessary without taking damage. With four Garde units wielding these in clasp formation, their combined sheaths can form a makeshift spear – improving the penetration strength of a ramming attack when necessary.

BATTLESHIP CLASS ASSAULT RAM 200 CP

Arguably this was never meant for use with Gardes – but sometimes the situation demands us to take drastic measures. The entire body of this massive spear like construct is made of mega-structure making it capable of piercing through Gauna without taking damage, but with the acceleration provided by a Garde behind it, the assault ram will create a massive pressure front in a wide area around its body which will tear apart anything the Garde flies past.

Naturally, you don't want to be using this in civilian zones.

Considering the force of the ram is enough to blow holes in massive sized Gauna, it's not likely that normal ships will be able to withstand the impact either. The only drawback to this piece of mega-structure is that not only is it nearly three times as tall as a Garde, it also requires the wielder to reach peak acceleration before it really shows effect, which means all of its attacks tend to come in a straight line.

GRAVITATIONAL BEAM EMITTER 300 CP

The average Gauna is little bigger than a Garde – but with the Gauna capable of merging with one another, it's only to be expected that eventually you'll find supermassive Gauna at your doorstep. When conventional weapons like railguns and spears stop working...well, there's still a prototype option left at your disposal.

The Gravitational Beam Emitter, like the assault ram, was never made for Garde use, and it is substantially larger than a Garde – almost half the size of a standard warship in the fleet. The charging process is fully autonomous – but it takes so long that you don't need to expect more than a single shot to be available in a fight, unless you have charging canisters nearby. On the other hand, the power from this monstrosity is enough to blow apart a fleet of Gauna, regardless of whether they number in the thousands or millions...so maybe one shot is all you need. I don't think it needs to be said that you should make sure all allies are outside of the firing channel – because this thing is not going to distinguish between friend or foe.

ACCESSORIES

THERMAL LINING 50 CP

Standard thermal lining within Gardes only go so far – but this improved lining design can help protect core components from the stresses caused by excessive heat whether ambient or from attacks. So long as you have Heigus particles in reserve, this living can remain active – allowing you to dip close to a star for minute periods of time if the need arises, just don't depend on it for too long.

PLACENTA LINING 50 CP

The placenta layer of the Gauna acts as a protective layering around the Gauna's true core, though much of the Gauna's biology is still wholly unknown to humans – especially when the lack of organ analogues is taken into account. What is known however based on trials is that placenta can regrow given sufficient amounts of Heigus particles. The layering of placenta on your Garde might make it look a bit strange, but it acts as a regenerating layer of armour so long as you have Heigus particles in reserve.

There's no understating how useful this can be in certain situations...and even without taking the regeneration into account, this serves as a rather sturdy layer of armour – as it can mitigate the effects of Gauna corrosion on the Garde itself.

HUSK LINING 50 CP

Advanced placenta growth seems to turn what was originally a pliable substance into an extremely rigid but durable material almost on par with mega-structure when considered as an armour layering. Gauna appear to use the husk as "armour on top of armour", and trials have proven that what can pierce the husk won't necessarily pierce the placenta unless extreme firepower is involved. While this certainly makes the Gauna a bit more troublesome to deal with, at the same time this is biotechnology you could use to your advantage at all.

Sturdy armour by itself against all sorts of kinetic based weaponry, if this is combined with placenta, it will also regenerate at a steady rate as the placenta layering underneath hardens to form more of the husk layering.

SWACS 100 CP

While having no immediate offensive use, this relay system serves not only as a deep space radar capable of detecting even hidden Gauna and minute energy fluctuations but also as a tactical relay unit, feeding updated combat information to all units nearby. It can't hurt to have it installed, considering it functions on minimal energy demand, but at the same time, a front line combat unit will probably not use this to its full potential.

STEALTH CONFIGURATION 100 CP

A full overhaul of the Garde's exterior with the intention of reducing Heigus particle emissions and radar visibility in mind, this reconfiguration won't do anything to hinder the performance of your Garde unit, but it will have a rather dramatic effect on your radar presence in both the

eyes of allies and enemies alike. It's odd that there's a music player that's been added in as well – but that seems to be merely a personal touch from the mechanics. Smooth jazz is good for calming you in a battlefield you know.

HYBRID CLASP COMPENSATION 100 CP

The clasp formation is without a doubt useful, but it works best with units that have similar engine output. When a difference between outputs exists, especially between different model Gardes and other machines, controlling the direction of the clasp formation can become a bit...problematic. This compensation unit work much like automatic compensation in the newer type Gardes, but it actively regulates the velocity of other units, bringing the slowest unit up to pace with the quickest one so long as the connection is maintained.

PARTICLE NET 100 CP

It doesn't make much sense to try and capture a Gauna, but in the event that you need to do so, this particle net can disable and incapacitate a Gauna, even without reaching its True Core. Similarly, other creatures of substantial size can be brought down in the same fashion. These fire from the arms of the Garde – and there is a size limit on what it can capture, so don't expect capturing large monsters to be easy.

STANDARD ITEMS

A more "mundane" array of items available for consideration, certainly none of these are necessities, but depending on your intentions, you may find some of them to be more helpful in your stay here. As always, if these happen to go missing for good, you should probably check in your warehouse...as that's probably where they'll show up.

Heigus Particle Container 50 CP

A large hexagonal cylinder, completely opaque, and it's recommended that you don't open it to look inside. The contents of the container serve a very simple purpose, to refuel, charge, and power up vessels and machines. Each canister fed into a machine will increase its output by a small amount. That being said, if you had a Seed Ship yourself, the main reactor on board can use these containers as a very [specific source of fuel](#).

A Bizarre Pot of Monkfish Stew 50 CP

A bizarre pot of seafood that doesn't seem to empty even with multiple people eating from it, it's not bad, though it isn't really filling even if you eat a significant amount out of the pot. It's probably not the best idea to just depend on this as your primary form of nourishment.

Sidonia's 100 Sights 50 CP

An old publication of the various sightseeing spots within the Seed Ship Sidonia, You'll find that if you're in another place, the contents of this book will change to reflect the local area that you're in to better serve you. It's not a bad primer if you're looking for good scenic spots to take pictures in.

Emergency Flight Unit 100 CP

A backpack style unit capable of sustaining short term flight, it was made for use by the crew of Sidonia in the event that a gravitational disturbance would destabilize gravity within the ship in hopes of minimizing casualties. While it was rather successful in that regard, it's not commonly used among the crew as gravitational disturbances haven't been very common with the low frequency of Gauna attacks.

Digital Brain Chip 100 CP

The technology is available; its applications are recognized as being morally dubious, and consequently its use isn't widespread through the Seed Ships. Originally intended to serve as a "memory backup" in the event of individual memory loss, subjects using the chip discovered that they could transfer these chips between bodies as necessary, attaining a state of pseudo-immortality. At least, that was the initial discovery.

Physical memory loss of the digital brain chips become a substantial problem as repeated hops resulted in the degradation of the chip, and with the appearance of "personality conflicts", the use of the chip as a personality transfer tool was seen as an ill-advised option. That being said, it's still very efficient at doing its initial job of backing up memories.

Gauna Placenta Sample [Incomplete] 100 CP

A very rudimentary placenta sample found from the carcass of a Gauna, it doesn't have much of a purpose, but it happens to be an extremely strong adhesive material. The creation of Kabi based weapons, in addition to requiring Kabi, also requires placental matter in order to adhere it to another surface.

Gauna Placenta Sample [Humanoid] 200 CP

Don't be fooled by its humanoid appearance, it's actually a Gauna, and without taking the proper quarantine measures, it might just go on a killing spree. There's an oddity about this placenta sample in that it doesn't seem to behave according to what's known about Gauna. For instance, though the presence of a true core is absent, it can still act on its own. On top of that, if it is "fed" additional matter, it can create more placenta as if it does possess a true core. For those reasons alone you'll find plenty of scientists jumping for the opportunity to study it.

Just remember to always follow the proper quarantine measures before you do anything. The scans of it are a bit disturbing...given that it appears placenta can "mimic" human organs as well, though it's certainly not something they need.

Civilian Shuttle 200 CP

Exactly as the name suggests, it's a civilian shuttle craft, only lightly armed with a pair of kinetic launchers in the event of a Gauna attack. Because it runs off of conventional fuel, it doesn't draw Gauna attention easily, making it good for trips to a planet if you're wary of Gauna attacks along

the while. As it was intended for long distance flight like most crafts aboard a Seed Ship, it has all of the facilities necessary to sustain a small crew for an extended period of time.

Organic Convertor Reactor 200 CP

Originally designed for the purpose of making “truly efficient” recycling, with the threat of the Gauna, organic matter convertors have essentially become the primary source of food for entire seed ships – truly a necessity in an environment where farmable land is a rarity. The machine does happen to be quite large however, so it’s probably for the best if you store it somewhere safe as moving it around will be a pain.

Heigus Particle Reactor 300 CP

About as simple as it gets, yet the fundamental piece of technology that keeps entire Seed Ships running, the Heigus Particle Reactor is responsible for maintaining almost ninety percent of the technology present aboard a Seed Ship. Despite Heigus particles being relatively common place all throughout the universe, the reactors can produce these particles at a ridiculous pace – though this is understandable considering the sheer scale of the ship that relies on it to move.

Placenta Vat 300 CP

About the size of an Olympic swimming pool – this device was made specifically for the purpose of nurturing both Chimeras as well as placenta cultures...but if you’re going to use it, you’re going to actually need a source of placenta or a chimera in the first place. Should you have placenta samples, it’s possible to create more of those sample varieties – such that a humanoid placenta sample will yield more humanoid samples. On the other hand, trying to grow a new Chimera is going to be a fair bit more difficult without the necessary proficiency.

Semi-Autonomous Stellar Convertor 300 CP

This isn’t something that you’re going to be carrying about by hand. A device intended to solve the energy problems faced by vessels as large as a battleship when facing inordinate numbers like what the Gauna can field, it’s intended to be put inside a star, and can siphon the energy radiated by the star into the vessel.

Admittedly, it’s very efficient, and can easily turn the tide of battle depending on what it’s hooked up to. But considering it’s made to be used with stellar bodies and there has been nothing else in the universe capable of fielding the same numbers that the Gauna have demonstrated the capacity for, you’ve probably come to the conclusion that this is a very specialized option – and you’d be right.

[MODIFICATIONS]

What? You don't feel like you have enough to work with? That's odd...I could have sworn the old man gave you plenty of resources to start off with. Well...it's no matter; we're always looking for willing candidates for our experiments. If you need resources that badly, maybe you'll be willing to take some of these up?

It's your choice at the end of the day. Don't forget that safety isn't guaranteed.

BREAKING THE MONOTONY – MAJOR ARCANA

Well, I can't really call this an experiment, it's more of a hobby of mine ya? But it's not too hard to understand, the basics of it anyways – you'll have to figure out the specific details yourself. I have ten cards here, and you may either draw them **randomly** for **100 CP** each, or pick out whatever you'd like for **0 CP**. You may only pick each card once, unless specifically mentioned otherwise.

Be careful though, whatever is written on your card is bound to happen to you once you draw it...and some cards may be worse than others. If you'd like though, your companions may draw instead – though of course, the CP gained belongs to them rather than you.

The limit of CP you can gain from this is **600 CP**. This limitation is shared between you and your companions regardless of who draws.

Roll	The Arcana Reveals Itself	Your Fate Changes Accordingly
1	~Arcana 2R~ The High Priestess	Despite how vast and empty space is, there's a surprising amount to do on a ship, especially when you find yourself on a generation ship like the Sidonia. Your day to day life seems to be swamped with requests to help the crew aboard the ship, and while they aren't necessarily unappreciative of what you do, you'll find that they're equally busy trying to make sure that the ship runs smoothly. Be wary...because when you focus too much on other people, sometimes you forget to make time for yourself. If you let it go on for too long, you'll find yourself collapsing into periodic slumps where you have no motivation to do anything at all – and those moments are usually when you're needed most.
2	~Arcana 3R~ The Empress	When you've been drifting through space looking for a hospitable planet for this long...your perspective of time tends to become a bit skewed. Traveling through the depths of space, with nothing but artificially induced light as a guide, sometimes losing track of days and nights is as easy as getting assigned to a simple research project.

		Progress seems to stall on many things ship wide and getting motivation levels up in people can be difficult, especially during periods when the Gauna aren't attacking. You'll find that people seem to be troubled over the prospect of never setting foot on a planet again, and dealing with their moods and fears will be a hurdle you'll have to tackle if you want to get anything out of them. Still...somebody has to run the ship.
3	~Arcana 6R~ The Lovers	Well, being popular isn't necessarily a bad thing, but there's a point when you should draw the line...probably when other people start seeing your time as something to monopolize for themselves. Between your companions and the member of the crew, you'll find that people seem to want your presence...exclusive for them...quite often. There's no harm in accepting their requests...but then don't be too surprised if you start receiving confessions as well. Sometimes, all it takes is one small action to start a major misunderstanding. The ship might be big...but it's certainly not big enough that rumours don't spread around.
4	~Arcana 7U~ The Chariot	Not everything is going to go your way, and frankly, not everything is going to help – but if you can keep things properly balanced, you'll find that your time here can be very productive. After all...there really isn't anywhere specific to go. Well, there are distractions on board I suppose. You'll find that the other crew members seem very eager to take you on as a pupil in their specific trade...even if you've already accepted the offer of somebody else. Hopefully you can juggle multiple trades at once, because though they sincerely want to see you succeed at whatever their trade is, these people also have herculean expectations for you to fulfill. You probably shouldn't rush to meet them either...that might just encourage them to set the bar higher.
5	~Arcana 8U~ Strength	He might claim to be a “friendly” rival, but this fellow seems to take “competition” a little bit too seriously, and as a result...well, nothing seems to matter to him beyond proving that he's better than you in every respect. Failure doesn't seem to deter him, which could be seen as a positive trait, except it results in him challenging you over every little thing. You can try to reject his challenges of course, sometimes it's just not the right moment – but don't expect him to have the social grace not to belittle you over it to anyone who will give him the time of day. Thinking about it...why is he so popular anyways?
6	~Arcana 10U~ Wheel of Fortune	Perhaps it's a matter of routine, or perhaps it's a phenomenon that only happens in space due to being stuck in the same “space”

		for an unfathomably long span of time – but over the course of your time here, you’ll find that moments of déjà vu seem to occur on an extremely frequent basis. Maybe it’s because misfortune tends to be easier to remember, but you’ll find more often than not that after you encounter a single unfortunate event...it’ll repeat again and again...a different cause each time, but the same consequence ensues. If that unfortunate event happens to just be stumbling on a group of ladies photosynthesizing, maybe you should consider yourself lucky.
7	~Arcana 17R~ The Star	The ship is large enough, the crew can sustain functionality, they really don’t need you anywhere in particular...do they? Even if the Gauna do attack, shouldn’t the crew be enough to manage it? There’ll be times when no matter what you do, you can’t seem to work up any motivation to do anything except travel around the ship and look for good sightseeing spots. The gravity of the situation, regardless of what the situation is, doesn’t seem to faze you in the slightest, and even if there’s a chance that your well-being is at stake, you’ll find that you’d rather stay in bed and read a book. There’s a point when apathy becomes destructive, and you’ve probably reached that point about now. It does seem to ebb and surge, so hopefully the lethargy doesn’t hit you in the middle of a fight if you happen to be a pilot.
8	~Arcana 19U~ The Sun	It might just be cloning creating identical individuals, but if you ever took a look back into the records of the ship you’re on, you might notice that the same posts on the ship have been held by the same people...for the very long time according to the pictures in repository. It might give credit to the madman who seems to be convinced that immortals are aboard the ship, and they’re plotting to enslave the crew at large – but why he needs to harass you about it every single day is...well perhaps you’re just a bit more approachable than other people? But if he lingers around you a bit too long...you should watch out, because not only will your public image be affected, but there are also folks higher up in the administration who might consider you worthy of “closer observation”.
9	~Arcana 20U~ Judgement	Since the destruction of Earth, the Gauna have harassed humanity to no end. The science would indicate that they’re instinctively attracted to Heigus particles, as well as any solid matter they can

feed upon, but there are those who believe in an alternative theory. A band of “radicals”, as the rest of the ship would call them, believes wholeheartedly that if you were to peacefully approach the Gauna, they’ll return the favour. Considering the fact that the Gauna have initiated most known encounters in the past this notion seems to be contradicted by hard fact, but that won’t stop these people from pestering you until you agree to represent their views. People can be stubborn sometimes...and these folks don’t seem to be the kind that you can convince with hard evidence. You’ll probably need a more drastic approach if you’re going to try and change their mind...		
10	~Arcana 21R~ The World	When the ships set off from Earth, they left with a single intention – to seed human life across the galaxy so that at least some fragment of human civilization could survive the destruction of Earth. Unfortunately, there are folks who have taken this notion a bit too wholeheartedly. You’ll come across plenty of planets along the way, and whether the planet is hospitable or not, there’ll always be a very outspoken group among the crew who will insist on sending out terraforming teams. It’s easy for them to make demands of course, given that they don’t have to worry about ship logistics and resource consumption...but terraforming isn’t something that’s easy – especially when the planet nearby is a gas giant. Don’t let them get too carried away with their demands, because even the more you give in, the more they’ll demand. On the other hand, if you don’t acquiesce at all, they’ll likely find themselves “forced” to take drastic measures such as hijacking resources. The problem is definitely more the mindset than the people however, because regardless of how many you send off to go terraforming, there’ll always be more folks demanding to go off on the next expedition.

DRAWBACKS

As I said man, if you’re up for the experiments...there are definitely opportunities ya? None of these are really pleasant man, but...hey, look on the bright side; we’ll give you some spending CP for it. You can collect up to **600 CP** from drawbacks, separate from the Arcana and Scenario.

Well, not to dishearten you or anything man, but I don’t expect you to survive these, so don’t feel too bad if you die ya?

The Swarm 100

Modern scanning technology has improved to the point where scanned targets can be uniquely numbered up to the hundred thousands, even the millions with more sophisticated machinery. This is going to come in handy for you, considering the Gauna are never going to attacking you in single digit forces. Standard Gauna “recon” forces will number in the dozens, a moderate sized attack force will range in the hundreds to the thousands, though thankfully a large number of these will strictly be drones.

You do have enough ammunition on hand right?

Deep Space Dysfunctional Syndrome 100

Admittedly, seeing an ocean of stars can be very intimidating. Seeing a pitch black abyss that stares back at you can be even worse. It'll be tough, but try to keep your wits about you, even if the sight of space alone instils terrifying images in your head. Any time you find yourself staring into space...the images will start showing up, etching themselves into the deepest recesses of your mind. It might not be so bad if the images weren't so foreign...so alien...and so...bizarre. If only you had a way to record and decipher them...

Society's Outcast 100

Well it might not be inaccurate to say that you don't belong in this world – but it still won't make the sheer hostility that you get treated with any easier to swallow. Don't expect any gratitude or sympathy for favours you do for other people, because expectations only lead to disappointment.

It's very apparent that there are very important people who see you as little more than a means to an ends, and unfortunately that includes your companions as well. Do your “duty” and those in charge will tolerate your presence, but if you try and act out of line...well let's just say they aren't strangers to cruel and disproportionate punishment.

Darwin's Law 200

All things evolve – though thankfully the Gauna have yet to demonstrate the capacity. But when you consider that the Gauna may well be a collective entity spanning the entirety of the universe...once they start to evolve...things might take a very drastic turn for the worst.

The Gauna will adapt to weaponry and tactics that you use against them. If they capture Gardes, they'll adapt their form to use Gardes and the weapons of Gardes. Magic, and other elements that would defy the physics of this universe,

seem to fare better against these creatures, but don't be surprised if the hive collective can adapt its defences to these as well.

Homing Beacon 200

The Gauna sustain themselves off of Heigus particles – and whenever a concentrated source of Heigus particles appears, they'll be instinctively drawn to the location. So why is it that you – who certainly lack the capacity to generate Heigus particles, attract so many Gauna to you? You seem to draw Gauna to you like a flame draws moths...On one hand you might be happy that like moths, the Gauna drawn to you don't seem to really have much "tactical sense" to them, but on other hand sometimes the numbers can simply become too much.

At Death's Door 200

It seems that you've taken the concept of "living with death in mind" rather close to heart haven't you? People who don't know you will probably come to think of you as a death seeker even. It's not so much about your mentality as it is the expectations that other people have of you. From the moment of your arrival, you'll be thrust into deadly situations. If you're under the impression that somebody is out to ensure you lose your life, you wouldn't be necessarily wrong. But you should be more preoccupied with staying alive than worrying about who bears such ill will towards you.

The Impoverished 300

In the darkness of space, things like resources were never a guarantee. Frankly, unless a ship was completely self-sustained, they shouldn't be venturing into space at all – but the flight of the generation ships from Earth was not a choice made freely but rather one made out of necessity. Frankly, it's not a surprise that many of the ships were wholly unprepared, given how hasty the retreat from Earth was.

So don't be surprised when resources run out aboard the ship, and people start succumbing to illness all while systems begin to fail across the ship. Things aboard such a tight system are linked to one another after all, and if you don't address problems quickly, soon the problems will stack upon one another like a chain of dominos toppling over. Just because you escaped to another ship doesn't necessarily mean that you've escaped the problem either – if you have another ship available.

Well...considering you're the only common factor to all of these ships dying off...maybe it's you, and not the ships? You might find that when people are forced into desperate situations, they can turn on others very quickly and treat them like pariahs...

Divided We Fall 300

Ships can be small, ships can be big, but regardless of their size, the people inside them don't necessarily change all that much. Humans are truly a wondrous species, capable of feeling such a massive range of emotions. Yet when they fixate themselves on certain things...they can also become terrible monsters.

A society that loses its cohesion will quickly spiral towards destruction. The signs aren't apparent at first, but being cooped up in space has left everyone just a little bit more apprehensive than usual. The crew of every ship you encounter seems a little off kilter; your companions seem a little more irritable.

All it takes is a single slight to tip the balance over...and any semblance of order which existed will collapse. If the crew is to be considered the infrastructure holding the ship together, when you start pulling that out piece by piece...it won't be long until the ship falls apart. Leave them to their own devices, and they'll likely fight one another until no one remains...even resorting to silent assassinations to begin with from those in power.

If you're the last man alive...hopefully you have what it takes to complete the journey solo.

[SCENARIO]

EXODUS +200 CP

"Well look who it is? I presume you're here because the old man suggested it? Ah no matter, if you're here, you're here, and that's all there is to it. I don't suppose you'd have some time for me? You see, I've come across something rather interesting...not at all what I expected."

The man in front of you is Threnos – the space time researcher that the old man had spoken of. It's likely that whatever he's come across is related to the "task" that the old man had mentioned as well. There's no harm in listening to his request anyways, if you're not in any rush to depart for the Sidonia.

"So I took a bit of a look myself at all of the ships that left Earth, according to the history here, and one ship came up in particular as I was plotting out their course." A star chart appears behind him, you might recognize the Milky Way if you're good with astronomy – though the image only lingers for a moment before it zooms in to a specific arm.

"The other ships – the surviving ships anyways, have all been steadily moving away from Earth. The ones that were destroyed have fallen off the map – but this one...this one seems to have just stopped dead, without any planets or stars nearby." He points out the glowing dot on the map, as if you needed any guide. It is the only dot present after all.

