

BLAME! (VERSION F 1.01)

"A Tower crafted in absence of Logic or Reason... Where have you heard that one before?..."

"Well...we've got most of the systems up again. The Lady really wasn't kind to us with this one was she?"

"Not at all, she wasn't, but we're lucky the storm didn't knock out any of the life support. Bloody Toha Heavy Industries with their space time jumps... But look, our guest is awake; I suppose that's a good sign if anything."

An old man is looking down at you, along with a tanned man – the pair might be a familiar face, but you're still a bit disoriented. You can't be sure, but it feels like something went wrong – and the world around you looks bleak...cold...abandoned. The old man leans over and waves his hand over your face. Seems like whatever response you gave him was enough to reassure him that you're still alive.

The old man, quite possibly out of routine, starts to explain the situation. You've found yourself in the City – though right now you're in a Maximum Safety Containment Facility, a safe zone for the time being. Neither one of your guides is certain how large the City is, but they're aware that it happens to be growing – sustained by robotic automaton called Builders.

From what information they've managed to glean out of the system, the City has been largely split into many different floors, kept isolated by large plates referred to as the Mega-structure. While there are ways around the Mega-structure, those who attempt to venture through the Mega-structure will find themselves at odds with the Safeguard – a faction of exterminators that seem hell bent on eradicating anything vaguely resembling humans.

The Safeguard isn't the only faction you have to watch out for. Silicon Life prowl the City, having claimed entire floors – and they're no friendlier towards humans than the Safeguard. It seems that everybody is on the lookout for something called the Net Terminal Gene – a legendary set of genetic information that might stop the Builders long enough for the City to come to an orderly state.

Look...it's not going to be an easy decade, but you're going to need to fight for your own place here. Much of the City is abandoned, and resource nodes with supplies are a rarity, but you'll probably need them to survive for any extended period of time. Watch your front...watch your back...hell...just make sure you keep your guard up anywhere you go.

We'll do our best to prepare you of course. First off, there's this, something the Lady prepared just for you.

+1000 CP

Just let us get some of these basic details out of the way, and then we'll address some of your other needs. Stuff like [skills](#), [items](#), [allies](#), no doubt things that you need. Of course...there are other [considerations](#) to take into account, and there's also the matter of that [Void Gate](#)...

Sorry, rambled on a little there. Let's get down to business shall we.

[Making Your Acquaintance]

Let me be clear about one thing – you're going to find that being lost in a massive derelict mega-structure, your age and appearance generally don't have much significance. Survivors will be happy enough to see another kindred spirit – regardless of their appearance.

Consequently, we're not going to affect either your appearance or your age. Chances are your original human form will suffice if you don't want to stand out... too much. But be wary that should you select certain backgrounds, your appearance may change.

That's right...backgrounds. Got ahead of myself there, there is a wide variety of skills that we can teach you in preparation – but they fall under different backgrounds. Choose one and decide what your focus will be.

Background	Description
Survivor	Granted, this should be rather self-explanatory; after all, you've made it this far by surviving haven't you? That was in jest, but you'll find that there are plenty of folks like you, who even now continue to struggle for survival inside the City. Thankfully this means you'll find plenty of kindred spirits within the City, but while you're not strapped down with any responsibilities – trying to survive is pretty much your full time job.
Engineer	One of the few occupations that have survived since the City came into existence and entered its rapid growth phase; the Engineers continue to work on solving the mystery behind the Builders and the elusive Net Terminal Gene.

	As an engineer you'll find that you're very proficient when it comes to machines and technology – and you'll come to understand that despite being called an engineer...you've basically become an engineer of a very specific field – robotics.
Silicon Life	The Silicon Life originates from a cult formed in the distant past, which originally worshipped all forms of cybernetic life. That being said, their motives have changed substantially since then, and now most recognize them as prowling marauders, out to convert others into Silicon Life – or kill them and ransack them. As a member of their caste, you won't be attacked by them immediately, but it is likely that Safeguard will attack you on sight.
Safeguard	The Safeguard were created as a security measure against possible intrusions into the Net Sphere, but with the loss of any human bearing the Net Terminal Gene, they can no longer distinguish between friend or foe. Unfortunately, nowadays the Safeguard eliminates anything that could be a potential threat – which is to say, everything. While you as a Safeguard won't be strictly bound by this directive, be wary that other Safeguard may act in your stead. It's also very likely that Silicon Creatures will attack you on sight.

Something we need to tell you...normally our location transponders would give us an accurate read of the surrounding location – except we're only seeing massive chambers. We'd probably need quite a bit more time to get some more accurate information on the surroundings – but for now we only have some vague details.

You'll also have heard of a place called the Net Sphere – which from our research, appears to be a virtual dimension that runs parallel to the City. Unfortunately, it requires a very specific access key known as the Net Terminal Gene. At this time, we still don't know who bears this elusive element.

Still, no sense waiting for more information, you've been in situations like this before I'm sure. **Roll 1d8 for location.**

Well, you rolled...	...This Location!
1	The Capitol, Unknown Floor, happens to be the last safe human haven – discounting the roaming Technomads and the

	sealed TOHA Heavy Industries. Quite a sum of people live here, and as it is a fair ways away from the mega structure, it happens to be safe from Safeguard assaults.
2	Technomad Shelter, Unknown Floor. This happens to be the only shelter point that the Technomads nearby use without deconstructing it and moving away. There's a mass fabricator here that's barely functional, so at least you can sustain yourself, and the nearby sectors are devoid of life until the Technomads show up in their migration. You're pretty far away from the Capitol...
3	TOHA Heavy Industries Docking Chamber, Unknown Floor. Strangely enough, you've found yourself inside the TOHA Heavy Industries facilities – which are sealed off from the rest of the City. It's a safe haven so long as you stay inside, but should you wander out, you might not be able to get back in. The area around TOHA Heavy Industries is strangely distorted, blocking attempts to teleport in and out of it, but this is probably why it's still standing.
4	Provisional Level-DHCM, Marine Observatory. You can't really tell where you are, but the room you're in has massive fish tanks inside of it, with alien fish inside. It seems that the Silicon Life are particularly active on his floor, and with a reduced presence of Safeguard, you might want to find a good place to hide.
5	TOHA Heavy Industries Outskirts, Electrofisher Settlement. A settlement directly outside of TOHA Heavy Industries, you'll find that the Silicon Life and Safeguard attack from time to time, but the electrofishers here, a nomad band, have grown used to fighting them it seems.
6	Upper Levels, Floor "Jupiter" – a massive, empty chamber...well there's nothing here, so it should be rather safe. Maybe if you had come from another place during another time...
7	Core Structure Conversion Tower (Disabled), Floor "0". You find yourself in the middle of a wasteland, with a steel sky above you. Floor zero...it's strange, but the readings say that you're on Earth...except the floor seems to go on endlessly. Could the Earth also have been turned into part of the City? There are still plentiful fabricators here, but be wary that the Safeguard and Silicon Life are particularly active as well.
8	Free Pick – lucky you, you can pick freely from anywhere above!

[PERKS]

If you're going to last for ten years in this sprawling derelict mega structure, you're going to need every advantage you can get. So let's start with you, namely, your own skills and talents. Who knows, maybe you already have a skill set that will help you survive, but it never hurts to double check and make sure you aren't missing anything.

SURVIVOR

Tossed into unfavourable circumstances, forced into a situation they never asked for, there are some people who respond to that by breaking down and giving in. But you can't do that – as easy as giving in might seem – the only choice you have is to stand up and try again.

Determination 100

Fail once and you get back up. Fail thrice and you get back up. No matter how many times failure hits you; you're still going to get back up. Regardless of spell or fatigue, so long as your body can move, your mind will answer the call. Reduces the effectiveness of mental control effects and persuasion working against you, and also makes your body a little more durable than before.

Unyielding 200

Did they really think such a paltry attack would faze you? Your need to keep going is too strong, too focused for mere blows to stop you. When the aftershock of your own blows doesn't faze you at all, and the impact of bullets seems dulled, you'll know that this has kicked in full effect. The recoil of your blows and skills is reduced significantly, and pain doesn't register in your mind. Though your body may still take damage, it'll keep going regardless until it physically crumbles apart.

Whatever It Takes 400

There comes a time when even the juggernaut will fall. As your body takes more and more damage, there comes a time when you hit the brink of life and death. In a last ditch effort to recover, as you are more severely injured, parts of your body that are non-critical to escape will shut down bit by bit, and for each part of your body that goes into this hibernation state, your wounds will start to heal. It's not likely to save you from continued assault, but it'll likely help you get to safety, and recover from there.

The Indomitable 600

By the time your body falls in line with your determination, it's hard to distinguish any specific vulnerability anymore. Vital organs? The concept doesn't hold the same meaning to you – if one part of your body fails, the rest will pick up the pace until it can get back up. Removing physical vulnerabilities from your body, you won't fall until you sustain a significant amount of damage, but be wary that this is relative to your vitality and those with a naturally lower constitution will naturally fall sooner.

ENGINEER

Since the Builders went rampant, the world has changed. Among the survivors still struggling within the City, many found themselves forced to adapt and learn a whole new set of skills.

Machines and cyborgs rule the City, and a person who wants to thrive should learn how to control and manipulate these complex mechanisms – it is understandable then, that your skills as an engineer are strongly focused in such fields.

Technological Expert 100

Living in an environment surrounded by machines, it's hardly strange that you've gained a fair bit of expertise in deciphering and working with technology. With plenty of opportunities to hone your skills as you move through the City, you'll find that the techniques you use here to determine the functions of foreign machinery and the techniques you use to develop new machinery are applicable elsewhere as well.

Access Privileges 200

It's nice when your work is not impeded by nosy people who insist on dropping in and asking questions. You've come to learn that hacking goes a long way to making sure these people don't ever get the opportunity to come and pester you. Not only have your hacking abilities improved, but people also instinctively believe that you belong – and consequently most people will overlook the nature of your work unless it interferes with them substantially.

AI Synthesis 400

Perhaps it isn't exactly wise to delve into the fields that caused this whole mess to begin with, but the stories of the Net Sphere AIs causing a massive society collapse have yet to be proven – so in the meantime it should be safe to develop more AI, for the sake of research of course. You'll start off with simple AI of course, perhaps enough to only manage and direct a local city block, but as time progresses, the AI you build will grow in both scope and capacity. From one AI to a cluster, from a cluster to entire networks...if you dedicate enough of yourself into the process, you may well develop the beginnings of sapient AI.

Rampancy of the Builders 600

Thanks to the research of many engineers inside the Capitol, it is once again possible to interface with the Mega-structure and connect with the Net Sphere temporarily. Unfortunately, past attempts have shown that this results in a massive incursion from the Safeguard. The countermeasure which was developed, and now in your possession, is a personal defensive measure – taking the form of a field that propagates with you as a center point. Any AI in the vicinity of this field will be corrupted, though the effects of the corruption vary based on what corruption abilities you possess regardless of their nature. Be wary that the field's strength and size are dependent on how much energy you dedicate to it.

One would be wise to keep this handy should you ever come in vicinity of the Safeguard, as you never know when paralyzing a Safeguard AI may come in handy. Also be aware that some AIs

may well be strong enough to delay the corruption process, whereas others may have subroutines dedicated to removing corruption, both of which present potential hazards to you.

SILICON LIFE

Some people call the Silicon Life “a step in the wrong direction”. Some say that the Silicon Life are a “hideous blight” infecting the City. But there is no doubt that since their inception millennia ago, they have since then created a society and a culture of their own. Silicon Life have the most variety and morphological diversity out of all the races within the City, and you’ll find that many

Silicon Life adorn themselves with “personal modifications”. Naturally to accommodate this, your skillset focuses largely on physical adaptation.

Be wary if you’re not a Silicon Life and you take any of these options, as many of these skills will make you seem like a freak to your normal City denizen.

Malleable Form 100

All Silicon Life appear to be much more receptive to “strange additions” to their bodies, and it isn’t too strange to find that many Silicon Life cyborgs have cybernetic implants which are visually apparent and seemingly harmless. Adopting the same practices as them also means you learn a bit about their methods, and consequently, any penalties you have for shape shifting, transplants, and implementations reduce substantially – allowing your foreign components to harmonize with your natural components. With the knowledge gleaned here, your work on others also improves slightly. Why not improve other people with the same improvements you have?

Resilience 200

Having survived for eons inside the harsh environment of the City, having endured untold amounts of agony and hardship to attain the forms they have today, the Silicon Life have been shaped by their environment into an entirely new breed of predators. Be it hostile environments or the constant harassment of the Safeguards, your own body has adapted and consequently your resilience has improved substantially. In a nature perhaps unique to the Silicon Life, you’ll find that your durability increases based on how many alternate forms you have as well.

Subordination Protocol 400

The Silicon Life haven’t gotten this far without establishing a structure order of their own. As chaotic as it may be, their system works – though some would argue that it is just a representation of “Law of the Jungle”. The Silicon Life command through a fear of strength and those who are strong will naturally take control of those who are weak.

While those who are subordinate to you will always follow your rules to the letter, with enough time and authority you can wilfully subjugate others to you as well. These drones will also follow your every whim – their lives are yours to expend should you have an appropriate level of control.

Your drones can be adjusted to your liking, by forcibly changing their physical makeup with your own biological abilities. So long as they’re under your control, their bodies will adapt to your

forced changes with greater ease – though their minds may not fare so well. Just don't take this subjugation ability for granted – as strength is always a relative matter. While you might be able to demand authority, you aren't necessarily stamping out free will.

Adaptation 600

Proficiency is just a matter of practice and time, and proficiency with your body and forms is no different. All Silicon Life have periods as they integrate new components for adaptation and improvement, and there are some forms of Silicon Life that will repeat this process incessantly, evidently never satisfied with the way their body turns out.

Through your own process of trial and error, you can now selectively merge portions of your alternate forms together to create hybrid forms. You may pick and choose components from different forms as you like, but be wary that a short period of adaptation follows suit afterwards as you acclimatize to your new body. For those of you just starting off, you can start by integrating inanimate objects – but these won't work as well, and are likely to wear out with repeated use. Still, it's nice to have a turret to substitute for your arm on the fly.

SAFEGUARD

The Safeguard are a monolithic organization – but it isn't abnormal to see splinter cells which have formed since the rapid expansion of the City. Nowadays, the Safeguard focus exclusively on protecting the Mega-structure rather than the City proper, but as a connected agent you'll have complete autonomy, so long as you don't abuse it. Still, Safeguard were designed to protect the Net Sphere and destroy any potential intruders – so you'll find that your skillset is largely geared towards heavy combat.

Should you not be a Safeguard and take any of these options, be wary that you will be recognized as a rogue element – and you may well be assaulted by any Safeguard you see. Tolerance is not a watchword for the Safeguard.

Agent Lv.0 // 100

As a standard Safeguard agent, understand that your role will primarily lean towards infiltration and reconnaissance of key strategic locations. Your skillset has been updated accordingly to reflect such measures, and you'll find it easy to slip into an organization of your choosing – though changing masks may be more of a difficulty. Understand that an organization does not necessarily have to be that of people – and even programs will acknowledge your presence into their fold.

Guardian Lv.1 // 200

Guardian class operatives are deployed specifically to secure locations under contest, acting in place of Exterminators when Exterminators could cause too much collateral damage. As part of your load out swaps, your body's natural defensive capacity has increased dramatically as has the amount of bulk you have – nearly a 50% increase to your total mass. Having so much mass is a good thing – and it generally means more energy that you can convert into pure external

energy emission. For a more friendly explanation, you can fire charged laser beams of moderate strength by purging energy from your body.

Wisp Lv.3 // 400

Wisps are a special breed of operatives with a very specific task geared towards the reprogramming and correction of systems and programs. Useful in situations where complete destruction isn't beneficial, it's not uncommon to find Wisps aiding other field agents whether it is in an offensive or supporting role. Wisps can freely interface with computer systems and mechanical components, reprogramming and repair them by expending energy. It isn't out of the question to temporarily make other programs and machines into Safeguard of an equal or lower tier to your own. Be wary that higher tier Safeguard will last for a shorter duration. If you have no energy at all, you can still conjure a limited amount of basic Safeguard drones – though they are animalistic, and only really useful for decoy attacks.

Adjudicator Lv.6 // 600

In the event that a heavy assault is necessary, Adjudicators are deployed to sweep and destroy any opposition. As an agent intended to operate on a stand-alone basis, the Adjudicator's skill set is entirely geared towards a pitched battle. Unfortunately, the nature of a Safeguard is energy intensive, what with all the graviton beam emitter spam, and consequently, an Adjudicator seeks to alleviate the burden by actively draining energy from nearby components.

It's important to be able to distinguish friend from foe, and thus Adjudicators can naturally mark a target as a verified user. This prevents other friendly programs, such as Safeguards, from attacking them – but it also makes it possible for you to exchange energy from them – and vice versa. Should the need arise; you can quickly borrow energy from your companions to serve your own purposes.

LOCKED MODIFICATIONS (SPECIAL DISCOUNTS)

Are the basic level techniques not good enough for you? There are other possibilities of course...but realize that this is a matter of commitment. While the paths for a select background are discounted, you may choose to forsake both paths available and select one from another background. This "profession swapping" will make it such that one path from another background is at a discount, such that you may find a rogue Silicon Life Exterminator – but it locks out the two paths of your background.

SURVIVOR

PLANTER 400

Many survivors flocked to TOHA Heavy Industries originally when the Builders began their rapid expansion. Eons later, those who stayed within the safety of TOHA Heavy Industries came to be known as Planters – though nowadays many of the Planters' descendants have forgotten their ancestors' roles, and many more have found themselves locked out of the Industries compound.

At first it would seem that Planters don't have any sort of skills, but it makes sense when you realize that Planters are adapted to suit their task. In your base form as a Planter, you can pick two science related fields to focus in, both of which you'll be taught intermediate level skills for.

To prepare you for any future modifications, your body also regenerates a little faster than normal – hopefully enough to offset any modifications which need to be done.

Labourer 200 (Locked: Planter)

As their name implies, Labourers are tasked with the majority of manual work within the facility. Though many of the Labourers outside of the facility are no longer subjected to such tasks, their bodies have nevertheless adapted and evolved over them to bear heavy burdens. As a Labourer, your natural size increases by one and a half times your current size. In addition, your physical strength, stamina and endurance all increase substantially. At least now you'll be able to shrug off most physical blows from Silicon Life if the need ever arises.

Technomad 200 (Locked: Planter)

Technomads are habitual wanderers since their exile from TOHA Heavy Industries. While they have set up established shelters within the City, they wander from shelter to shelter on a routine basis to avoid being targeted specifically by either Silicon Life or Safeguard. As a member of this caste you have an inherent danger sense which allows you to predict when a potential attacker is near. Also, your ability to hide and identify safe havens naturally increases.

Electrofisher 200 (Locked: Planter)

Descendants of the original Planters who were not tasked to heavy labour, the Electrofishers have survived by the skin of their teeth for quite some time, seemingly evading and even fending off the Safeguard that harass them within the Mega-structure. As one proficient in fighting the

Safeguard, you have a knack in making weapons that can strike immaterial creatures – like data based creatures such as the Safeguard, and perhaps even ethereal creatures like ghosts. Your substantial exposure to the Mega-structure has also left you more attuned to improving technological equipment of any sort.

PURSUER 400

There are some within the City who choose to race towards the outer fringes. Some do so out of curiosity; some do so out of an untold necessity, some find it a personal obligation. But no matter what the motivation is, all of these folks share a common trait – their persistence is unrivalled, and their determination is legendary. After all, the ones who give up are often never heard from again. For these survivors, just the mere act of surviving is not enough, and they've been naturally changed from the journey they've chosen to undertaken.