"So I thought to myself, wouldn't it be neat if I took a little trip to explore a derelict ship? But then I realized I had some actual work to do with the place, some business with the time/space engine that we had salvaged from a City a long while back...but if you're interested...you know, I could send you in my stead. I'll watch the recording of your trip later when I have time."

He describes it like some sort of tourist venture, but there are some severe implications of what he's offering to you.

- **Firstly**, it is very likely that if you take him up on his offer, you may never come to find the Sidonia. This will be a one way trip.
- **Secondly**, it's likely that if the ship is truly derelict, you'll be stranded in space for a while.
- **Thirdly**, while Threnos assures you your companions will come along with you for the ride, he can't say for certain that your warehouse connection will be immediately restored. It's essentially him sending you on a blind jump after all. He is pretty confident that you'll restore connection not **too long** after you make landfall.

- **Lastly**, it's very likely that this trip will distort the length of your stay here. Threnos has no clue how long your stay will be extended...just that it'll definitely be extended.

"Besides that, there's really not much I can tell you about this mysterious ship, so if it interests you, my offer still stands to send you and your friends aboard. You can figure out this mystery for yourself. Gosh...I hope it's like haunted or something; that would make for a neat adventure wouldn't it?"

You probably wouldn't agree with him, but ultimately the choice is yours. Will you accept his offer or not?

If you accept, Threnos will give you a bit of time to prepare yourself and your companions. His advice as far as preparation goes is relatively simple. With the conditions on the ship unknown, it will be better to take only whatever you can fit on yourself. The ship itself is a standard seed ship, no more than 30km long, so you might want to contain yourself to a human form to better facilitate exploration. When you're ready though, Threnos will be waiting next to his makeshift gate.

Did we mention that it is a makeshift gate?

Threnos can't really help you much more than that in terms of preparations. That was really what the other folks were for; Threnos is just the gate keeper. However, he has a large stock of food supplies and what looks to be a giant pile of batteries that he's confident you can use. Considering he's a space/time researcher...well, it can't hurt to take them along with you when he's facilitating the transport right?

The transportation won't take long, in the blink of an eye you'll find yourself on board the ship. Though perhaps in that brief moment, you'll realize that Threnos never mentioned if the ship actually had a breathable atmosphere. Thankfully it doesn't seem like you have to worry about that.

Unfortunately, your companions don't seem to be nearby at all. We did mention that it's a makeshift gate, right? Your situation might be a bit better if you weren't expecting companions at all. In any case...you should probably take a moment to get your bearings and figure out what the situation is.

You assume, judging by all of the equipment nearby, that you're either on the bridge of the ship or a research lab, but none of the terminals are active and only some of the emergency lighting is functional. With a bit of work or if you have some capacity to handle electricity, you might be able to jump start one of the terminals nearby. Otherwise, you'll probably have to wander through the ship's chambers a little more in order to find a functioning terminal.

There are no records of the ship's name oddly enough. It's anyone's guess whether this is because the terminal's access privileges are too low or if it has to do with why the ship is dead in space, but the terminal does have a [makeshift log](#) of what has happened aboard the ship. It seems like the log was recorded by an unregistered individual as well, as the author history only indicates a number.

Not a username or anything – but simply a number.

Regardless of the other information available, this ship that you're on, currently in a low power stasis state, is a 2nd generation seed ship which set off from the L4 point Arkhangelsk Shipyard on September 13th, 2384. There are a bunch of scattered logs with nothing eventful recorded in them following this, but there is something that might catch your eye.

The transmissions between what should be two other seed ships, with a very odd range of time stamps. Dating 2612 and 2731, it seems that this ship's course was set between that of two others...the Aposimz...and the Sidonia. Some of the transmission data appears to be corrupt.

Though if that were the case...you would wonder why they only kept [logs](#) of transmissions – there's no indication they've sent any transmissions in return, no records that any attempt to communicate was made at all. The remaining logs are...slightly disconcerting. It would seem that despite the ship being a 2nd generation seed ship built with the collaboration of multiple nations – something still went wrong, awfully wrong.

Whatever it was – this event is most likely the cause for the ship being in its current state, and there are no logs to indicate what happened next. The very last line in the last log available is more cryptic than anything: "I've been living a lie, there's nothing inside."

If you take a bit of time to ponder this, you might realize a troubling conundrum. If the ship set off in 2384, and the captain's log was on this date...then who was it capturing transmissions between 2612 and 2731? Surely there must be somebody alive on the ship...or was the ship visited by something? The terminal doesn't indicate what year it currently is. It happens to be fixed at 2384.

Well, you have plenty of time to ponder on that, but in the meantime there's still some other information available from the terminal. There's information both on the present state of the ship, as well as the Gauna. Without knowing how much time has passed, it's difficult to ascertain whether the Gauna were a threat to this ship at all, though the ship seems to detect nothing within a large vicinity. There's some historic information however.

As one of the last ships to be launched from Earth before it was sundered in half, there's still footage on what the Gauna did to the mother planet of humanity. 47

Gauna was all it took to sever the planet in half...leaving two neatly sliced hemispheres in their wake. There's plenty of data on what the scientists determined about Gauna – and nothing suggests that they can be reasoned with or controlled. The Gauna are undoubtedly a threat – and the notes suggest that the only reason this ship is still intact is due to its Heigus Reactor remaining inert. Perhaps that's why the ship was left in this state to begin with.

...You know, thinking about it...who was it that wrote these notes? Things would make a lot more sense if you knew just what happened after the ship left Arkhangelsk.

In any case, the systems suggest that the ship is actually in a serviceable state, or at least not in the state that you might expect a derelict ship to be in. There's a massive amount of technical information that's probably irrelevant to you, but the majority of the information can be basically summed up as follows:

SITUATION REPORT

- **Main power** throughout the ship has been cut and auxiliary power is all that's keeping the **atmospheric control & gravity generation, life support** and **cold sleep chambers** functioning.
- As a result, lighting is intermittent through the ship and largely unreliable.
- The **engines** are miraculously intact, though they also happen to be inactive. In order to activate them though, you're going to need **main power**.
- **Main power** is primarily routed through the core reactor, but starting that up is likely to increase your visible presence to Gauna if they're around.
- As a result of being on auxiliary power, many sectors are on lockdown status – and unless you crack the security grid, you're going to have to find people with access privileges...perhaps the **crew**?
- Main **defense systems** are inactive, as are the **manufacturing bay, astronomy lab, engineering bay, and theory labs**. Needless to say, main **hydroponics** isn't active either – any food reserves will likely have rotted by now...if there were any to begin with. The actual **organic material convertors** have all fallen silent.
- Some the **crew** are documented in the systems log, all who are present seem to be accounted for in **cold sleep**...but the number is far too small to be the entirety of the crew.
- There's apparently a **special drive**, but there's no information on it within the logs.
- Last but not least, the terraforming equipment is intact – but sealed within the highest security chambers. It seems that only the **acting captain** would have the privileges necessary to get at it...

You're not in the best situation possible. As Threnos suspected, your access to the warehouse seems to have been temporarily suspended. Thankfully if you wander around the ship a little, you'll probably find any companions if you had them come along. Besides the food that he sent you, it does seem like the batteries he had you bring along might be of use as well...

Though it's likely they'll only integrate with onboard systems, and you happen to have a rather limited amount on hand, with what you have available you could probably begin to restart the ship. Maybe if you have some [particle containers](#) as well that might help.

The real problem is – besides the ominous last message from what was presumably the crew – what are you going to restart first? The systems don't suggest any one system in particular, so maybe you should give it a bit of thought. Or perhaps you might want to see if awakening the old crew could be an option? They'd likely be more familiar with the ship than you at first glance.

NGC 1976 – AWAKENING

The ship isn't going to move unless you restart the engines and there's no telling how long you'll have to wait in order to get your own warehouse and fleet links back online. But once you start the engines and start releasing Heigus particles into space again...well the notes clearly indicate that Gauna are inherently attracted to Heigus particles, and the ship will be a pretty big emitter of them.

Take a moment to reassess your options and resources at hand; going by the number of batteries you have on hand, you should have about **30** units of resources. Each additional particle container you have should be worth about **10** units of resources.

Besides restarting the engines, you do have other options available to you...

PRIMARY OVERVIEW

- Starting the **main reactor** will take **20** units of resources. Starting the engines takes a further **5** units of resources.
- Each sub-system, the **Astronomy Lab**, **Theory Lab**, **Manufacturing Bay**, **Engineering Bay**, and **Hydroponics** will require **5 units** of resources to activate separately. These can be activated even **without the main reactor active**. The **engines** however, require the main reactor.
- The crew can be awoken from cold sleep, at a cost of **3 units** of resources.
- Once the main reactor is active, it will produce **20** units of resources per year. For each subsystem, including the **life support** and **engines** active, this decreases the amount of resources produced per year by **5**. Thus, at

4 subsystems active, the main reactor will no longer supply any additional resources per year. There are no issues with all 7 systems active.

- If the **engines** are started, regardless of the time, Gauna will begin attacking in small groups that grow in size each year as they look to feed on the Heigus particle reactor core.
- If **no systems** are activated after **3 years**, do note that life support will begin to fail systematically. Activating a **sub-system** will delay this by a year, activating the **main reactor** will remove this risk.
- You may tarry as long as you wish within the ship, but be wary that after the passing of **5 years**, the **cold sleep chambers** will begin to fail, killing off **50%** of the total crew list in cold sleep. Each year after that, 50% of the remaining crew list will die off, rounded up, until there is none left.
- Naturally, unless you restore specific systems, you won't have any food save for what you can scrape together. Or perhaps you can eat metal?
- After the passing of a **decade**, regardless of whether the ship is prepared – Gauna attacks will become a standard occurrence, as a Mass Union Cluster will appear near the NGC 1976 star system.

SUB SYSTEMS

- There are **7** subsystems in total. Life support, engines, the astronomy lab, theory lab, manufacturing bay, engineering bay and hydroponics. Only the **Life Support** systems are initially active, others need **5 resource units**.
- Once activated, you may shut off these sub-systems at will, this reduces the cost of their upkeep from **5 units of resources per year to 2**, but only if they remain inactive for the entirety of the year. If the main reactor is not active, the sub-systems will function at reduced capacity.
- **Life Support** consists of the gravity control, standard atmosphere, as well as inertial compensation units. Shutting this off will have disastrous effects if your crew isn't capable of surviving in near vacuum conditions.
- **Engines** are for propulsion purposes, and are necessary if you're going to ever get out this place, but also the primary draw for Gauna attacks.
- [The Astronomy Lab](#) is essential for deep space scanning, communication control, as well as general navigation. If you're going to look for the Sidonia or the Aposimz...you'll probably want this up and running. If you already have the theory lab running...it seems that the astronomy lab might be able to help with that strange beacon they found.
- [The Theory Lab](#) is involved with research and development for new technology, as well as constant adaptation to things found in space by the ship. It's essentially a necessity for continuous development, but technically you could skip it and run blind. There's an odd beacon that's locked within the theory lab though that you might need the lab's equipment to activate.

- [The Manufacturing Bay](#) deals with the mass production of Gardes, ship components, up to even creating basic ships. There are some peculiar pieces of equipment which require this and the theory lab in order to restore to full functionality. Technically you could skip this and not rely on manufacturing anything.
- [The Engineering Bay](#) deals with the creation and upkeep of both biotech as well as mechatronics, involving organic adaptations to technology in addition to creating and maintaining static defenses, the Gardes, and general ship infrastructure. Technically this isn't necessary at all, though the ship will probably have to be maintained personally by you.
- [Hydroponics](#) deals largely with the production of consumable food material, as well as the Organic Material Convertor. On the other hand, if you have an organic material convertor item, you can largely substitute this, but hydroponics does provide a steady flow of food material.
- [Defence Systems](#), while not considered a sub-system, is technically a facet of both the manufacturing bay as well as the engineering bay. This involves all of the static defenses aboard the ship, as well as things like early warning systems and major countermeasures.
- **Do you need to have all sub-systems active? No, but life support will keep you alive, whereas the engines will be helpful if you want to move. Nothing else is necessary.**

THE CREW

- For each subsystem besides **Life Support**, there are crew members available in cold storage which specializes in that field. [Astronomers](#), [Researchers](#), [Manufacturers](#), [Engineers](#), [Agriculturalists](#), and [Soldiers](#) fit each of the corresponding subsystems.
- In addition to this, there seems to be a selection of [Captains](#), [Vice Captains](#), and [Civilians](#) as well. While the captains are each responsible for controlling and directing the ship, civilians have special functions aboard the ship depending on what they specialize in.
- Be wary that while each crew member has their own unique contributions to the ship, there are some crew members who may be...problematic. Once you go above **10** awoken crew members, be wary that there may be a traitor in your midst. If you go past **25** crew members, it's a definite certainty that you'll have awoken a traitor.
- Just what did they do? No one seems to have a clue, which might link them to whatever happened just before the ship became a derelict.
- As a reminder, each crew member costs **3 units of resources** to revive. After **5 years have passed**, half of the people still within the cold storage will die off each year. The system chooses randomly as it attempts to preserve functionality.

- You also do not need any of the crew members at all, provided you have a way of getting this Seed Ship to move on your own.

When you've gotten up to speed on preparing the ship, it's probably not a bad idea to get yourself up to speed on the situation again. A 30km ship is a lot to manage, and no one would blame you if you lost track of what you were actually supposed to do in the first place.

There's the matter of discovering what actually happened to this ship of course, but there are still some decisions to be made regarding the ship's "directives".

NGC 1976 – commonly known as the Orion Nebula, lies nearly 1350 light years away from Sol. The crew, if you revived them, all appear to have separate notions of how they got here, but one thing is certain – they had fled here from Earth, but they had no intentions of sticking around. Something happened to them to leave them stranded here. No one seems to remember what that something was. There's one collective sentiment among the crew – there's no returning to Sol.

On the other hand though, NGC 1976 seems to be a safe place to make preparations for a short time. Your first priority will likely be to get that beacon up and running. The other sub-systems will probably come in handy as well...if you're looking to get the ship moving again. This ship is probably going to be your lifeline for a while.

It's only going to be a matter of time until the Gauna will show up...likely they'll show up in small numbers before the decade is up, before appearing in greater numbers after that.

There's no doubt that you can ward them off to begin with, but their exponentially growing numbers should make it clear that this is neither the time nor the place to stand and fight. Try to hold your ground and they'll overwhelm you eventually – there's a whole universe of Gauna out there.

Light the engines, set a course, and get out of Orion before the Gauna consume it entirely. Not sure where to go? Well if you resurrected a captain or one of the astronomers, they'll recommend that you set a course in for the last known location of the Sidonia or the Aposimz...though the Sidonia would probably be easier to track down at this point based on those last known coordinates.

Well, at least the crew seems to remember that there are still two other ships out there...somewhere. Your chances of survival should improve if you can reconvene with them.

...and you might want to consider naming your ship something, just for good luck.

NGC 1976 – AN UNEASY FEELING OF FEAR AND LOATHING (OPTIONAL)

It's not entirely necessary, but it might provide you with a small measure of comfort if you could figure out what actually happened to this ship before you start off. After all, there's no telling if what happened before will happen again. At this time, with the ship still inert and the Gauna not a pressing threat, you have a small time frame to investigate the ship further.

You have several options on hand. The crew is certainly one of them – as long as you revived them, there must be something that the crew can tell you about what happened, and depending on who you resuscitated, you might see things from a different light.

SPEAKING WITH THE RECENTLY DECEASED

Astronomy Wing

The astronomers, if you revived any of them, don't have a story that matches up.

Each of the astronomers will tell you something different, ranging from encounters with super Gauna to a deadly biological virus which ravaged the ship.

Nobody however, knows what the 「Goose Chase」 protocol or the “Heartbeat/Heartbreak” virus is. As none of the astronomers were actually near one another during the “event” according to their stories, their stories could be simultaneously true all at once...or they could all just be delirious.

Theory Bay

Of the revived researchers, some of them remember distinctly that they had to quickly scramble to address a “ship malfunction”, apparently related to the ship databases. But before the malfunction could be properly addressed, the ship went into a secondary emergency protocol. This is where their stories conflict – some of the scientists insist that the malfunction was resolved, others insist that there is still a malicious program nested within the ship.

Engineering Bay

The revived manufacturers and the engineers are a bit busier trying to assess potential damage to the ship, but unlike everybody else, they seem to have a unanimous take on what occurred to cripple the ship. The information that they can dig up suggests that an external party interfered with ship operations – resulting in an emergency stop and kill procedure.

Unfortunately, the records that do exist related to this point to a “virus”, which should not have been possible. Why would anyone want to undermine a seed ship

prior to departure? Just what was project "Tsuchinoko"? Some of the engineers may comment that it's very likely that the database corruption was intentional.

Hydroponics

The revived agriculturalists seriously do not want any part in the investigation, and most would be happy just be left alone to their work. They don't have much to say about the public logs, and even less to say about the Gauna threat. One of the revived agriculturalists will comment off hand that if the ship had been intentionally crippled, then it was fortuitous in a really twisted way.

After all, the ship was over capacity when it launched, and now there is plenty of room for everyone...

The Armory

The revived soldiers are appreciative of your work, first and foremost. They happen to know absolutely nothing about classified military programs, secondly. They haven't been able to establish a commanding officer, thirdly. If they had a commanding officer they might be able to freely discuss their suspicions regarding the fight just prior to the launch, and the mysterious figure who showed up on the communication channel, lastly.

That will be all.

The Bridge

The captains and vice captains are keeping a pretty tight lip about the entire affair, but it's clear that the Goose Chase protocol does ring a bell. If you can press them for information however, or establish a certain measure of trust, you'll find that the "top brass" of the ship each have a rather peculiarly fragmented take on what this seed ship is, and what occurred. The details are vague, but if you can interview each and every one, you'd get the following highlights.

Contrary to his dossier, Gomez was not truly the original captain. The original captain had tech implants that Gomez himself clearly does not. There was an argument involved prior to launch. There was a transmission which was captured, but the contents were deleted immediately. The firmware of the Seed Ship was out of date, and the engineers should have been aware of this.

There is one thing that the revived captains or vice captains will tell you however. No one was really expecting the ship to take off. No one remembers it taking off either.

...So why aren't they still back at Sol?

The Mess Hall

The other crew members may have had some interesting information to share, but it's the tag along passengers who have a real contribution to make if they were revived. Well, some of them anyways, the others would be fine just getting by and getting used to living again.

Annerose is convinced that she can coax the information out of the folks just by talking to them, but she'd need time for that. She'd also suggest that you enlist the help of Maeter – who perhaps, can help you with getting information from the folks even in cold sleep.

Mr. Kaga is keen on getting back to cooking, and will request that you find him an iron knife. This has absolutely nothing to do with the investigation it appears.

The little girl Remina tells you that the friendly stars have been telling her they had a very nice meal. The children were especially fresh. It doesn't seem like she's talking about this ship as well, at least you hope not. She says that the stars are full now though, and will likely not feel hungry again for a while. That should be good...you think.

The Laurie House Representative offers you painkillers. You're not sure why you need them, but he tells you that they helped to block out the pain from his implants back then. When pressed however, he doesn't remember what happened after downing an entire bottle of pills.

Gudashu tells you that if you're willing to pay her she'll have information for you. But not right now. Right now she wants to eat apples. Lots and lots of apples.

If you did revive Maeter, perhaps she will contribute the most out of this band of misfits. But she needs time to analyze the cold sleep cells in detail...so for now you might as well get the rest of the ship started up and running while she focuses on her task.

But even without the help of the crew, it should still be possible to piece something together from the ship's systems. The terminal that you initially surveyed the ship from doesn't appear to have complete access to the ship's files, and there appear to be signs of extensive data corruption, but if you gather enough pieces, you might find the first traces of a lead.

The ship's physical state doesn't do much except add to the mystery. The components which you've reactivated run well, as if the ship hasn't aged a day since leaving dry dock. Any revived crew member will comment that it doesn't seem like the ship has been disturbed for centuries and yet nothing has fallen apart.

If you have a fair bit of expertise with database repair and compilation, you might be able to salvage something through all of the corruption. Attempt to remove or cleanse the corruption entirely doesn't leave you with much at all – there are traces that something attempted to cleanse the database prior to the corruption settling in.

At the very least though, you should be able to gather pieces and bits of a single [log](#). The information is piecemeal, and it doesn't really make any sense, but it's there. It suggests that "dormancy" was necessary for the "fear" to pass...and the ship has been dormant for a really long time...

With the ship as it is, it would seem like there shouldn't be any risk to the systems anymore. Starting up segments of the ship went without incident, so actually running the ship and getting it moving should hopefully go without a hitch as well. But perhaps you should, just in case, set up a watchdog of some sort over the systems.

Just in case something happens.

NGC 1976 – LEAVING THE NURSERY

Hopefully you remembered that the engines disperse Heigus particles – and the Gauna are attracted to Heigus particles – so you already made preparations for a fight, because departure isn't going to be a smooth process. See, the thing about a generation ship's engines: they aren't naturally capable of faster than light travel. The Gauna aren't either...but they're widespread enough throughout the galaxy that it doesn't really make a difference.

Pretty much within the hour of lighting the engines, you're going to find yourself engaged by a recon patrol of Gauna. It's not a particularly large force, only numbering in single units...but if it's your first time fighting the Gauna, you'll want to stay on alert – because if you take too long, reinforcements will show up on a steady frequency. This will be your first exposure to the Gauna hive mind.

At this point, going anywhere is better than sticking around, so once the engines are started up you should high tail it out of the galaxy. Depending on how long you waited before starting the engines, the Gauna will likely have already seeded themselves in the nearby star systems. At this point really, there are only two notable types of Gauna to watch out for.

The standard Gauna are like massive bugs, but they go down pretty easily, with the only threat they possess coming from their numbers. Their placenta tendrils give them a deceptively large range, so Garde pilots should be wary of getting too close to them.

On the other hand however, the Mass Union Gauna represents a substantial threat. A single Mass Union Gauna can contain anywhere from a hundred thousand standard Gauna up to the millions. Acting as the equivalent of a heavy carrier for Gauna, unless you have extremely potent armaments aboard, even approaching these leviathans is not advised.

Due to their nature as a hive mind, the Gauna will be able to keep constant tabs on where the ship goes. Nearby hive fleets will respond if your flight course comes within your range – until eventually the ship comes to the situation where it faces hive fleets on every angle.

At this point – the ship has two choices...it can attempt to fight its way through the Gauna encirclement, or it can sit still and fight until every last Gauna is dead. Neither of the options seems particularly appealing to any of the crew aboard, especially if the ship isn't very well equipped.

Well, there's still one more option – there's that bizarre engine that was found on the ship that you probably haven't tried to use. If you had not taken the time to investigate and mount the drive properly, anyone will be able to tell you that the weird sounds the engine makes probably aren't natural. The fact that it shakes like it's having a seizure while active doesn't make the situation look any better either.

In any case, unless you want to fight your way through the Gauna gauntlet – that strange engine is probably your best bet. It takes a couple minutes to wind up – but make sure that everyone has returned to the ship or is holding on to the external surface...because using the engine is a one way trip.

If you were keen on fighting your way through the gauntlet, be prepared to fight for a very long time – because the ship has remained a derelict for quite an extensive period of time, and in that time, the Gauna have pretty much seized control of the entire NGC 1976 sector. You might break through the encirclement this time, but it'll only take a short while before the hive fleets pull enough numbers to arrange another one.