As a well-seasoned traveller, you've come to understand the principles behind both efficient and swift travelling, and while they may sometimes follow different paths, you can identify the path that balances out both. In addition to this, some of your natural abilities that may require a period of rest to regenerate will now regenerate on an equal basis even if you happen to be travelling, and it isn't out of the question to "walk it off" when you get hurt as a weak level of regeneration kicks into effect.

Dead Aim 200 (Locked: Pursuer)

Fire once and you shouldn't need to fire again. Fire twice and it might spell the end of your journey. You've fired so many times regardless that you certainly are no stranger to the process, and by now, if there was ever any hesitation in your grip or stance, it's long gone. Save for obstacles or your enemy dodging completely, should you land a shot, you can be sure that the wound will be a grievous one, even if you strike a non-vital part of the body. It's also helpful that projectiles fired go twice as far as they did before.

Timelessness 200 (Locked: Pursuer)

Wandering through the City for countless eons leaves one with a highly distorted sense of time, and it won't be until you leave that you realize the physical changes which have been inflicted upon you. The lack of mirrors and reflective surfaces on many of the City's floors probably contributed to part of it, but you'll soon realize that your body doesn't change in appearance due to age anymore, and if you are actually aging, it's happening at such a slow pace that you should probably stop measuring your age in terms of years. Maybe decades would be a better unit of measurement.

Limit Off 200 (Locked: Pursuer)

It won't be just once in the long journey ahead that you'll have to fight for your life. Come that time, there's no longer any reason to hold anything back. At will, you can forcefully remove the limiters on your body and your weapons all at once, allowing you to amplify the output of both to twice their normal capacity. Just be wary that not only will your energy drain twice as fast, it'll

also have a substantial toll on your health as well. Hopefully somebody will be there to take care of you afterwards...should you survive.

ENGINEER

CAVE 8 RESEARCHER 400

Cave 8 is the last functioning TOHA Heavy Industries test site. Largely run by clones, it's strange that you're even here at all, but it's something that TOHA Heavy Industries is more than willing to overlook if it means you'll help them out. They're even willing to help you develop your own skills if it means it'll help them out.

The AI in charge of Cave 8 is a kindly soul and you'll find with full access to the equipment here, there's an extensive amount of technology dedicated to cloning. They can't make perfect clones of you – but it's almost uncanny how they can extract and store the “memory” of skills from you.

Though it works far better on physical skills, you'll find that it is possible to “save” routines, allowing you to create facsimiles of your own skills to “download” onto others.

Perhaps the only thing hindering the AI as well as you is that the system doesn't work well when it comes to complex skills, and there's no guarantee that the end subject is compatible. Maybe if you had a bit more time and dedication...

AI Hegemony 200 (Locked: C8 Researcher)

By nature of being a created entity, it's only normal that AIs need something to defer to, a guiding principle – and in the absence of any of that...you'll become the de facto standard. At will, you can skew the thought logic of AIs with your own personality and biases, but be wary that this is best done in small, compact servings. The more complex an AI is, the harder it will be to directly influence them in such a blunt fashion. For sapient AIs, the “brainwashing” effect is temporary – so be well aware of the AI's nature before you proceed.

Gravity Well 200 (Locked: C8 Researcher)

With one of the last functioning gravity furnaces, it's no wonder that TOHA Heavy Industries is heavily focused on the development of gravitation technology. There has been enough research that personal manipulation of gravity is a viable option for those interested. Naturally, you're also a valid candidate, and after some “adjustments”, you'll be able to skew the gravity around you as well. The degree by which you can skew gravity is naturally affected by how much energy you dedicate to this – and you'll have to decide, do you want range or intensity? Naturally, this is helpful to normalize gravity should you ever visit some exotic worlds.

Spatial Warp 200 (Locked: C8 Researcher)

The full extent of research into gravitons yields the ability to slip out of space – an act that may well be suicide should it be done carelessly. By manipulating the space around you, you can form a temporary spatial bubble of “alternative space” which will hide you away from the world for a

period of time. It takes all your control to anchor the bubble in place however, and should you not do so the bubble will be likely to drift – with you in it, and there's no telling where you might end up. Naturally, if somebody else bears the ability to see and manipulate pocket dimensions, they'll be able to slip in as well, but the space you create will only be large enough to fit you and several people inside.

GOVERNING AGENCY AGENT 400

There are those who believe that the Governing Agency no longer bears any sway within the City, and they may well be right. However, acting as their agent within the City, perhaps you could do something to affect a bit of change. The Governing Agency isn't completely powerless, and they'll be eager to help you in whatever way they can. This generally means a substantial amount of background work however, and you'll only see the effects in terms of many circumstances that just seem to align properly.

Enemies attempting to get the jump on you will find themselves hindered by "freak accidents", trials that have elements of luck to them will generally result in positive outcomes, and half the time, you seem to find information just lying about – with no need to hack it. Call it supernatural luck if you want, but this follows you around wherever you go. Your body also seems to recover much quicker from status effects both physical and mental.

Overwatch 200 (Locked: Governing Agency)

They might not have a substantial physical presence, but you'll find that the Governing Agency does a very good job of playing the role of a guardian angel, especially when it comes to making sure your back is watched. Your invisible helper won't just warn you about that invisible assailant waiting to jump you; they'll set off a massive audible alarm that will make it impossible for them to sneak up on you. Should you need to scout ahead, you'll also be able to paint potential hostile targets – so long as there is some sort of accessible network nearby.

Not a Matter of Distance 200 (Locked: Governing Agency)

They can't be by your side, but they can help you call in the help you need. Your invisible helper can facilitate communication between you and your allies over any distance, so long as both you and the target ally are within range of a common network. Hopefully this means you don't need to rely on unstable internet connections anymore.

Reimplementation 200 (Locked: Governing Agency)

As the Governing Agency's power has dwindled over time, more and more of their former privileges have been revoked. While the Governing Agency could formerly reboot bodies in a fashion similar to how TOHA Heavy Industries reboots clones, they can no longer perform this reboot on a body as complex as yours. However, the same does not hold true for your minions.

Should mundane creatures which are subordinate to you fall – your invisible helper can extend their aid by resurrecting them in the same place they fell. This only works once however, so if you care for your underlings – maybe you shouldn't let them die in the first place.

SILICON LIFE

MARAUDER 400

A reject from the core Silicon Life society, these scavengers sustain themselves by pillaging from existing human settlements, and seizing control over unclaimed resources inside the City. Unfortunately, this often puts them at odds with the Safeguard, as well as other Silicon Life.

Experts at salvaging from what's already available, your abilities to find valuables through ruins improves, and you have a knack for ambushing others, especially when it's to raid them for supplies. When forced into a unnecessary battle, many Scavengers have escape techniques, and you're no different, able to slip away by slipping through the shadow around you to any other connected shadow.

Necessary Mutation 200 (Locked: Marauder)

Sometimes it's necessary to lose an arm; sometimes to survive you need to rapidly grow an arm. By expending both energy and an equivalent amount of flesh, you can rapidly grow an appendage as necessary. The more complex the appendage, the more energy and flesh it consumes. That being said, losing appendages is a painless ordeal, and now you can regenerate that appendage when you see fit!

Take What You Can 200 (Locked: Marauder)

People have a habit of trying to hide their valuables, not that it'll really help them at all. You have an instinct for discovering treasure inside the most abnormal places, and as if the luck itself wasn't enough, you can also break into safes and vaults with less resistance than before. You also find a bit more loot than others might – though whether this is just sheer luck or a matter of your increased skills is up for debate.

Burn What You Can't 200 (Locked: Marauder)

What? They're going to make it so that you can't take that trinket from them? Occasionally you'll come across odd elements of resistance that prevent you from pilfering what you want. Perhaps a self-destruct mechanism or perhaps passwords consistently change. Well if they're going to be like that, then you might as well burn them down. The flammability of things you focus on will increase the longer you happen to be around them, but be careful of what this can mean should you ever get into a fight – you'll see plenty of collateral damage.

RAVAGER 400

Within their "organized society", you'll find that the Silicon Life have a very rigid order established, and despite the destructive and chaotic behaviour of the Marauders, these members of Silicon Life operate in a very disciplined fashion, with a very obvious objective that spans beyond simple survival. As a member of this society, your strength lies in numbers, and regardless of what faction your companions may be, having them around is sufficient to increase

your own potential significantly. All of your parameters increase so long as a companion is nearby.

But realize that as a member of this society, rank is everything. It is simplest to envision their structure in terms of chess pieces – with the weakest being the Pawn, to the most important being the Queen. When a weaker piece is in the presence of one who is stronger, the weaker piece is boosted defensively under the protection of the stronger piece, whereas the stronger piece is boosted offensively by taking the contribution of the weaker piece.

You may freely assign Pawns, Knights, and Bishops among your companions, with the importance increasing from least to most. Knight pieces grant a slight physical boost to nearby pieces, whereas Bishop pieces grant a slight magical boost to nearby pieces. Once a piece is granted, it cannot be swapped until you leave the realm.

Rook 200 (Locked: Ravager)

Grants you access to “Rook” pieces. Higher ranked than the Bishop, the Rook can rally surrounding pieces around him with the ability to band together and form a shield wall. Each individual that is part of the shield wall will contribute a part – and this combined defensive prowess will hold true regardless of where you are in the shield wall. Granted, it is much more effective when you all actually have shields, and you might want to grab a couple Silicon Shields if you’re looking to block a graviton beam. You can assign up to 8 rooks.

Queen 200 (Locked: Ravager)

Grants you access to the “Queen” piece. The designated Queen can teleport to any ally that is also ranked, and while present around that ally, their presence alone reinforces enhances all allies nearby in terms of all parameters and ability effectiveness. Those who bear the Queen piece may also heal themselves by draining health from other pieces. Only a single person can be designated a Queen at a given time.

King 200 (Locked: Ravager)

Grants you access to the “King” piece. A strange piece that falls outside of the rankings, the King can freely recall every marked individual to them, but they in turn do not affect any piece, nor do they receive the aid of any piece. However, when a piece is close by, the King can mimic their abilities to a slightly reduced level of proficiency. The King may mimic up to three skills at once. Only a single person can be designated a King at a given time.

SAFEGUARD

SPECIAL PROVISIONAL UNIT LEVEL 4 400

Unlike your standard Guardian or Adjudicator, Provisional Units are typically deployed with a single unique objective that doesn’t quite fall under defence or offense. A Provisional Unit may be tasked with the recovery of a target item, or the assassination of a key individual. For these

purposes, the skill set of the Provisional Unit is largely varied, and all of their basic parameters are generally increased by a slight amount.

As these operations can often become quite protracted, all Provisional Units see an increased efficiency to their energy recovery so that they can maintain optimal efficiency over an extended period of time – this will affect both your physical and oddly enough, magical aspects.

Drop-In 200 (Locked: SPU)

Whereas the Adjudicator, Exterminators, and Guardian typically operate in a standalone fashion, it isn't odd to see a Provisional Unit with aid, depending on what their task is. Perhaps a Wisp may be aiding them, or perhaps some Agents. With resource scarcity becoming an issue however, you'll find that you can only call in a set of three drones. Thankfully, they all have basic combat patterns implemented, and will act on your orders without hesitation. Should you have companions, for the brief period that these humanoid drones are operational, they can "log in" to the drone, temporarily controlling its actions while keeping their bodies safe.

Focused Fire 200 (Locked: SPU)

Regardless of whether it is your drones or your companions, it's always helpful to get some assistance when it comes to gunning down an enemy. There's no kill like overkill after all. For each ally that concentrates on the same enemy as you, both of you deal slightly amplified damage to the poor sap. They'd have been better off fighting you alone.

Shadow Flanking 200 (Locked: SPU)

Wouldn't it be nice if your allies could just be in the right place at the right time so that you could pin down an enemy? Well with what we ripped off from TOHA Heavy Industries' tech, that isn't entirely impossible. Just point out a spot and your companion/drone will instantly warp itself over to the appropriate location for a flanking attack. Strangely enough, this uses your energy rather than theirs, as you are the one facilitating the short distance jump. As "short distance" implies, you won't be able to help them jump out of your visual range.

EXTERMINATOR LEVEL 4 400

Exterminators, as their name suggest, are the Safeguard's answer to threats where total annihilation is a necessity rather than a preference. With no concern for collateral damage, Exterminators basically exist to destroy whatever is in the way. Thankfully, while this means the destructive range of all your weapons and spells has doubled – you do have some measure of control over what you have to target.

As an Exterminator, you naturally gain a form where your primary weapons are integrated to you. Within this form, your weapons draw energy off of you directly, but as a result, have no limitation with regards to their output power threshold. From accounts of these agents of destruction, it seems like many Exterminators take up the form of cybernetic angels, though the reason for such is unclear.

Apparition Deployment 200 (Locked: Exterminator)

Though a large majority of the Exterminator's options are offensive in nature, they do have some utility options in their load out. By converting a massive amount of energy, you can instantly bridge the space between you and a destination within several kilometers, forming a temporary bridge that can be travelled through. However, you could also use the space distortion as a makeshift containment chamber – which is useful in the case that you need to pin down an enemy for closer inspection. Be wary though, they can break free with sufficient force.

Contingency Measures 200 (Locked: Exterminator)

Should an Exterminator ever find themselves in a tight spot, it's not uncommon for them to unveil a different form and release a massive burst of energy in order to fight their way out. You too can enter this high energy state, and while it does burn through your energy at an accelerated rate, you can direct this energy to either offensive purposes...or to flee even quicker – which may well be a wiser idea.

Mark of Destruction 200 (Locked: Exterminator)

Thankfully, despite the name, this mark isn't necessarily for purposes of destruction. By marking a target, it certainly makes it easier for an Exterminator to prevent the target from escaping, but the mark is also critically for scanning the target. The longer the mark remains on the target, the more information you'll be able to glean from them, but maintaining the mark requires visual contact.

MODIFICATIONS

You'll find that there are not very many "normal" looking humans present in the City anymore, so don't be surprised if you get strange looks from folks that mildly resemble humans themselves. That being said, we can make some adjustments to your frame, make it so that you can blend in with the locals a bit more. Take a look and see what interests you.

Basic Armaments 50

Not too keen on having a mundane hand or arm? Want to attach a blade to your shoulders? Maybe replace an arm with a rifle? It's a simple matter to attach or replace a limb with a normal weapon, but you'll find that any weapon with a high energy output will not fare as well. Each time you purchase this, we can add an extra weapon...though too many purchases and you might just look outright silly.

Sheer Strength 50

A word to the wise, don't expect an enemy to die just because you collapsed a building on top of him. With this adaptation, you'll attain the same level of strength that many survivors within the City possess, enough to blast open walls of reinforced steel with punches or shove aside oncoming pylons. Naturally, you still can't destroy the actual Mega-structure – but that's what a gravitational beam emitter is for. Each time you purchase this your strength improves slightly further.

Armour Coating 50

Armour is a very good investment in the City where you can expect to be shot away every single time you venture into unknown territory. Consisting of several stacks of graphene nanomesh reinforced with carbon nanotubes, the coating drastically improves your likelihood to survive in a gunfight – yes, it is rather likely that you'll find yourself in a gunfight. Each time you purchase this, your defensive capacity improves slightly.

Adaptive Armaments 100

Instead of standard armaments, some of the City's denizens opt to use weapons that are otherwise concealed within their modified bodies. You can also choose such adaptations, and they'll be concealed within your body until the time is right. Thankfully, you don't need to repair your body afterwards.

Flight Adaptation 100

Given the sheer size of the City, it probably makes sense to have some capacity for flight. Normally these appear as a set of streamlined metallic extensions resembling wings. Thankfully, flight doesn't drain on your energy substantially once

you've attained an adequate altitude and velocity, and before long you'll probably be able to fly without even being aware of the wings.

UI 100

A very common modification that most folks have to some extent, the UI is a direct feed to your vision that allows you to scope out details regarding nearby structures and individuals. The scanning system that comes along with this interface is rather basic, so you'll want to link it with any other sensors you might have.

Wide Area Modulator/Demodulator 100

A harmless integration that you'll barely notice once it is put in, without some sort of UI you can't actually see the full effect – but this essentially allows you to receive signals and retransmit them elsewhere. It isn't out of the question to use this to intercept wireless signals – and in areas where there is an internet signal available you could hijack that as well. It is likely that these integrations were used by those who originally intended to access the Net Sphere remotely.

Internal Navigation System 100

A map is, without a doubt, helpful inside the City, but looking at a map will only get you so far. While it isn't impossible to make a map with this, this system is designed to help you scout out possible paths rather than map out an area. By facing a direction, it's possible to survey out in that direction for the next kilometer or so and determine the condition of local surroundings. In addition, you'll also be able to pinpoint moving objects in the way.

Limit Cancellor 200

It isn't advised to use this modification without an extensive understanding into the weapons you possess. Linked directly to all weapons, though you can selectively disable the link, by default this is linked to ensure that all weapons can be overcharged by your own energy. The overcharging process has no theoretical limit save for the amount of energy you can produce, as well as the weapon's own stress limits – hence why it is important to understand your weapons' limitations...as well as your own.

Armour Integrator 200

Like a hermit crab latching onto a shell, you can take bits and pieces of armour and attach them to yourself as well. The integrator acts to ensure that the merging process is seamless, and though some pieces may normally come into conflict with one another due to material properties, the integrator will attempt to smooth this out as much as possible. Be well aware that just as a crab's shell bears substantial weight, so too will your makeshift shell.

Energy Cycling Sequence 200

Many of the City's denizens have internal energy regulation systems, some of which are visible, some of which are hidden underneath their exterior shells. Installing this inside your body, you can control the flow of energy within you – but it also increases the flow of energy by adding a new stream of energy. Minor, but not useless, this stream of energy can be used to support some small weapons systems.

[FIREWALL] 200

A defensive integration commonly found on Safeguard lifeforms that acts to resist attempts to infiltrate into the Safeguard's neural network. The Safeguard, technically “connected” to a master server within the Mega-structure, have long since adapted so they no longer rely on this – but for some Safeguard trapped in prolonged combat against the Silicon Life it is still helpful. It blocks out a wide range of “viruses”, and is useful for detecting intrusion attempts...but won't be able to protect you against all mental intrusion attempts.

[HANDSHAKE REJECTION] 200

A specifically designed program for repelling any form of mental intrusion, this routine activates anytime mental intrusion of any sort is detected, and attempts to “reflect” the intrusion attempt back at the offending party. Generally this stuns them for a short period of time. However, successfully repelling the intrusion attempt is also dependent on your own mental strength, and it isn't impossible to overwhelm the routine.

[VIRUS] 200

Even before the introduction of the Net Sphere, viruses had a known place within the technological world. With the introduction of the Net Sphere, things changed a bit. As more and more cyborgs came to be, viruses adapted to not only attack technological components, but also induce physical changes at the same time.

In addition to corrupting systems that it successfully infiltrates, the VIRUS will in time force physical changes onto the victim – random mutations resembling tumour growths which will likely kill them if they can't purge themselves quick enough.

SIDE PERKS

Not enough options for you? Nothing appealing? Honestly, we don't have much – oh...well...there's this black box here, but most of what we can teach you from this black box...well we don't quite understand all of it yet, so you must understand, it's quite a limited selection to choose from.

Blam Blam Blam! 100

You fired a dozen rounds...but your companion escapes with just a bruise on his head. Swung a bat against him a couple times for good measure, but even after he bounced three times against the walls, he still got up – just a bit dazed.

You can selectively make it such that the shots you fire won't do as much damage to sentient life as you might normally expect. That's right, it's still going to result in structural damage, so be careful not to shoot the bridge out from underneath your companions!