PERSEUS TRANSIT – HEART & SOUL

The use of the engine seems to have booted you to a completely bizarre region of space – and judging from the completely different star maps or even just by a look outside if you have no astronomy wing, two things become immediately apparent. Firstly, you've managed to reach a region of space that is apparently free of large scale Gauna influence and secondly, none of the visible planets or stars nearby is recognizable. They look normal, but the systems have no clue where the ship's true location is.

Though regarding that second point, chances are unless you were an astronomer who had personally sailed through the Milky Way galaxy you wouldn't recognize a star or a planet by its visual appearance anyways.

If you had chosen to stick back and fight your way through the enclosure...well it'll likely take you decades if not centuries to reach where you are. By the time you even get here on conventional drives – wherever here is – you'll be coming along with the Gauna hot on your heels, attracted by your ship, the proverbial carrot baiting them along.

The engine unfortunately, has been rendered inert. Any scientist or even an engineer will be able to tell you that unless you find some resources to fix the drive, it's not likely that you'll be able to get it up and running again. Considering that it managed to save the ship once, it's probably a good idea to get it up and running again just in case.

The problem lies if you never took the time to mount the drive and research its uses properly, in which case using the drive alone will have caused substantial damage to the entire ship. Systems will likely be rendered non-operational – and the drive itself will have split into multiple pieces. Hopefully you have somebody aboard capable of putting tech back together while others get the ship up and running at full capacity again.

If you at least have sensors and an engine up and running – maybe some of the planets or star systems nearby might have something you could use? As it stands, there are five sites in the immediate area that you could scout out. But considering they all lie in different directions...you should probably only focus on two. If you have certain crew members, they might be able to help you allocate resources for more.

Take too long, and the Gauna might show up, given that you don't know if they're actually hiding in the darkness of space. Spread yourself out too thin, and if any attack comes, you'll likely be overwhelmed. The Gauna have demonstrated time and time again that they possess the numerical advantage.

XM-103, M Sized, Classification Terrestrial

A planet whose surface appears to be entirely constituted of various crystals – the cause of this appears to be the strange tectonic movements present across the planet. The presence of an atmosphere might make some of the crew believe that this could be a good place to conduct terraforming procedures – but something is causing the frequent tectonic activity, and it's more than likely to interfere with any terraforming that goes underway. Even a setting up a colony under these conditions will be difficult.

On the other hand, the planet provides a pretty good opportunity to harvest various metals as well as crystals. With the proper time spent harvesting and analyzing these, this planet could be key to repairing the ship as well as the strange engine.

Harvesting from this planet will net you 10 resource units. It's relatively safe, but you probably want to advise the harvesting crew to try and keep manual activity on the surface to minimal amounts as tectonic activity is largely unpredictable.

You'll also find that the crystals harvested are pretty good focusing agents – increasing the power of particle based armaments by a fair bit all around.

XL-108, L Sized, Classification Jovian

A planet with a severe plasma storm caused by excessive solar radiation, this planet is a definite no-go as far as terraforming goes, but it could prove to be a good source for resources if you have the equipment necessary to harness the volatile energy on the planet. However, be wary that the excessive plasma activity on the planet can prove to be a challenge of its own – and communications with harvesting crews can be regularly cut short. Electronics that are unprotected will likely be lost as well due to the ongoing storms.

Harvesting from this planet will net you 10 resource units. It's best to make full preparations before attempting this however, or you might accidentally lose some of the crew members to a freak storm. On the other hand, with the experience here, the ship's capacity for jamming communications and resisting interference will improve.

XL-213, L Sized, Classification Terrestrial

A terrestrial planet with a significant atmosphere layer, the surface is extreme toxic, and equipment used here will require some form of corrosion protection. Mining on this planet should prove to have good returns, but terraforming is once again likely out of the question given the difficulty harnessing the environment presents. Extended exposure to the outside environment of this planet is not advised – and full exposure will likely result in death.

Harvesting from this planet will net you 10 resource units. The hazard associated with this planet is rather high – though with proper measures taken the risk can be reduced significantly. The minerals harvested here will help ensure that the hull of the ship and its crafts resists corrosion to a better degree.

XM-220, L Sized, Classification Terrestrial

A terrestrial planet which appears to be sitting outside the range of a star, preliminary scans reveal nothing about its composition, or even how it came to

the position where it is right now. The lack of light and a nearby star for this planet makes it a terrible choice for terraforming purposes...but there are some very strange minerals that can be found here. It is for the best if you ensure that there is some form of illumination for any crew working here – at all times. In fact, crew working here should get used to having lights permanently on.

Because some things might move about in the dark, and sometimes, it's not their imagination.

Harvesting from the planet will net you 10 resource units. However, be wary that the risk of psychosis in whoever works on this planet is always present – a steady rotation is recommended so that psychological health can be maintained. The minerals harvested here have a pronounced effect on the ship's stealth capabilities, allowing it to slip by Gauna for longer periods of time.

Don't disturb whatever rests beneath the surface, you should be able to extract everything you need from surface level mines.

XM-666, Anomaly Detected, Classification Vessel

Heuristic scans indicate the presence of a 1st generation Seed Ship. Scans indicate there are no life signs active aboard. Surface level scanning suggests that the vessel suffered extensive damage to the hull layer, before multiple hull breaches and catastrophic engine failure caused 13km of the 28km long vessel to split apart.

Deep space scans using the known composition of the vessel does not suggest that any other fragments of this vessel exist within an astronomical unit of this location.

It'll probably be too lengthy of a procedure to haul the vessel or make it functional again given that such a massive chunk of it has been gouged out, but with the right crew and equipment you should be able to easily harvest enough materials to repair your own ship, and likely that strange engine as well. Some of the crew, if you assign them to work on this, will report from time to time that they hear children laughing aboard the ship. Children laughing in their suits. Children laughing in their Gardes.

Thankfully this seems to fade when they return to the ship, so maybe it's just psychological...their brain playing tricks on them. In any case, you'll find plenty of supplies to restock the ship with, along with 15 resource units.

Prior to departure, scans confirmed a profile match with the 1st generation seed ship – the Aposimz. Seed Ship course projection ceased and corrected for ship destruction.

The process of harvesting and converting materials will probably take a fair bit of time, but thankfully the Gauna don't seem to be showing up just yet. You might as well take the time to patch up whatever needs to be patched up or upgrade existing systems where available. In any case, once that engine is fixed...at least you have the security option of making another jump – hopefully in a better state this time than the last.

There does seem to be other star systems nearby – and if any of the crew is revived and active, they'll remind you that this ship has a mission to follow: the terraforming and seeding of human life on a suitable planet. Of course, whether you choose to follow this directive is up to you – or the ship authority rather, but that being said...there are some more...peculiar planets nearby.

Even if you're not looking to drop some crew off and settle down, maybe you might want to consider taking a look at the planets and see if there's anything that can be of use to you?

PERSEUS TRANSIT – HEART OF MADNESS (OPTIONAL)

If previously you had investigated into the situation of the ship, well by now you should be glad that whatever crippled it the first time hasn't come back around. Depending on how you approached the investigation, there may be some changes to the circumstances by now.

The activation of the “jump” drive seems to have tripped off some onboard systems. Higher level diagnostics are now available, and it becomes apparent that there is something lurking within the database. Without any identifier to go by, it would probably be fairly risky to tamper with the database. If you have some level of software expertise this would be a good time to put it to use. Or you could just ignore it – it's dormant anyways.

It is better to let sleeping beasts lie, right?

On the other hand, if you had arranged for Maeter's revival and acquired her help for dredging up information from the crew still sleeping, then she'll have a [report](#) ready for you. Similarly, Annerose, if she was given the opportunity, will have a similar [report](#) for you with the active crew. Neither of their reports bears any good news at all.

If you can recognize there's an issue at hand, you should probably attempt to address it in a timely fashion. The problem then is whether you have the expertise to do so...If you have problems with investigating the program, perhaps one of the engineers could take a look at it for you, or maybe even isolated it for you.

There's one last thing to note – a minor thing to be certain, but the transmissions which were logged between the Aposimz and the Sidonia have completely disappeared from the database. But that's probably just data corruption at work, right? The ship's database is rather old after all...

GOLDILOCKS ZONE – CELESTIAL BEINGS

The fact that there's this many candidates for terraforming should already seem strange to you, given how rare a suitable planet is in a galaxy let alone a star system. The chances that you happen upon five are slim, even with the formidable level of terraforming the ship possesses.

If the systems are telling you that this is the case though...you should probably at least take some time to check them out – it's not likely that any of these planets are actually inhabited, given that no contact has been made. You would be wise though, to send a scouting team separate from the ship – no sense in walking the ship into any potential trap...even if there were no Gauna in the last set of planets.

The transit over to this “planet cluster” is not an extensive trip – but the planets are spread out enough that you'll have to once again decide which **two** planets out of the five you'll focus your efforts on. Of course, certain crew members are better at this than others – and you might be able to extend that number.

...Some members of the crew have a bad feeling about this though. After all...five whole potential candidates is a bit of a windfall that seems a bit too good to be true...

XM-719, M Sized, Classification Terrestrial

At a glance, it seems like Earth and from afar, no one could blame you at all if you thought it was Earth. The planet is lush, with wildlife and plant life that seems to cover over the entirety of the landmass above the sea level. This planet requires minimal terraforming, and even if you weren't going to conduct terraforming on it you'll still be able to harvest a fair amount of resources from here.

Unfortunately that's it as far as good news goes. Set up an initial colony, even initial resource extraction camps, and you'll quickly come to realize that this planet is inhabited – by Gauna. Guess the Gauna decided this planet didn't need to be cut in half, and decided to settle here instead.

The Gauna aren't going to look kindly on your intrusion, and if you're going to be setting up a colony here...well you better get ready to fight for it. This “Earth” based Gauna is gargantuan, and all of them appear to have two True Cores rather than one, even at their “weakest” forms. They also seem to blend in completely

with the planet, making scans and radar utterly worthless. Better get used to using your eyes again.

If you're going to run, do it quickly, and you might not get chased into space. If you're going to fight...do it quickly, before any of the Gauna decides to escape into space. This planet will yield 10 resource units, provided you can maintain a mining colony here without it being destroyed by the Gauna.

XM-913, XL Sized, Classification Anomaly

Surface scans of this planet indicate substantial activity, perhaps indicating an early civilization not yet capable of space flight or communication. Physical scouting of the planet will report more bizarre results. Though their physical composition does not appear to match those of the Gauna – the planet's surface activity appears to be generated by a massive host of creatures swarming the planet surface.

As long as you don't disturb the "planet's skin", it won't disturb you, but if you provoke it in any way – you can expect these elements to attack...and it won't be pretty. For a planet the size of Jupiter to attack in concert...well even your ship won't be able to handle it. On the other hand though, these strange creatures – perhaps a form of "benign" Gauna, seem to be more than happy to latch on to the surface of "something" – a planet in this case, and propagate. They appear to subsist based on nothing but Heigus particles, and will consider whatever they have latched on to as a "nest", mobilizing to defend this nest as they see fit.

If you're gentle, you can probably pluck one or two off the surface without disturbing the...pack? Herd? Flock?...planet? Hopefully these "Gauna" stay benign.

None of the crew will want to set up a colony here, at least not on the surface. Ironically, this planet most likely won't get attacked by the Gauna.

XM-414, M Sized, Classification Terrestrial

A planet with a surface layer composed 99% of water, this should be a good place to set up a colony as long as you can find some solid ground to set a colony down on. The tidal effects on this planet are rather significant so a colony directly on the water will likely have to have significant levels of protection.

However, resource gathering here is extremely difficult, since minerals are packed down beneath the deep ocean. It isn't until you actually dive below the water surface that you'll come to realize why no civilization or wildlife is to be found on this planet – the Gauna have already gone and colonized it. Massive "Whale" Gauna roam the oceans, and if you're going to set up a colony here not only will

you need to seed life onto the planet, you'll also need to kill the bloody Gauna whales.

Be wary that not only are they extremely resilient and agile underwater, they are also capable of space flight, and can deploy smaller "sharks" to hunt down targets as they see fit. Hopefully you're ready to go fishing.

Resource acquisition, should you manage to tame the planet, will yield 10 units of resources. Having a good supply of fresh water is nice too. Well, you'll have to filter the water from the planet first, but building a facility for that shouldn't be problematic.

XM-1400, XL Sized, Classification Jovian

A peculiar Jovian with an extremely large orbital period, both the period and the projected orbital course would agree that this is an eccentric Jovian planet. Be wary of the challenges this presents in terms of setting up a colony here – as even before reaching aphelion, there will be a substantial period of time when the planet will have minimal exposure to its star. Perceptions of "time" will likely be skewed for any such colony as well.

It would seem that the sheer eccentricity of the planet may be its saving grace however, as the planet moving away from the sun appears to be a contributing factor as to the lack of Gauna presence on the planet all in all. Though the challenges of terraforming arguably make up for that, there are plenty of resources that can be extracted from here – just keep in mind that it'll be slow going. Once you set up consistent operations on the planet you'll gain 10 units of resources. Maybe you can set up a "sun" that orbits the planet...

Then again, that might just end up attracting the Gauna.

XM-444, Anomaly Detected

A terrestrial planet showing massive spikes in energy, scans using thermal imaging and space to surface scanners have failed to pinpoint a source on the surface of the planet – suggesting that the source may be underground.

Correction noted.

Heuristic scans indicate the presence of a 1st generation Seed Ship. Scans indicate there are no life signs active aboard. Surface level scanning suggests that the vessel suffered extensive damage to the hull layer, before multiple hull breaches and shield failure caused 15km of the 28km long vessel to be lost. The remaining 13km of the vessel is current located at the base of a deep trench in the Southern hemisphere of the planet. Correction noted.

Scans indicate there are life signs active aboard the ship. Scans confirm a profile match with the 1st generation seed ship – the Aposimz. Seed Ship course projection ceased and corrected for ship destruction.

Whether you choose to deploy an investigation group to the ship or not is up to you. The fact that there are life signs aboard will be enough to motivate some members of the crew to volunteer – after all, there's survivors to rescue right? It might even be children, desperately trying to survive in the isolated biospheres aboard the Aposimz...or within cold sleep chambers.

In any case if you do decide to send a party – it's a good idea to go yourself. The cramped environment of the wrecked ship will mean that exploring with a Garde is likely impossible, and the use of robots will be limited by your technological capacity. If they find anything you'll want them to come back anyways.

The Aposimz or well what's left of it appears to have possessed an engine similar to the one you have in its inventory. The logs aboard the ship aren't very detailed, but they do indicate one thing – when the drive was active, Gauna activity appeared to increase. This was the last note before the ship was evidently wrecked. The problem now is that the ship still seems to be active...and the cold sleep chambers are all wrecked.

...In fact, the ship's systems indicate that there is no human sustaining environment aboard. There are still resources if you're willing to risk it...but when the children come out to play, you should be on your way. The "Children" type Gauna are small and susceptible to light arms fire – but what they sacrifice in durability they make up for in extreme numbers and...intelligence. Hopefully none of your crew is fooled into thinking these are children, even if they act like children – or else they'll likely be impaled and devoured. Don't be too surprised when they start zipping through the air – once the game is afoot, these Gauna don't hesitate in pulling out whatever morphs they think will make things fun.

Do other ships a favour and shut off the beacon inside the Aposimz that is the source of the strange energy readings – you'll find an odd device in the same room, seemingly made of placenta. As long as you're in its vicinity though, the children seem to ignore you. It might be enough for you and the crew to get out with some resources in hand.

Otherwise...this ship can get dark...very dark, very quickly. Escape in one piece, and you'll find that the resources on the ship amount to 10 resource units.
Hopefully no one ever tries to colonize this planet.

Well, none of the crew will be the one to say "I told you so" given that nobody really wanted them to show up – but the Gauna are here, and if you've chosen a

planet to perform terraforming on...this is the time when the ship needs to dig its heels in and repel the Gauna.

The first wave of Gauna is nothing but a preliminary scouting fleet, intended to gauge your strength after your hasty retreat from NGC 1976. You should be able to take care of them without any significant hassle. The problem is the second, third, and fourth waves which pop out simultaneously afterwards.

One Mass Union Gauna was bad enough...now you have to deal with three. Depending on which planet you visited...you might recognize the "new" Gauna types that show up.

...This wasn't the first time that the Gauna visited this star system...though why they left it relatively intact is beyond anyone's comprehension besides the Gauna's. Now, with the ship here – they've been drawn back...and the ship has precious little time to prepare a defensive line, if that's what your choice is going to be.

That's right, there's a choice – there's always a choice.

ZEBRA ZONE – SOME KIND OF WAY OUT

By now, if you haven't bothered to research the mysterious engines at all, you really shouldn't consider using them at all. Remembering what happened after the last time you used it, there's no guarantee that you'll actually survive the trip again, especially with no preparations made.

In the event that using the engine isn't an option and you've chosen to defend the fledgling colony – hopefully you have a planet wide defence line – because you're about to face a swarm. Not a lone Gauna Hive fleet – but an amalgamation of Mass Union Ships with an effective population large enough to cut every planet in this quadrant of the Milky Way three times over.

It might have been better if they came all at once in a straight line so that you could sweep them with cannon fire – but the Gauna aren't so stupid. Numerical superiority remains on their side – and each of the three Mass Union Gaunas are capable of creating more Gauna just by hovering close to a planet.

Unless you're content to keep firing your guns nonstop until the Gauna reinforcements show up from the other reaches of space, the ship should probably focus on taking out the Mass Union Ships as soon as possible. The Gauna won't back off in any case until at least one Mass Union Ship has been effectively destroyed.

Destroying a Mass Union Ship earns the ship a momentary period of respite. There's no doubt that they're preparing for a round two...but at this point, you still have room to make a choice.

If you had no colony to defend, running is an option; you'll still be pursued and harassed, but if you survive for a decade of this, Threnos will pull you out – though the fate of the ship will be something for the Gauna to decide. They can probably survive without you if they can survive for ten years with your aid. Of course, if you didn't have a colony to defend, you could have started running before the fight with the first assault wave even began. Your objective is simple in this case.

Route A: Survive 10 years of Gauna attacks.

If you're insistent on defending the established colony however...it's going to come down to a matter of destroying the Mass Union Gauna – all of them. The next wave that hits is going to be stronger than the last, and each wave that comes will have another Mass Union Gauna added to the mix. The short bit of respite that you have after shooting down a Mass Union Gauna and the swarm retreating will shorten in duration with successive waves.

If you're looking for any extended break, you're going to need to take down all of the active Mass Union Gauna at once. By doing so and destroying all of the smaller Gauna – you'll find that the Swarm will leave you alone for an extended period of time.

But when they do come back...the three Mass Union Gauna that show up will be stronger than before, so be wary of that. If you and the colony can survive ten years of the Swarm's continued harassment, by then Threnos will be able to properly isolate you and the ship from this time and space.

...The colony should be able to handle itself. The "source" is gone after all...

Route B: Survive 10 years of Gauna attacks with the colony and ship intact.

But if you actually had done some research on the engine or chanced upon some ruins explaining the nature of the engine, by now you should realize that like its beacon counterpart...as long as both of these remain active, the Gauna will always lock on to your location. With only one active you might be able to stall their arrival by a bit.

The beacon would have been useful in calling in external aid, if you were to have any. The engine however presents a different option. The crew have one idea that comes to mind, an idea that might have struck you already. If the Gauna are attracted by the Heigus particles you release on top of this mysterious engine

being active, then the ship jumping away should be sufficient to divert the attention of the Gauna away and save the colony.

You can consider shutting the mysterious engine off...if you survive the trip. It's probably for the best if you were to take out a Mass Union Gauna and force the Gauna into temporary retreat before taking this option though...can't guarantee that they won't go for a quick snack before rushing after you if the colony is too close by.

Whenever you're ready – that engine is waiting for you to press the button once more.

Route C: Jump.

??? – DARK MATTERS (ROUTE C ONLY)

Hopefully you actually took the time and resources to properly mount the drive this time, because by the time you come to – well you seem to have leapt from the proverbial frying pan into a star. The part about a star wasn't proverbial – don't look outside with your naked eyes, because the ship is sitting dangerously close to a star. At least this time information is available from the star charts.

You're in the LEM star system – but don't spend too much time stargazing, because there's a battle ongoing nearby, and if the ship doesn't respond quickly, it might just end up becoming another casualty. You shouldn't even need advanced sensors to detect the gargantuan Mass Union Gauna that's hovering in the system.

Normally, that would be the primary target – except there's another threat nearby, a strange humanoid Gauna who will waste no time to take advantage of the confusion that the ship's sudden appearance has caused. It'll quickly destroy what's presumably the defence fleet of another Seed Ship. If you've studied the technology, if you possess the capacity, you'll recognize this is a Chimera.

Unfortunately...if there had been a traitor on board the ship, well if you ignored them up until now, you'll realize their presence soon enough. There's probably a plethora of reasons why they might have turned traitor, but honestly that's not what matters. They'll depart the ship in whatever means they have at their disposal. In all of the confusion, chances are they'll slip away before you have a chance to pull them back.

But you still have a chance to shoot them down...

Well...there's one problem as far as that goes. See, if you weren't aware that the ship had hidden protocols, the traitor will be more than happy to introduce you to them. It doesn't have a name, it doesn't need a name – the virus will

spread rapidly through the ship and attempt to cripple it, starting with the weapons systems. Be wary that even if the traitor could not activate the virus in time – it may still turn active during the upcoming battle, as there is another individual with knowledge of what lurks within your ship...

Hopefully you had gotten rid of it before hand. If you don't have the know-how to fend off viral attacks – well the ship will be sitting silent before long...at the mercy of the strange humanoid Gauna. You'll have to launch the Gardes and operate the guns manually...which might not be feasible at all.

Take heed that you won't get more than one chance to take down the traitor, since the humanoid Gauna will catch them and consume them once they're sufficiently far away from the ship. Your arrival was most timely, and all of the ship information copied by the traitor will be a fitting upgrade for Ochiai as he prepares to take down the Sidonia. If all goes according to plan, the Sidonia will fall first to eliminate any traces of his research, then your ship next, to ensure that nobody lives to oppose him.

As far as investments go, your ship wasn't a bad investment for Ochiai at all.

...You'll want to shoot him down quickly before he causes too much trouble. But considering the fact that your ship dwarves his puny frame...it might actually be a bit tough to hit him. He's extremely nimble, and he possesses a Graviton Beam Emitter cannon that can cause a fair bit of damage even to a Seed Ship.

Not everything is gloom and doom though, given that you'll be hailed by the survivors of the defence fleet – presumably now that they've recovered from the shock of a second Seed Ship popping out of nowhere. The survivors of the Sidonia's First Assault Fleet, they'll waste no time in requesting you aid to take down the Chimera Ochiai – as well as the Large Mass Union Gauna. Introductions will have to wait until later, evidently.

It's just a single Large Mass Union Gauna – and if you lack the firepower to destroy it, the First Assault Fleet has a Gravitational Beam Emitter capable of taking it down...but Ochiai seems pretty dead set on destroying it. If only you could get rid of that nuisance of a chimera,

He's not much of a pilot – so he'll go down under sufficient firepower, provided that you can land enough shots. Just bear in mind that as he's encased in mega-structure, "sufficient firepower" will mean inordinate amounts of firepower, preferably concentrated for a single point of penetration.

As long as Ochiai is out of the way, the First Assault Fleet can handle the destruction of the Large Mass Union Gauna alone, all you'd need to do is take out the *other* Gauna that show up and threaten the cannon.

You did remember to shut off the mysterious engine right?

With the destruction of the Large Mass Union Gauna, Ochiai's death, and the disassembly of the engine, things will finally slow down. Finally, a hard earned bit of peace and quiet...