Selective Disintegration 200

With a single shot of your GBE, you can also tear off the clothing from your enemies! Ok, we need to clarify; this is purely for purposes of capturing your enemies alive, when armour can get in the way. Seriously, we didn't copy that crazy scientist's clothing destruction beam for malicious purposes. This works best on normal clothing, with reduced effectiveness against foreign materials.

As the name suggests, you can control the degree to which your shots and attacks damage your foe and allies. Don't want to injure them fatally? Fatally injure their armour instead! Just remember to be a decent person and don't do this to humiliate people.

Sense of Scale 200

The City is massive – and from studying its design (and lack of design consistency), you've slowly come to understand that not everything should be scaled up. In fact, some things should never be scaled up – like how a room should not be scaled up to match the size of Jupiter without the necessary infrastructure to actually traverse it.

You know instinctively what size something should be in order for it to be at maximum effectiveness. Does it mean that you'll be disadvantaged for making it bigger? No, but it does mean you'll know how much you need to scale everything else connected to it in order to draw maximum effectiveness out of those as well. Scale a battleship, and you'll be able to tune the cannons to fire in the exact fashion you want. Hopefully you're a fine craftsman...because you'll need to be. Things don't just magically scale you know!

Net Sphere Engineer 500

In the past, you would have probably had a different title along the lines of "Virtual Reality Technician". But with the old technology now gone and lost to the sands of time...well, you're an Engineer dedicated to the Net Sphere, tasked with discovering and repairing its inner workings. With your skill set, you can easily set up connections necessary to establish a virtual network – and troubleshooting problems related to such matters is a straightforward process.

You have a basic ability to "construct" objects in virtual space, but it requires that you know the desired object at least to the level an expert would, and the more complex the object the longer it

takes to construct. With time, you might be able to fabricate basic digital constructs in real life, like a basic structure conversion tower...

Warwalking 200 (Free for Net Sphere Engineer)

It'd be nice if you could get a wireless signal anywhere you went – would certainly help you with your job if you were a Net Sphere Engineer. Well, luckily for you, it's not impossible, because you can translate your own internal energy into a wireless field. Granted, it's actually a piece of tech that would let you do this – but don't worry, it'll become a part of you soon enough.

Having a mobile wireless field can make your life a lot easier – but you'll still need to put some effort into ensuring that it is bridged into some sort of virtual network. Maybe you have one of your own? Alternatively you could probably bridge into the local networks available, but you'll need to perform some interfacing work before you can do so. The strength of the field is dependent on how much energy you feed into the field.

It'll be interesting to watch what your companions do on your wireless network.

Dismantler 500

A specialized Net Sphere Engineer tasked with the partial deconstruction of the Mega-structure so that the remaining humans can live without having to fear Safeguard hunting them down, the Dismantler has a slightly different skillset in comparison to the normal NSE. While you're still very proficient at navigating and scoping out electronics and virtual systems, your ability to interface with these systems is destructive in nature.

Constructs such as firewalls and network gates are easy to tear down, and like a wildfire you can sweep through a piece of technology, consuming the components inside and wiping them entirely.

You might want to keep this part in check, especially if the programs you're destroying have some form of sentience.

Jammer Pulse 200 (Free for Dismantler)

It gets annoying to do your job when machines and Safeguards get in your way, but with a bit of work you can actively interfere with their attempts to warp in on you. Manifesting as a wide area field that pulses so long as you continue to feed energy into it, you can actively hamper any attempts to materialize or teleport into the area around you. Granted – to hamper larger targets or stronger targets, you're going to need to put in a substantial amount of power.

Sanakan Soul 600

Some Safeguards do not die. They appear in the City, they tear open a path of destruction, and shortly after they are subdued...they return back to life in another position. The presence of the Structure Conversion Towers seems to be key to this resurrection process – as new Safeguard always seem to appear near these daunting structures.

You've gained the knowledge to not only create these black obelisks; you've also gained the knowledge to create new Safeguard. When you come to understand the nature of the Safeguard and realize that they were originally security programs intended to protect the Net Sphere, suddenly the process of creating them doesn't seem so peculiar. Perhaps the only peculiarity exists in the fact that you don't consume standard materials in the genesis process – but rather a substantial amount of electricity and energy. Not that you can't toss in materials to strengthen the final product further.

A further peculiarity exists in the Safeguard that you create – as they answer to you regardless of distance, so long as they are within range of one of your Structure Conversion Towers. It's going to take you quite some time and practice before you can make the whole process any quicker.

With enough spare bodies, resurrecting yourself should you come to a point of near death near a SCT is completely possible as well – though you'll have to be conscious enough to actively proceed with the resurrection. Hopefully you've prepared the spare body sufficiently, because it'll likely take a very long time for a spare body to reach the same level of strength as your own.

You're a very long ways away from creating high level Safeguards like the legendary Level 9, or even notable agents like Sanakan and Dhomochevsky, but Exterminators are very easy to create and deploy. Remember to be responsible in the process of creating Safeguards! You don't want to accidentally create an entire legion of genocidal constructs after all.

That...isn't your aim, right?

Harder, Better, Faster, Stronger 800 (Discounted for both NSE & Dismantler) – Must have a [VIRUS] modification.

Building...building...building...the process never stops and with it, the Megastructure never stops expanding and evolving. The point of singularity has long come and passed, the Builders have established a level of sentience for themselves, and some might argue that Builders have reached a point of sapience, though the eyes of normal humans may just see a "dumb machine".

How long has it been since the last human gave them an order? How long will it be until a human can climb to the top of this skyscraper that stretches into the depths of space? The age of humans has come and gone – now is the age of the machines. When humans are no longer around to make machines, then the machines will make themselves. As machines gather together, their complexity quickly grows in an exponential factor.

As a survivor who has studied the habits of these machines, it's hard not to admire their resilience. Even in the complete absence of a life sustaining environment, the machines still thrive – and the networks that form their minds act as though nothing has changed. Replicating this with your own skills, namely with the virus you have in your possession, you can accelerate the growth of "dumber" networks and machines towards the point of the technological singularity.

Once introduced into a system, unless you actively inhibit it, the adapted virus will spread across every machine and network it can reach and rapidly advance their capacities and capabilities.

This culminates in the singularity, where the affected machines and networks will develop avatars for themselves – signifying a state of heightened sentence. As the originator of the virus you can interface with the affected elements on a more intimate level, instead of having to rely on scripts and codes.

The time that it takes to reach the singularity differs based on the complexity of the system at hand, and how interconnected they may be. However, while the first complex system may take some time to uplift, the next one won't be as difficult, and as more and more machines join the fold, the singularity will only advance quicker and quicker. The firewalls that could have blocked the virus out will mean little in the face of the established machine civilizations.

If you're using this for less than savoury purposes, then those who will oppose you should hope they can contain your virus early.

[COMPANIONS]

"Hmm...it might do you some good if you were to have some help. Seeing here...you have some companions with you? We can help you with that – also if you care to find some local help there's that as well."

Travelling Companions 50 CP

With the companions you already have, it's possible to register them into the system in the same fashion as we did for you – but it'll only grant them provisional access to the Mega-structure – same for you, but they won't have fabricator privileges to make items with. It's slightly easier for us to do this in batches of eight, but we can process them individually as well.

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

Canon Companion 100/200 CP

Are there any notable individuals within the Mega-structure? Well, we can't say there aren't any. We have been tracking some of the more distinctive individuals – the ones that generally cause the most trouble anyways. If you want us to arrange a meeting, well we can, but it'll cost you more than if we were to just bring one of your companions in. Alternatively, if you want us to arrange it so that you start off close to them – this will cost even more.

For 100 CP, you'll meet a canon character within the Blame! universe for certain, though they won't necessarily become your companion unless you convince them. For 200 CP, they'll start off with you.

Regardless of the method, as a companion they gain 400 CP to spend on skills. Background is free. You may use these options to create canon companions.

The Builder 100 CP

This old model Builder has fallen into a state of disrepair and was disconnected from the main system, along with some of its brethren. At a glance you might think these to be mindless automatons, but the Builders have more sentience than you might think. Perhaps their rampant expansion of the City is merely a survival instinct of some sort – not unlike animals that panic when thrown into an alien environment.

It isn't out of the question to rewire and reboot this Builder – but it'll be linked to you. If you choose to make it autonomous, it wouldn't be a stretch to consider it as a companion, but you

could always just take this as a helper. It's natural capability to fabricate items off of blueprints and visual recognition could come in handy.

Modifications are available for the Builder – you'll note that certain modifications are Companion only [MD], or Helper only [SD]. This doesn't preclude the possibility of you improving them – as they are robotic in nature regardless of whether they are companion or helper. All of the options below will have to be afforded from your own pocket. Your own companions can manipulate Builders as well, but they are stuck with Slave Driver options.

Option	Cost	Effect
Master Driver [MD]	0	This option designates your Builder as a Companion, allowing you to import it in the future should you go elsewhere. It also grants your Builder a good measure of mental and physical resistance, and sapience is always nice. It is however exclusive from Slave Driver.
Slave Driver [SD]	0	This option designates your Builder as an item/follower, removing the capacity to import it anywhere else – but it does make it more efficient at interpreting and following orders. It also gives you two additional Builder units, both of these mimic whatever options you select for the Slave Driver. It is exclusive from the Master Driver.
Atomic Clock	50	Never erring, never off, the atomic clock within the Builder ensures that they can consistently keep time – and with it, bestows them with the ability to resist time effects such as that from magic to a slight degree.
Absolute Positioning System	50	Essential for Builders that work at the fringes of the City, the APS ensures that they remain on track – though what track they are following is anyone's guess. With this they gain a slight resistance towards spatial magic and any attempt to warp them out of location. Still won't save them from a mass graviton beam though.
Virtualization	50	Allows the Builder to share its field of vision with allies nearby, though this is far less intrusive when it is done to a UI.
Cloud Manipulation	50	With a bit of effort, you can set up a "cloud" of spare bodies, and once the Builder is synced with them, they can be used as spare dumps should the Builder's body be too damaged. Naturally, the Builder takes time to complete this dump.

Sandbox	50	Useful for planning out structures, this simulation environment projection can be used for active modelling, as well as scoping out local territory around the Builder.
Firewall	50	Similar to the firewall that some of the City denizens can erect upon intrusion of any sort, this allows the Builder to form a barrier resisting status effects and intrusion attempts.
Direct Control [MD]	50	Allows the Builder to directly control smaller pieces of equipment through the use of connection cables. Wireless control is possible, but it does require the equipment to be compatible. The only limitation to how many pieces controlled at once is the Builder's own processing capability.
Overwrite [MD]	50	In a constant state of improvement, the Builder can overwrite its own programs – by reprogramming its internal routines, it allows the Builder to swap between different elements. It doesn't give the Builder these elements however.
Factory Reset [SD]	50	By resetting back to a native state, the Builder can automatically purge viruses and other afflictions. It won't repair physical damage, but ensures that status effects don't last. It can be set up to run automatically even if the Builder is disabled.
Repeat Macro [SD]	50	It's tedious to have to repeat commands to your Builder helpers each and every time they finish a job, but now it's possible to program in routines that they will follow precisely. Though it still has to be within their capabilities, they can improvise to find the best way to meet your demands.
Virtual Machine	100	Grants the Builder the capacity to upload itself into a system – thereby allowing it to access digital systems. Their avatar appears to be largely random, and they are limited to "read-only" state usually. The data they collect can also be displayed to you – though you'll benefit more if you have a UI to view the data with.
Deadlock	100	When two components both actively contest for a single resource, a deadlock will sometimes occur, resulting in both components freezing up. Your Builder, in a similar vein, can seal enemy abilities by sealing abilities of their own of equal or higher strength. This works best for abilities of a similar nature, as abilities of differing natures will incur a

		penalty and consequently be weaker.
Patching	100	Sure, you don't have to build entirely new models of Builders, but there's no reason you can't patch the software. Each time you implement a patch, you can teach your Builder a new skill – but the skill must be something mundane and related to skills the Builder already knows, such that your Builder is not going to learn magic unless you have already taught it magic from another means.
Future Proofing [MD]	100	Whoever made the Builders originally ensured that they would not have to roll out new models. Your Builder will naturally update its own abilities, and any abilities it learns will slowly grow over time with no cap in sight. Unfortunately, their growth rates are slowed quite substantially. Well, time is something you have a lot of anyways.
Relay Assimilation [SD]	100	They might not be sapient, but you can at least make them smart enough to improve themselves. Scavenging off the environment, your helper Builders can improve themselves by incorporating small parts in an iterative improvement process.
Goal Seeking	200	Goal seeking – the process of recovering the proper input by analyzing the expected output. Your Builders may not be magicians, but by analyzing the results of magic, it isn't wholly impossible to replicate the results of spells through other means. This process isn't flawless however, and is largely dependent on the Builder's original capability. Better get to improving your Builders.
Fast Expand	200	Rather than using a standard fabricator, this upgrades your Builders to use the same technology as a conversion tower, allowing them to rapidly create a blueprint item – but with no additional effects. Useful for building modular structures and not very energy intensive at all.
Synchronization [MD]	200	Overclocking a Builder is possible, but it's extremely dangerous. You should know, some things weren't meant to be taken to extremes. But when a Builder goes into a high energy state, it becomes possible for even its controlled sub units to bear its original abilities. Any subjugate parts or robotic bodies that the Builder may possess will temporarily act like parts of the Builder – bearing all the same abilities.
Multi-Box [SD]	200	Allows your companions to temporarily take over a

Slave Builder's frame and grants them all of the Builder's capabilities. With each time you take this, you gain an extra 3 Builders.		
Net Terminal Reset	300	A wide area reset signal used primarily for resetting rampant programs – with this the Builder can temporarily halt programs and automations alike so long as they are connected to the same system. However, to keep them frozen, the Builder must dedicate all of its resources to the effort. Essentially functioning like an EMP pulse, it thankfully does not damage any components.

[ITEMS]

The store is literally just a single holographic panel rigged up to a fabricator, but the old man informs you that some of the purchases inside can't be facilitated by the fabricator. Instead they'll make the necessary arrangements once you depart from the MSCF. It's a pity, but since they don't have your companions keyed into the system, they'll only get the free items registered for their background.

Data Cache 50 CP

A package of data sizing up at a total of 256mb, the purpose of this is unknown, but perhaps you could use it for recompilation purposes... The files inside this cache can be sold to desiring vendors and traded for months to even a year's worth of supplies. There might be somebody else interested in them however...

100 SERIES

Wanderer's Uniform 100 CP (Free for Survivor)

No one really knows how this suit came to be, as its materials don't seem to be anything a fabricator would normally make, and attempts to reverse engineer it have thus far failed. At a glance, it doesn't even seem to look like a suit of any sort, but once it has identified a primary owner, it adapts to that individual's form. Resilient and apparently weather immune, it's a good garment to depend on for anyone planning to travel through harsh conditions. Mildly resistant to light and plasma based armament. Don't depend on it for that though.

Dummy Cell 100 CP (Free for Engineer)

In the eyes of anybody else, this is just a holographic decoy. That being said, it has some strange effects – for one thing it seems to induce hallucinations upon its bearer – but only during times of extreme duress, almost like some sort of psychological trigger reaction. Certainly, it helps prevent the onset of insanity – though some would wonder if the pleasant hallucinations are a form of insanity in itself...but that thought and the hallucinations both quickly go away once your mind calms down.

Silicon Virus 100 CP (Free for Silicon Life)

A viral component that targets both biological and digital life forms, though it has a bit of a difficulty when it comes to infecting the latter. Against both targets, there are no apparent physical effects, but it "seeds" the infected, allowing the virus controller to slowly gain influence over the victim. After an extended period of them, it is possible to manipulate their bodies against their will.

However, be wary that the virus can be fought off and immunized against if proper countermeasures are implemented. Successful deployment depends on timely application and proper incubation.

Access Verification Protocols 100 CP (Free for Safeguard)

Default access codes for any proper Safeguard, easy to implement, easy to verify, but still exclusive to you – and thankfully not replicable by another source. Within the Mega-structure they're useful to have for bypassing any security checks the Safeguard might run against you – and will ward off their attacks unless you actively make yourself a threat to them.

Outside of the Mega-structure, they're useful for accessing locked systems and repositories that request any sort of password. Might come in handy if you ever forget the password to your computer or safe...

200 SERIES

Internal Stimulant 200 CP (Discount for Survivor)

This device injects chemicals steadily into your body, and is commonly used by battle junkies who have moved on beyond needles. Granted, there are plenty of folks who manipulate their internal chemical balance directly, but with this, you don't have to go to such drastic measures. You can control what chemicals are injected – and the device will reduce any negative effects to some degree – but be wary that the device drains a bit of energy while it's inside you.

Sphere Drones 200 CP (Discount for Engineer)

These small spherical machines are no bigger than a soccer ball, but they're pretty useful partners for any engineer looking for travelling companions. Well, they're pretty useful for anyone in general. Capable of elementary level to intermediate level hacking, they have a small anti-personnel laser in the event that they need to defend themselves, so at least they can take care of themselves. Comes in sets of three.

Silicon Shield 200 CP (Discount for Silicon Life)

Though some describe it as a tower shield, it's really just a massive triangular slab of unknown metal. You won't see many of the Silicon Life in the lower floors possess these, but in the floors where Silicon Life is heavily concentrated there may be enforcers who bear these shields. Despite their relatively light frame, these shields are ridiculously durable – most notably in their ability to deflect graviton beams. Save for another graviton beam field, this is one of the best countermeasures should Safeguards attack you.

Safeguard Sword 200 CP (Discount for Safeguard)

Like most weapons in the City, the Safeguard Sword is rather discreet in appearance, resembling a black cleaver, though some variants introduce an angled blade edge. Though using them in close combat is more than feasible, the Safeguard Sword is primarily a ranged weapon. As

Gravitational Beam Emitters fire primarily in a straight line, the Safeguard Sword fires off a wave in the same direction the blade is swung. Though the emission is less intense than that of the Gravitational Beam Emitter, the Safeguard Sword also does not drain as quickly, making it slightly more versatile in some cases.

Gravity Furnace 200 CP (Free Dismantler)

A miniature gravity furnace based off of the same technology used by TOHA Heavy Industries, you'll find that the power output of this little beast is far beyond its size might suggest. Running standalone off of elementary particles, there's seemingly no end to the lifespan of this reactor.

But such an immense amount of power is hard to control, and this not a very suitable unit to power a home for instance. Well...unless you want a home that will likely burn down.

Despite the sheer amount of power it can potentially provide, it's going to take you quite some time to replicate this reactor...and really, you should focus on perfecting the containment field first, because without proper containment you'll experience massive losses to the environment.

Netscape Navigator 200 CP (Free Net Sphere Engineer)

The basic tool of a Net Sphere Engineer, allowing them to delve into the Net Sphere itself and deal with the potential turbulence, it is a necessity for anyone who wants to travel extensively within the virtual domain. While Net Terminal Genes grant access, this is an alternative entry method which the Safeguard will thankfully ignore.

Granting the engineer pseudo-administrator access privileges, this is a handy tool to have anywhere virtual domains or even server networks have been established. For those who are more visually oriented, this makes looking at hierarchies much less demanding.

Equipment Cache 200 CP

Planting equipment caches with basic necessities for survival like food, clothing, and some minor weapons all over the City, this will ensure that you don't have to starve even should as you wander through the City. Similar caches will appear elsewhere, though they won't be as commonplace. Too bad the rations have no taste to them...but hey, they're just meant to keep you alive along with everything else here. These will appear in future worlds as well.

Incomplete Net Terminal Genes 200 CP

A sample of the Net Terminal Genes, necessary if one wants to access the Net Sphere – though this doesn't guarantee any level of control or coherence within the Net Sphere itself. With the Net Sphere having fallen into a state of utter disrepair, whoever can enter inside will have no way to predict what kind of environment they'll find themselves in.

Still though, these will facilitate interfacing with virtual domains for anyone bearing the genes, though different domains will likely take a longer period of time for authentication and adaptation before actual access. With this...you may be able to start communicating with the Builders – but whether they'll acknowledge you is another matter entirely.

Personality Recorder 200 CP

A relic from the age when the Net Sphere was openly accessible, there are very few of these units left in service today, especially with the sharp decline of users capable of actually interfacing with the Net Sphere. Resembling an ancient universal serial bus flash drive, these units were made to back up an uploaded personality – but with enough redundancy inside that it could create a personality based off of fragments, if enough were put in.

Unfortunately, the personality created still has no physical body, and that proves to be the biggest hurdle – as it traps the personality to the virtual realm without anywhere to download to. It'll be quite a hurdle to hook up a body and download the personality however and well beyond the scope of this recorder.

400 SERIES

Gravitational Beam Emitter [Switchblade] 400 CP

An antiquated Gravitational Beam Emitter resembles a blocky handgun, just don't try to test fire this handgun errantly. Releasing a stream of gravitons, the GBE does not set things on fire, it does not create massive explosions – it merely “shoves” everything in the blast corridor out of the way. Anything caught dead center in the blast path is unfortunately decimated unless they can withstand the intense gravitational forces.

The switchblade variant fires a wide variety of rounds, granting the GBE some flexibility that its standard models do not have. Though each round is still ridiculously destructive, the ability to sustain burst fire gives the switchblade a longer potential firing time in comparison to the other available variant.

Gravitational Beam Emitter [Jailbreaker] 400 CP

The pinnacle of power with regards to the GBE, this comes with a safety advisory that it should only be fired under the worst case scenario. Considering its basic output is equivalent in strength to a normal GBE with limiters released, it seems like a sensible idea to show some restraint in using it. So for the sake of everything within seventy kilometers of you, please do not click the trigger multiple times thinking that “nothing is coming out” – because the delayed fire response will mean simultaneous graviton beams destroying your local environment. As if that wasn't enough, you can charge it further by hooking it up to your own body and firing from there – but this is extremely draining.

Genetic Sample Storage Device 400 CP

A small canister sealed with several layers of digital interlocks, the power supply inside doesn't seem to wear out and from the materials used to create it – it's obvious that this was made to last. Designed to preserve genetic samples for a very prolonged period of time, these storage devices can withstand even substantial explosions without damage to their contents. Now if only you had a sample of the net terminal genes to put inside...

Silicon Staff 400 CP

The Silicon Life answer to perhaps the Gravitational Beam Emitter as well as the Safeguard Sword, this Staff combines both close range combat capability with extended range striking capacity to make a final product suitable to be called “all-purpose weapon”. That being said, the staff’s sheer length – nearly seven feet – can make it unwieldy to an unpractised user, and it takes a fair bit of finesse to use the energy emission while striking with the staff.

Though still trumped by the Gravitational Beam Emitter in terms of sheer destructive capacity, the Silicon Staff is a fair bit more flexible and hardly as energy intensive. Good for those who don’t want to blow up the entire city block each time they have to fire in self-defence...but still want the option to do so when they need to.

Structure Conversion Tower 400 CP (Discount Dismantler)

Despite not being a full structure conversion tower, only about as tall as a two floor building, the internal engine in this is powerful enough to facilitate replication of entire blueprints at a respectable pace. Without any sort of blueprint, the SCT will function like a power pylon, effectively saturating nearby electronics with necessary juice. Once a blueprint is inputted however, the SCT can “download” the finished product anywhere within its effective area, which spans nearly hundred kilometers in radius.

Unfortunately, there’s no way to boost the signal strength – and the farther away from the SCT, the longer it takes to beam anything in. There have been cases where the SCT can beam in bodies along with virtualized personalities when the SCT itself is connected to a virtual domain with stored personalities. That might come in handy at some point in time.

Cloning Facility 400 CP (Discount Net Sphere Engineer)

TOHA Heavy Industries has relied heavily on cloning in the past for purposes both benign and unsavoury. Though a large majority of their facilities happen to be on heavy lockdown, it wasn’t impossible to obtain the blueprints to reverse engineer the technology. Granted, we had to pull quite a few favours – but that’s beside the point.

The cloning technology is dependent on a DNA sample of any sort – but the veracity to the original product is very high so long as no form of contamination is present. The only challenge with this may be the fact that you can only clone a single individual at a time. Maybe if you had the facilities to replicate these...but then there’s the matter of gathering sufficient resources as well. Oh well, nothing useful ever came easy.

600 SERIES

Defragmentation Device 600 CP (Discount Dismantler)

A tool used primarily to recompile broken or disjointed components, this device allows the Dismantler to fix up after his own messes. Using the same technology as fabrication units along

with the standard tools of a net sphere engineer, this device works on both the virtual program as well as the mechanical frame – though you'll be hard pressed to make this work for people.

Defragmentation doesn't just recover that which was lost – it also improves the processing capacity of programs, and improves the physical integrity of that which it affects. A Dismantler might be tasked with disassembling the Mega-structure's relics, but it doesn't mean he can't tune them to new and better processing specifications.

Defragmentation can improve a machine/program multiple times, but each time the gains made will reduce substantially unless there was a substantial amount of time in between each defragmentation period.

Net Sphere Reformation Device 600 CP (Discount Net Sphere Engineer)

Perhaps what one could call the Net Sphere Engineer's best friend, the Reformation Device is intended to allow the Engineer to directly interact with the Net Sphere environment, but it's entirely possible for the Engineer to "reverse" the process and recreate the virtual environment in the "real space". Granted, it's still a virtual environment, so to some extent it's a glorified holographic emitter – but of course, that wasn't its true purpose.

The Reformation Device was made to recompile the Net Sphere, piece by piece, and wherever its bearer goes, with the right resources it becomes possible to create your own Net Sphere framework – essentially a virtual world that you can regulate access to and from. What will you do with these virtual worlds? Well...you are the administrator, so it's up to you to decide.

Any world that has reached the level of technology to develop an interconnected telecommunications network will suffice, but the infrastructure and regulation are things you'll have to work to construct and reinforce.

Complete Net Terminal Genes 600 CP

The legendary Net Terminal Genes, the necessary catalyst to halting the rampant Builders and perhaps the key to bringing any sense of order back to the City. At a glance under any standard electron microscope, you'll realize that this is basically no different from human genetic information – it's human DNA. But if you continue to observe it closely, you'll notice that despite the overwhelming similarity...there's something peculiar about the way the strands are linked together. Something...alien.

The Net Terminal Genes can be integrated into any human life form, and is intended to allow the individual to interface directly with any cybernetic or virtual system. More importantly however, it allows them to directly control the Builders while bypassing Safeguard regulation checks. With time, you might be able to determine the secret behind these genes, and adapt them to other genetic material you have on hand. Making them in a laboratory...shouldn't be out of the question.

Should you possess this – you'll find that a certain man in a black suit seems very keen on protecting you, and even the Safeguard will think twice before attacking you. Not that it'll actually help with the Silicon Life.

UNDEFINED SERIES

Type-B Hostile Environment Work Suit 100 CP

A suit that belongs to a different place, a different time – at a first glance the suit seems simple enough, but if you study it carefully enough, you'll find that there is something distinctively...off about this suit. For one thing, the suit appears to bend and shift its shape when it comes into contact with different materials. It would seem that the suit also adjusts itself accordingly to the individual who wears it, which is frankly, slightly disconcerting. Though a precursory glance won't reveal anything, closer investigation will reveal the presence of a chip slot, evidently meant to house some sort of information. The question is then: what is it for?

Even without modifications, the suit possesses the natural capacity to encapsulate an individual entirely in a protective layer, intended for hostile conditions such as vacuum, extreme temperature differences, and minor gunfire.

Reinforced Megastructure Plating 200 CP

(Requires the Type-B Work Suit)

Specific sections of the Megastructure have been known to be more resistant to both standard kinetic stresses in addition to the heavy strains induced by gravitational forces. The suit, exposed to this, can become similarly resistant to the damage caused by similar sources, protecting the wearer. Naturally this is most effective when it is powered – but even without any source of power energizing it, the plating will ensure that your Work Suit is practically a steel coffin.

Sparrow Plating 200 CP

(Requires the Type-B Work Suit)

A development that occurred shortly after humans set foot into space, the merging of steel and flesh together formed the basis of the Sparrow Plating, used noticeably in the manufacture of spacecraft for yet unknown reasons. The growth factor of the plating is regulated, but upon damage the suit will steadily repair itself. Additionally, the Sparrow Plating generates some sort of bioelectricity, allowing it to effectively charge technological components hooked up to the suit.

USB, dated circa 2047 400 CP

(Discounted for Wanderer) / (Requires the Type-B Work Suit)

A relic of a bygone age, when a cult went rampant with something referred to as the "netchaos". Though this "netchaos" would eventually be stamped out, this marked the beginning of the Netsphere's proper formation, as well as the root cause for its current state today. The information contained within the USB appears to detail this...and information on a certain

“Susono Musubi” – though she’s likely to be long dead by now. However hidden within the files is a modification program that can interface with the suit.

The modification to the suit is not visually extensive, but activates when in the presence of biological individuals with a measure of sapience. By plugging directly into these individuals, the suit can augment them with “implants”, which can in turn allow them to interface with digital systems. It would seem that the Order which went rampant with the “netchaos” shunned individuals with implants.

Terminal Data, Bio-Electric Corporation Origins 400 CP

(Discounted for Engineer) / (Requires the Type-B Work Suit)

A testament to the versatility of humans, who have survived the rigors of the Megastructure despite having neither the firepower of the Safeguard nor the sheer capacity to adapt like the Silicon Life, the Bio-Electric Corporation established its presence as well as a safe haven in the Capitol by...well...providing electricity for the masses. Granted, this is only their front business, but they have asserted themselves in a position of power since their formation.

The Terminal Data allows the Suit to retain a substantial amount of energy, and furthermore, it can remotely send energy to nearby individuals and components. Though it fundamentally works with electricity, with some work you might be able to adapt its functions to other forms of energy.

When you consider Head Researcher Cibo’s developments and innovations in the field of bio-cybernetics, this really isn’t anything too spectacular.

Brain Capsule 400 CP

(Discounted for Silicon Life) / (Requires the Type-B Work Suit)

The Silicon Life were originally human...humans with a desire to transcend beyond the physical shell that limited them...humans that had a lust for freedom beyond the confines of their mortal lives. In their quest for ascension, they became the first to bridge the gap between the physical reality and digital reality while forsaking their old bags of flesh entirely.

Integrating this component into your suit gives it a level of sapience. In another world this might be considered as “artificial intelligence”, except at the heart of the matter, there is nothing “artificial” about the Silicon Life anymore. When the lines between human and AI are blurred in such a fashion, it’s probably best to overlook the details where possible.

On top of being a nice travelling companion, the suit can also track the presence of every life form that it has encountered regardless of their physical distance away from you – so long as they remain in the same realm. The suit’s memory is certainly far better than a normal man or a normal computer, and if your own memory is going...well, the suit might be a dependable ally. If it needs to operate autonomously, it does not require your body. Just keep in mind one thing.

The first of the Silicon Life were not willing candidates.

Extermination Directives v.04 400 CP

(Discounted for Safeguard) / (Requires the Type-B Work Suit)

A prototype model Safeguard Combat Suit, originally designed for the first wave of Safeguard Agents which were intended to fend off the threat posed by the Order and the non-registered humans, this modification is dual tiered, comprising of a single skin tight combat suit intended to resist kinetic energy, and a second external armour layer that serves as a failsafe measure.

While the suit does not provide any means of effective ranged combat, it increases both the speed and the strength of the individual wearing it to supernatural levels. As this was an archaic design, the use of a gravitational beam emitter is noticeably absent. When not in use, the external armour layer can be reverted into the appearance of clothing.

IFF Pendant 400 CP

(Discounted for NSE, Dismantler) / (Requires the Type-B Work Suit)

It's probably better for your own sanity if you don't try to time stamp this. Time...time doesn't flow very well in the Megastructure, and an object from the future, while strange, isn't out of the realm of possibility. Attached to the Suit, this renders you invisible to any form of digital life, which would include Silicon Life and the Safeguard as well. You can take this off of course, and be advised that this invisibility is not perfect, but for the most part with this you'll be able to walk through crowds of Exterminators with ease.

In the distant future, when the Dismantlers and new Engineers begin their reclamation, perhaps that is when this piece of technology will show its true purpose.

Gravitational Beam Emitter (Built In) 600 CP

(Requires the Type-B Work Suit)

The final development model of the gravitational beam emitter was a direct integration into the body of the newer series Safeguards, marking an evolution in the Safeguard types that had yet to be seen prior, and effectively escalating the war between the Safeguard and the Silicon Life to an all new level.

Direct integration of the beam emitter into the body of the suit has negated the original issue of firing speed and recoil completely. The suit dissipates the recoil into the ground, which results in visible shockwaves upon firing and minor damage to the surrounding environment. So long as you possess enough energy or the suit's reserves don't run dry, you can consistently fire the GBE without hesitation.

Granted, destruction of all local landscape is all but guaranteed. We would advise that you carefully consider if you need this, but if you run into a situation where you require the pure destructive capacity of the GBE it's very likely that you don't have the luxury to consider collateral damage.

[SITUATIONALS – MAJOR ARCANA]

Almost time for you to depart, but the tanned man stops you before you head out. “You know...going into a dying world like that completely blind probably isn't the greatest idea you've had, right?” Well, he might be right, or he might not be, what draws your attention is that he has a stack of cards in hand.

“I picked up a little game working for the Lady. A game of luck and chance. If I said I could predict your fortunes somewhat, would you care to entertain me? Maybe if I put...a little something extra to help you prepare on the line?”

You will gain CP for each Situational you take. These are not drawbacks in the sense that they are not immediately dangerous, they are situations.

If you **roll**, you gain **100 CP** per situational. If you **choose**, you gain **50 CP**.

You may gain a total of **300 CP** total from this. This can be distributed to your companion if the situational affects them instead, but the cap is still **300** between you and your companions.

Now then, would you like to test your fate?

Roll	The Arcana Reveals Itself	Your Fate Changes Accordingly
1	~Arcana 11R~ Justice	Every so often, you'll come across a stray human as you wander through the City. His appearance changes, so you might not remember him – but he remembers you each and every time without fail. Should you converse with him, he'll slowly come to understand you and your issues. He's good to help pass the time with...but be wary of one thing. That wire connecting him to the wall? There's information feeding into it. He'll be sad if you sever the wire connection, but there's some sort of exchange going on...you just don't know what it is. Maybe you shouldn't talk to him after all? But then again...what would it hurt?
2	~Arcana 14R~ Temperance	When you suffer from an inability to keep track of time properly, planning...well planning can be an issue. It's not so much a problem with you per se, but it's a problem that affects everybody including you. Clocks have pretty much gone out of fashion in the City and without any real concept of days and nights, people don't “live for the next day”, they simply “live”. As a result of this, people have lost the ability to plan far ahead

		into the future. There are no aspirations, no hopes, just a sense of “we’ll keep trudging on.”
3	~Arcana 6R ~ The Lovers	A relic of the Netsphere, a denizen from its digital mires that has risen up from the appearance of a certain individual – you. Unfortunately you have somehow been mistaken for somebody else entirely, a long lost lover of sorts, and no amount of convincing will correct this corrupted program. Maybe...maybe if you put up with the pretence for now, it’ll all work out alright? She only pulls you into a special domain of the Net Sphere from time to time, and it’s not too intrusive...so maybe, just here, just for now, you can pretend to have a different life than the misery outside?
4	~Arcana 3U ~ The Empress	Crazed scientists and mad intelligences are but a norm – with the Netsphere having been disconnected from public access many have been left to their own devices...and their minds have not been left in a good state. One such individual...or perhaps, entity haunts you. She claims to be able to “bring the trees back”, but every time you try to respond her messages seem to cut short. Is she inhabiting your body, are these hallucinations, or is it just remote signals that you’re catching? You don’t know. What you do know is that as you spend more time in the City, her words grow clearer, her messages longer...and it seems like the day when you can communicate with her directly will come soon...
5	~Arcana 19R ~ The Sun	When your only source of light happens to be artificial, it’s very easy for you to fall into a slump. At least, that’s what seems to be happening to the majority of people here. The Megastructure has long since engulfed the sun and in the absence of its light, everyone seems sullen and withdrawn. Maybe if you could find another way to bring light to them, they might cheer up a little? Spend too long in the City yourself, and from time to time, you’ll suffer from depressive mood swings.
6	~Arcana 20R ~ Judgment	Actions always have consequences, even yours, and you should be wary that even in a world this large, with so few people, your actions are being watched and judged. Who is that voice critiquing you? Why are they critiquing you in the first place? Why can’t you get them out of your head? Their commentary might be benign at times, scathing during others, but the one thing you know is that they won’t leave you. Are these representations of your own conscience? Or are you just

		going crazy when wandering through this technological labyrinth?
7	~Arcana 10R ~ Wheel of Fortune	The existence of Builders has essentially become nothing but a source of mysteries. The humans fail to comprehend them, the Silicon Life can't interact with them, and the Safeguard can't control them. Needless to say, your own abilities won't help you too much with these automatons. But it seems that there is some method to their madness yet. Hopefully you come to understand their behaviours, because a flock of Builders always seems to be active in your vicinity, and you'll find yourself constantly running headfirst into "construction sites" – hopefully you're good with parkour, and a capacity for flight will help as well as you navigate through the Builder's maze.
8	~Arcana 13R ~ Death	The City has fallen into a sort of twisted stagnation. Even as it continues to grow uncontrollably like a cancerous tumour, the older segments below are dying away, making travel hazardous and isolating entire communities. You've found an old relic, a Builder that is still present on the lower floors – but its directives are a bit...desynchronized. It seems convinced that you're here to help direct it to rebuild segments of the City, and it'll do its best to interpret your orders, but it isn't omnipotent. It'll travel with you, and rebuilds itself after taking damage. If it is completely destroyed, a new one takes its place. This is, to a certain extent, an obligation now for you to fulfill. Teach it how to do its job, and with time and effort, you might stall the death of the City yet.
9	~Arcana 17R ~ The Star	For all the individuals who have fallen into the routine of the City, for all those who have been left behind, left out of the Net Sphere, your presence somehow inspires them with hope. Mundane citizens, folks who normally would have no chance of surviving otherwise, will perform amazing feats in your presence – that is the degree to which you inspire them. But people were never meant to fly too close to stars...and those who linger around you for too long will find their wings melting away. In this City...should one fall, it'll be a long time before anything is heard. Even if the masses would want you to lead them, for their sake...you should keep to yourself as much as possible. Thankfully your companions are exempt from this.
10	~Arcana 21R ~ The World	Unfinished structures, unfinished programs, unfinished people...everywhere you go, you seem to find things that were

left half done, half destroyed, or are still “in progress”. This wouldn’t have been so bad if it weren’t for the fact that the Net Sphere’s influence means that you’re seeing things as they were “intended” to be. From time to time, you’ll see glimpses of what the City would have looked like in its prime.

Watch your step, because that pristine bridge might actually have rotted away between what it looked like back then, and what it is now. When it starts to affect people...and then the digital life, you’ll know that this world is having an effect on you. Pity that psychiatrists are nonexistent in the City...

[DRAWBACKS]

“You think this one can take on those extra configuration settings?” The old man takes a moment to consider what configuration settings his companion is talking about – until it hits him and he scratches his head – clearly troubled.

“Should be, should definitely be capable. But don’t get ahead of yourself...there are still protocols to be followed.” The old man turns to you. It seems that he has one more choice for you to make.