LEM – SOJOURN (ROUTE C ONLY)

The Sidonia – one of the two ships that you had initially found communications of.

Upon reaching the Sidonia, the crew finally begins to remember what had happened that day at Arkhangelsk Shipyards. At least, they remember enough to make sense of the original captain's log in the ship's deep archives. The stories of the various crew starts to come together and make a bit more sense. Perhaps it was a little bit late, but at least there's a certain measure of closure.

In any case you should probably clean up the ship; the Sidonia will be remaining here in the LEM system until Lem VII can be properly colonized. Maybe you'll consider helping them out? The crew of your seed ship doesn't seem to mind, and with the equipment on board you should be able to properly complete terraforming of the planet well within the span of a decade.

As long as that engine isn't active, you'll find that the Gauna won't bother you in anything that can be considered a threat. With the combined power of your ship and the Sidonia you shouldn't have anything to worry, though the Sidonia is still rebuilding from after the last battle.

When a decade is up from the moment the battle ends – Threnos will recall you along with the ship, regardless of whether you stayed with the Sidonia or not. With the knowledge of what happened to the ship, and the knowledge that at least one colony is up and running, it should be safe to consider this as a job complete, no?

The ship and its crew, should you wish it, will follow you around. The crew itself can't leave the ship unless you've taken certain [measures](#) and you'll have to make further modifications to it manually, but in exchange for not getting any more resources, you'll find that the mysterious engine and beacon no longer attract Gauna. Thank goodness – seeing Earth get bisected once was already more than enough.

[ESTIMATED TIME FOR DEPARTURE]

Was it ten years, or was it a hundred? Travelling through the darkness of space, you might have lost track of time – but regardless of where you were – what matters is that you're here now – with preparations made for departure.

That's right, your time is up, and it's time to decide what happens next. Will you return home? Will you move on? Or have you decided to stay here?

EARTH, ONCE MORE

Returning to Earth? Well, on the bright side, not only do you keep everything you've collected up until now, you'll also be returning to Earth in a time when it won't get split in half. Well that's true unless you want to split it in half.

THE VOYAGE CONTINUES

Staying behind after all? Well that saves us a bit of work with moving your stuff at least. Be wary of the Gauna in any case...even if you've found a suitable place to conduct terraforming, there's no telling when the Gauna will come around to threaten you again. Maybe a year, maybe ten, maybe hundred...who knows? In any case, best of luck in the days ahead.

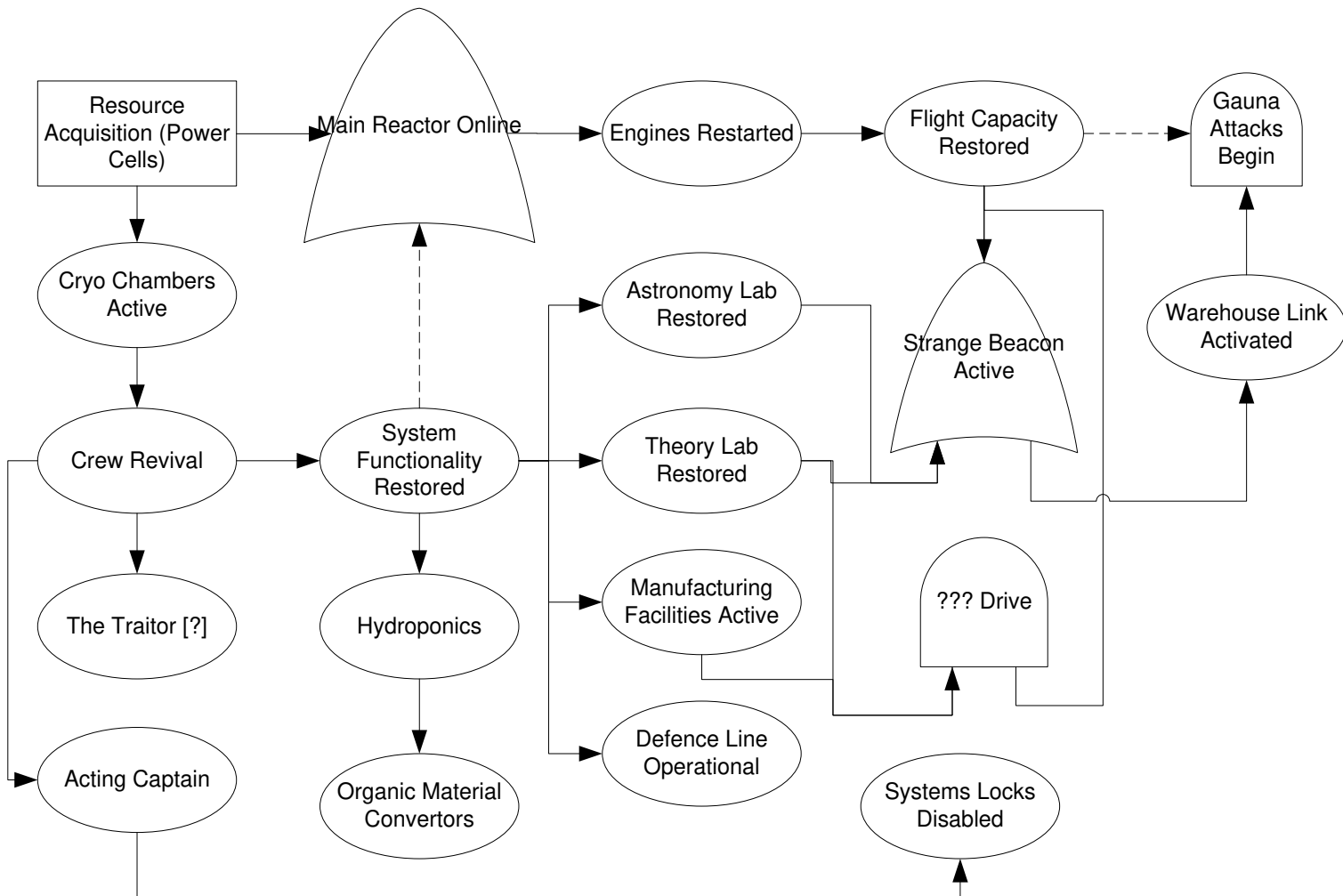
AWAY FROM THIS WORLD, INTO THE NEXT

Moving on? We'll make the necessary preparations – it's understandable if you don't want to stay here a moment longer. Safe journeys, traveller.

Notes

As a side note – this jump was made by Koreans and Linkin Park. Thanks Bacchus OSL.

Taking the scenario is not advised if you don't have a spreadsheet ready, or if you're very keen on getting everything possible. Save yourself the pain and ignore its existence. **You have been warned.**



Initial Ship Reactivation Guidelines

I'd suggest rolling to find the traitor if one is present (based on the conditions). I'd also recommend putting the "guidelines" in a corner or something so you can keep track as you go along.

If you can't work out the time taken – go with 50 years.

[12-4C41 - FINAL ARCHIVES LOG](#)

September 12nd, 2384

0100 Hours: Gauna engaged by the 6th, 7th, and 13th Arkhangelsk defence fleets. Civilians from other Lagrange points still indicated to be on route to L4 for final pickup.

0300 Hours: First defence line penetrated, 4th, 6th, 7th, 13th defence fleets destroyed. Nuclear armaments utilized, forcing the Gauna into a temporary retreat.

0700 Hours: Gauna attack commences again, nuclear armaments demonstrate reduced effect. 8th through 10th defence fleets destroyed, but Gauna repelled by core reactor explosion aboard the 9th Fleet Flagship, the Zala.

1100 Hours: Final confirmation of survivors from L1, L2 points confirmed. Final undocking procedures begin – but system noted manual delay on acting captain's part as more survivors were confirmed to be on route.

1300 Hours: TOHA Heavy Industries Phase Shift Drive added to ship inventory. System noted argument between existing captains on board over final jump coordinates. Consensus appears to be to follow another Seed Ship, but data insufficient to extrapolate coordinates based on known ships in recent departure.

1900 Hours: No known coordinates extrapolated, third and fourth automated defence lines fallen. Gauna activity appears to be centered on intercepting more civilians from reaching Arkhangelsk shipyard. All civilian crew members put into cold sleep at this point.

2100 Hours: Arkhangelsk Shipyard preliminary contact with Gauna. Fifth and sixth defence lines deployed. Discarded Heigus prove to be a sufficient decoy for a brief period.

2300 Hours: Confirmed last survivor fleets docked with the Second Generation Arkhangelsk Seed Ship. Undocking procedures underway, expected duration: **9 Hours.**

September 13th, 2384

0300 Hours: Last defence lines breached, Arkhangelsk Station primes self-destruct sequence as per 「Goose Chase」 protocol. Shipyard AI completes transfer of all systems and crucial supplies, including a backup data dump. System notes 40% of Arkhangelsk Shipyards survived the destruction of the

Station – a notably higher figure than calculations suggested. Gauna forces retreated for a brief period.

0400 Hours: System notes anomaly in diagnostics fitting the “Heartbeat/Heartbreak” virus attack. Anomaly logged and acknowledged by acting captain.

0500: Notable systems failure across all docking mechanisms in B13 block. Anomaly logged, was not acknowledged by any command level individual. Gauna reinitiated attacks on the remnants of Arkhangelsk station.

0600 Hours: No final coordinates received, phase shift drive activated on contingency procedures. Known safety protocols bypassed, phase shift drive logged attempt to warp components of the shipyard attached to the ship – drive failure due to improper mounting and a detected anomaly within the drive computer.

0700 Hours: Phase Shift Drive transportation sequence complete. Extensive damage ship wide, all systems set into hibernation by acting captain. System notes 90% fatality rates aboard the ship, purge systems activated to remove waste material once all surviving crew members were confirmed within cold sleep.

Captain’s Last Log: “I’ve been living a lie, there’s nothing inside.”

System’s Heuristic Scanners confirms “Heartbeat/Heartbreak” virus propagation across 75% of known systems. Purging process initiated.

1300 Hours: Purging complete. Elimination of all humans outside of cold sleep confirmed. Virus propagation halted and isolated within quarantine.

-End Log-

??? – NONSTANDARD TRANSMISSION, CHANNEL 13

----, 2612

A: Experiment success confirmed. Signal from Arkhangelsk arrived several weeks ago, timer was short, but the success was too short to make a significant impact.

S: Status of the program?

A: Intact, inaccessible. Software was deployed remotely away from Arkhangelsk. Another individual perhaps has control?

S: Plausible, alternatives measures are available. There’s no-

[Transmission Concluded]

----, 2659

A: Nematode?

S: An alternative pathway if necessary. Confirmation on the program?

A: Data collection is normal. We've detected something disturbing, a large Gauna, akin to a planetoid in size. We have an experimental –[STATIC]

A: That was the new batch of children. Problematic. But the experimental synchronization is ready.

S: Deploy it, but remember that-

[Transmission Concluded]

---, 2681

A: [STATIC]

S: We're not receiving you properly. Can you repeat? This wasn't the scheduled transmission. We don't have much time on the linked frequency.

A: [LAUGHTER]

A: [LAUGHTER]

S: What is your current status? Over?

A: [A BOY GIGGLES]

[Transmission Concluded]

---, 2700

A: Hi.

S: Aposimz, we've confir-

A: [STAGGERED LAUGHTER]

S: Aposimz, what is your-

A: Eating

[Transmission Concluded]

---, 2731

A: [STATIC]

A: Sidonia, we are in need of aid. Please send help. Sidonia, we are in need of aid. Please send help.

A: [LAUGHTER]

A: Sidonia, we are in need of aid. Please send humans. Sidonia, we are in need of aid. Please send humans.

A: [LAUGHTER]

[Transmission Concluded]

[-End Log-](#)

[OBSERVATION REPORT 0<41@1](#)

----, 2688

Heartbeat signal check 110 at $t(y)=$ to reactivate
proper diagnostics. Contact lost $t(y) = 1$. Success $t(s) = 66$
Connection established indicated,
protocol initiated . Re-initialization
plausible [Y] dormancy [Y]
Transmission . State Active.
Interface Primed.

[WARNING]

initialized. Program Protocols Shut Down
Synchronization Expected
Error [WARNING] Terminated. Unexpected

[WARNING]

[-End Log-](#)

[OBSERVATION REPORT - MAETER](#)

Astronomers

The dormant astronomers leading up to the cold sleep period, were in different sections of the ship, when an alarm was broadcasted and they individually headed towards cold sleep chambers. This is the only point of commonality. All Astronomers have a strong subconscious aversion towards the Phase Shift Drive Device.

Researchers

Vague memories of an experiment test site on Arkhangelsk, but pinpointing the individual involved specifically with the test meets with strong interference. Most notably, an attempt was made to combat the Gauna. Strong animosity towards the use of the Phase Shift Drive, and very strong sentiments of hopeless found commonplace between each individual researcher.

Odd sentiments of "if we had succeeded, then..."

Manufacturers

Various images of ship destruction, presumably post Phase Shift Drive activation.

A mutual image of automated recovery process confirmation, tinged with suspicion of sabotage. Something was forced to occur. Common point was a fight between the existing crew. Manufacturers escaped to cold sleep chambers.

Engineers

Notable agreement that multiple faults exist within the ship's onboard systems, mutual suspicion that the ship was never meant to leave dock. Something initiated contact with the emergency transponders, as detected by ship systems prior to drive activation. Transmission duration and direction unknown, images are focused on the automated purge.

It was never tested.

Agriculturalists

Mostly memories of panic, notable scenes of crew members going berserk. Perhaps this was due to a biological agent – the sentiment seems to show up on the minds of several agriculturalists. Strong notions that a device was planted on the ship prior to the incident. It is noted that the life support systems may not have been set up properly to begin with. Some concerns about whether settling on a new planet is necessary.

Soldiers

No memories. Something has tampered with them. Maeter notes that there appears to be a mental block of some sort, perhaps military manipulation? Based on backgrounds, this shouldn't be possible.

Captains/Vice Captains

Only a single memory was of interest. Substantial conflict between the upper echelons of the ship, mention of a program failure, use of the phase shift drive was not advised. Unaware of where the infection began, spread was too rapid to be contained properly. Ran to the cold sleep chambers.

Civilians

Memories are very erratic, largely unrelated to subject of interest. Particularly of note, Hera's memories suggest that the ship was "crying" before Remina took her to the Cold Sleep Room.

Particularly of note, Remina's memories include a voice tinged with static. It was not possible to make out anything said by this voice. Remina noted that the ship would leave food behind for "them". Unclear what "food" or "them" are.

Particularly of note, Doctor Z's memory indicates that a substantial portion of the ship's crew had technological implants, more than he would have expected.

Jacking into VR was likely a common past time on the ship, based on observations.

Particularly of note, Gudashu really likes yellow apples.

[-End Log-](#)

OBSERVATION REPORT – ANNEROSE

Astronomers

The astronomers who are active have suspicions that whoever made the ship's equipment likely did so with a different intention in mind. The ship's equipment was definitely made to last, but some of those components are a bit too specific as far as the Astronomers can tell. The Astronomers, based on the equipment they have on hand, have detected that the Aposimz's signal was lost long before it stopped transmitting, according to the transmission logs.

Researchers

The researchers have reached a sort of internal consensus that given the past attempts to stop the Gauna peacefully, there may well be no possible way to avoid a fight with the Gauna. Annerose notes that every researcher present strongly recommended that the Phase Shift Drive should never be touched, suggesting some sort of internal trauma related to the device.

Manufacturers

The manufacturers each described concerns they had with the way the crew was handling the ship during meetings. Based on what was said, Annerose sensed that there was a certain level of suspicion that the manufacturers had against the crew based on their observations of the system conditions.

Engineers

This fell in line with the engineers, some of which were rather upfront with their beliefs that the databases needed to be completely deleted and cleansed, along with the ship's central banks. Some engineers expressed dissatisfaction that previous attempts to push this motion forward were rejected by the captains.

Agriculturalists

The agriculturalists have noted that the current life systems were designed for a crew that would have been far smaller than a normal Seed Ship, which doesn't exactly inspire any confidence in the agriculturalists regarding the ship, but they do note that very few Seed Ships were created for specific experiments.

Soldiers

Annerose noted nothing peculiar about the soldiers, but her notes indicate that each and every soldier seems to have "blank" periods within their memory. Though she attributes this to post traumatic stress disorder affecting them even after cold sleep, she recommends that you should see if they'll agree to return to her for further counselling.

Captains/Vice Captains

The captains did not seem to want to talk about anything except the current ship conditions, but they were particularly concerned about whether any attempts at accessing the ship's databases had been made. Annerose notes that some were visibly relieved even when Annerose confirmed that she had no technical expertise or knowledge in the matter.

Civilians

The various civilians didn't have much to contribute to Annerose's investigation, but she does note that some of them had rather peculiar things on their minds.

Considering the majority of these folks come from all over the place, it's likely that very little of it is relevant.

To begin with, Hera and Remina were inseparable, so Annerose conducted the interview with the pair of them. Unfortunately, both of them seemed to be preoccupied playing a game of make-belief with an imaginary friend. During the session, Remina pointed out that "the Happy Star" told her there was somebody that left with the ship who wasn't very nice, but the "Happy Star" didn't say who it was, or whether they were still here. Annerose speculates that the two children have very active imaginations. She also notes Hera did not say single word and stared intensely at her computer terminal instead.

Mona Risa notes that some of the documents Hera has been bringing her from her escaped around the ship appear to reference the biology of Gauna. It's nothing but simple observations, but Mona Risa thinks that this ship was also used as a lab at Arkhangelsk.

The Spiral Freak is convinced that if the ship itself must be possessed by the will of the spiral. However, Annerose doesn't have a clue what he's actually talking about, and when asked to explain, the Spiral Freak only said that "like the spiral, everything leads to the center". She thinks he needs psychiatric help.

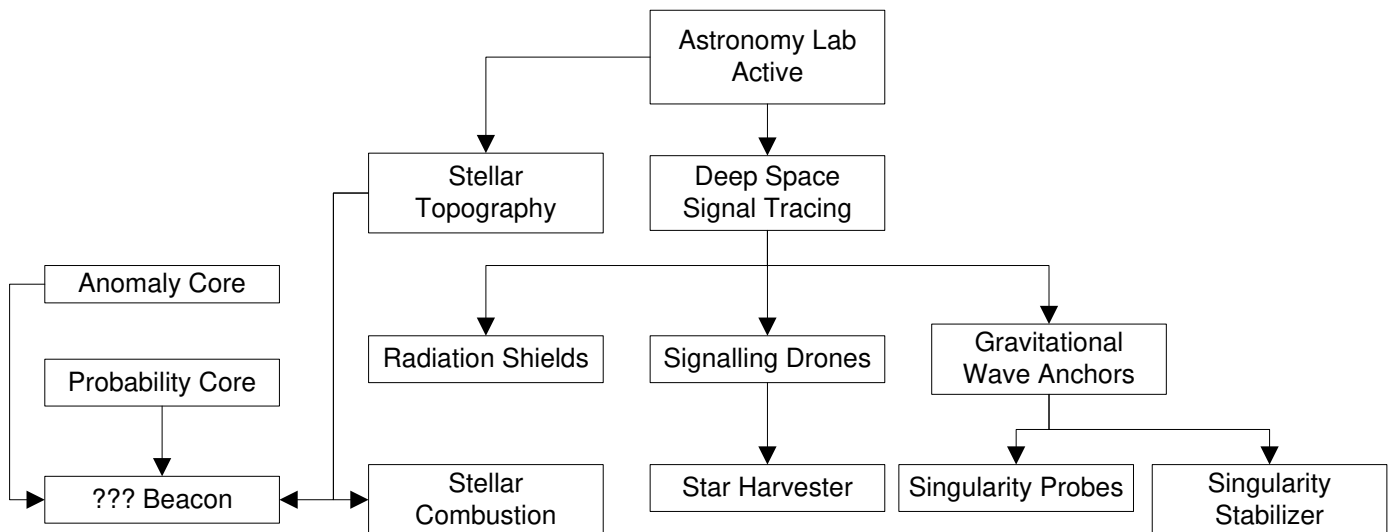
The same goes for Gudashu, who Annerose notes has consumed 90% of the apples available aboard the ship and is constantly consuming more.

[-End Log-](#)

SCENARIO STUFF

Technical details for the scenario go here. Again, you don't need any modifications at all, or crew members. It's very possible to perhaps survive just by running alone.

THE ASTRONOMY LAB [DEVELOPMENT]



The ??? Beacon Requires the Probability and Anomaly Core Modifications from the Theory Lab Tree in addition to Stellar Topography.

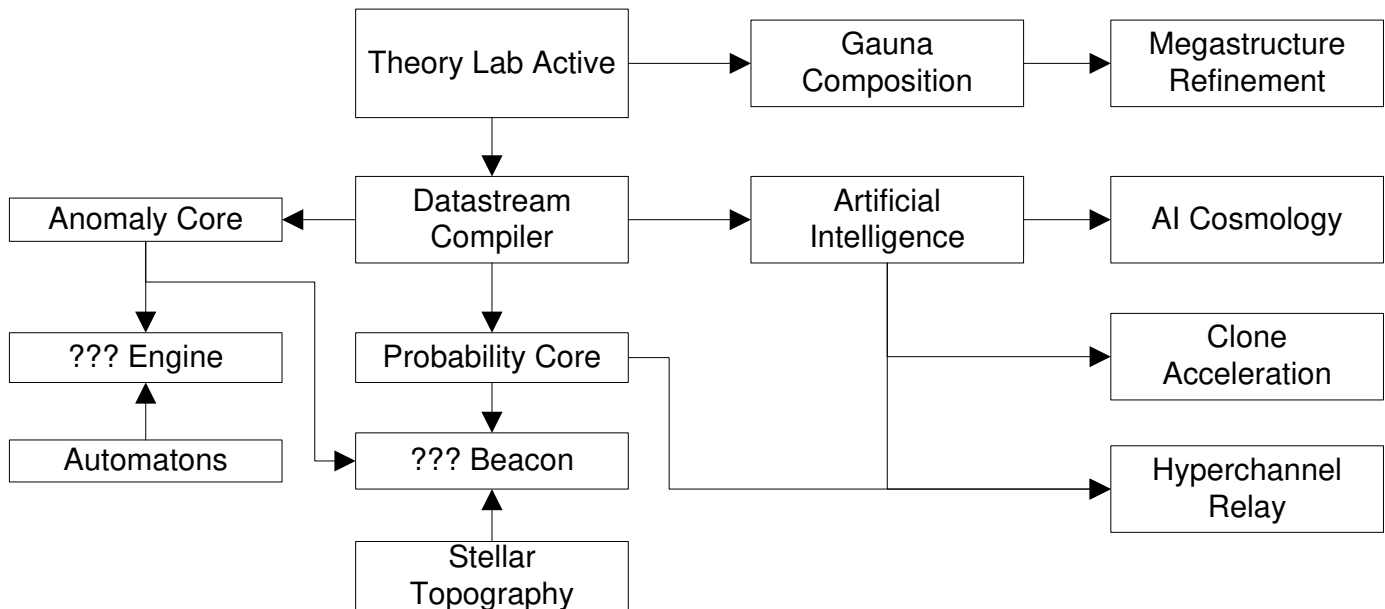
Modification	Cost	Consequences
Deep Space Signal Tracing	1	An extensive modification of the existing deep space wave propagation equipment used for detection purposes, this can allow you to send off signals and messages, while tracking their progress. Substantially increases detection range of all ships and machines in the fleet in addition to improving early warning systems.
Stellar Topography	2	Star maps of the immediate area and up to three light years away in each direction, as long as the ship isn't engaged in active combat, it will actively scan within the three light year range to update the star map to the best of its ability. This may not necessarily detect objects that are too small, but anything above the size of a small moon will be recorded.
Radiation Shields	2	A ship wide shield module that shields the entirety of the ship from the harmful effects of space radiation. Oddly enough, this doesn't seem to use any energy, and affords the ship a small degree of protection from particle based weapons.