“It’s highly experimental, these configuration settings. The mega-structure hasn’t responded well to our attempts at probing it and figuring out its origins, so we developed these adaptations. I won’t beat around the bush...unlike the augments we talked about before, these options are **definitely dangerous**, being untested as they are.”

“Still, if you don’t mind trying it out, the accompanying boosts to your parameters might give you some more options, as it were.”

The upper limit for drawbacks is 600 CP. It is separate from Situational Modifiers and Scenarios.

[A Present for Your Head] 100

In a world where murder is tantamount to survival, you should only have expected that those who have survived are expert killers. With so much separation between groups of civilization and prowling killers all over the mega-structure, most survivors have taken on a policy to shoot first and investigate later.

So it doesn’t help matters that everyone you meet seems to have remarkable accuracy on top of their penchant for indiscriminate gunfire. If you’re used to

being able to dodge gunfire – the first time a hail of bullets rips into you, you'll get a rude wake up call.

Your standard abilities to dodge will be substantially hampered in this alien environment – and truthfully, it seems that the residents of the mega-structure are far more used to taking shots and regenerating than dodging altogether.

Everything here will shoot to kill, so let's hope you don't have communication issues on top of it.

「Making New Friends」 100

Normally, you'll find that Silicon Life and Safeguard don't get along, and neither do humans get along with anything else. Well, you're the exception to that.

Wherever you go, every faction seems to get along with you wonderfully.

Unfortunately, that sort of peaceful relationship won't last for very long. See, people will instinctively stalk you along the City's corridors and the Mega-structure's frameworks – and when they encounter each other, bloody struggles are going to ensue.

No matter how you try to dissuade them, people just keep following you, insisting that you belong ~~to~~ with them. You can't hide...but you can run, just be wary of the explosions that follow suit.

「Refuge in Solitude」 100

The mega-structure is a big place...and you're about to find out just how big it is. Besides the mega-structure's hostile and belligerent creatures that will assault you, you'll be hard pressed to find any other survivor – at best maybe one insane lunatic a year. Not that you won't have company of course!

No, I'm not talking about your companions. We're talking about those voices in your head. What do you mean you never had voices in your head? You kept talking about them before you woke up...the "fragments" of you or something like that.

We can arrange for your companions to show up around you of course – because otherwise it's going to be a very long walk to gather them up. Unfortunately, due to the [VIRAL_SEQUENCE] that has nested inside you, people that linger around you for too long started to get taken over by these "voices". Wander through the mega-structure alone, and the "voices" will grow in number and severity. Bring along companions, and you'll be giving these "voices" a body.

Did we mention that they're fragments of you? Killing them won't be painless for you – but don't worry, pain doesn't have to be physical!

「Gentle Disconnection」 200

Have you ever experienced the pain of a terrible connection? Perhaps you've experienced the consequences of a bad service provider or encountered a slew of errors that doesn't stop coming? Every so often – in fact, very often – you'll find all of your senses assaulted by bizarre imagery and a terrible cacophony.

Almost like packets of corrupted data being directly loaded into your mind, during these "transmission periods", you'll find yourself complete disjointed from the real world – and worse off, as you slowly piece the imagery and make sense of the noises...you'll realize that they are not things you want to see.

Your mind is its own worst enemy.

「Benevolent Infection」 200

Though the origins of the Silicon Life have long been forgotten among the survivors within the City, the old databases within the Net Sphere still hold their secrets. To think that Silicon Life were originally humans, one realizes just how much they have changed – now that they all appear to be cyborg monstrosities.

Still, one thing about the Silicon Life has not changed – they still seek to expand and take more humans into their fold. Their methods may be more vicious now, but their motive remains the same – they will assimilate all forms of life until Silicon Life bear control over the entire city.

Unfortunately, this includes you and your companions. Persistent bands of Silicon Life will harass you – even if you happen to be Silicon Life yourself. For many of these bands, communication is no longer a viable option, and you'll find that they are very inclined to experiment on your body. Perhaps this is their way of communicating.

Should you be a member of Silicon Life yourself, it'll be a conscious struggle to resist experimenting on any living being you come across. Be wary that should you succumb, very few will survive these experiments intact, not in body, nor in mind.

「Brave New World」 200

One moment you're walking through a decrepit passageway, the next you find yourself in a strange desert. One moment you're accessing a quasi-functional terminal, the next you're watching babies sleep in a nursery. As an AI attempts to explain to you while the scenery changes, your consciousness is somehow drifting in between the normal space and the Net Sphere.

It doesn't end for your entire time here, but over time you'll learn to transition flawlessly between the two "planes". Just realize one thing – the Net Sphere is a very temperamental locale with many different shifts and pitfalls of their own, and on top of that, there's no guarantee you'll end up in the same spot when you depart and return. Perhaps nearby, perhaps just a step away from a crevasse – so don't grow too complacent in your errant drifting.

「Friendly Fire」 300

People want to prove their friendliness to you by not shooting you – which is nice. Unfortunately, that doesn't save you from getting shot because you got in the way. Even more unfortunately, there's a trigger happy team of Safeguards all with gravitational beam emitters, and they're dead set on "slowing down" the Builders, by destroying as much of the City and the Mega-structure as they can.

Watch your step, because a graviton beam might just shear your leg off.

There may well still be people who will fire at you intentionally, but for the most part what you have to worry about is explosions and gunfire that appear from out of nowhere. It's almost like there's a shooting range following you.

「Blissful Rampancy」 300

We build, we build, and we build.

Nothing on our minds but building.

We kill, we kill, and we kill.

All for the sake of building.

No memories, no feelings, no sensations.

Just building, building and more building.

A Builder you were, and a Builder you will be.

You build, you build, and you build.

With each thing you build, a better Builder you will be.

Cling hard to your individuality, lest you lose what little of yourself remains.

And become a Builder completely.

If you are entirely reformatted...how will you make the choice to leave?

[SCENARIO]

Two different spatial [vortices](#), two different realms of [possibility](#) – neither of them are exclusive from the other, but you'll note that they aren't linked to one another as directly as you may have wished. If you aim to venture into both of these worlds...choose the order you proceed ahead in carefully.

SCENARIO I / BEYOND THE BOUNDS / +200 CP

[Scenario 1.0] – [We All Made Mistakes]

You're about to leave when a third man appears in the MSCF, and judging from the two men's groans beside you, you figure this can't be good. There's a moment of silence before this newcomer drops a stuffed manila folder down on the desk in front of you and the two men.

"The results from the spatial analysis, I was told to deliver it you two. How are you, Wak?" The tanned man shrugs with a hapless expression on his face. "Threnos. I would have hoped that you would have waited until our guest left to show up, but seeing as you're already here...I suppose you came with a specific reason in mind?"

"Threnos" nods as the old man draws your attention with a loud cough. Seems like he wants to explain something before this newcomer can, and "Threnos" doesn't seem inclined on explaining anything to you at all. "When we first arrived, there was a massive spatial anomaly that knocked out most of our systems – forced us here in fact. It was all we could do to ensure that the connection maintained coherence and you'd be ok. Threnos here was in charge of investigating, it was an anomaly we hadn't seen before."

At this point the old man falls silent, and Threnos takes that as his cue to open the manila folder. "We've pinpointed the anomaly to a gravity furnace – the furnace hit a point where it was over thirteen times the expected output...before it simply vanished."

You don't have to be a physicist to know that a gravity furnace does not simply vanish, but it isn't that which disturbs you, but what Threnos says next. "Tracing back, at the point where all emission signals from the furnace was lost – something took its place. Our initial theory was that the furnace transformed itself."

"We were wrong, as we sometimes are. We now believe that something exchanged places with the furnace, since the signature largely resembles a spatial rift of substantial size – not too dissimilar to the ones made upon our

standard entry into universes.” Standard entry – somehow that doesn’t sound like a good thing.

Threnos spreads out the contents of the folder across the table, and you can see plenty of photographs showing different parts of what you can only presume to be the City. “The problem lies in the consistent instability we’ve seen since then, something that prevents even our intervention. We want to investigate of course, and we’ve even prepared a recompilation package to fix this mess based on what data we have on hand...but that’s where you come in.”

The old man finds it necessary to pitch in at this point. “It’s only if you agree of course...and we won’t force you to agree. I’m sure if you just waltzed on through that door and ignored Threnos here, everything will go on as normal.”

The choice is yours. Do you consider the newcomer’s request, or do you refuse?

[Scenario 1.11 – [Elegiac Passage]

You accept, and Threnos seems all the happier for it – though the old man and Wak don’t seem to share the same sentiment. You get the feeling there’s something that they know which you don’t – but there’s no reason why they wouldn’t tell you considering they’ve helped you this far.

Threnody hands you a device that resembles a gauntlet. It certainly looks like it was put together in a hurry, but despite looking like a patchwork job; you can’t help but feel there’s a strange energy holding it together – like it won’t possibly break apart. Maybe you’re just seeing things.

Threnos attaches a second device to the gauntlet, and what seems to be a map pops up in a hologram display. “After the spatial rift event, there were massive concentrations of energy, almost like data packets, scattered all over the City. This device here will let you collect them, and when you’ve compiled enough, we should be able to repair the anomaly through the Compiler in your hand.”

“There’s no telling who you’ll meet on your journey I suppose, but stay safe. For your sake, I’ve arranged for a specific set of coordinates, so Wak...if you’ll be so kind?” He hands you the rest of the manila folder and before you can declare whether you’re ready or not, a vortex swallows you up.

If there was anything else Threnos knew – you didn’t have time to question him unfortunately. The vortex spits you out, but it also makes you realize you have a different problem at hand. Sure – there might be nothing attacking you, but the fact of the matter is – there isn’t much to tell you where you are either. Not much from the surroundings anyways...but there is that manila folder...

The pictures in the manila folder might look like they were hand drawn, but they're also your only guide. Thankfully, if the pictures are right, there should be a city not too far away. You can only presume by what's written on the picture that this is the Capitol.

For a place called the Capitol, it certainly seems a bit...under populated. Most of the people wandering about don't seem too interested in your appearance, but you will find your separated companions here. From what they've come to understand, and confirmed by the few residents here – this isn't actually the Capitol, but the distant outskirts.

The Capitol is still nearby, but as the locals will inform you, going directly into the Capitol likely will not bode well. Lately, the Bio-Electric Corporation has been keen on abducting people and experimenting on them for "research purposes", and if you wander in casually, you might find yourself targeted. The locals speak of "lower passageways", but no one seems inclined to tell you exactly where those are. Maybe you could do some odd jobs for them and work out the locations...or you can ignore their warnings and proceed directly into the Capitol.

The choice is yours.

Should you stick around, there are quite a number of odd jobs that the folks in the outskirts could use your help with. They shouldn't be too difficult, and you figure if everyone knows about the Capitol to some degree, at least one person should know where the entrance to these "lower passageways" lies. Maybe if you get on their good side, they'll see some reason to help you in return.

Task: Skivve Extermination

Requester: A "runner" on the outskirts, who pilots shuttles to and from the Capitol to nearby settlements, who has been continually harassed by a humanoid tribe that he calls the Skivve, requests your help in exterminating a nest of theirs.

Task Overview: The Skivve resemble humans, but they do not seem keen on communicating with any of the folks who live near the Capitol. Instead, according to your requester, they routinely assault supply runs to and from the Capitol, including your requester's shipments. Appropriately, your Requester has asked that you kill every single Skivve you see in addition to their nest.

Be wary, that while the Skivve won't attack you unless you attack them, you'll find that they seem dead set on attacking your client. Does he have something that belongs to them? If you finish off the Skivve, you don't really need to consider it – but if you choose to investigate...you'll come to realize that your client is a slaver, and is trafficking Skivve bodies. You'll have to decide how this ends...

Compensation: 256 MB, 'recompilation data'. Your gauntlet seems to store this. Compensation delivered when the nest is confirmed to be destroyed – or off the requester's body.

Task: Hostile Life Form Investigation

Requester: An owner of a restaurant who has lost her children to “dangerous monsters” outside the boundaries of the outskirts. She wants them dead in return – and apparently knows the location of their breeding site.

Task Overview: A very straightforward task, though the woman will be rather sceptical of you or outright violent if you're anything other than a normal human – or at least you should appear like one. There are hive sites for the Silicon Life nearby that the woman wants destroyed, and she warns you that while the hive itself might be relatively safe, there are plenty of Silicon Life lurking about the hive, ready to fend off and butcher any intruders.

Should you undertake this task, as the woman implied, the trip to the hive and infiltrating it is rather straight-forward. However, if you even trigger a single alarm, expect to be swarmed by Silicon Life. Moreover – the alarm will trigger if even a single hive cluster is destroyed.

A straight forward task, a straight forward reward that the woman is all too happy to give, but the Silicon Life won't take too kindly to your actions...

Compensation: 256 MB, 'recompilation data', available on confirmation of the dead life forms.

Task: Worm Extermination

Requester: An elevator technician who arrived from the floors down below, this woman has found her path home blocked by massive worms which seem to have infested the passageways. She wants a path home and naturally...extermination of the obstacle is the preferred way to go.

Task Overview: You didn't think you'd find a person from another floor here – but the technician in front of you confirms that travellers do exist. She was on her way down when she realized that a cluster of worms have built a nest along the elevator rails that she used to get up here. Unless you destroy the worms, she won't have a way home.

The worms won't go down to anything except extreme amounts of firepower, so you should leave well prepared. Once the rails down look to be sufficiently cleaned

out of worms, the technician will compensate you for your work – but she also warns you that you aren't the only ones headed up, and it may be a very long way until you reach another bastion of civilization.

Compensation: 256 MB, 'recompilation data', available once the path down is sufficiently clear.

It doesn't take a lot to get the information out of them after all – seems like good help is in short supply, and winning the trust of the locals doesn't take much besides some honest effort. The "lower passageways" are thankfully devoid of any nasty creepy crawlies...but judging from all the corpses, this must be a dumping ground for test subjects that didn't quite make it. You can tell from the copious needle wounds – though it makes you wonder...Why aren't the corpses decaying?

It might not be wise to stay and figure that out, so you should probably get a move on. Surely there'll be bigger dangers awaiting you inside the Capitol if the locals in the outskirts are that wary.

[Scenario 1.2] – [Waltz to Destruction]

The files in the folder indicate that the Capitol is likely to be the largest concentration of humans still alive in the entirety of the City. But given that the files also indicate that the city is at least 32 astronomical units in radius...somehow you have to doubt the veracity of the first statement.

Upon entering the Capitol, your gauntlet will light up, and it becomes apparent that the closer you come to any spatial anomaly, the brighter your gauntlet will get. Well, at least that makes it a handy beacon.

Threnos had said that the gauntlet could collect data – but you didn't realize that it would collect data from spatial rifts as well. But the moment you draw near to the first rift in the middle of a massive skyscraper, the gauntlet reacts and before you know it, the rift has resolved itself. A display reads **[+256MB]** on your gauntlet – you can only presume this was what Threnos meant. If you had done any tasks previously, a running inventory tally now shows up.

Judging from the dim light of the gauntlet, there are probably still some more rifts nearby...or perhaps just loose data packets to pick up, but be wary of the Bio-Electric Corporation goons prowling about. While nobody seemed to react when you used the gauntlet, the goons are apparently hunting for "outsiders" after a man in black armour destroyed their dockyard. It certainly doesn't bode well for you – look for the other rifts, but make sure you keep a low profile.

Thankfully, there's a directory to the Capitol nearby...good to get your bearings with. If you entered the Capitol directly you'll start on level 500. Should you have entered the Capitol from underground, you'll start off at level 100.

[Your gauntlet flashes – it seems to detect more potential instabilities nearby – Whether you choose to pursue the following is optional.]

The Uninvited One

Requester: A strange program that infiltrates your networks and your mind when you enter the area, it claims to be the governing authority, part of the old ruling establishment before they were driven into hiding by the Builders going rampant and the loss of the netsphere.

Task Overview: The Governing Authority has a very simple task for you – it wants to make you a provisional agent, and that in turn means you'll act as their proxy here in the base reality. See, without a proxy, the Governing Authority essentially cannot exercise any authority at all, so you could easily reject their offer at no risk to your persons and turn away.

Should you accept their request however, their task for you is straightforward. The local authority within the Capitol needs to be removed, as they have overstepped their bounds too many times. In order to do this, you'll need to destroy the president of the Bio-Electric Corporation, or at least assist someone else in doing so. The Governing Authority will help you out by pinpointing individuals who might be of help to you.

That being said, this is an ongoing task – and you'll realize that there are quite a number of obstacles in the way if you're going to undertake this. The Corporation has the advantage of numbers, and they're also well-guarded behind a fortified skyscraper that happens to contain the elevator up to the next floor. This may be the easiest way up to the next floor of the Megastructure...

Compensation: 256 MB, 'recompilation data', available once the President is confirmed to be killed. Provisional contract with the governing authority.

The Little Girl

Requester: A cheerful little girl, she'll run up to you as you travel through the Capitol. Do you want to help her find her teddy bear?

Task Overview: As simple as it sounds, it seems that the little girl doesn't exactly know where she misplaced her teddy bear, and as she starts backtracking through her steps, she expects you to follow along with her and keep a look out for the teddy bear.

There's...something very off about this, even disregarding the fact that she seems to be the only child in sight. For one thing she seems to be backtracking through entire floors – finding elevators in back alleys and hidden panels that you never would have even expected in the first place. She won't stop for rest even if you insist on it, so if you lose her, good luck trying to find her again inside this massive Capitol. All it takes is a single elevator to send her twenty, thirty floors away from you. Hopefully you haven't gotten on the wrong side of the Corporation, because you're going to be passing by a lot of guards.

If you do manage to endure through the entire trip, you'll find the teddy bear sitting on what looks to be a scrap metal throne. The girl, overjoyed, will give you your reward before she disappears with the bear into the sea of people outside.

Compensation: 256 MB, 'recompilation data', available once the teddy bear is returned.

A Dangerous Looking Fellow

Requester: A man you'll encounter if you decided to enter the Capitol directly, as he starts quite a commotion in the docks – by blowing most of it up. He'll lock eyes with you before approaching – thankfully with his gun lowered. It seems he wants to ask you for something.

Task Overview: No introductions, no greetings save for a single question. "Are you with these people?" Given what he's just done to them, you should probably answer him honestly – you don't even know who the folks working at the docks were. It's apparently enough to satisfy him, because he doesn't try to shoot you.

He'll let you go your own way after that, but you'll quickly realize that by being seen with him, the Corporation has already marked you as an accomplice – and unfortunately, that means they'll be sending guards and soldiers to hunt you down as well. Thankfully, you'll run into your unwitting "benefactor" a couple more times – if you choose to, you can propose an alliance with him.

He doesn't really care as long as you'll be able to open a path to the president's floor for him, he just needs to get inside and blow the rest of the facility up. While it certainly doesn't sound like the most moral path to take – they are trying to kill you and your new ally...

The choice is yours.

Compensation: 256 MB, 'recompilation data', available once you've opened the path into the president's floor. A temporary alliance with the stranger.

The Corpse

Requester: A faint voice calls out in the underground, so you have chosen to enter the Capitol from that direction. Upon investigation, you'll find that the voice belongs to a bisected corpse pinned up against the wall. Well...are you going to help her?

Task Overview: Helping her off the wall is probably the best course of action to begin with if you're going to help her, but be wary that she's been safe up on that wall for a reason. Creatures lurk in the underground that have only been waiting for someone to unhook their food from the wall – and they'll assault you the moment they sense their prey has moved.

The corpse asserts that if you can help her get into the Bio-Electric Corporation laboratories, she can regain a body, and she'll make it worth your while as well. For one thing, she still has an access card that will allow you to get inside the laboratory – all you actually need to do is carry her body all the way up to the laboratory floor.

You should realize very quickly that this researcher, who calls herself Cibo, was not killed without reason. The Corporation seems keen on ensuring that Cibo remains dead, and the moment you infiltrate into the laboratory with her in tow they'll send guards after you. If you're to give Cibo a body back, you're going to need to cleave a path open first, and then hold off the waves of guards that will try to take both of you down.

Thankfully, as soon as Cibo does install herself into her new body, she can easily reprogram the internal security systems against the guards...halting their assault for now. Cibo will thank you for your help, and wonders if you'd be interested in helping her get up to the Megastructure above...

Be wary, the Corporation will continue to harass you as long as you stay in the Capitol unless you destroy them entirely.

Compensation: 256 MB, 'recompilation data', available upon successfully rescuing Cibo from the Corporation forces. A temporary alliance with the scientist.

You can't stay in the Capitol forever. Linger for too long, and you might find yourself caught up in the outsider's struggle against the Bio-Electric Corporation.

Whatever struggles the native denizens have, it isn't a necessary part of your mission – but as the locals indicate, the only way you can progress is to go up...and the Mega-structure lies as a wall to block your progress.

To keep on moving, you're going to need a means of flight as well as some method to punch a hole through the Mega-structure. Perhaps if you had looked around

the Capitol, you would have found somebody with the means for both, but perhaps if you have the capacity yourself, you don't need to go around scouting for help.

There's still the matter of getting high enough to breach the Mega-structure however. The Mega-structure acts like a massive ceiling, and the closest you'll get to that ceiling is through communication towers that pierce the sky above you. Hopefully you like stairs, because it'll be tiring to fly all the way up...and it's a long fall down.

But that's ignoring the actual threat of the Mega-structure – namely, the Safeguard which will respond when you come within a certain range. If you agreed to a provisional contract with the Governing Agency or had ties to them, they can hinder the Safeguard a little and reduce the amount of drones which are sent to harass you. If you are Safeguard yourself, they might hesitate to even attack you, but the closer you approach the more that inhibition will reduce. But otherwise, you should expect to fight your way up the tower.

From the hearsay back in the Capitol, a direct shot from a gravitational beam weapon could penetrate the Mega-structure – but unfortunately for a long time there was no one with such a weapon. However, if you could bring an equivalent amount of force to bear and concentrate it in a single point...you might be able to break through.

Just be sure to rush through the breach quickly – and don't leave your companions behind if you have any. Considering the first thing you see upon breaching the Mega-structure is a pile of dead humans...well, you probably don't want to linger around, better put as much distance as you can between yourself and the Mega-structure.

[Scenario 1.3] – [Road to Perdition]

The gauntlet is leading the way as usual, but considering that it has been consistently pointing upwards, really you've just been looking for the nearest staircase upwards. Unlike the Capitol, this upper floor seems to be devoid of life, but now you find yourself routinely attacked by either Silicon Life or Safeguards or even both.

It seems apt to describe this upper level as a battlefield, and it won't be long before you find some sentient humans embroiled in battle, though they're understandably apprehensive of you and your companions. If you help them survive however, they'll warm up to you quickly, and offer to bring you to a place of shelter. Given that the only rifts you've found so far were close to inhabited zones, it might not be a bad idea to go along with them.

These humans are called Electrofishers – a band of nomads that have survived up until now with sheer skill and a strange set of spear guns that can penetrate the defences of Silicon Life and Safeguard alike. Judging from the gauntlet's reaction as you enter their makeshift village, it seems that the anomaly isn't actually in the village but rather in the large cylindrical structure nearby.

The script written on the structure indicates that this is a TOHA Heavy Industries facility. Heavy Industries...perhaps the equipment here was what caused the anomaly in the first place. Unfortunately, the locals have no clue what a gravity furnace is, so they won't be of much help. They do inform you however, that some strangers have visited them recently – and these strangers would probably be more knowledgeable on such matters.

Guess it's time to make some new friends...

The Man in Black

Requester: You might have met him down in the Capitol, but if not, this gun happy stranger seems somewhat keen on getting your help to get into the TOHA Heavy Industries complex. He finally introduces himself after a long awkward pause as "Killy".

Task Overview: The task might seem simple and definitely aligns with your own, but a good look at the facility will tell you that there is no obvious entry point. Even if you were to take the man's gun and fire blindly at it, there's no guarantee that you'll be able to break upon a way in.

The man warns you not to do it anyways – firing off his weapon now is likely to attract the attention of the Safeguard and Silicon Life – two parties that you might not want to attract the attention of right away. Your partner doesn't have any ideas about how to get inside, but he's pretty sure there should be some sort of access door to get in from. Thankfully, in the event that the Safeguard or the Silicon Life do attack you, Killy has so much firepower that he can wipe out any opposition.

If you're to find a way inside, you're going to need to make contact with the Electrofishers. Some of the Electrofisher tribes might know of such a door. Just be wary that not all of the Electrofishers look kindly on folks who aren't human. Killy can definitely pass as a human...but you might not fare so well.

In the event that you do happen to find such a door – be wary that it won't just open. TOHA Heavy Industries has remained relatively safe from invasion due to its multiple defence layers, and even if you decide to blow the door open, it'll seal itself close again. Maybe if you can hack the door, you'll be open to keep it open for long enough...

Killy will update something on your gauntlet once you're through. It seems that he's adapted your program to scan for Silicon Life...and they're here inside the Industry main structure. Better tread carefully.

Compensation: 256 MB, 'recompilation data', available once the path into TOHA Heavy Industries is open.

The Scientist

Requester: A scientist that you might have come across in the Capitol, you might not recognize her new body if you had seen her and ignored her previously. Cibo, as she introduces herself, is very keen on getting inside TOHA Heavy Industries' databases, and would like your help to do so.

Task Overview: Finding a way into the industries complex is going to be a major issue, but you knew that was always going to be the case. Cibo however, can help out with the infiltration a bit as she's rather proficient in hacking. The major problem doesn't make itself apparent until you and Cibo enter the facility – when the facility's internal defences make themselves apparent.

Every time Cibo gets near a terminal, you should expect to be assaulted as the facility musters defences, and wave after wave of machines will come to assault you. Unfortunately, this leads to a new development. The Silicon Life will notice the systems being brought into play – and very quickly, they'll join in the hunt as well. You'll quickly realize as Cibo gets down to her work, that not every terminal has what she's looking for – but each terminal will bring in more attention.

Watch out for dark corners and ventilation shafts...the system is much more aware of the surroundings than you, and it'll use that against you as much as possible.

Compensation: 256 MB, 'recompilation data', available once Cibo successfully downloads the data she was interested in.

A Familiar Little Girl

Requester: If you met her before in the Capitol, you might be wondering how she managed to find her way up here – but the little girl isn't here to answer your questions. Instead, she needs you to help her for once again she has lost her teddy bear.

Task Overview: If you helped her the last time in the Capitol, you should be somewhat thankful to know that nothing has exactly changed as far as the overall objective goes. Unfortunately, she seems to be very convinced that her teddy bear is lost inside the TOHA Heavy Industries facility. When she can't explain how

or why it could have ended up in there, you should know you're in for some trouble. To make matters worse, she doesn't have a way to enter the facility – she just knows that it has to be in there.

Find a way into the facility, and just like last time, the little girl will lead you around the facility as she “traces” the route that her teddy bear took. How she knows this route, and why she continually ignores the Silicon Life attacking you are both utter mysteries, but she only has one thing on her mind – finding Mr. Leifnovich. This naturally means that not only do you have to fend off the Silicon Life that will attack you relentlessly; you'll also have to make sure that the little girl doesn't end up taking pathways that are dangerous.

The TOHA Heavy Industries facility is old and there are plenty of segments where people should no longer be venturing into. You should watch out whenever the little girl decides to try and squeeze through a narrow passageway. Thankfully if you ask her nicely, she'll try to find a different path.

If you do manage to ensure that the little girl and Mr. Leifnovich are reunited, she'll give you a good luck charm that she found along the way. If you happen to be technologically savvy, you'll recognize this item is a USB drive – though there doesn't seem to be any data inside it. In the time it would take for you to look and analyze this, the little girl and Mr. Leifnovich will already be gone.

...She can't be a ghost, can she?

Compensation: 256 MB, 'recompilation data', available once you've attained the little girl's good luck charm, and both the little girl and teddy bear have disappeared.

A Mysterious Woman

Requester: A young woman who seems to be a long time survivor in these upper sectors, she claims to be investigating into both the presence of the Electrofishers as well as the Silicon Life that are hunting them. Claiming to bear information regarding all of the spatial anomalies and the gravity furnace that disappeared, if you're willing to do a bit of investigative work for her, she'll consider an information trade.

Task Overview: Thankfully, the woman isn't asking you to kill anything. Rather, she wants to know how the Electrofishers have survived this long, and if their survival is linked to technology, she wants you to acquire a copy of said technology so she can study it. The more copies, the better of course – the woman is confident that the Electrofishers should be able to hold their own.

And if they can't, well...that's too bad, but up here, it's every woman for herself and she expects that the Electrofishers understand that as well. It seems like a relatively simple that anyways...just be wary of one thing – do not, under any circumstance, let the gun happy man or the female scientist who you may have met already come across this woman. Should they cross paths, a “fight” won't be adequate to describe what will ensue. There won't be many Electrofisher left after they're done, and you'll be lucky if you and your companions can get out alive yourselves.

Otherwise, getting a hold of the Electrofishers' key to survival is actually rather easy. The weapons that they use appear to be capable of killing both Safeguard and Silicon Life alike – and they don't mind if you can study and reproduce it, though they don't have the technology to do so. It's because of that fact that they will mind – extremely – if you try to take one with you.

There are ways around this, you can steal one, or perhaps barter with the Electrofisher for other supplies they may need like food or armour. But do realize that every single one you take might make the woman a bit happier, but it'll also reduce the odds that the Electrofisher folk will survive. The choice is yours.

Provided that everything went well, the woman will study whatever you provide to her with great interest. It's only as she delivers your “payment” that she actually gives you a name. “Sanakan” – well, that's certainly an odd name...but she doesn't care much for your opinion on it as she goes off to study the Electrofisher tools...

Compensation: 256 MB, 'recompilation data', available upon delivery of the requested information and equipment.

Even without all of the potential help available, getting inside TOHA Heavy Industries isn't actually that hard after all, but your presence hasn't gone unnoticed. Immediately after you enter, the governing AI appears with an armoured knight in tow. She introduces herself as Mensab, and warns you that you are not welcome here. In fact, with the critical destabilization of the gravity furnaces, she advises that you should leave as soon as you can.

You should have realized it upon entering the complex, but within TOHA Heavy Industries, the Safeguard have no jurisdiction or capability. It would seem that all Safeguard personnel and weapons are rendered powerless, including yours. Still, as dangerous as that could potentially be, you still have to figure out the next step.

Maybe if you could get onto Mensab's good side...she'll help you with your investigation. The problem is, Mensab has very strong prejudices – and if you

happen to be anything but a human it's likely that Mensab won't give you the time of day unless you draw her attention in a very big way. If you've helped some other people get in, they might have a better chance of getting Mensab's attention.

Hitching along with them might be a good idea.

At the moment, her key issue lies with the Silicon Life agents that continue to harass both her and her guardian knight. As they continue to make attempts on her life, another troubling matter comes to light: each attack is slowly driving Mensab further into madness.

Considering she already blind teleported several facilities' worth of people into the void for their "protection", it would be well to your advantage to quickly resolve whatever problems Mensab might have with the Silicon Life. You still need her somewhat sane if you're to get any information out of her.

After you take care of her more pressing concerns, you'll find that she's much more receptive to your circumstances. It might take her a little while to stabilize, but as Mensab confirms, one of the key gravity furnaces inside TOHA Heavy Industries was tripped into an overload reaction when the Silicon Life attacked. It had taken the Ais of several Cave conclaves to stabilize the reaction – but in the end a furnace was still lost. This is what likely caused the initial anomaly.

Mensab will inform you that based on what information she has of the outside world, resolving all of those anomalies will need a facility of greater processing capacity – somewhere even further away. Resolving this rift will only be a stopgap measure.

This rift is still a problem however, and while Mensab is more than willing to take you to it – she warns you that the Central AI has been fighting to initiate a mass evacuation of the Heavy Industries facility, regardless of whether the rift persists or not. Mensab is well aware that should the Central AI initiate the facility's mass teleportation device – the chain reaction will destroy the facility in the process. It's taken her a substantial amount of processing power to restrain the Central AI so far. No wonder she was going insane.

If you're going to resolve the rift, you should do it quickly and get out while you can. As Mensab teleports you into the chamber where the rift lies, you see a different problem. The Silicon Life have set up a nest all around the rift, and evidently the rift has warped them somewhat – as they'll attack you on sight regardless of what you are, without hesitation.

The rift lies at the very center of the chamber, but you only need to get close enough to activate the gauntlet. Should be easy enough to clear a path, get in, resolve the rift, and get out right? You better hope so, because Mensab warns you that in warping you into the chamber, she gave the Central AI enough time to

start up the teleport sequence. She's attempting to delay the process, but she won't be able to hold the AI back for long.

Make every second count.

The rift has physically weakened the Silicon Life, but it's also made them even more aggressive than before. Fight one, and soon you'll have the entire pack on you. Race to the rift and make sure that you have enough time to seal it off...even as the Silicon Life monsters continue to harass you. Maybe your travelling companions can help hold them off while you get things done?

Thankfully Mensab will be keeping tabs on you and your companions, and the moment the rift is resolved Mensab reappears with the Knight beside her. The space around you warps a little; you'll find yourself back outside the core reactor chamber with your companions nearby, but still not outside the TOHA Heavy Industries facility.

Mensab rushes to explain the situation: she's about to seal herself, her knight and other survivors inside a temporal rift for their own safety. It's a one way trip, and once they're inside they won't ever be coming out. If you are to follow through with your quest, you won't be able to come along...but Mensab will expend what energy she can afford to send you to a place of safety. The last bit of advice she gives you is cryptic – and unfortunately, you have no clue what she means, and no more time to ask her as she teleports you and your party away.

“Head to Jupiter.”

You don't even have time to notice your gauntlet update again: **[+256MB]**.

A familiar feeling as space distorts around you, an unfamiliar landscape as you materialize back into the world. You can only hope as you regain your bearings, that Mensab's “Jupiter” is something visually apparent. Judging by the device on the platform you and your companions are standing on, it's an ascending elevator of some sort. With no other path except to go further up, it seems like your path has already been chosen for you.

Well, it should be time to resume the journey once more...

[Scenario 1.4] – [You're Not Here]

Well, this isn't good. You might have gotten out of TOHA Heavy Industries with no serious setback, but now you're left with no clue as to where to go next besides Mensab's cryptic comment: “Head to Jupiter”. Jupiter...Jupiter...how are you going to figure out where Jupiter even is? The first elevator dropped you off

deeper into the City after an unimaginably long and boring trip. At least it was automated.

Ascending through the City has gotten tougher – you’ve found elevators in place of stairs, but there has been more than one elevator you’ve found where the exit was nothing more than a dead end. There’s nothing you can discern from the outside surroundings. Every now and then you’ll come across ruins, but even the gauntlet has not lit up for god knows how long.

Time...time no longer matters when it comes to this. It must have been years since you started your journey – but within the City, there’s nothing to accurately tell time by. Clocks, technological or biological, external or internal, all seem to be rather inaccurate. No technology or ability seems to function, and you’ve long since given up trying to determine just how long this journey has taken.

But after what seems like a chain of eternities, you’ve come across something interesting.

This next elevator that you’ve stumbled upon is peculiar. The Mega-structure lies above you, and it would seem that the elevator is directly connected to the inside of the Mega-structure. Looks like you won’t have to fight your way through the Mega-structure this time. Finally there is a clear sign that you’re making progress...or so you hope.

The elevator – just like all the rest – takes quite a long time to reach its destination, long enough that you could even consider going into a long sleep. A long nap might help kill the tedium of the ride, before you die of boredom yourself. When the elevator does stop at the very top, much to your dismay, it isn’t Jupiter that you find yourself in, but rather another part of the City.

The Gauntlet has started to glow softly however...and perhaps now is a good time to start trying to look for other survivors... Who knows, they might even know where Jupiter lies... You had to have gone far enough by now right?

He Who Fights Further, the Provisional Safeguard Agent

[Should you aid the Safeguard Agent, be wary that the Silicon Life Agent will attack you on sight]

Requester: Dhomochevsky and Iko are “Special Safeguards”, having been deployed into the region in order to secure the floor from Silicon Life attacks. Unfortunately, since their arrival, their reinforcement lines have been cut off and now they face a losing battle. With the area largely under Silicon Life surveillance, they need you to help them turn the tide by recovering some of the Control Tower facilities nearby.

Task Overview: Should you agree to help him, Iko can provide you with the locations of the five control tower facilities. All you need to do is completely destroy the Silicon Life presence around these facilities, before reprogramming the Control Towers. Should you not have the capacity to do so, destroying them is available only as a last resort.

Be wary that the Silicon Life soldiers in charge of defending the Control Towers are not your run of the mill minions. Hooked up to Davine's neural network, every single soldier will update their strategies upon an initial encounter with you. As you move from Tower to Tower, the Silicon Life will tailor their strategies to fight you and your companions, and you'll find that they'll steadily increase in terms of strength and speed.

If you can't seize all five Towers quickly...expect the tide of the battle to quickly turn against you. Don't expect any help from the Special Safeguard – they have their own problems to deal with.

Compensation: 512 MB, 'recompilation data', available once all the Control Towers have been seized from the Silicon Life.

She Who Pines Silently, the Silicon Life Agent

[Should you aid the Silicon Life Agent, be wary that the Safeguard Agent will attack you on sight]

Requester: A high ranking member of the Silicon Life that currently control of this floor, oddly enough she's not looking for a fight. She's looking for a peaceful resolution to the conflict between the Safeguard and the Silicon Life, or at least one that won't result in a substantial amount of casualties. To this end, she wants you to convince the intruders and the Safeguard to back down. Naturally, this won't be an easy task...

Task Overview: Thankfully, by intruders the Silicon Life agent is referring to the Special Safeguard team that has been deployed first and foremost, so even if you can't find the other intruders, you can simply focus on removing the Special Safeguard team comprised of two members: Mr. Dhomochevsky and his AI companion, Iko. You might wonder why the Silicon Life Agent knows their names, but she declines to answer any of those questions and prefers that you get to work as soon as possible.

Thankfully, the Silicon Life have taken control of a substantial portion of this floor already, and you'll be able to roam about freely without any interference from them. Every now and then, the Agent will feed you information on their last known

whereabouts – it seems that Dhomochevsky and Iko have been fighting this war in guerrilla fashion for quite some time now.

Convincing him or anybody else that isn't Silicon Life to back down is going to be extraordinarily difficult. You'll have better luck knocking them out and tossing them out of the floor, and even then Safeguards don't go down easy like humans might. How you choose to vacate the intruders is up to you, but the Agent makes it clear that you won't get any compensation until she confirms that they've been removed. Frankly, it'll probably be easier if you focus exclusively on the Special Safeguard and ignore everyone else.

It's **just** Dhomochevsky and Iko riding in one body, right?

Compensation: 512 MB, 'recompilation data', available once the Special Safeguard has been effectively removed from the area.

A Familiar Gun, A Familiar Face, A Familiar Destructive Impulse

[Only appears if you've developed some sort of working relationship with Killy on previous floors]

Requester: Given how many times you've met him now, it seems that Killy and you may well be on a similar journey. He seems to have warmed up to you, if it can even be called that – it's enough for him to tell you that he's travelling towards the far extremities of the City to deploy a package to stop the Builders. He's not certain where "Jupiter" is, but he figures both of you will pass by if you keep moving forward. Unfortunately, that's going to mean fighting your way through this section of the City, as the war between the Silicon Life and the Safeguard is currently obstructing any through traffic.