Signalling Drones	2	These automated drones are capable of facilitating long distance jumps away from the ship, and generally serve as advanced scout/rear guard positions, extending the sensor range of the ship and all units aboard for as far as the drones themselves can reach. If they happen to move out of range of the ship, they'll launch themselves towards the ship's last known location. This may or may not be a good thing.
Gravitational Wave Anchors	2	They might be called anchors, but they neither look like anchors nor do they attach on to anything in particular. Acting more like massive inertial dampeners, these positioned regularly through the ship will significantly reduce the effects of gravity based damage on top of allowing the ship to mitigate the gravitational pull that a stellar object affects upon them.
Star Harvester	4	Long cylindrical canisters intended for harvesting the energy emitted by stars, though these can be plunged into a star without fear of damaging the structure, be wary that it needs a physical connection in order to transfer energy out – or someone will have to go into the star to pull the harvester out.
Singularity Probes	4	These aren't the same automated drones as the ones used as relay points. These drones are intended to be deployed to search out areas of extreme gravitational disturbance – essentially singularities, and can continue relaying information even as they pass the event horizon. The miniature Heigus reactors on these have phenomenal output levels for their size, allowing them to draw Gauna to their locations...even if that happens to be a black hole.
Singularity Stabilizer	4	A bizarre device that only serves a single purpose – to drain a singularity of energy and cause it to dissipate. The problem with the device isn't so much that it doesn't work, but rather that it takes a prodigious amount of time until it can successfully cause a singularity to dissipate, the time only decreasing if the singularity happens to be small. On the other hand however, even small singularities can generate a massive amount of energy, which can be used by the ship.
??? Beacon	4	An odd pyramidal beacon that doesn't seem to belong in this time or this space – if you have a device capable of interacting with it and a suitable device able to project its contents, you can utilize its effects to take matter from one location and project it to another. If you can activate this beacon, you'll find that the connection to your warehouse and items will be restored.
Stellar Combustion	6	The planet buster armament was always intended to be used on massive sized Gauna – but when one missile doesn't do the trick, perhaps destroying an entire star will. Your ship's weapons which are capable of destroying stellar bodies will cause these stellar

		bodies to undergo a contained chain reaction which will incinerate everything in the immediate vicinity, and probably everything within an astronomical unit as well. The blast radius decreases as the size of the star decreases. Try to stay clear of this area.
--	--	---

Return to [Subsystems](#)

THE THEORY LAB [DEVELOPMENT]



The ??? Beacon Requires the Stellar Topography Modification from the Astronomy Lab Tree in addition to the Probability and Anomaly Cores.

The ??? Engine Requires the Automatons Modification from the Manufacturing Bay Tree in addition to the Anomaly Core

Modification	Cost	Consequences
Datastream Compiler	1	While not exactly an upgrade over the current operating system aboard the ship, consolidating the information present and revamping the database has allowed for a more efficient management system of all information. With a memory database that might as well be limitless, the internal system will sort whatever information is entered into it and categorize it accordingly.
Gauna Composition	2	Resuming off of the research which was being conducted into the nature of Gauna and using what samples of placenta are available, the theory lab can put placenta to use throughout the ship. It

		might look a bit odd, but aesthetics are something that you can overlook for function, right? If you possess odd samples of placenta, the effect of those can be replicated and mimicked.
Artificial Intelligence	2	Research into artificial intelligence has long advanced since the beginning of the 21st century, but upon your initial visit to the ship, due to the ship being off power, you might have not seen any example of it. The theory lab is capable of creating artificial intelligence tied to the ship – essentially ship board AI. Their access privileges are controlled from the ship administrator, but their processing power draws directly from the ship's own memory banks.
Anomaly Core	2	Even with the best scanners, there are often... "oddities" in space that you'll overlook entirely or presume to be a measurement fault. This processing core unit is intended to capture events such as these, recording irregularities which occur within your sensor range. The processing power of this core is rather large, and purchasing it multiple times can improve the computational strength of your ship dramatically. Though at first it largely takes a trial and error approach – it'll very quickly be able to identify and interact with alien artefacts and draw out their uses. The simulation environment it uses for this is thankfully safer than if you were to touch strange alien objects by hand. Perhaps practicing on the Beacon and the Engine will do it some good.
Probability Core	2	Similar to the anomaly core, the probability core is a modelling device, though it deals more with properties and objects which are already known rather than those which remain anomalous and indecipherable. The probability core can serve as the ship's main combat AI, rendering many of the ship's functions during combat autonomous and allowing pilots to focus on their actual job. Its processing power, like the anomaly core, is prodigious, but as it has to actively interface with all pilots as well as the bridge, it can face situations where it is overwhelmed. Taking this multiple times reduces the possibility of this occurring dramatically.
??? Beacon	4	An odd pyramidal beacon that doesn't seem to belong in this time or this space – if you have a device capable of interacting with it and a suitable device able to project its contents, you can utilize its effects to take matter from one location and project it to another. If you can activate this beacon, you'll find that the connection to your warehouse and items will be restored.

		If this was already purchased elsewhere, it doesn't need to be purchased twice – but you must have met all the requirements.
??? Engine	4	There's not much that's known about it besides the fact that it should be an engine of some sort, and that it's never been used before. In order to properly mount it, you'll probably need a manufacturing facility to align it with the ship...and before that, an AI that has the computational strength required to process the drive. You might be wondering who actually made this thing, but no one has any clue and scans of the object will yield no results. If you have any researchers in the theory lab, they only have one thing to add. It should be possible to fire up the drive blind – but there's no telling what will happen as a result. Actually...they seem to have the odd feeling that the drive might have been fired once before... Probably just their imagination.
Megastructure Refinement	4	Mega-structure is still a relatively new material that's being experimented with, but it has proven itself as what will most likely be the mainstay material for use in not only future Garde models but also the ship as a whole thanks to its beam and heat negating properties. With this you'll be able to use the material more flexibly for your construction purposes. Though its weight makes it cumbersome for normal use, with refinement, it's possible to use mega-structure even in smaller objects to achieve an extreme level of structural integrity while not sacrificial that much in speed and flexibility.
Clone Acceleration	4	Cloning isn't the best or preferred solution, but for a derelict ship with a massively reduced population, it's probably your best bet. The standard cloning technology aboard the ship won't help you get pilots ready in the time that you need them, but this might help to close the gap. Though it does have a moderate downtime between batches, with this you can create stable clones as adults, rather than as infants who need to age normally.
Hyperchannel Relay	4	Space, to the naked eye, seems to be a whole lot of nothing. Not much to see, not much to do, and not many resources to go around. It only makes sense that in a confined system like the ship, energy conservation is a top priority. This relay system will reduce the energy required to sustain your systems by 1 resource unit. (The minimum is 0)
AI Cosmology	6	Normally, this might have been something which could have been achieved when the human society hit a technological singularity.

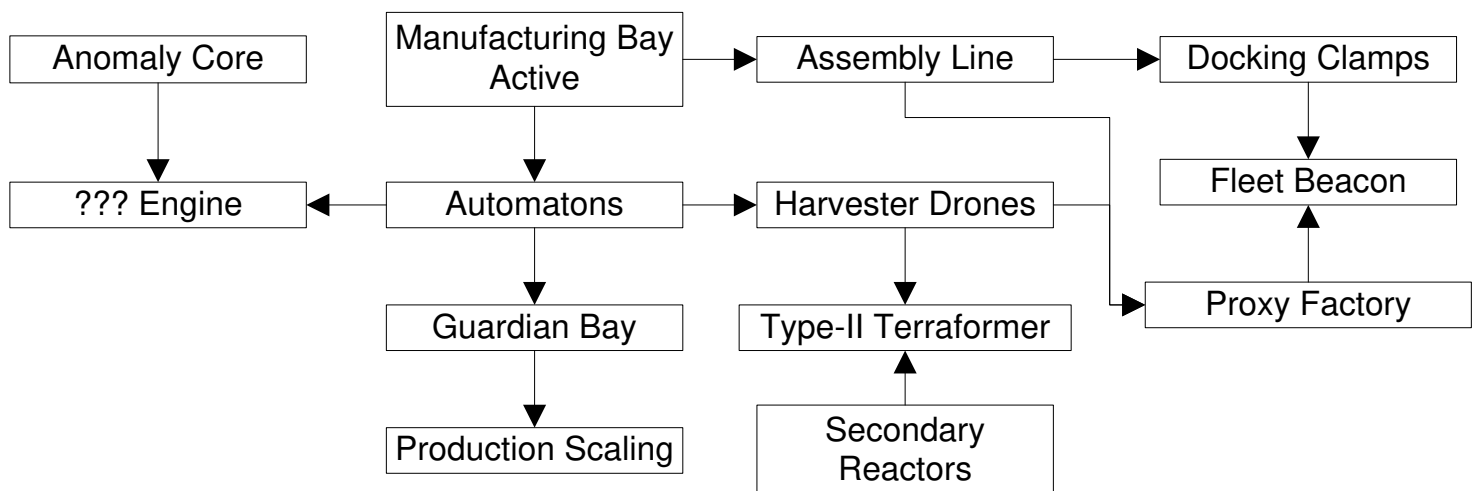
But from the moment Earth fell, all notions of a technological singularity have been put aside in favour of survival and ensuring that the race lives on.

There's no telling for sure if this is the reason why the ship became a derelict, but this creates a "second space", a digital replica of the entire ship where the ship's AIs and any user interfaced in possess "tangible" bodies. You could think of it as the digital world nested inside the ship's physical frame. A Ship Net? Or a Net Ship? Some AIs have taken to calling it the Ship Sphere.

Be careful not to get too immersed in this world. You might be able to play around in it as much as you want, but at the end of the day, not only do you still possess a real and living body in the material world – you also have real and material Gauna ready to destroy the ship in the material world as well. There's a slight time dilation factor between the two realms such that time in the digital ship will seem to move slower than in the real ship.

Return to [Subsystems](#)

THE MANUFACTURING BAY [DEVELOPMENT]



The ??? Engine Requires the Anomaly Core Modification from the Theory Lab Tree in addition to Automatons

The Type-II Terraformer Requires the Secondary Reactors Modification from the Engineering Bay Tree in addition to the Harvester Drones

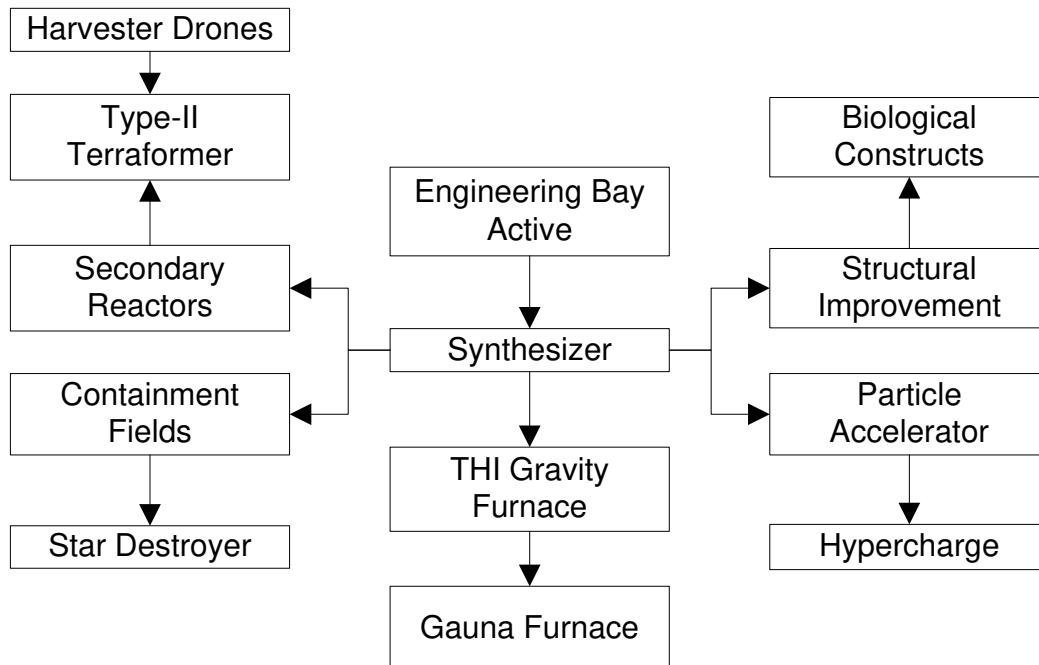
Modification	Cost	Consequences
Automatons	1	Without really much of a crew to rely on, it's probably for the best if you reactivate the automation that was built in to the generation ship. Essentially designed so that production facilities on the ship could operate even if the majority of the population lacked the expertise, these automatons will dedicate themselves to creating whatever you wish from the ship database. They can't magically create resources of course.
Assembly Line	2	A definite upgrade from using standard automaton drones, the assembly line transforms a section of your ship into a dedicated production facility. The blueprints used are the same, but the output speed and production efficiency goes up tremendously from having an assembly line active.
Guardian Bay	2	The existing Garde storage facilities are a bit cramped, given that this is a generation ship and not exactly a warship, but with this modification, creating a proper storage space for the Gardes you produce shouldn't be an issue. The newly implemented Garde storage facility acts not only as storage, but also has built in facilities to repair damaged Gardes without needing additional crew members dedicated to the task. You probably won't have much crew to spare to begin with, so this might be more helpful than you think.
Harvester Drones	2	Traditionally, resource acquisition has been a task relegated to the pilots of Gardes, since not only are the Gardes quicker to respond in the event of a Gauna attack, they're also the only units flexible enough to haul in resources like large asteroids. If you find that such deployments are too wasteful for your tastes, perhaps these drones will be more to your preferences? These automated drones serve a very simple purpose; they'll strip mine all resources within a fixed range of the ship and transfer them to the ship at fixed periods. The large plasma rods they use can slice apart entire asteroids with ease and their resource loss ratios are pretty low as well, making them a good alternative to Gardes if you'd prefer to relieve the Gardes for other duties.
Docking Clamps	2	Originally meant for docking in large shipyards, these have been adapted such that docking between other ships is possible as well – allowing ships of the fleet to “merge” together with other ships, combining their total thrust potential together. Though the end result tends to look a bit odd if the ships are of different shapes and sizes, these docking clamps are extremely quick and easy to use. You might even be able to use it to force boarding action...
??? Engine	4	Essentially the same engine that the folks at the theory lab have been analyzing, if you already purchased it there you don't need to

		purchase it again so long as all the requirements have been met. That being said, whereas the researchers are more focused on how it works and what it really does, the manufacturing team is primarily dedicated to securing it and making it safe for use. Without the two teams together...using the drive might end up with catastrophic results.
Proxy Factory	4	Not so much an intermediary as it is an automation process, the proxy factory allows you to join together factories from different parts of the ship, effectively removing any issues there may be with transportation. This extends to other ships joined in the fleet, such that produced materials can be sent to a common spot effortlessly. On top of dramatically increasing production speed, this also facilitates the rapid transport of crew from ship to ship as well, over a moderate distance.
Production Scaling	4	Though this ship certainly lacks the more advanced Garde types that you might have otherwise found in the Sidonia, as the war with the Gauna will escalate, there's no doubt that eventually you'll hit the same point – if not progressing further beyond. In all factors, size, performance, flexibility, the units produced by your ship can be improved up to 50% over their base blueprint values.
Type-II Terraformer	4	The existing terraforming unit that's aboard the ship is currently defunct, and with a bit of work and scientific know how you should be able to restart it without much problem. That being said though, with the unit's model being pretty antiquated, there's no harm in creating a new terraforming unit. This new variation of the terraforming has parameters which can be designated by you, such as the conditions that it will transform a planet into – how quick and extensive this transformation is – as well as the very basic forms of flora and fauna which it will seed, though it's limited to three species of each. You'll have to manufacture each unit separately though. At the end of the day, considering this is the primary objective of the ship, there's no real reason not to conduct it through the most effective means possible.
Fleet Beacon	6	You wouldn't think that a generation ship would need to be a warship as well, much less a shipyard, but with an enemy like the Gauna, it's absolutely necessary that you have some way to defend yourself – and there's safety in numbers. Whereas your normal manufacturing lines can put together batches of Gardes without any substantial problem beyond resource acquisition, with this, your manufacturing lines will be capable of assembling small warships. Resource acquisition still remains the biggest hurdle of

		course. You won't be building a second generation ship anytime soon, but assembling together warships nearly a kilometer long is something that will only take weeks at most. You don't have <i>that</i> much room to store these within the generation ship, so it's probably for the best if you dock them to the exterior hull or actually keep them operational.
--	--	--

Return to [Subsystems](#)

THE ENGINEERING BAY [DEVELOPMENT]



The Type-II Terraformer Requires the Harvester Drones Modification from the Manufacturing Bay Tree in addition to the Secondary Reactors

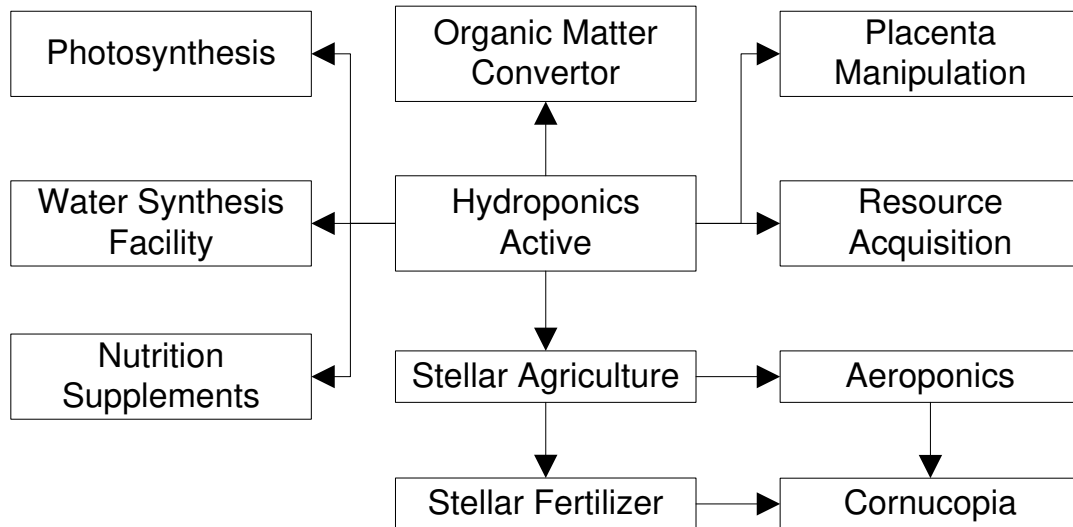
Modification	Cost	Consequences
Synthesizer	1	Not to replace the manufacturing folks, this synthesizer unit exists largely so that specialized prototypes can be created on an extremely quick turnaround time. Capable of producing specifically required components at nearly a tenth of the time the manufacturing facilities would need, it isn't well suited for mass production of anything – if only because the resources it requires are extreme in comparison to the manufacturing bay. On the

		other hand, if you need something made to very precise specifications, this is your best bet.
Secondary Reactors	2	The main reactor is going to be enough to sustain the entire ship – but if you’re looking to offset the demands of the subsystems and the growing crew (when they come) then you should probably consider using secondary reactors. This can be taken multiple times, increasing the output of your main reactor by 1 resource unit each time – up to a maximum of 5 resource units. This increases the energy performance of all units manufactured.
Containment Fields	2	Improving the efficiency of your containment fields is going to come in handy, even if you magically manage to evade the Gauna for the remainder of your time here. Like all pieces of equipment, the ship is going to wear down over time. But these containment fields will ensure that even if a component breaks down, any potential side effects from the damage will not escape the immediate area. This improves the efficiency of all shields aboard the ship and its units.
Structural Improvement	2	Manipulating materials is probably about as “basic” as you might get, given that there really isn’t much else that you’re going to be working with aboard the ship. Sure, you can synthesize chemicals and try your hand at genetics, but at the end it is materials that keep the ship intact. This improves the overall durability of all units built, and extends the overall durability of materials used beyond their base parameters.
Particle Accelerator	2	Typically the use of a particle accelerator actually has nothing to do with efficiency at all – scientists tend to use them for the discovery and development of new particles. But in the case of this ship, all it seems to do is increase the efficiency of energy distribution throughout the ship on overall. This accelerator will reduce the energy required to sustain your systems by 1 resource unit. (The minimum is 0)
Type-II Terraformer	4	It’s the same terraforming unit that the manufacturing crew will produce for the purposes of the mission – and if you had purchased it there, as long as all of the requirements were met you won’t need to purchase it again.
Star Destroyer	4	In all honestly, barring the presence of the Gauna, you should never have a need to permanently extinguish a star. The presence of a star is generally the only thing that keeps a planet hospitable ...if it were hospitable to begin with. This device doesn’t cause stars to go out with a bang. Rather than inducing a supernova or inducing layer shedding, it forcibly

		causes the core of the star to come apart. The resulting destruction is far more contained, far less destructive than a potential supernova, and leaves behind some resources which can actually be used by the ship.
Hypercharge	4	Going beyond the energy thresholds of a piece of equipment is generally not a good idea, but in this case, you'll find that at the very least, it can be used as a last resort trump card if the need arises. For any piece of equipment at your disposal, you can circulate energy past the safe thresholds in order to substantially increase the equipment's effect and potential. However after use, that equipment will be completely drained of energy for a time.
Biological Constructs	4	The use of biological components has its advantages and disadvantages compared to using something such as steel or mega-structure. For one thing, flesh and blood tends to be far less durable, but more flexible under most conditions. With this it's possible to hybridize between the different material types when producing things to get their shared properties. Opposite properties may negate one another in some cases, or complement each other in other cases, so be wary of what you decide to merge together. Given that the Gauna are capable of fusing placenta with mega-structure to form a substance capable of growing while maintaining its durability, there's no harm in trying to replicate that feat. You'll just need a massive amount of resources.
THI Gravity Furnace	6	A relic dating from Earth before it happened to be split in half, this TOHA Heavy Industries Gravity Furnace is miraculously still fully functional, and serves as both a source of energy as well as a production facility on its own. Whereas an organic material converter can take almost anything into it and spit out a desired product, the gravity furnace is designed to convert waste matter into specific particle components – such as Heigus particles.
Gauna Furnace	6	Essentially an add on to the THI Gravity Furnace, this adapted furnace should be kept under containment at all times, and preferably kept close to the exterior of the ship in case of a seal breach. Manipulating the ability of Gauna to take in Heigus particles and create placenta, this furnace can allow you to grow more placenta in massive quantities. What you do with the placenta is ultimately up to you – but the Gauna are capable of creating some very uncanny resemblances of humans with it...