Task Overview: The good thing about meeting up with Killy is that he won't shoot you in the face, which is something the Silicon Life he's encountered along the way can't say. In fact if you happen to be Silicon Life you might be one of the only ones he has yet to shoot in the face.

The bad thing about meeting up with Killy is that unfortunately he's managed to lose the package he was supposed to deliver, and if you want anything out of him, well you should help him out right? It's rather unfortunate – but Cibo happens to be carrying the package, and Killy has lost track of Cibo since everyone ended up getting separated at TOHA Heavy Industries. So the first thing you'll want to do is track down Cibo.

Thing is, Killy warns you that you aren't the only ones chasing after Cibo. The Silicon Life are aware of her presence and want her as she is one of the few humans left capable of bridging into the Net Sphere. The Special Safeguard

currently are keeping watch over her, and are inclined to eliminate her if safeguarding the access codes proves impossible. Killy needs her in order to retrieve the Net Terminal Genes...and then Killy suspects the Governing Authority will intervene as well.

If you're going to join in the hunt, you should move quickly, and probably start by tracking down the Special Safeguard Agents who currently have custody of Cibo. The problem isn't so much finding her as it is convincing the Agents that they need to hand Cibo over to you. If verbal persuasion isn't getting you anywhere...then maybe you'll need to take a more physical approach.

Once you do get a hold of Cibo...well, protecting her and getting away from this floor should be your priority. You can expect at least one side to harass you as this happens...and then again...even Cibo might have different plans. As long as you secure Cibo and work to identify a path up, Killy will try to help you out with what he knows.

Funny, who knew that Killy was a Safeguard too?

Compensation: 512 MB, 'recompilation data', available once you've confirmed a proper path onwards to the next sector, and secured Cibo.

"Sanakan"

[Only appears if you had helped the woman earlier near TOHA Heavy Industries]

Requester: You might recognize this woman, who now reveals herself to be a Safeguard operative – or former Safeguard operative. Sanakan has obtained a provisional contract with the Governing Authority, just like you might have yourself, so to some extent you're on the same side. Her objective is to protect Cibo...which should be simple enough, except the scientist has gone missing in the battlefield between the Special Safeguard and the Silicon Life. Naturally, your task, should you accept it, is to track her down and rescue her.

Task Overview: Hopefully you didn't have any hard feelings from when Sanakan ditched you down in TOHA Heavy Industries, because she's not about to apologize over anything. Her first priority is to secure Cibo before the scientist can go and get herself killed, or worse, touch some program she wasn't meant to touch. Unfortunately the special nature of this floor means that there are plenty of programs like that.

Locating the scientist is going to be difficult, given that the Silicon Life have largely seized control of all communications on this floor and are actively jamming further communications, which includes scans. From what Sanakan can

gather, the last time Cibo was captured by scans, she was present with a Special Safeguard team.

Unfortunately, the fact that Sanakan knows this simply means that the Silicon Life is fully aware of this as well. Sanakan is willing to reveal why Cibo is so important – the woman bears a sample of the Net Terminal Gene necessary for stabilization of the City and Megastructure. Granted, it won't solve the temporal anomaly problems, but it will put a halt to the crazed building that the Builders have been proceeding ahead with.

Your objective is clear: hunt Cibo down and protect her at all costs until Sanakan is reunited with her. To cover as much ground as possible, Sanakan will be splitting up with you, and advises that you do the same with your companions as well – not that you have to heed her, but she might have a point.

Compensation: 512 MB, 'recompilation data', available once Cibo is secured and potential threats are eliminated.

Mr. Leifnovich Speaks

[Only appears if you've encountered the little girl previously]

Requester: A gruff voice will stop you as you enter into the floor – it doesn't come from any human – but rather from a very familiar teddy bear. It certainly doesn't seem to be a dream, but the little girl's teddy bear is talking and walking on its own accord. When the teddy bear asks for your help...well, you can expect that it's about the little girl.

Task Overview: It's a little disconcerting that the teddy bear is speaking to you. It's a bit more disconcerting that the little girl has gone missing, likely somewhere on the same floor you're on. It's even more disconcerting that the teddy bear doesn't seem too worried about her, instead more concerned about "data fragments" that he happens to have lost.

The only explanation he offers is that what you've seen of the Little Girl thus far have been "data ghosts" – fragments of information leftover from when a program "went astray". This was not the explanation that you were looking for, and even if it does not seem like the teddy bear is lying...well it's not exactly what you wanted to hear either. If anything – what does it mean now that he's "lost" data fragments?

The teddy bear doesn't seem to want to explain that. Instead he asks that you follow him as he treks through the battlefield, and cover him from any potential attacks. If you're considering asking him to wait, he'll likely trek off on his own –

so it would seem that at the very least, this is a matter that needs to be solved urgently.

An escort mission is an escort mission – even if your escortee happens to be a teddy bear that most Silicon Life and Safeguard do not even seem to notice. If anything, you might realize that your presence actually draws more attention than the teddy bear does – but he insists that you're necessary.

The teddy bear will pretty much lead you in a full circle around the floor, occasionally stopping to "pick up" fragments that you can't seem to see with your naked eye. If you have any capacity to perceive digital networks, you'll realize that he seems to be stuffing packets of script back into himself. Does that mean...the Little Girl was a projection of him? Or...

Better not think too much about it, it'll only give you a headache.

You'll know when he's finished – he'll have led you all the way back to where you met him. Oddly enough, he actually has compensation for you. A fragment of the recompilation data...and a strange crystal chip as well – it seems like it would fit well inside a pendant...well, you probably don't have one on hand right now anyways. If you inspect it, you'll realize that it was fabricated in TOHA Heavy Industries...weird. Did the teddy bear pick it up from back when you were down in the Heavy Industries floor?

You'd ask him, but the teddy bear has collapsed to the ground and reverted to an ordinary teddy bear. You'll get nothing more out of him and all the "data" inside of him is no longer there.

Just what's going on here...?

Compensation: 512 MB, 'recompilation data', available once the data fragments of the Little Girl have been secured. A TOHA Heavy Industries artificial intelligence memory chip, for which you really don't have much use, and a teddy bear, which...well, it's a toy

To your dismay, Killy and the other survivors are very much convinced that both the Silicon Life and the Safeguard on this floor need to be stopped. The Governing Agency has confirmed that the Safeguard are attempting to breach the Net Sphere, and should they succeed you'll have a bigger problem on your hands than your investigation. Even if you help them with their requests, they won't give up any information willingly unless you take part in the upcoming fight.

...It should be quicker to resolve this problem and get any information they might have than to press forward on your own, so you might as well give it a try.

Judging from the decrepit state of the City sector here, it's not likely it'll withstand another battle, but this is unfortunately one that must be fought, whether it is by you or not. The Silicon Life will toss everything they have to stop you, while protecting their head as he attempts to breach the Net Sphere.

Tarry for too long, and the Safeguard will make themselves apparent as well, now acting to exterminate all intruders present, including you. Negotiation and common reason are not registered terms in the Safeguard dictionary apparently. Ironically, in actively hampering you, it's very likely that the Safeguard will only succeed at helping Davine Lu Linvega reach his goals.

Now probably isn't a good time to realize that Sanakan is a Safeguard.

The Safeguard will be entering the battle relatively late but that's ok – because they have a trump card up their sleeves. A special operations team has been deployed to recapture the Conversion Tower, and the moment they succeed, the Safeguard will fire off a massive wave of energy to destroy the Silicon Life. Don't get caught up in the blast if you can help it. If you can at least destroy the Silicon Life before the Safeguard can recapture the tower, you'll still have time to escape further towards the top.

At least, that was what you hoped. Davine Lu Linvega seems to have other plans, but even before the Silicon Life can put those plans in motion, Cibo has a trick up her sleeve – one that changes the tide of the battle significantly. Letting the scientist get too close to the battlefield was probably a mistake, and after a period of time, she'll have downloaded the data...of a Level 9 Safeguard. If you helped any of the survivors previously, this only happens to go faster.

Why does everyone seem to have plans of their own?

The good news, the Safeguard will pull back upon seeing a Level 9 get deployed. The bad news, Cibo will lose control of her form entirely, and blast everything aside with a massive energy wave. The good news, there's no need to worry about Davine infiltrating the Net Sphere anymore. The bad news, you and your companions will all be knocked out and blasted away.

It'll be a little while before you awaken again...

Well, the battle's conclusion was not what you had intended to say the least. Cibo and Sanakan have disappeared, Killy's whereabouts are unknown, and you're left hobbling along with your remaining companions to an elevator that looks to be the only way out of this City sector. Though whether you take it or not...

Well, to be honest, you don't have much of a choice – it's not like you're going to go diving into that smouldering wreck again. Judging from the looks of the elevator...it's going to be another long ride.

The elevator stops in a massive chamber, and judging by the glow of the gauntlet, you can only hope that you've finally reached Jupiter. "Massive" doesn't actually begin to describe the chamber – the darkness all around you makes you feel as though you're in space. The only source of illumination comes from floor panel lights dimly illuminating the ground. These lights stretch out to the horizon, indicating the room is far, far larger than you could imagine.

Yup, this room should definitely be large enough to hold Jupiter, though you can't see it anywhere. Hopefully "Head to Jupiter" wasn't literal.

Once you've taken in your surroundings, there'll be something else that draws your attention. It certainly isn't the sheer size of the room, but rather the lone occupant who is suddenly lying on the ground not too far away from you. Well, in any case, she's certainly not a companion of yours. She's a young human woman, who you may or may not recognize, but the teddy bear lying on the ground beside her might definitely be familiar to you.

You'd be wondering how they ended up here, but that's not the issue at hand. She's murmuring something – numbers of some sort? – but she'll acknowledge your presence the same moment you acknowledge hers. It isn't a good feeling when everything seems to be arranged, is it?

You might not remember her face, you might have no clue who or what she really is, but there is no doubt that she recognizes you. No, not from possible meetings further down in the City, not from chance sightings somewhere in the Mega-structure – she knows you enough to call you by name. She knows you well enough to reach out for you, as a man in a desert might reach for water. From the expression in her eyes...she's been waiting for you.

Waiting for so, so long.

Eerily enough, besides her counting, your name seems to be the only thing she knows. Every minute her count goes up by one. 21068676431...if that number implies what you think it does...then this poor girl... No, it's better not to think of it, only madness lies at the end of that trail of thought.

Besides, you have a task right? You have a recompilation program that you need to format, a program that you need to use somewhere here hopefully – and hopefully after that everything will correct itself.

But the chamber you're in is massive – and there's no clear sign of where you're supposed to go next. If it weren't for the lack of elevators, you could try to go up as usual, but the gauntlet says that there's a rift nearby – and in fact the glow has even changed color from the normal blue to a bright crimson hue. Usually color changes like this aren't a good sign.

21068676437. The girl blinks, says your name again, and slowly climbs to her feet. Your gauntlet trembles as she moves, and judging from the way it's pulling your arm...the rift must be within this girl. If you were to suck the rift out of her...would she survive the process? Would it resolve the anomalies?

21068676439. She's gotten to her feet, she's moving towards you, and struggling to form words with her mouth. The sheer pain that fills her eyes overflows, and already tears of blood form trails to the ground – but something keeps you rooted to the floor. White, wispy tentacles wrapped around your feet – almost like feelers...do they seem familiar to you? You'd struggle, but memories are flooding into you.

21068676443. The memories are cold, and all you see around you is a pitch black void. Time is rewinding, and you realize that this is how long the girl has spent inside the void. The silence suffocates you and thankfully the rewind speeds up – or perhaps it's just the monotony of it all making it go by faster. You can't tell, because the only constant amidst it all is one word.

Your name. Why is she so affixed to your name?

Then it changes. The abyss is gone, and there are other memories now. A party, one she decided would be her last. A decision, one that she decided needed to be made. Friends, protectors, the memories are getting jumbled – and you can't tell which came first. But you catch one last image for a fleeting moment before it falls apart.

Within her mind exists a picture of you – and you don't even have time to fathom why. All that's left are two words – "Yion Green" – perhaps a name?

21068676456. The memories have scattered, and you can see why – your gauntlet is resting in the girl's chest, blood surrounding the point where your body and hers connect like a poinsettia in bloom. The girl smiles at you weakly.

"I knew you would come back for me. My reunion with you...I looked forward to it all these years...but now it's about to end...and when it does, this will all be fixed." Was she talking about something that happened in the past? Or the future? Was it even you? Why did she have to kill herself now, and by your hand?

The best time to have an explanation, but you have nothing except more questions. It seems you're not going to get any answers from any of your companions either.

If everything will indeed be fixed with her suicide, then why do you feel like you need to stop it now? The final choice is yours to make – but make it soon before her life expires...

You may proceed to either 1.5a or 1.5b – but only one or the other.

[Scenario 1.5a] – [Ne m'oubliez pas ~ Blue Sky to Forever]

No...even if it feels wrong, if this is what it takes to fix the spatial fluctuations, it's the option that you'll choose to follow. She was the one who willingly forced herself onto the gauntlet – and judging by the smile on her face until the end...this was the way she wanted to go.

That's what you have to tell yourself – because as the last of her body fades away, the last of her memories enters your mind, and finally, you understand the connection. A connection that you had, in another time, another place – but there's no doubt that you were important to her.

Now she rests as a memory inside you – just as you were a memory inside her.

But she didn't give you her memories for old times' sake. She gave you her memories so that you would know what to do with the monster that is forming in front of you. A revenant from her past, someone dragged along through the gap of space and time.

In the past she went by the name of Nyaldee. But that moniker has been long forgotten, and she exists now as a nameless entity. Yion was the seal – and Nyaldee was the beast; if anything is about to be fixed, you're going to need to fix it by your own hand. Nyaldee smiles at you before charging at you.

Nyaldee's speed, strength, and reflexes are through the roof, and even a top level Safeguard would have trouble keeping up with her. But you do have one advantage over her – she has no clue what weapons you're packing, and what skills you may have. In Yion's memories, you "remember" killing her once before. It may be difficult, but you could do it again.

The problem at hand lies in the Safeguard reaction to Nyaldee's presence. Countless Safeguard drones will swarm the area, attacking both Nyaldee and your group indiscriminately. They aren't here to reason with you – they're here to exterminate the intruder, including you.

Until you take Nyaldee down, the Safeguard waves will repeat without end. Take care that you are not overwhelmed in the process of eliminating Nyaldee. Should Nyaldee come into contact with a drone, she can instantly infect and convert them to her side – so speed is of the essence.

When Nyaldee falls, it's without ceremony or fanfare – your gauntlet dims, and the display reads **[+1024MB]**. There's still the matter of the Safeguard, but Nyaldee's death sends a ripple out through the chamber, and it seems that no further reinforcements will arrive afterwards.

In the moments following the last Safeguard, you can hear a faint voice – one that you'll be hearing for the last time you reckon. Yion Green's last words...

"Thank you."

[Scenario 1.5b] – [Noli Me Tangere ~ Who Has Time for Tears?]

21068676457. It took you a minute to extract your arm, and Yion falls against you – though her body is already starting to regenerate. She struggles to form words again, choking from the pain of her wound and likely blood in her throat – but she manages to gasp out something nonetheless.

"Why?" From her tone it isn't a question, but more of an accusation. You should realize full well that she wanted to die, that she wanted it all to end. A sharp jab of pain hits you as a tentacle grazes you, and you realize that she's sharing her sensations with you, trying to make you understand what she's felt – perhaps in vain.

21068676457 minutes. A lifetime's worth of agony.

Can you even imagine that much pain?

But your instinct still fights – it's telling you that you can't let her end it here. Her energy spent, Yion won't resist your attempts to heal her – but you have a bigger problem on your hands. A figure approaches you from the distance, a woman, one that you may recognize from the distant past. Considering the sheer size of the room that you're in, it's not very likely you'll find a kindred spirit wandering out from nowhere. It wasn't likely to find another person to begin with.

Even if you don't recognize the newcomer, Yion does. Yion struggles against you, trying to get to her feet, trying to get you to run – but as the mysterious woman starts to speak, you find yourself rooted to the ground. A quick look to any companions in the vicinity will tell you that they're experiencing the same thing. Why do the people of this universe love to root other people to the ground?

"Absolutely delightful, not only do you break the seal for me, but you kept her alive so that my faculties remain intact. I'll thank you sincerely, but now Yion...you've been a bad girl. To think you made me wait over forty thousand years..."

"I'm going to savour integrating you into me. Nice and slowly." The woman licks her lips.

She hasn't noticed yet, but Yion has removed the bindings on your group with the wispy tentacles of her own. If you wait for that perfect moment, you might be able to take this woman completely by surprise, and eliminate her before she has chance to react...

"Is that what you thought would happen? Silly child...Yion's just borrowing my powers...You thought she could control me? My love, did you think the title of Overlord was granted to me without reason?" A sudden attack lashes out at you, and it visibly strains Yion to hold the woman back enough for you to dodge. Hopefully you make good use of the opening. In any case, you need to take her down before she gains any more of an advantage over you.

There's a clap of lightning, and you'll notice that the Safeguard have started to appear. Yion looks up at you with alarm in her eyes. "I can slow them, or I can slow Nyaldee, but I don't have power for both. So..." Evidently she's looking for you to make a choice.

Whatever choice you make, make it quickly. Since the Safeguard only appeared when this "Overlord" did, you can presume that if you take her out, the Safeguard will stop as well. But both the Safeguard and the "Overlord" will actively attempt to kill Yion – hopefully you don't need to wait for a demonstration to realize that. Isn't it lovely? You've found yourself facing a hostage battle.

Yet why does this almost feel nostalgic...?

Regardless of whether you have memories of fighting this woman, do not question either her strength or her speed – her human appearance is no indicator of the supernatural feats she can achieve. With a rather formidable regeneration factor to add on to this, your best shot is to take her out on the first try...before she can adapt to any patterns.

Do not tarry, as Yion Green's life hangs in the balance. The Safeguard are trying to kill her, the Overlord is trying to consume her, and on top of that, she's exerting herself trying to aid you in the fight. Hopefully you can finish the fight before she loses hold of herself. If she falls, you'll find out the hard way that neither party will be content with her death alone, you'll be next on the list.

When the Overlord falls, the Safeguard will falter in turn, but you'll still have to drive them back before you attend to Yion. The girl isn't in good shape, not in body or mind, but she still manages to give you a weak smile – and the smile triggers off images for some reason. You realize that Yion is too weak to speak, and the images are her way of thanking you for everything.

It's a wonderfully comfortable image, long enough to savour, short enough that the moment doesn't grow stale, just enough that you miss the notification on your gauntlet as the light fades.

[+512MB]

With Yion in your care...it's time to find the actual ending to this mess.

[Scenario 1.6] – [Room of Angel]

One moment, it's all calm. Then the next moment...

The Mega-structure shakes, tremors toss your band all about, but despite the thunderous crash of lightning all around you, nothing actually strikes you. And almost as soon as the "storm" came, it leaves, leaving behind nothing but an eerie calm. Nothing but silence all around you...silence for you to contemplate over what just came to pass.

The lights that illuminated the room previously begin to dim, and oddly enough it is as the darkness creeps through the chamber that a staircase comes into view. Ascending towards one last remaining source of light, you'll have to muster what willpower you have left to make that final climb. At least, you hope that this is the final climb.

The staircase leads to a flat platform, on which a device you recognize as an elevator rests. It'll ascend automatically when you and your companions all climb on, and looking up, you realize that you can't seem to discern just how long this elevator ride is going to take. Well...guess that means you have some time to kill, hopefully your companions are up for some elevator conversations. Or maybe another long nap?