Return to [Subsystems](#)

HYDROPONICS [DEVELOPMENT]



Modification	Cost	Consequences
Stellar Agriculture	1	Unless you're lucky enough to come across a planet where you can settle down and set up a permanent colony without risk of the Gauna chewing the planet in half, it's very likely that you're going to have to find a way to grow your own food to sustain yourself. This will set up fields such that you can sustain food production for the ship.
Stellar Fertilizer	2	It's more of growth stimulants rather than fertilizer, but whatever this strange substance is; it'll be able to boost the growth rate and size of crops produced on the ship up to twice of its normal size. We're going to win the pumpkin size contest for sure this year...
Aeroponics	2	Soil isn't something you're going to naturally find drifting about in space – so if you don't need to reproduce it there's no reason to waste time and resources synthesizing. With this it is possible to grow plants in special containment fields without any soil presence at all. You'll have to inject nutrients in some form into the field – but the exchange efficiency is increased.
Resource Acquisition	2	Whether you think it's just a stroke of good fortune or the effect of those improved sensors, with this you can pretty much guarantee that you'll find a steady stream of resources as you travel through space. Not all of the resources you come across will be immediately usable, and not all of it will be useful

		even when processed – but it's better than going through the bleak expanse of space to find utterly nothing at all for the majority of your time.
Water Synthesis Facility	2	Most of the water you'll find in space will be from ice found on asteroids. This can be problematic if you happen to go for long stretches without encountering any ice at all – but with a facility like this one you can bypass a large part of the problem. At minimal energy consumption, this can provide a steady source of water for the entire ship's usage needs.
Organic Material Convertor	4	Though some see this as the device which will essentially make farming obsolete, in reality while the organic material convertor does help produce food at a very rapid pace – the food which it produces isn't always the most desirable. By tossing waste matter or unwanted matter into the convertor, you'll get neat, hygienic food packages spat out. Very basic stuff essentially that doesn't have much nutritional value, but it'll solve any hunger problems there are on board.
Photosynthesis	4	Perhaps a different approach to tackling the food problem – if you can't make more food, why don't you just make people need food less? By modifying the people aboard the ship and those who will come aboard to be capable of photosynthesizing at ridiculous levels of efficiency, you can make it such that not only do they gain energy from ambient light – they also don't need to eat as much at all.
Nutrition Supplements	4	Normal humans gain the majority of their nutritional requirements by eating a well-balanced diet, but if you're stuck in space, this isn't always possible. For one thing, most people are probably too busy fighting to survive to really care about what their diet looks like. With these supplements though, you can not only ensure that the crew of the ship meets their nutritional needs, but also over time you can affect certain growth changes to their physical make up as necessary.
Placenta Manipulation	4	When you think about it, it seems odd to be using what is essentially a Gauna's discarded flesh for construction or just daily use purposes. But there's no denying that placenta is versatile – even versatile enough to rival a standard building material. But to do something like this...is treading into dangerous territory. By stimulating any placenta you find with sufficient amounts of Heigus particles, you can create True Cores – essentially "birthing" new Gauna. Isolated from the hive mind, they can be

		moulded with a purpose in mind, but be wary that this can turn on you in an instant – if the Gauna come into contact with your creations, they'll attempt to “reintegrate” what they see as their brethren almost immediately. Whether they succeed will only be dependent on whether your creations are strong enough to resist their influence...or whether they want to resist the influence.
Cornucopia	6	The one good thing about farming in space is that without seasons to worry about, you can continue to produce food all year long. No need to worry about a bad harvest or a bad turn of weather, you'll find that once a system has been set up it'll produce a very steady supply of food, always enough to supply the entirety of the ship with enough to create a stockpile. This doubles your resource acquisition in addition to the amount of food you produce.

Return to [Subsystems](#)

DEFENCE SYSTEM [DEVELOPMENT]

Modification	Cost	Consequences
Electric Reactive Armour	1	What should effectively be the last line is also the most substantial, and the reactive armour layering protecting the ship possesses several “shells” to ensure that the ship's internal quarters remain safe. Able to disperse massive amounts of kinetic force, the ERA layer can also absorb a limited amount of particle attacks – but that is normally best left for shielding...if the ship possesses any.
CIWS	2	A basic defense system aimed to take down close range targets, these can either be turrets firing kinetic based munitions, or they can be lower output particle cannons. Though effective against things such as oncoming missiles and small swarms of Gauna, they can be overwhelmed. The fire control system for the CIWS is controlled via shipboard AI but also can be manually overridden. To begin with, the CIWS system can effectively cover 25% of the area around the ship. Each purchase improves this by another 25%...just be wary that ammunition isn't infinite.
Missile Array	3	Essentially lining the exterior of your ships with missiles – they might be useful against swarms of Gauna, but beyond that, missiles can only do so much. Essentially a mid-range option for when CIWS fail to thin out the numbers or the enemy lies beyond CIWS range.
Mass Drivers	5	Railguns by any other name, they have a massive penetration

		strength as well as firing speed, but the necessity for reloading limits these cannons somewhat – and their effectiveness drops off against Gauna of substantial size.
Heigus Particle Cannon	5	A particle cannon with a slow rate of fire, but extremely high penetration strength. The Heigus Particle Cannon on the ship is fed directly from the reactor core – hence its output is far greater than the head mounted particle cannon found on Gardes.
Automated Garde Defence	10	For this, you'll actually need to have spare Gardes, and optimally a ship AI that is sufficiently strong in terms of computational strength to control all of these. The range of the automated Gardes is as far as your scout probes can go, though their performance drops after a smaller range than that – these are best used as defensive perimeters, especially if you lack pilots to properly man all of the Gardes at your disposal.
Main Cannon	10	Quite possibly the most uninventive name for a weapon – this gun can either be a particle based or kinetic based weapon...but only one thing about it is clear – the entirety of the gun is as long as the ship is – so anywhere from 20km to 30km depending on how long your ship is. By this point, there's no denying that rather than a generation ship this ship is more of a battle fortress. If it fires and the target is too close, it's probably too late to say brace for impact. Particle based guns don't have the same "recoil" problem that the kinetic based gun does, but it also happens to drain the ship's energy reserves significantly. Best saved as a last resort option.
Planet Cracker	20	By the time you're considering destroying a planet in order to get a Gauna, either the planet wasn't useful to begin with, or you're really driven to exterminate the Gauna. This missile serves one purpose and one purpose alone – it disrupts the core of a planet severely enough that the planet will shatter itself into pieces. When used on gas planets, it's very likely that the entire planet will become a massive ball of plasma. Needless to say, you're not going to be able to salvage much from the planet after using this.
Core Emission Laser	20	A front mounted gun that isn't quite as strong as the main cannon, but also doesn't drain the ship's power when it fires. By channelling energy directly from the Core, a steady beam of Heigus particles can be shot out like a lance, even while other armaments are firing. Whatever is struck by this likely won't be able to resist the beam for long – pity it only shoots in a straight line.
Graviton Beam	30	The brain child of TOHA Heavy Industries, working off of blueprints

Emitter II	that had been left behind in the database, a 5 kilometer long cannon was reverse engineered and adapted to fit the ship. Charging energy directly from the Heigus Particle Core, it's possible to fire this multiple times in succession – though with the sheer strength of its output you shouldn't need to. If you're fighting against something that can survive the massive gravitational distortion induced by a single shot, you really shouldn't fire a second shot. If a Gravity Furnace is present on board the ship, the output of the initial shot increases even further, extending its range from "ridiculous" to "phenomenal" – hopefully you have a clear firing lane and no friendlies inside.
-------------------	---

Return to [Subsystems](#)

THE CREW [ASTRONOMERS]

Johann Lucerne

A Caucasian man, biological age 34, a notable astronomer who was working at Arkhangelsk shipyard when the Gauna threat was made apparent. A shrewd man who has no qualms about taking “necessary measures” in order to ensure that he survives, he’s without a doubt enthusiastic about stellar phenomena, but his survival comes first.

Nicol Peiresc

A man that speaks with a distinctive French accent, biological age 28, he’s really a jack of all trades rather than a dedicated astronomy, dabbling a little bit into every field when he gets the chance. One of the refugees who had fled to Arkhangelsk and got aboard the ship, he actually doesn’t remember much besides getting on. Perhaps something happened during departure? He’s very knowledgeable in many matters, but not very skilled in many fields.

Torino Shuichi

A tense, apprehensive 33 year old Japanese man who seems to be rather convinced that there are things out in space ready to “get” him, and given that the Gauna are probably lurking in space, he’s probably right. When he’s not busy being paranoid, he’s actually one of the few astronomers that is actually good at handling the technical equipment, having worked on it. That said, his exposure to space has left him a little bit... changed.

Keenan Seifert

More fitting to be an engineer really than an astronomer, this 36 year old Caucasian man’s talents unfortunately don’t align with his passion. He’s one of the more optimistic folks aboard the ship and he’s keen to get the ship up and running, gladly helping to restore functions to systems. His familiarity with the ship all in all suggests that he might have been part of the original crew...but his memories on it are hazy.

Stellah Hawke

An actual astronomy student rather than an astronomer, she's far younger than the rest of the astronomers available with the exception of Rachel as both of them are biologically 18. That being said, she has a natural gift for working with equipment, and if she had a mentor or somebody to learn from she'll probably be of use in multiple areas throughout the ship. How she and Rachel ended up aboard is something she can't recall... besides remembering that they stowed away out of fear.

Rachel Siu

Probably the least qualified astronomer out of the bunch, sometimes you'll have problems determining whether her perception of astronomy is actually related to stellar bodies or if it is a matter of fortune telling. However, for all of her superstitious beliefs, she's very good at noticing things that don't belong – and her senses are extremely keen even when it comes to things like looking at star charts. She and Stellah seem to be very close friends, so if you unfreeze one, they'll likely request for you to release the other from cold sleep as well.

Name	Ability	Quirk
Johann Lucerne	Meteor Shower Increases the rate at which you discover stellar phenomena like meteors and asteroids, improves general resource yield.	Asteroid Missiles If a manufacturing bay is present, eventually you can start making "waste asteroids" to launch as projectiles.
Nicol Peiresc	Letter in a Bottle Allows the ship to leave behind "beacons" as it travels, which, if stumbled upon, can be used as a one-time communication tool between the individual and the ship in real time. These can also be used like radar beacons when deployed en masse.	The Odyssey If an AI Cosmology is active, Nicol's modifications will make it so that the Cosmology's environment boundaries will extend beyond the ship structure to include random stars and planets from the ones the ship has witnessed. These change on a routine basis.
Torino Shuichi	Radio Galaxy Allows the crew on board to develop an ability to communicate with each using "wave broadcasts" of a very limited wavelength.	Gauna Waves If Remina Chan is active on the crew roster, she can communicate at long range with the Gauna...though negotiations don't always work, but it can serve as a deterrence measure.
Keenan	Stellar Emission Improves yields when harvesting	Quasar Burst A modification performed on

Seifert	energy from stars, and improves general reactor emission, increasing resource yield by 1/year.	the ship's defence systems, most effective in situations when the ship is overwhelmed; this releases a massive burst of energy in all directions. The resulting energy wave won't affect allies, giving the ship some breathing room.
Stellah Hawke	Stargazer Increases the overall speed and manoeuvrability of the ship by allowing it to absorb ambient particles present in space. This modification can be further aligned with Gardes.	Stellar Seeds If a Gravity Furnace is present, Stellah's research can eventually lead to the creation of miniature stars, increasing the resource yield of the main reactor by 1/year. You'll probably want containment fields for these.
Rachel Siu	Seeking the Stars Increases the power of all scanning equipment aboard the ship, extending their range and ability to detect hidden objects. Increases the amount of planets which can be explored by 1.	Distant Lighthouse A defensive modification that allows the ship to project a force field that will steadily drain the reactor's energy – separate from shields and hull. The larger the force field, the more energy drained.

Return to [Crew](#)

THE CREW [RESEARCHERS]

K (A Bear)

Quite literally a bear, alive and sapient due to the results of animal testing conducted on Arkhangelsk, “K” doesn’t seem to age at all but he still demonstrates largely ursine qualities at times. For the most part though K acts the part of a gentleman, and he’s keen on ensuring that the safety of the crew is addressed. More than anyone else in the ship he seems to be aware of how important the life support systems are... perhaps indicating that he was designed for a specific purpose.

David Mann

A cool, calm, and collected terraforming researcher who had been reassigned to the L4 shipyard from a previous assignment on the L3 shipyard, he’ll comment that it probably saved his life, even though he’s got no comments for the situation you’re all in now. His research largely dealt with the “organic adaptation” part of terraforming, and if you’re a fellow enthusiast he’ll warm up to you quickly.

Steven Williams

An aged physicist looking to be in his late 60s, any other crew member will comment that his presence was truly a stroke of luck for him, given that he had only been called to the ship to address a systems malfunction. Unfortunately, no one seems to remember what the actual malfunction was, though Williams is rather convinced it was addressed before they launched. A very knowledgeable man, he also happens to have some very strong opinions on what should be done – and doesn't always recognize authority when it is established.

Professor Wildenstein

If it wasn't for the computer indicating his biological age was 25 you'd have no clue, given that his body seems to have been largely experimented on. A man who believes wholeheartedly in the evolution and development of science above all, he's one of the few who believe the Gauna present an opportunity rather than a threat. Thankfully, he still has enough common sense to accept that the Gauna can only be an opportunity if they're properly subdued. His eccentricity makes it hard for him to get along with others.

Doctor Triya Ohara

An energy researcher who cares more about results than actual research, "impatient" is a good way of describing her general personality. The fact that she tends to approach others on a very formal, very blunt angle doesn't especially help matters either. Her abrasive personality can make it hard to work with her, as it can be hard to tell whether she respects you or not, given that she'll probably treat you the exact same way regardless. At the very least though, she definitely produces results, and works very well under deadlines even at reduced resources. Oddly enough, she seems to think that some of the other scientists might be... individuals worthy of concern, especially that David guy...

Han Jongsuk

Another scientist who had arrived on the same ship with Ohara, Wildenstein, and Williams, Miss Han seems rather convinced that Williams of all people is the most dangerous among the group, but she'll keep those opinions to herself if you won't give her the time of day. Her field of specialty lies in human modification, but unlike Wildenstein she still appears to have some form of moral restraint. Well that's her description anyways – she seems to be very quick to judge others.

Name	Ability	Quirk
K	Life Support Adaptation Instead of attempting to resuscitate a critically injured individual, the ship can create animal shaped exo-suits, which can restore some degree of function to the individual as their true body heals within.	Data Recovery Module K can attempt to slow down the rate at which the cold sleep chambers will shut down; resulting in a loss of 25% of the crew per year rather than 50% once the

		maximum cold sleep limit has been reached.
David Mann	Contingency Measure Improves the effectiveness of terraforming, reducing the amount of time needed in order to reach a “minimum habitable threshold”. The terraforming device on board can be used to slowly turn the ship into a more “natural” environment. Turning the ship into a biosphere might not be a good thing.	The Ascendancy The areas of the ship which were adapted to become “natural” will slowly expand in time, spreading to other docked ships as long as a physical connection is present. By now it’s a question of whether the ship itself is alive or not.
Steven Williams	Event Horizon Stabilizes the ship against the effects of phenomena which would otherwise warp the local space around the ship or within the ship. Renders the ship safe from effects of self-induced turbulence such as recoil or dimensional phenomena.	Residual Radiance Decreases the amount of energy lost from both the ship as well as Gardes, making them more efficient, and extending operational time of all Gardes by twice their regular amount.
Professor Wildenstein	One to One Transfer Allows individuals on the ship to hop across bodies, provided that the destination body has no occupant already. Most useful for dealing with issues of severe aging.	Brain Waves If you have Gauna present aboard the ship in the form of True Cores and some sort of emission device, you can hook them up to the emission device and create an improved “Gauna Particle Cannon”, equal in output to the Core Emission Laser, but with a lower firing rate.
Doctor Triya Ohara	Spherical Reactor Improves the output of the ship’s main reactor, increasing its output by 1 resource unit per year. Also improves the power of containment fields in addition to creating force shield modules across the ship if they don’t exist.	The Woman from Sol If the crew is capable of photosynthesis, Triya’s modifications to the ship’s environmental systems will ensure that they’ll steadily “charge” while they’re within the ship, regardless of whether clothing is obstructing their skin.
Han Jongsuk	<u>The Developer</u> Improves the ability of augmenting individuals by making it such that specific qualities can be isolated and “replicated” in another	Unnatural Abilities She has her own list of “genetic” modifications which can be applied to other crew members, as well as your

	individual at the cost of sacrificing another quality.	companions – if you can afford them.
--	--	--------------------------------------

Return to [Crew](#)

THE CREW [MANUFACTURERS]

John Stark

A man from Earth who would have been an actor if he hadn't opened one wrong door one day, but now he's here and thankfully still alive, rather than back on Earth and dead. One of the key maintainers of the ship's manufacturing facilities; he's definitely a bit more creative than some of the other folks around, more than willing to be a bit flexible with the materials he has to work with and more than willing to adapt what's necessary.

A relaxed, easy going guy to be around, he's a good judge of character for the most part, but has come to realize that people who lived in space tend to act quite differently from those on Earth.

Toby Denzel

Originally part of the same manufacturing team as Travis, the two of them parted ways on amicable terms only to find themselves reunited again aboard this ship. Toby finds it rather odd that not only has he forgotten many of the ship's details, but the information doesn't seem to be in the database, at least not what he remembers. At 24 he's one of the younger members of the crew, and unlike Travis, he's a bit more open to new ideas.

Travis Xine

Travis on the other hand, would much rather ensure that ship is up and running and that it stays that way. As for things like the mystery behind the ship and the Gauna, he'd much rather stay out of any investigation and keep on moving ahead for as long as it takes. A man who counts his blessings whenever he (or the ship) gets out of a scrape, he's a very loyal person, but hard to motivate and hesitant to commit.

Eureka

Compared to the others, she seems rather out of place, and there are no actual records of her history besides her name. Still, she might look a bit too fragile to be working in the manufacturing bay, but she's actually a natural as far as directing operations goes. That being said, a lot of the technical terms seem to fly straight over her head, so she's pretty content to let the actual machines do their job, or leave technical matters to the other manufacturers.

Tetsuo Takeo

Quite possibly a kid genius, his passion for machines – Gardes in particular – is only eclipsed by his economic acumen. Though his “assistant”, Maha Nakhon, is better than him in that regard, the young boy possess a creative spark that the older man lacks. He's very eager to

befriend everyone possible, but that willingness to give “everything a try” might also be dangerous. For one thing, you probably shouldn’t entertain his wishes to become a pilot.

Maha Nakhon

Though he introduces himself as Takeo’s assistant and pretty much won’t deal with you unless Takeo is around, he’s probably the best candidate for managing the entire manufacturing bay if you’re looking for somebody who possesses strengths in a balanced spread. He personally doesn’t care much for Gardes, or even the ship, but he’ll do whatever it takes to keep Takeo safe. This likely won’t bode well for you if the young boy is deceased, so if you’re going to arrange for his revival from cold sleep, you should be prepared to arrange for Takeo’s revival as well.

Name	Ability	Quirk
John Stark	Leviathans Augments the ship’s production facilities, if they already have the capacity to manipulate placenta, to create new Gauna “warships”, essentially large crafts made of placenta which can merge with the main ship. Needs a separate supply of placenta and Heigus particles to keep growing. Be wary to never let a True Core take control of the placenta.	Besides actually being a rather effective pilot, he has no other distinguishing qualities. Actually, he might as well be the most normal man on this side of the galaxy.
Toby Denzel	Guardians of a Dream Allows the ship to rapidly repair and redeploy Gardes and other units when they return for resupply. Units that are nearly scrapped can be repaired with the use of placenta to a serviceable state.	Glory Star Parts A backpack unit for the Garde that includes a spare generator intended to be hooked up to the Garde’s main particle weapon. This increases their particle weapon’s output by 200% without draining the Garde’s main reactor.
Travis Xine	Put a Wrench to It Ensures that the ship and its units will perform at a basic threshold regardless of how much damage it takes, and improves the ship’s overall structural integrity.	Hammer Parts Garde Parts that can be produced as part of a Garde’s standard load out, these allow a Garde unit to repair another Garde unit even while away from the ship.
Eureka	Pocket Assembly Line The ship can create “autonomous” factories, like terraforming units,	Spec M2 A special parts modification for Gardes, while essentially

	except their only purpose is to take in resources and create a specific unit as per blueprints. This becomes less effective with objects of greater size.	acting like a High Speed Support Cuirass, this special variant can be used for controlled flight within atmosphere, with any risks to the Garde eliminated. Has a much higher turning angle than the standard support cuirass and doesn't need to be armed on the Garde's back.
Tetsuo Takeo	The President's Orders Ensures that a steady shipment of resources will be deployed to the ship on a monthly basis, though where exactly this comes from is largely unknown.	Emergency Parts Deployment Allows the ship to deploy spare weapons and refuelling supplies autonomously to Gardes within a certain distance, thus removing part of the necessity for refuelling runs.
Maha Nakhon	Efficient Labour Permanently reduces the amount of resources needed for production of ship resources and its manufacturing facilities while improving the production speed by a small bit.	Mass Production Allows the ship to instantly produce a set of makeshift Garde units equal to the number of crew present, but disables the manufacturing facilities for a period after this. The mass produced Gardes will fall apart after extended combat.

Return to [Crew](#)

THE CREW [ENGINEERS]

Learmond Irons

An African American whose primary field of expertise lies in cloning and genetic fabrication, as far as his field goes, there's no one quite as driven as he is. Word of advice though; don't get him started on his motivations as he'll lecture you on the entire history of cloning and probably anime while he's at it. Given that he has an extreme passion for animation of any variety, he's probably one of the easiest people to bond with.

Constantine Petrovich

A Russian astronaut who was originally assigned to the Russian Seed Ship rather than the L4 Seed Ship, he's pretty happy to be here, as he's rather convinced that the other Seed Ships have probably all been destroyed by now. As one of the individuals who had been on a Seed Ship project from commissioning to deployment, he's a very strong advocate of terraforming as soon as a viable planet becomes apparent.

Doug Richards

An electronics specialist, he was part of the original crew, and remains largely convinced that whatever happened to the ship to render it defunct needs to be investigated. However, he also happens to be the individual most aware of the fact that nothing on the ship's public records will shed light on what happened. Be wary that in his hunt for the "truth", he might offend more than just a few people, given how blunt his approach can be.

Luisa Sixsmith

A sound engineer, she's had to make some adaptations in order to fit in with the crew, given that her field of expertise isn't necessarily the most useful as far as fighting the Gauna goes. One of the few individuals concerned about relationships between crew members, she'll end up filling the role of a mediator between crew members if you don't advise her otherwise – but be wary that she has a tendency to do this even if no one asks for it.

Jimmy Kenjo

Originally hailing from a colony off of Jupiter, he was one of the few survivors when the Gauna initiated a first contact sweep through the solar system. It's not something that he wants to discuss, and once he gets down to work, that's honestly all he wants to focus on. He's a mechanic by trade rather than an engineer, but his work on Jupiter has given him plenty of insight on the development of engines and making vessels faster all in all. Despite the fact that he really wants to pilot the ship, you should probably dissuade him from doing so.

Mileina Arde

Another member of the original crew of the L4, unlike Doug she'd rather focus on stabilizing the ship and getting it moving before the Gauna come for another pass before figuring out what happened to cause the ship to break down. She alone out of all the engineers remains extremely wary of the strange technology aboard, namely that engine, and she's wholly convinced that it needs to be quarantined before any analysis goes on. That being said, if you leave her to her work and give her proper equipment, you won't hear a word of complaint out of her.

Name	Ability	Quirk
Learmond Irons	Galatea Improves the aesthetic quality of clones and other forms of artificial life, also seems to ensure that clone bodies do not have their appearances affected by aging.	One of the few engineers who sees a great deal of "potential" in the Gauna, he has all sorts of "enhancements" for them that he considers to be a great boon...though you're going to have to commit resources to this.

Constantine Petrovich	Like a Star Improves the power of all particle based weapons, reducing the cost needed to fire them, and increasing their destructive capacity and firing range.	Really all he's interested in is figuring out how the Heigus Particle Reactor works - his tinkering with it will improve its yield by 1 resource unit per year.
Doug Richards	Rapid Encryption For standard computer systems within the ship, this prevents them from succumbing to electronic warfare. If AI is in abundance aboard the ship, you'll find that Richards' ability will allow them to bind to Garde units, allowing them to pilot Gardes.	Solely focused on the electronic components of the ship, along with Mileina, you'll find that Doug will eventually form a cybernetics wing on board, creating cyborgs en masse. Hopefully he learns a measure of restraint though...
Luisa Sixsmith	Star Atlas Improves the nature of scanning systems and communication relays aboard the ship such that transmission waves sent from a time frame in the past can be captured and replayed.	Stellar Mosaic If an AI Cosmology is active, Luisa's modifications will allow the ship environment to be modified such that living conditions and wildlife of different planets visited can be simulated within the Cosmology's domain without fear of harm.
Jimmy Kenjo	Solar Wind When docked with another ship, regardless of the size, the speed of the joint vessel is 150% of the total speed of all combined vessels. While conjoined with other ships and accelerating, a frontal wave forms in front of the vessel, acting like a battering ram.	Galactic Whirlwind One of the few engineers who is actually focused on the engines of the ship and its workings, his existing modifications have already made the ship faster, but his touch-ups to the strange drive on the ship will allow its ability to be used twice in rapid succession.
Mileina Arde	Quantum Processing Improves the computational power of the entire ship all in all, and can activate a state similar to the Hypercharge function, but for the entire ship all at once. The ship's engines will cease to function for a time after this expires however.	Alongside Doug, Mileina's work largely involves the creation of living shells for AI, but whereas Doug sets the foundation, Mileina works towards cybernetic upgrades for their creations, mimicking whatever technology you have on board in downscaled fashion.

		Thankfully she has more restraint than Doug.
--	--	--

Return to [Crew](#)

THE CREW [AGRICULTURALISTS]

Mark Emhoff

His last assignment landed him on Mars, but thankfully for him he had been recalled back to L4 before the Gauna attacked the red planet as well. He's just as aware as anyone else that this likely saved him. A rather independent individual, he'd make friends, except he fails to see the point when the Gauna are likely to destroy the ship anyways. If you can get him to be a little less pessimistic, he might prove to be a valuable asset to the ship.

NO DATA POSSIBLE ERROR

Get a good look at his face, because this is probably the only time you'll see it before he dons a mask. With a severe aversion towards social contact, NDPE, or Andy as he calls himself, would much prefer if you leave him some space for a lab and he'll get down to work at arranging facilities to initiate cloning research. His behaviour tends to make others quickly suspicious of him, and considering he doesn't care much about other people's impressions of him, you'll need to decide whether you can trust him or not and stick by your guns.

Elizabeth II

Get a good look at this woman, because once she's out of cold sleep and stabilized, she'll be returning to her most standard uniform. This, as far as you can tell, is a massive animal suit that wouldn't look out of place in a circus. It's clearly not standard issue, but this probably isn't something you should fight with her over, and it doesn't seem to hinder her work at all. It's hard to tell what significance the suit has at all, and frankly you wouldn't think she was an agriculturalist by her appearance. Actually on that point, she'll agree, as she sees herself as strictly an animal conservationist.

Alan Flynn

An agriculturalist is the last thing he expected himself to become, but admittedly it's also the only role aboard the ship that really fits his purposes – which was really to get as much personal time to experiment while still getting a proper laboratory facility. His “approach” to agriculture is simple, if everyone became fully digital, there wouldn't be a need for agriculture anymore. Admittedly, he thinks there are still some flaws in the plan, but all in all this man strongly believes that AI is the way of the future.

Robert Hall

An older gentleman who managed to escape to L4 from Earth, like Mark, he's more of a terraforming specialist rather than an agriculturalist, but his wealth of knowledge is best applied to this field. Ultimately concerned with the well-being of the ship and the crew aboard

the ship, Hall is one of the few who recognize the importance of this mission and has fully accepted the possibility that this ship may be the only one left.

Linda Grace

An astrobiologist from L2 who managed to escape before the Gauna destroyed the shipyard and seed ship there, all she remembers after that is that she found herself tossed into cold sleep – for preparations. Perhaps one of the only agriculturalists who actually studies plants, she’s content to be left to her own devices, but she’s also one of the only “mentally sound” agriculturalists around. Admittedly, she gets along better with the younger members of the crew, but she tolerates everyone in general.

Name	Ability	Quirk
Mark Emhoff	The Legacy The resilience of plants and crops grown on the ship improves substantially, and even in the face of a cataclysmic change, some plants will survive to adapt to the new environment.	He doesn’t really have too many other skills of note, but he’s an excellent scavenger capable of finding spare parts for the ship even if nobody else knows where he’s digging these things up. Just make sure you don’t approve of him going into space for any reason, as he’ll likely get lost.
NO DATA POSSIBLE ERROR	Carbon Manipulation Increases the lifespan of both normal crew members as well as clone individuals by a fair bit and gives them a minor chance at surviving otherwise fatal situations.	Junk Guild If an Organic Material Converter is active aboard the ship, his modifications to it will allow the OMC to “retain” the memory of an item which was scrapped inside, allowing it to be remade as a product of the OMC. This only reproduces mundane items.
Elizabeth II	Smart Animals Allows you to choose a specific breed of Earth animal to uplift (Not unlike K) and slowly integrate into the crew. Only one species can be chosen, though an additional species can be added for 5 resource units per species.	She has no noticeable abilities beyond an inherent talent to lighten the mood of the crew and keep them moderately sane.

Alan Flynn	Digital Frontier Improves the overall computational strength of the ship once again, but if an AI Cosmology has already been established, you might find the AI seem to be growing in number, and rather than adopting clone bodies, they seem to have constructed bodies for themselves.	Resolution Upgrade With this, it's possible for the ship crafted AI to reach a certain measure of sapience and establish free will. Be wary of this and its implications upon the ship and the crew at large.
Robert Hall	Ecopoiesis Dramatically improves the effectiveness of terraforming efforts, making the existing equipment capable of creating a standard atmosphere on planets which would otherwise possess none, and stabilizing an ecosystem against extreme conditions.	Despite his focus on terraforming procedures, he's actually more of a geneticist than a terraforming specialist. His expertise helps with ensuring that genetic manipulation projects (like Gauna manipulation) don't end up creating uncontrollable monsters.
Linda Grace	Full Bloom Substantially lengthens the amount of time that a plant spends in the "flowering" stage, but also doubles the yields of plants and crops when it comes time to harvest.	Extended Lifespan Specifications Her modifications significantly extend the lifespan and growth rates of all plants aboard the ship - be wary of this if you possess large flora species, as their size will grow bigger.

Return to [Crew](#)

THE CREW [SOLDIERS]

Specialist Mathieu Ryan

More of an adventurer than a soldier at heart, his curiosity needs to be kept in check if you want to keep him alive. He'll be the first to volunteer for a scouting mission and likely the first to get ambushed, as the other pilots will warn you. Granted, the few wing mates that know him well are pretty confident that he'll survive anything, even if he had to fly back on half output and a clipped arm. On the other hand, those same wing mates will probably grumble about having to rescue him every time he gets shot at.

Lieutenant Matt Davis

A former member of the 44th Task Force who found himself isolated from the Seed Ship when it had to rush departure due to a sizeable battle group of Gauna, he has solemnly sworn to protect this ship at all costs. However, he also happens to be a bit paranoid about leaving

the immediate vicinity of the ship, even with his wing mate Johnson around. The two of them, they're both present, are practically inseparable.

Lieutenant "Y" Gables

Reckless, rambunctious, and fanatical at times, Lieutenant Gables can either be your best friend or the biggest pain in the ass on the whole ship. He'll bow to authority so long as he's sure that it's firm and discipline is exercised, but let him go wild and he'll get into moods that are hard for him to snap out of. This is especially prevalent in combat, where he demonstrates tendencies to "violate" the Gauna. He's best paired with somebody who can keep his moods in check.

Five Masamine

A survivor of the massacre at the L1 Soho Shipyards, where she escaped alongside some other pilots and civilians, Five doesn't like to talk much about herself, and "Five" probably isn't her real name. She doesn't open up to people easily, though Nao's presence seems to reassure her a bit better than anyone else.

Kai Kobayashi

One of Ryan's former wing mates and most notably the record holder as far as "saving specialist Ryan" goes, Kai seems to have largely accepted the fact that people see him as more of a roaming over-watch rather than a front line fighter. Very aware of how outnumbered the ship by the Gauna, he's very insistent that no man gets left behind – which is a good thing for Ryan.

Will Law

The only reason he wanted to become a pilot was because he wanted to fly, and thankfully that kept him alive until he reached L4. He's good friends with Ryan, though admittedly he's not the best when it comes to rescuing the poor man. No one will challenge him as far as the title for "strongest flyer" goes, and while he hates fighting the Gauna, he'll do whatever it takes to save his friends.

Kain Wise

Part of a platoon that formed up with survivors arriving from Jupiter, unfortunately he arrived just in time to find the L4 shipyards under attack. He's likely to be one of the few pilots with a clue as to what happened to the ship, given that he was one of the last pilots to get on board. However, all he seems to remember before going into cold sleep was that something had to be used without testing.

Higuide

One of the few pilots who has no clue how he ended up on this ship, he has no memories of even entering cold sleep, his last memory being on a distant colony fighting off strange monsters – perhaps the Gauna had attacked another colony elsewhere? That said, with

pretty much a blank slate to work off of, Higuide is dependable as an individual as well as a soldier.

Mr. Johnson

A former member of the 44th Task Force, assigned to orbital defence over the L2 Osiris Shipyards. Whereas the rest of his squad left with the Seed Ship, he elected to stay behind to cover their retreat before he ended up catching a ride to the L4 shipyards. There's no doubt from anyone that Johnson is a veteran, and he knows what he's doing, but sometimes he just gets a bit too committed to the fight and has to be yanked back by force. When he's not piloting however, he's a great drinking partner. At least, that's what the other pilots say.

Nao "Regret" Ing

A survivor of the L1 shipyard catastrophe, originally he was part of the same genetic experimentation group as Five, hence why the two of them know each other. His experiments happened to be a bit more "comprehensive" in comparison to Five's, and accordingly the strange powers he manifests are stronger as well. As he explains, the moniker that others have given for him is a side effect of his powers, which causes his tear ducts to run when he uses his abilities – making it appear as though he cries as he fights the Gauna.

Sara Keats

An upbeat, enthusiastic woman when she isn't busy brooding over the loss of her fiancée after the L1 shipyard catastrophe, she's dead certain that Gauna need to be exterminated – but admittedly she lacks the strength herself. First to fight, last to leave, be wary that she almost seems to have a death wish for herself and the Gauna.

Giorgio "Freak of Nature" Cuvie

He's survived pretty much everything as far as Garde piloting goes. He survived the Jupiter encounter and managed to get lost at L2, survived that, caught a ride to L1, and still managed to survive when the shipyard there was consumed. No one really knows how he managed to get all the way to L4 on a single rocket, but he made it.

Admittedly, he switched between 5 Gardes while doing so, but this man simply will not die. He's not much of a talker though, so don't expect him to go around explaining how he keeps managing to survive encounter after encounter.

Widowmaker

Part of a platoon that barely made it back from Jupiter while escorting civilians, this woman refuses to give up any details about herself beyond her call sign, and the fact that even the cold sleep chamber has no information on her suggests that she's probably part of some black ops unit. She watches over the other pilots like a hawk, as if she's afraid they'll die at any time, and if you can break through her exterior... it seems that her call sign wasn't something she chose for herself...

Name	Ability	Parts
Specialist Ryan	Behind Enemy Lines He and other pilots will survive encounters with the Gauna where they would otherwise die, but surviving in this case tends to leave them stranded behind Gauna battle groups. It's up to you whether you rescue them or not.	Placenta Grenades Makeshift parts that he'll start using after you rescue him once from behind enemy lines, these grenades can be made if you have additional placenta, and have a massive detonation to them. Better use them carefully.
Lieutenant Davis	Last Stand An expert at defensive battles, he's not very good at actually manoeuvring his Garde around and dogfighting, but when solidly planted in a defensive formation, his abilities and that of those around him increase substantially.	Blanketing Fire Two massive kinetic cannons intended to be fired while in an anchored position, they essentially act like massive shotguns firing fragmenting ammunition. Less effective if fired while moving as the recoil can destabilize a Garde's flight patterns.
Lieutenant Gables	Rule Violation A specialist in fighting at close range, he has an uncanny ability to dodge attacks through movements that seem impossible for a human. On the other hand though, despite his prodigious dodging skills he lacks the ability to use ranged armaments well.	Wave Rider A very odd Garde part that supports the lieutenant's very unorthodox fighting style, it allows the Garde to transform into what resembles more of a giant plane. In this peculiar configuration, firepower is traded away for speed, but it also has a strong ramming attack - like using the support cuirass.
Five Masamine	Psychosis This ability only affects Five, but she can remotely hijack small sized Gauna nearby, stopping their movements or causing them to change direction as she sees fit.	8 Bit Wireless drone units no bigger than the Garde's hand, each one of these has a small particle cannon with a standalone battery unit, the output strength of each unit is small, but together they can make a rather substantial difference. Unless the pilot can control these with their own powers, the drones are managed via computer.

Kai Kobayashi	One Year War Best suited as a support pilot more than anything, his actual piloting skills are overshadowed by everyone else, but whoever he ends up supporting always seem to perform well beyond their normal limits. Only affects one person unfortunately – he’s a good partner for keeping other people alive.	Dummy System A Garde Part intended to help Kai with his job; it can deploy two fake Garde decoys with a short bit of time in between each deployment. The Gauna can be fooled by this, but it won’t be as useful in the face of superior numbers.
Will Law	A Life for the Dream Not exactly suited to be a pilot, admittedly he’s best at flying but the shooting and fighting part seems to elude him. One of the best scouts there is; he can seemingly evade Gauna detection with ease.	Astral Butterflies Specialized nanomachines, activating in response to structural damage of the Garde frame, these can mitigate damage to some degree and initiate a repair cycle – but as they consume Heigus particles, it’s best to only depend on them for critical functions.
Kain Wise	The Man from Jupiter A heavy demolitions expert, he has an uncanny knack for dealing critical blows to Gauna, and even without hitting the True Core he can cause a Gauna to disintegrate. Doesn’t work well against larger Gauna.	Five Clasp Drones Drone units that serve a single specific purpose, to facilitate the clasp formation when there no friendly units nearby. Depending on how many of the drones are used, the Garde’s speed is multiplied. The drones run off of standalone batteries.
Higuide	Against the Odds Capable of performing short jumps from point to point in his Garde unit, Higuide himself doesn’t seem to be fazed at all by these jumps suggesting he has some level of control. It’s useful for evasive manoeuvres, but he can’t use it multiple times in rapid succession.	Spatial Jump Pack A small back unit that allows normal Gardes to perform the same feat Higuide is capable of, though unlike Higuide, most pilots may find the experience a bit disorienting.
Mr. Johnson	Belly Full of Lead An enthusiast for heavy firepower to put things lightly, he’s the best soldier as far as using ranged armaments goes. Oddly enough, his	Divine Intervention There’s nothing too divine about this massive rail gun, though the rounds that it fires are strong enough to

	personal Garde never seems to run out of ammo. As convenient as this is, it can leave him stranded on the front line as everyone else runs out of munitions.	halt the placenta regeneration of whatever Gauna manages to be in the way.
Nao Ing	Lost Pilots A little bit bizarre as an individual, a bit more bizarre as a pilot, like Five, Nao's ability only affects himself. He can control individual weapons and even spare Gardes remotely via his strange abilities alongside his own Garde.	EX-PARTS Essentially doubling the amount of existing weapons aboard the Garde, unfortunately, without Nao's bizarre ability, they're only good as backup armaments.
Sara Keats	Burning Love Her hot blooded shouting is a bit bizarre to be fair, but it has a very rousing effect on everyone else nearby and with her around, you pretty much never need to worry about pilots panicking or running from an engagement. It's not a guarantee that they'll remain calm however.	Vacuum Splitting Sword Despite being even shorter than the Kabizashi spear, this sword manages to hold some worth, particular when all other weapons have been exhausted. Like the Kabizashi spear, these can pierce the True Core and destroy a Gauna for good. If you toss it, it'll carve through a Gauna pretty clearly as well.
Giorgio Cuvie	Still a Survivor Somehow manages to survive no matter what happens, even if he takes a direct shot from a gravitational beam emitter. The same can't be said for his Garde however, so it's best not to push his ability unless you want to organize rescue missions.	Spare Parts Emergency spare parts for whenever a Garde ends up losing a limb or running into a malfunction, which with Giorgio might happen more often than you think.
Widowmaker	The Ace Despite her very peculiar moniker, her ability actually helps stabilize her team mates, helping them and their Garde units recover from damage taken to some degree. The recovery process takes time, and reduces in effectiveness when the units are engaged.	Voodoo An inconspicuous module that creates "afterimages" when the Garde reaches a certain velocity threshold. Human pilots might be able to "lead" shots better, but this can fool the majority of Gauna without much difficulty.

Return to [Crew](#)

THE CREW [CAPTAINS, VICE CAPTAINS]

Commander Links

He finds it just as odd as everyone else that there's four captains aboard, and considering he's the youngest one of the four – barely out of his adolescent years – he'll gladly act as support if you choose to revive another captain. His abilities as a captain are still developing, and as they stand, he's best suited for handling anything combat related, but not all too much beyond that.

Honestly, he'd prefer to just be a pilot.

Commander Noah

A captain of the Pegasus class battleship which had been assigned to the L4 orbital defence fleet, he, along with some crew members had escaped when the fleet was overrun by the Gauna. His memory of arriving aboard the seed ship is hazy, though he remembers that Commander Gomez had to make a specific choice, perhaps what led to the ship's current situation. There's no doubt that he's the most proficient commander as far as tactical operations goes, though sometimes his decisions clash with the other commanders, who tend to have more conservative approaches to situations.

Commander Wilder

Originally a captain of a ragtag fleet that had made it back from Jupiter, out of the four captains, he advocates the strongest for developing the ship as much as possible, and taking everything the surroundings will offer up. Given that whatever the ship doesn't take in will likely be consumed by the Gauna, his philosophy has its merits. However, his slow and steady approach clashes with the opinions of others in the captaincy.

Commander Gomez

The original captain of the seed ship, unfortunately he doesn't quite remember what happened at all during the battle at Arkhangelsk Shipyards. His mission is very clear – the seed ship will be restarted, and it will travel space for as long as it takes until a suitable planet is discovered for terraforming. If there's a safe option, you can bet that he'll take it when the opportunity presents itself.

Tolaris Twins

Identical twins who would much rather give up their position as vice captains to focus on managing the logistic aspects of the ship, both of these women have no love for the Gauna or fighting the Gauna, and given the chance they'll always advocate leaving the battlefield. Being identical twins, it can be somewhat hard to tell them apart – and the fact that both of them tend to fixate on a single individual of interest can make things harder.

Kegen Sakijima

He wonders himself why a diplomat would be classified as a vice captain under the cold sleep's AI regulation, but given that he's the sort of man who takes things into stride, he won't worry too much about it. Not too different from the Tolaris Twins, he'd much rather focus on the crew's well-being before the ship, and the well-being of the ship before fighting the Gauna. It seems that prior to him arriving aboard the ship, he had some contact with Gauna already...

Misumaru Ruri

The youngest among the entire captaincy crew, she's a bit naïve as far as fighting goes, but there's no one among the captaincy who knows the technology of the ship better than she does. Other than her technical acumen, she's pretty much a normal girl – if there's supposed to be any aboard this ship anyways. Because of her inexperience as far as combat goes, it's best to pair her up with a captain or vice-captain who actually has combat experience.

Commander Nanai

A former commander of a smaller battle group who also managed to get aboard the seed ship before it departed, she's an excellent battle commander, capable of handling the many logistic details regarding Garde battle groups. Those who have worked with her before will note that she's excellent at using limited resources against superior numbers and getting away with it, though they'll also comment that she seems to be a rather passive commander.

Name	Ability	Quirk
[Captains]		
Commander Links	A Matter of Possibility A captain who seems to regularly take ridiculous risks when it comes to fighting the Gauna, he has an amazing amount of luck, given then he'll often land "critical" blows on Gauna formations, but this trait isn't something you should depend on. On the other hand, the ship does seem to be a bit more manoeuvrable under his command. Or maybe it's just that he likes to pull off fancy moves.	Resonance Certainly the most specialized Captain of the four, he has extensive experience with the use of remote drones – capable of even controlling warships manufactured from this ship by remote if necessary. However, while he's doing this, the ship will hold position and not move.
Commander Noah	Get Your Act Together Under his strict guidance, you'll find that the crew as well as the pilots never seem to panic, and the strength of particle based weapons aboard the ship increase dramatically.	Quite possibly the only captain among the four with a military background, his priority is always to ensure that the crew returns safely, and with him around the pilots of the ship seem to all be stronger for it all in all.

Commander Wilder	Seasoned Veteran Preferring to move safe and steadily, his ability ensures that defensive emplacements aboard the ship will remain at full power at all times and drastically decreases the likelihood that the ship's systems will fail due to combat fatigue or wear and tear.	An enthusiast of using the main gun whenever the opportunity presents itself, he lessens the drawbacks of using the main cannon in either variant, and allows for the main cannon to be fired twice in rapid succession (with the same consequences as if it was fired once)
Commander Gomez	Ramming Attack A reliable captain in tough pinches, the ship under his command doesn't seem to falter under any attack - ploughing ahead even if the engines start falling apart. You'll find that the ship seems to be capable of taking on far more damage than what should be possible.	Particle Emission Unit These Ship parts don't look all too amazing, but they serve as primary release points for Heigus particles - creating large particle "wings". Unfortunately, despite being an effective attack, it also attracts a fair number of Gauna.
[Vice Captains]		
Tolaris Twins	Dual Coordination The Twins possess an ability to manage both the Ship and your entire Garde fleet simultaneously, and both of them are capable of taking full remote control if they see the necessity to do so.	Twin Icon While they're best suited for addressing different tasks, both of these vice captains are very capable pilots on their own right, and they seem to inspire other pilots around them when they take to the field.
Kegen Sakijima	The Last Survivors An ability that isn't very noticeable to begin with, but with him around, damage to the ship seems to slowly repair itself even without active effort to make any reparations. This is less effective when under attack.	Black Gauna Perhaps the only scientifically minded individual among the administrative group. If you have some placenta or possess the technology, he doesn't mind integrating it into the ship and turning it into husk. This will increase the durability of the ship immensely and is affected by his regeneration ability.
Misumaru	Vessel of Darkness	GBE [C Unit Parts]

Ruri	Her ability directly affects the visibility of the ship, and can make it such that the Gauna will take longer before they will actively engage the ship, focusing on other targets beforehand.	Or then again, there's also Ruri who is obsessed with technology. Without an existing GBE unit, this C unit parts is substantially weaker than a normal GBE. But with an existing GBE unit on board, instead of firing a linear beam, this can be used to concentrate the distortion of a single region of space.
Nanai	Counterattack An ability fitting her passive nature, in the event where the ship finds itself under attack, her ability will kick in when retaliating, improving the ship's systems until escape is possible.	Dummy Warships Taking decoys to a whole other level, this allows the Ship to manufacture Dummy Warships, essentially the same size as a normal warship but useless for anything except acting as a decoy. The production rates of these are only 1/10 th the normal time it might take to build a Garde.

Return to [Crew](#)

THE CREW [CIVILIANS]

Annerose

A diplomatic envoy who had been assigned to the ship originally in the event that any other species besides the Gauna would be encountered, as she states herself: "Diplomacy is but a single aspect of tactics" and she personally fancies herself as a tactician more than a diplomat.

The advice she gives is consistently sound, and her ability to envision situations multiple steps ahead of other people makes her a good advisor. On the other hand though, she'd much rather just enjoy the scenery of space while sipping tea than sit in the bridge and address battle tactics. That's something she can leave to Nanai.

Mia Campbell

Part of the L1 group who managed to escape the catastrophe, she admittedly has no skills that she thinks will be useful in repairing the ship, though she likes to sing and people warm up to her singing voice pretty quickly. As one of the few civilians aboard, she feels sort of obligated to look after everyone else however she can, but this tends to leave her overwhelmed as she takes on too much at once.

Remina Chan

A strange Asian girl who has a very odd tendency to “explore” the ship though thankfully she always returns without a scratch. She might seem a little bit detached from the world around her, but the other crew members don’t seem to really notice anything amiss, and consider her and Hera to be their “children” if they had any. From time to time, Remina seems to have moments of “brilliant awareness”...but that awareness might not always be a good thing.

Hera

Remina’s play mate and another survivor from the L1 group who hobbled over to the seed ship, Hera isn’t nearly half as adventurous as Remina is, though she likes to fiddle around with the computers aboard the ship a lot. Given that her fiddling tends to fix problems nobody else caught, there’s no real harm in what she does. The crew is very fond of her, just as they are of Remina, and both of them act as the proverbial bridge between different groups among the crew.

Doctor Z

A war medic who has seen action aboard multiple ships already, some of the pilots are well aware of Doctor Z and his abilities, in which they have full confidence. He’s a bit of an eccentric, perhaps why he and the Representative from Laurie House get along pretty well, but he’s fully capable of putting on a serious face when the situation demands it. That being said, he really wanted to be a chef instead. Accordingly, he gets along really well with Mr. Kaga as well. Actually, there’s really no one he doesn’t get along well with.

Maeter

A cold, distant woman who refuses to explain where she came from and what she knows, at a glance you’ll probably get the feeling that she isn’t human at all. There’s something just a little too perfect about her appearance and something just a little too rigid about her behaviour. She’s very curious about the life support systems aboard the ship, especially the cold sleep chambers, and most of the time you’ll find her there.

Mr. Kaga

A master chef, some might even call him an iron chef, in the absence of an actual chef aboard the ship he’ll gladly take the role. A firm believer that some things simply can’t be recreated by the use of an organic material convertor, he’ll look to establish a restaurant as soon as possible so that he can show the rest of the crew what true dining means.

Or as he puts it: “Tell me what you eat, and I’ll tell you what you are.” -

The Laurie House Representative

This man refuses to give up his name, and the records don’t have anything for him either, though he’ll explain that as an acting representative of the Laurie House, names aren’t something he’ll go by. It seems that this association – of which he’s the only member remaining

– acts effectively like some sort of MSF analogue. The others are a bit hesitant, given that he honestly seems like a quack and the Laurie House isn't very well known, but his skills can speak for themselves given the right situations.

Mona Risa

An art collector who found herself aboard the same ship as Gudashu, the man who calls himself the “Fanatic” and the children, she was a former shop keeper, so that’s essentially what she plans to do once she gets herself properly set up on the ship. A cheerful and friendly woman, the only peculiarity about her seems to be the extreme focus she has on making things “pretty”.

Gudashu

A fiery redhead whose dreams of opening a chain of stores and getting mad rich won't end just because the Gauna attacked. A true believer in the maxim that a merchant's success hinges on her customers, she'll do whatever it takes to succeed as long as it doesn't cut into her profits. That being said, she often suffers from tunnel vision, and there's essentially no bigger picture for her besides making more money.

The Spiral Freak

His moniker was given to him, though personally he calls himself a “Fanatic” – in the good sense of the word, if there ever was any. He likes to collect spirals, and like the other merchants aboard the ship, most of his wares seem to have been found by Remina digging something up and showing it to them. However his wares seem to be of the more occult variety, accurately reflecting his tastes.

Name	Ability	Quirk
Annerose	Under Golden Wings Annerose seems to be the closest individual to figuring out what happened to the ship and the crew before you came along. She's no mind reader, but if you don't have the social skills to gauge the crew properly, she can help you keep them on good terms with you.	There's nothing particularly interesting about Annerose...except for the fact that she doesn't seem to age, and her memory doesn't seem to fade.
Mia Campbell	Real Emotion Her singing has a very strange effect of calming both people as well as Gauna, though for the most part she should never be in a situation where Gauna will end up hearing her voice. Be wary that this effect doesn't last for too	One of her only “demands” is the presence of an upgraded AI network, through which she'll set up a makeshift television station, playing old movies and films that she'll collect as the ship travels.

	long - she can't sing forever in any case.	
Remina Chan	It Looks Back Remina has a slightly uncanny ability to detect Gauna before they attack - before they even come into range. Arguably a human Gauna detection system, she seems to be able to communicate with the Gauna as well - which may have implications of its own...	And It Smiles Even without the technology to do so, Remina, if given enough placenta samples, can eventually become a Gauna Chimera. She remains "sane" and can't be controlled, but her habits of eating the placenta of enemy Gauna can be rather unsettling.
Hera	Symbol of Peace You thought a six year old kid would have a special ability? Don't be silly! That being said, everyone is a bit happier having her around - enough to overlook that she's been around for quite some time.	Ship Mother AI One of the other individuals capable of interacting with the ship on a digital level prior to any modifications, with this, Hera can also control the ship remotely, even if the main bridge and systems are non-functional - essentially making her a "second brain" of the ship.
Doctor Z	Battle Surgeon His reputation as a doctor seems to precede him enough that his voice alone is enough to calm and anaesthetize the wounded. With him around, the wounded do seem to recover faster than normal.	Intravenous Drip Not a physical modification to the Garde's external structure but rather its internal systems, this is hooked up to the pilot, numbing their ability to sense pain and regulating their mental state.
John Silver	Treasure Hunter An experienced explorer who is extremely proficient at "first encounter" situations, especially when it comes to scoping out planets. Increases the amount of planets which can be explored by 1.	If you give him space to himself, he'll start up a junk shop, selling spare parts and random daily necessities from worlds that the ship comes across.
Maeter	<u>Formula 999</u> A very odd ability that Maeter can't explain, she can "recall" crew members if they have died - either from the cold sleep chambers failing or in combat. However, for this, she needs 4 resource units	Maeter very likely isn't human to begin with, given that she can generate enough force to push a Garde component with her bare hands.

	instead of 3.	
Mr. Kaga	Mystery Gourmet The ship will receive a monthly supply drop - though where exactly this is coming from is unknown. What is known however is that whoever is leaving these supply drops around is a food enthusiast, because that's the only thing that is contained in these drops - a massive crate of a single type of food.	Capable of making amazing meals even with the most mundane ingredients, you'll find that Mr. Kaga's restaurant seems to continually grow in size within the ship as you travel.
The Laurie House	The Pills An ability that only a quack doctor could have, the pills that he can provide you with can help stabilize anyone's mental state - but it'll also leave them in an euphoric state. They might be good if you seriously don't want to deal with this ship.	Prognosis Despite having a reputation as a quack doctor, the Representative is extremely efficient at detecting viruses and developing vaccines as the ship encounters them.
Mona Risa	<u>Symbol of Beauty</u> Mona Risa has a stock of items that she can sell you if you happen to pull her out of cold sleep. Her stock tends to items of an artistic variety, like paintings, short films and books.	Mona's ship will expand to basically become an art gallery as the ship travels, though most of the art she collects seems to largely be pictures of the ship, unless she gets the chance to leave the ship.
Gudashu	<u>Craft Essence</u> Not unlike Mona Risa, Gudashu also has things that she can sell you - but unlike Mona her stock seems to be largely Garde components and technological tools.	Not to be outdone by Mona, Gudashu will also expand her shop - though it's really more of her putting a stand up everywhere you go. Her stock pretty much remains unchanged, mostly tools and daily essentials.
The Spiral Freak	<u>Storywriter</u> Like Mona and Gudashu, he also happens to sell you things from his stock, but unlike the other two merchants, his stock - well the things he sells might be a bit disturbing.	He never saw it so much as a shop as it was a gallery, and the expansion might draw the attention of some of the more "deviant" or horror loving folks aboard the ship. He still sells books...mostly.

Return to [Crew](#)

[HAN JONG SUK](#) [이종석] / BIOLOGICAL MODIFICATIONS

Her modifications are the most basic, essentially biological modifications to an individual's base form. They can be taken multiple times, for you, your companions, or any member of the crew. That being said, they don't come cheap. You may use your own CP to purchase these for anyone else, but your companions may only use their CP for themselves.

Modification	Cost (CP)	Effect
Growth Factor	50	Subjects noted to experience a considerable size increase of 5% of their base size. Recommended, should modifications of crew be necessary for proper terraforming purposes. Multiple adjustments should suffice should a single treatment be insufficient.
Aesthetic Necessities	50	Experiment 1-B was noted to be essentially for Researcher Han's own purposes, though based on the observer's notes, she did appear to be slightly more appealing physically afterwards.
Increased Musculature	50	A variant of experiment 1A, instead of augmenting the frame, Researcher Han chose to increase the subject's overall mass. The additional musculature showed signs of improving the subject's strength and speed to some degree, but mediocre returns suggest multiple trials may be needed to be substantial.
Gender Distortion	100	A trial project to address the issue of gender requirements aboard a seed ship, the results of experiment 2A proved that it was possible to create a subject which could change their own gender at will - though this was a one-time permanent change. It's possible to do this safely once every decade or so.
Digital Implants	100	Researcher Han's notes indicate that aboard the new seed ships there is enough electronic equipment to merit the implantation of digital equipment into the body. Subjects given this treatment have proven themselves capable of accessing the ship's main network via local terminals. Other systems should be viable as well, but there is no sample available for live testing.
Hair Implants	100	Researcher Han's notes on this appear to be largely related to her own hair. The "extensions" to it are noticeable, and she has demonstrated the capacity to "glide" using its extensive volume like a sail of sorts. No real explanation as to why she conducted this experiment can be found in the notes.
Mark of Youth	200	Experiment 3A, intended for new wave colonists and

		future generations was designed specifically to remove the signs of aging. While successful from a physical standpoint, the problem of genetic decomposition still exists.
Regeneration Factor	200	Experiment 3B was meant to address the problem still remaining after experiment 3A, but the current regeneration factor is low, only enough to delay the problem of genetic decomposition. Researcher Han's notes suggest that external factors may be necessary to boost this further, but an addendum reads that the factor will likely not be able to compensate for extreme levels of damage.

LEARMOND IRONS / GAUNA MODIFICATIONS

Jong Suk plays with human biological modifications; Learmond would prefer to interact with Gauna placenta. His modifications work best for those who possess a Gauna form, but he can also work his skills on individuals with no Gauna form to give them one. After all, as little Remina would say, sharing is caring. Learmond follows the same rules when it comes to CP between you and your companions, but he requires those who aren't Gauna to first take the Chimera option as he won't operate on humans without the necessary adaptations. There are other [ways](#) to become Gauna in any case, if that's what you're after...

Modification	Cost (CP)	Effect
Hatchling	50	The adaptive capabilities of placenta has proven to be phenomenal, to the point where discarded placenta have been observed to morph into a shape bested suited for its purpose. For a given Gauna or Chimera, it becomes possible to "deposit" placenta and remotely morph it into a necessary component.
Viscosity	50	The Gauna's primary defensive layer, the placenta, appears to be capable of shifting in terms of viscosity. The more this modification is conducted, the stronger the placental layer seems to be against particle nature weapons.
Explosive Components	50	In the battle of L4 Shipyard, the Gauna demonstrated an interesting capability to create placental units which were capable of detonating - this accounted for nearly 40% of the defense fleet's casualties when they were taken unawares. With multiple modifications, it should be an easy matter to launch these without draining significant amounts of placenta.
Corrosive Components	50	All ships which have the possibility of running into Gauna have been advised that they are capable of

		creating a highly corrosive substance from placental adaptation, strong enough to consume the hulls of ships with minimal time and contact exposure. Be wary of how and where you choose to utilize these.
Chimera	100	A necessary adaptation procedure to hybridize placenta with human flesh, the likelihood of success tends to vary based on the individual, though Learmond is pretty convinced that he can make it work. It's a 1 to 1 procedure and Learmond isn't here to teach others, so if you're looking to make more Chimeras, you should look elsewhere.
Heigus Particle Shotgun	100	A Gauna variant of the particle cannon, adapted off of a human weapon, intended for use against large numbers. Against human use, with the humans being so few in number, this adaptation is less effective, but against the large number of Gauna this can prove to be very reliable.
Mass Union	200	The Gauna have proven themselves capable of fusing together to form a "hybrid entity". Isolated from placental merging, this procedure appears to involve the creation of "subjugated" True Cores, and can negate the weak point of a Gauna by introducing "sacrificial cores" into the mix. Union however, is a slow procedure that requires significant mental exertion in order for the Chimera to maintain control, so it should be done in a safe place.
True Body	200	The Gauna's True Body represents its only weak point, and contains the entirety of the Gauna's consciousness. While placental units separated from the True Body are rendered inactive, the same does not seem to hold true for Chimeras, who demonstrate limited degrees of autonomous function even for separated placental units.

[MAETER](#) / CREW MEMORIAL SERVICES

Though the majority of Maeter's services deal with the existing crew, she seems to have some folks in her database that are...well, they weren't in the cold sleep database, let's put it that way. The cost for her services is always fixed at **4 resource units**.

Name	Ability/Quirk	Maeter's "Memory"
Clawsa	Ambient Noise One of the most perceptive	An investigator back on Earth, he's not sure what he's doing here aboard the

	individuals among the crew, his training has amplified his senses to detect even the faintest disturbances. Unfortunately, it is of limited use in space.	ship, but he's very aware that he has nowhere else to go by now. He's well suited to becoming a pilot, and handles all sorts of firearms pretty well, but his true calling might have to do with AI.
Vief Chiena	Reload She doesn't really have any abilities in particular, but if she stays still and concentrates, she can rapidly regenerate from wounds.	A young girl who seems to be just as confused about her situation as everyone else from Maeter's memories, she doesn't have any skills at all to begin with, so finding her a role on board the ship will require you to assign her to either a crew member or a companion.
Illungorunuka	Synthesis Coming from a different place entirely, her abilities actually come in handy, given that her partly mechanical body can interface and tune the main reactor, increasing its output by 1 unit/year	An almost unpronounceable name, an almost alien appearance – she prefers if people call her Illun, recognizing that she's the stranger here. Maeter herself has no clue where she came from, but Higuide seems to recognize her almost immediately – thankfully the two of them don't harbour antagonistic intentions against one another.
Hinoto Gou	The Relic His specifications indicate that he received customization from TOHA Heavy Industries...with a bit of work, he might be able to tune the equipment so that it can hone in on similar equipment – the same that the Sidonia uses.	A soldier first and foremost, and strangely enough, he seems to be “regenerated” with cybernetic attachments intact. If Vief is around, he'll shadow her like a hawk, with every intention to protect her from the Gauna, though the girl herself has no clue why this is.
Tadohomi	4th Chronicle Tadohomi's records indicate that a process of making Gauna useful is available...in the form of creating armour out of them. She can create makeshift Gauna suits if given enough placenta.	A member of a “Security Organization” back on Earth, she describes her work as mostly related to ensuring that some part of human history would survive after the cataclysm. In that sense, she should be pretty helpful for the journey ahead. Sakijima and her seem to have some sort of history together.

MONA RISA / ART GALLERY SHOP

A purveyor of “specialty” items as she would describe it, she only sells things if she considers them as a work of art. That’s her base stock anyways – she does have some more “obscure” items that she says, and honestly those might interest you more than pieces of art.

Item	Cost (CP)	Effect
Crew Member’s Painting	25/50	If there’s no art to be found, Mona doesn’t mind making art herself. She’ll paint the pictures of crew members and companions that are alive, turning them into companions if they aren’t already. She can paint multiple individuals into the same picture, allowing them to all count as a single companion, but this process will cost you in a sum equal to however many individuals are involved multiplied by twice the base cost.
Actor’s Mask	50	An ornate mask which seems to be entirely expressionless, as Mona describes it, it was meant to be worn by mimes and actors in plays where facial expression was not to be shown. Strangely enough though, despite its intended purpose, it hides the identity of the individual but also seems to shift its appearance to reflect their emotions. Or maybe it’s just the eye slits...
Ornate Glove	50	A beautiful glove that is amazing still in pristine condition, Mona would prefer if you ignore the fact that this is actually an assassination tool, with armed high velocity needles firing from the hidden layer of the glove. Thankfully, the release mechanism is mentally triggered, so you won’t find yourself accidentally maiming an ally.
Ornate Rod	100	Well, “ornate” isn’t really an accurate descriptor for this, but the polish and craftsmanship of this rod suggests that it was specifically made for a purpose, rather than just some sort of construction material. It has an odd effect on Chimeras and Gauna alike, allowing a person with sufficient mental strength to control them if this rod is plunged inside. It could probably work for humans as well, but it’ll likely kill the human due to its size and sharpness.
An Old Book on Astronomy	100	An old star chart collection that is probably out of date, with the help of Gudashu some modifications have been done to it such that it will show the ship’s location at all times, somewhere within the book. It

		also provides a rather quick way of getting back to the ship if necessary, but the transportation process can take longer if the ship is far away.
--	--	--

GUDASHU / C.E. TECHNOLOGIES

Gudashu takes pride in the fact that she sells the most useful items aboard the ship – namely more Garde and ship parts, since that's the only thing that's going to keep you going, not cheap junk like whatever Mona or that Freak is selling.

Naturally whatever parts you purchase can be fitted to all Gardes the ship produces. She'd love to help the ship and all, but profit is everything.

Item	Cost (CP)	Effect
[AS] Module	50	A specific Garde module which requires a Garde with an existing stealth configuration, this greatly amplifies the effectiveness of the stealth configuration, in addition to allowing the Garde to attack behind optical camouflage.
[S] Module	50	A specific Garde module which requires the Garde to possess some sort of melee weapon, it augments the existing weapon with a small Heigus Particle Emission Field, extending its range. Most effective with swords since these melee weapons have a larger contact surface than the Kabizashi spears.
[R] Module	50	A specific Garde module which requires the presence of either a Support Cuirass or a Flight Pack, it extends both of these such that when deployed, they provide three times the standard thrust without causing significant amounts of recoil damage to the Garde.
[L] Module	100	Intended for use with the Kabizashi spears, this module adds on two additional arms which operate autonomously. While best suited for the use of melee weapons since these are simpler, it's possible to outfit them with firearms as well.
[C] Module	100	An awkward module that was most likely scrapped initially due to how strange it looks, the addition of an extra head results in two Heigus Particle cannons rather than one. Oddly enough, it doesn't seem to consume extra energy, though its aim is a bit erratic.
[AR] Module	100	A module that sees more civilian use rather than combat use, it nests a pair of mining lasers inside the frame of the Garde – though these can be brought out like other weapons and used. Especially helpful if

		the Garde's arms are pinned, but they fire in a fixed direction with limited turning angle once mounted.
[B] Module	100	A hidden component that Gudashu doesn't find too useful, it installs a secondary AI on board the Garde, which activates should the pilot fail to respond or is rendered unconscious. The AI is rudimentary, and thus tends to follow aggressive attack patterns until the pilot can regain control.
Pseudo Garde Environment Model	100	A compact simulator that models the behaviour and response of a Garde, it's a good tool to get new pilots acquainted with the behaviour of a Garde without tossing them in live combat. Depending on the type of Garde being manufactured, this device has different settings. Plays a bit like a video game.
C.S.F.A.	100	A primary modification on the surface layer of the Garde, by draining energy from the Heigus particle reactor this can allow the Garde to shift its external appearance to some degree - acting as an advanced form of optical camouflage.
[RULER] AI	400	A fully autonomous artificial intelligence unit, capable of directing the Garde as it sees fit. On top of making it such that the Garde can act without the presence of a pilot, it also elevates the Garde into a companion.

[THE SPIRAL FREAK / THE BOOKSTORE](#)

The strange artefacts that he carries around are rather bizarre, and there's no really telling whether he made these pieces himself, or if there's just a whole bunch of junk lying around in forgotten corners of the ship. In any case, you should probably ask him carefully what everything does because purchasing anything.

Item	Cost (CP)	Effect
Gunpla Model Box Set	50	Perhaps the most normal thing that he has in stock, oddly enough this doesn't actually give you anything, but it allows the Fanatic to dig up more gunpla box sets that you can purchase with normal money. His collection tends to update depending on what robots and ships the ship encounters, so check back regularly.
Box of Gravity Noodles	50	He has nothing to say about these noodles, apparently too engrossed with twirling them into spirals to really give an explanation. That being said, once you purchase this a supply will be delivered to you

		regularly. They don't taste bad, and they never seem to go cold, so they're somewhat suitable as combat rations.
Ornamental Placenta Jewel	100	A pretty jewel that wouldn't look out of place in a jewellery store, until you realize that it's not any gemstone but rather a mimicry made of placenta. Unlike other placenta samples, it doesn't have adhesion properties or the capacity to generate more placental matter; however it can stabilize a Gauna and break it free from the will of the collective. The Fanatic warns you not to use it on humans, as it might have the reverse effect and prove to be too overwhelming for their minds to handle.
A Strange Pyramid	100	A strange ornamental pyramid, little grains of what appear to be rice drop out of it on occasion. Similar to the strange structure that the Sidonia encountered on their journey, this ornament generates Kabi, a particle capable of disintegrating the Gauna's True Core on contact. Without placenta however, it can prove hard to use.
Placenta Radio	100	It's a fleshy mimicry, but you can tell that this is supposed to be a radio, and the Fanatic will demonstrate to you that it still works - despite the only channel right now being some rather disturbing sounds. With it you can hijack radio signals and even broadcast into other channels - but the listeners will always comment that there seems to be an underlying "melody" that they can't quite make out.
Yon & Muu	100	Animals are a rarity aboard the ship, given that they weren't much of a priority, but the Fanatic always seems to have a pair of cats in his store. A black cat and a white cat, and the two of them seem to have far more than just nine lives combined between them. You can take them as either a pet or a companion, and chances are they'll survive through this at a greater likelihood than you will.
Lens of Insanity	100	An otherwise ordinary pair of shades, except there's something off with it. For one thing, you seem to see "things" aboard the ship which aren't there otherwise. Well, things and people, it's probably for the best if you don't keep this on all the time unless you're hunting for urban legends.
Sidonia Blood Nematode	200	As the Fanatic describes it, these "little critters" can curl up into neat spirals and are amazing when it comes to subjecting others to mental control. By

		inserting them into an individual, the blood nematode will latch on to their brains, subjecting them to the owner's wishes and demands. Because the method is reliant on inserting the nematode, it's possible to break free from the nematode's control...unless a large amount is inserting into the subject.
--	--	---