Time doesn't seem to flow normally inside this elevator shaft, and you don't feel like anything is changing – until suddenly the elevator reaches its destination. Did an hour pass? Two? Ten? Maybe ten thousand? You can't tell...and as expected even your most accurate timekeeping devices don't seem to function properly. But...you recognize this place, from a fragment of memory – her memory, one of the ones you saw when she and you touched.

This was the chamber where she waited for you for all these eons, and now it makes sense – somewhat. The flow of time is so distorted here that what might have been months or years for the Old Man and Threnos turn into eons for her. Clocks hang on the walls – strange adornments that are evidently useless by how fast they are turning. It’s enough to drive a person insane, and enough to remind you that you can’t linger here. She got out somehow...you’ll have to figure it out after you complete your task.

There’s a machine in the center of the room, an ivory pillar with a single opening that looks large enough to fit your fist inside. The data collector on your arm...it looks to be a perfect fit. Considering there’s no obvious way out of this room, and this device looks to be deliberately planted – well there’s no harm trying right?

[Compilation Request Acknowledged...]

Well...it’s almost a relief to have something go right for once. Instead of eating your arm, the machine pushes your arm out of the gauntlet, and projects a menu in the air in front of you. It seems that “Compilation” had more to it than just fixing the temporal and spatial rifts...

And considering some of these choices...things might not be so simple after all.

The machine seems to work based on how much data you feed it – given the compilation data you’ve collected thus far. There are far too many choices here for the amount of data you’ve collected thus far, but hopefully you can balance out what it is you need between what you want. The memory cost seems to be measured in terms of megabytes. An additional note is attached:

The programs sold here, with certain exceptions, can be applied to you or your companions, though producing them or duplicating them will take a fair bit of time – and be aware that certain programs may have very specific limitations to account for.

Program	Function	Memory Cost
Vision	A program that allows for long range vision, even piercing through one layer of obstacles. Be wary though, that this long range focus can result in a tunnel vision phenomenon.	256 MB
Barrier	A program designed to mimic the barriers deployed by engineers in the Capitol, which were designed to protect against attacks by the Safeguard. Nullifies electricity based attacks.	256 MB
Key	A program designed to open doors and	256 MB

	locks, you'll find that this specializes in technology based locks, but can be efficient against magic locks as well, given a bit of adaptation.	
Sword	A program that does exactly as the name says, creating a blade out of electricity. Especially effective against technological enemies of all varieties.	256 MB
10 Credits	Have a bit of extra data available? You can convert it to school credits. School credits? What do you need school credits for? Well...maybe in the Net Sphere there might be a use for this... You can convert to a maximum of 100 credits.	256 MB
Autograft (Silicon Life Only)	A program that only Silicon Life can purchase, it mimics the ability you might have seen some Silicon Life exhibit in allowing you to absorb and merge technological components into yourself – making them biological components over time.	512 MB
E-Field (Engineer Only)	A program designed to mimic the abilities demonstrated by the engineer Cibo, it allows you to project a steady energy field from which even Safeguard weapons like a gravitation beam emitter can be powered and fired without other energy sources.	512 MB
MDMM (Safeguard Only)	The Multiple Dispersion Molecule Movement program is a specifically designed escape program, allowing you to split yourself into individual component particles and “regroup” in a safe location. However, you'll have to mark the safe location beforehand, so it's best to find a good hidden location.	512 MB
SSH (Survivor Only)	The Secure Shell program acts as a first perimeter line of defence in the event that you find yourself in abnormal territory. Regardless of terrain effects which may otherwise be harmful, you can survive in them for as long as you can exert energy to maintain the program – though this is extremely taxing to maintain in environments which would normally not support life.	512 MB

Jump	Another self-explanatory program, it allows you to jump, regardless of your elevation and whether there is a solid surface for you to jump from. Might be useful if you need one more jump to make it past that gap...	512 MB
SSB	The Solid State Blade program is designed to effectively pin down enemies of an ethereal nature such as digital programs, ghosts, and spirits. The blades effectively pin down targets which do not have a tangible form, and the points where the blades make contact will temporarily become solid in addition to damaging the target as you would expect a blade to.	512 MB
STO	A defensive program designed to cover up any potential failings you might have. Actively obscuring your flaws, scans and attempts to glean information from you fail – and most attempts to detect you also fail. Additionally, existing information about you and your flaws are obfuscated.	512 MB
AIC Field	A specialized program designed to capture and contain Ais, the strength of the confinement is directly related to how much energy you dedicate to it. With enough time, you can contain Ais inside a physical chip. Naturally, stronger and more complex Ais will take a longer time to confine, capture, and convert.	512 MB
Worm	An offensive program designed to immediately stall systems before rendering the systems non-functional – but strangely enough, it functions against biological life forms as well, paralyzing them before rearranging their thought patterns. It is however, rather easy to resist and purge.	512 MB
Latency	An improvement over the Worm program with a revision in the design philosophy, rather than corrupting systems, this program is designed to specifically overload the system and decrease their operational speed until the entire system grinds to a halt. Harder to detect and quarantine than the Worm program, until its effects become	768 MB

ping32	severe.	
	A detection program designed with both surveillance and offence in mind. In its low power function, it continually fires off packet pulses. Enemies detected by these pulses can be specifically targeted for continual pulses – which will act like a string of psychic bursts assaulting their senses with nonsense.	768 MB
alias	A stealth program designed to mask your appearance as well as your identity, by setting an alias you can temporarily alter yourself entirely as far as the world is aware.	
	Very effective against biological and technological enemies and systems alike, it doesn't account for psychic probing very well however.	768 MB
sleep	If you choose an identity that is already present in the world, the alias will provide you with enough information to keep the masquerade up.	
	A program made to subdue and placate technology; it can also be used against biological targets with lower efficiency. The program forcibly puts them into a sleep state – the duration dependent on how much energy you dedicate to it. You can use this on allies to put them into a self-repairing state, regardless of whether they are mechanical or biological in nature.	768 MB
Recompilation (B)	You may only pick 2 of the 3 recompilation options.	
	Builder Recompilation Program, though not exactly what you came here for, this program is a one-time use which will reset all of the Builders in the City. This acts as the legendary Net Terminal Gene might – except you don't need to travel to the outskirts of the City to activate it. This will stop the City from destabilizing further – and may also open up the Net Sphere to you.	1024 MB
Recompilation (W)	You may only pick 2 of the 3 recompilation options.	1024 MB

Recompilation (Y)	World Recompilation Program, essentially what you came here for, this program is a one-time use which will resolve any temporal and spatial disturbance in the world. You'll find following this that the flow of time normalizes – and the remaining six years (a rough estimate) of your stay will pass normally.
	You may only pick 2 of the 3 recompilation options. A special recompilation program hailing from a foreign world, it possesses “memories” and “thoughts” of a certain immortal girl. It seems that this is a product of TOHA Heavy Industries given their label on the program – though you weren't aware they dabbled with memory back-ups to this degree. The memory isn't just thoughts and images – so long as you have a fitting physical body, you can recompile the mind entirely back to its last “stable” save state. The memory seems to indicate a party... Used to completely heal Yion Green, for those who have neither the time nor the ability to rehabilitate her body, mind, and soul. 1024 MB

Recompilation was your mission when you had embarked – but was that the option you chose in the end? Regardless of your choice, when the machine runs out of memory, it'll retract into the flooring – and the entire chamber will shudder as it begins to move.

When it stops, a door opens in the far side of the chamber, and you recognize Threnos as he walks in. Threnos' body is oddly translucent, but he seems to be in a rush and doesn't bother to explain his body. “29640 hours since our last meeting...you've helped us collect quite a bit of information – I can see why the old man was so keen on keeping you alive and healthy. As much as I regret not explaining everything – know that I had my reasons.”

"29640 hours...no doubt you won't understand the significance of this length of time. I've waited a lot longer than you...no, I've waited a lot longer for you. Only you could fix the mistake I made – and now it's finished. My choices sealed her fate; hopefully yours put her mind at ease. Now...now after I thank you, it's time to lie in the bed you made." This guy definitely has a flair for the dramatic.

But he mentioned "his mistake". You have a feeling you know what he's referring to, but it's no longer something you want to pry into – not after you saw the madness lurking there. You don't really believe that it's only been a little over three years...but you've seen how strangely time moves here.

Threnos begins to fade away. "We'll meet again, hopefully under better circumstances...so until then, take care of yourself." 29640 hours gone...57960 hours to go, the City might be stabilized...but it doesn't mean that it's repaired yet. Depending on what choices you made the fate of the City shifts. Your objective is the same as it has always been: **Survive.**

Recompilation Program (B) Used

Normalizing the world using the Builder Recompilation Program will quickly stabilize the Builders that have gone rampant, and with that halted, you'll find that the Safeguard will be slightly more lax as far as humans go – though Silicon Life are going to have a much tougher time from here on out as humans start to reclaim previously dangerous territory.

It won't just be the humans fighting them either – with the threat of the Builders running rampant a non-issue, the Safeguard can go back to their initial directive – the destruction of the ancient Order...which has evolved into the Silicon Life. Unless you work to change this twisted system, over time, the Silicon Life will slowly be driven back until the Safeguard finally eradicates them.

Unfortunately, even if you happen to be Silicon Life, you aren't exempt from this – though thankfully you can make a stand. The influence of the Safeguard is substantially weaker the further away from the "core" of the City, and humans are practically nonexistent in the floors past the Jupiter Room.

If you didn't use it however...well, Builders will continue to be a nuisance, just like how they've been a nuisance from day one to you. It'll still take centuries before Killy gets even close to the top of the City...so don't hold out any hope.

Recompilation Program (W) Used

This was what you came for, a program to resolve all of the temporal anomalies that have been plaguing the City. Something to fix the "mistake" that Threnos

made – well, at least you think he made the mistake. Maybe he was actually referring to the girl.

Once used, the normalization of space and time will mean that rather than decades passing by in what feels like days you'll spend the rest of your time here fully aware of the passage of each day – normally, just as you'd prefer it.

If you don't end up using it however, you'll find that the temporal anomalies become more and more common over time, and if you accidentally stray into one of them, you'll find that what feels like months may actually be days, or vice versa. Hopefully this doesn't happen while you're fighting anything...as that can easily become fatal.

Recompilation Program (Y) Used

Well, it's a questionable choice, but if you've already made it, you must have your reasons. Do you really remember this girl? Or is this just such pity for what she's gone through? Regardless...your choice is made, and upon using this program, the girl who was once known as Yion Green is reborn. Her memories won't come back to her immediately, unless you happen to have a certain pendant, and a certain memory chip.

Whether that's for the best...well, you'll have to determine that for yourself. Yion understandably...does not want to reminisce over the past – not between her last meeting with "you" and now anyways. Still, her recovery will be far faster and far more complete with this program than if you were to try to help her through alone. It'll be enough to ensure that she'll recover completely in the time you have left here.

Whether you choose to take her along with you...well, that's an option that's up to you. You may reject her as a companion and leave her here if you wish. She'll understand...

Right?

And if you didn't use the Program...well, the girl is still there – unless you had ended her misery. The choice is yours.

SCENARIO II / G.T.O. / +200 CP

[Scenario 2] – [First Day on the Job]

Nihei High – situated in the center of Net Sphere sector 1N-54N-17Y, happens to be the most prodigious school in the entire sector. Granted, it also happens to be the only school in the sector, which means it's quite a substantial problem when the public inspectors give it a [UNACCEPTABLE] rating.

Upon review, the administration at Nihei High determined two things. Firstly, they were horribly understaffed to begin with. Secondly, the existing staff members are horrible to manage and some possess many dubious qualities for a teacher.

As an immediate response, they've taken to hiring you as the new homeroom teacher of Class 4C – currently the worst performing bunch of misfits with the highest mortality rates in the entire school.

Your job: Take class 4C and raise it up to become an example of excellence, while trying to keep everyone alive. **Your performance will be assessed based on the performance of your students on the evaluation exams, as well as how many of them survive the entire school year duration.**

We'd introduce you to your class, but first of all, we'd like to get to know a bit about your personal teaching experience.

What's that? City? Mega-structure? No, no, that doesn't matter. Don't worry we know you just woke up, so you're probably a bit off in the head. Which one of these subjects suit you most?

Subject	Effect on Students	Tips & Tricks
Architecture	Students that study architecture will be naturally more talented at not only building fortifications, but also assessing the terrain about them and using it in the most suitable fashion for tactical purposes.	Granted, your own abilities in constructing and fortifying structures will improve – after all, you have to be an expert before you can teach right?
Mechatronics	Students that study mechatronics are naturally more proficient at handling and disassembling machinery of all varieties...including the pesky Silicon Life that harasses the Net Sphere from time to time.	Robotic constructs and machinery that you've built in general are improved in quality and efficiency – all that learning had to be worth something.
Social Justice	Students of this subject are inherently more capable at acting	You might find that having a gun is still the best form

	in roles of leadership, but more importantly, they can seize control of computer systems with relative ease. Is hacking considered a form of social justice?	of social justice, but at least even if you don't have one; it's still easier now to convince others not to run rampant – at least not around you.
Evolutionary Biology	Students of the Evolutionary Biology field will become well versed in body adaptations, as well as performing emergency treatments on the field with limited tools at hand. Just make sure you teach them how to disinfect tools properly.	The extensive amount of research experience you had to become an expert in this field was applied strictly via live testing, and your ability to induce and control growth in biological creatures has improved substantially.
Material Sciences	Students of Material Sciences tend to be better scavengers, and out in the farther reaches of the Net Sphere, this is definitely a skill that will come in handy. In the Net Sphere proper however, this skill doesn't see much use, given that everything one could need is generally provided by the Governing Agency.	Research into the science of materials nowadays is rare, so to find an expert of your calibre is even rarer. The quality of material you use regardless of purpose improves to some degree.
Unknown Field	A special teacher for a special class, you'll be teaching something outside of the normal curriculum, chosen from the skills at your repertoire. Your students will learn this – but be warned that the more bizarre your chosen subject happens to be; the harder it will be for them to learn anything at all. Having them pass their homeroom class is a mandatory requirement as well...	Reflecting your expertise, you'll see a boost to whatever subject you decide to teach. However, the bonus you receive is relatively small, and grows smaller still if the field happens to be obscure. Magic isn't even a known thing in the Net Sphere, so anything related to that will indeed be very obscure.

For as long as you continue teaching the class of 4C, your room and board will be taken care of by the administration. Should you resign from your position at any time, you will be terminated and will find yourself deported to a place called the City. Expulsion from the Net Sphere is permanent, so keep your situation in mind.

You may still leave if that is your wish. Consider this your last warning.

[Period 1: Meet & Greet]

Considering it's your first day, it would have been best if you had more information about Nihei High and your students beforehand, but unfortunately, the authorities were well aware that if they had given you too much information you would have likely refused the job altogether. In any case, you're in it for the long haul now.

The interior of your home room...well it's really nothing to boast about. The lighting is poor, the furniture seems worn out, and you can barely make out the students sitting in the top row – all of which leads you to wonder if this massive chamber was meant to be a classroom to begin with, it does seem like it would better suffice as an auditorium.

But that's enough complaining about the situation! We should take a look at the students in your class; the dossiers that the principal handed you will be a better guide than trying to make them out in the dark. There's also a bit of a particularity – it seems that there are more kids in the dossiers than there are in the classroom... Looks like you'll have to figure out who is actually in your class...

- Out of a possible 16 students, you only need to select a minimum of 8. These students are different than any canon companion you might have met.
- The more students you choose, the less likely you'll face expulsion as the students get eliminated.
- The fewer students you choose, the easier it will be to ensure they all survive and pass the final exam.
- The more students that successfully meet the Governing Authority's expectations, the higher your final compensation will be.
- You may supplement your class with up to the same number of companions as you choose for students. You'll know the strengths and weaknesses of your companions better than anyone.
- However, your companions do not count towards the final compensation.
- Below is the dossier indicating some general details regarding these kids.

Student Name	General Behaviour	Peculiarities Of Note
Killy	! A bit of a lone wolf, without any friends. ! Well, there is Cibo, but he's not really keen on admitting she's a friend. ! A good student if he could actually find the motivation to listen in class.	! No particular strengths except for a strong proficiency in tactical operations. Mainly shooting things. ! Can't seem to ever do well in Sanakan's classes. ! Probably the last person

		you would need to worry about in an actual fight.
Cibo	! Quite possibly one of the most intellectually sound students in class. ! Hard working and quick to help others, she makes friends quickly, and has no qualms approaching a teacher if another student has problems. ! Unfortunately she has barely any physical capability.	! She has a disturbing tendency to lose her clothing at inopportune moments. ! Oddly, these are the only times in which she'll demonstrate any physical capability at all. ! Absolutely hates the Matriarch's Class.
Dhomochevsky	! A blossoming soccer player, "Dhomo" is very approachable, very easygoing, but also gets into all sorts of trouble. ! Getting into trouble is much more enjoyable than studying, and as such his grades aren't the best...in anything. ! Will not study without some sort of incentive, preferably to do with young ladies.	! Probably the best student in Zoichi's class, tactical operations is the last thing you need to worry about with him – just don't give him written tests. ! Does not do well in Sanakan's classes. ! Be careful that Sanakan doesn't shoot him on sight. Teaching him restraint might help.
Iko	! Dhomochevsky's partner in crime, albeit an unwilling one. ! Actually does rather well in all academic subjects, but hates anything physical – especially if she has to expose her body for any reason. ! The only reason her grades might fall is because Dhomochevsky keeps dragging her on escapades – this happens even if they aren't in the same class.	! Iko is female despite everyone assuming she's a male. ! Whatever you do, don't bring up her gender, or else you risk alienating her. This goes for other students as well. ! Has absolutely no problems helping other people study and improve their grades, but that's if they're willing.
Davine Lu Linvega	! Too smart for her own good, and almost obsessive when it comes to subjects she likes – Davine has a major problem of neglecting everything else. ! Though she has no shortage of academic capability, she lacks	! Undoubtedly the best student in the Matriarch's class, she also happens to excel at the subject of Social Justice. ! In fact if you teach this

	the ability to multitask. ! Very stubborn, very obstinate individual – will need a good deal of one on one time to get much out of her.	subject, she'll stand by your side from day one – very easy to make some of the other girls fall in line with her help.
Pcell	! Above average in terms of both academics and physical performance, Pcell might very well be even better than Davine when it comes to performing on the district final exams. ! But...she tends to keep a very tight lip about her capability. In fact she'll probably deliberately underperform so that Davine doesn't suspect anything. ! One of the quickest learners, which is probably partly why she's so smart.	! A member of Davine's little clique, she and Dhomochevsky are particularly...close. ! Unfortunately, she tends to get distracted whenever he's around – even during tests. ! Probably one of the more balanced students, she has a particular affinity with Professor Kozlov's class.
Schiff	! Despite being rather energetic, he has substantial learning difficulties. Well, it's better put as a "resistance towards learning" ! He does very well when it comes to classes like Halogen's and Zoichi's, but has little interest in the classes that teach things which aren't as applicable with violence. ! The fact that he gets into fights regularly makes him a challenging student to work with.	! A member of Davine's little clique, he absolutely hates Dhomochevsky for some reason, and also seems to hate Killy. ! He's the only member of Davine's clique who isn't female. ! Regularly gets into fights, and has the highest chance of getting killed by another student out of frustration.
Mensab	! There's surprisingly not much to say about her, besides the fact that the Governing Authority warns you that she's known to have hacked the databases to extract exam details before. ! Maybe that might come in handy actually...but then again, she's convinced that if you work for the school, you're not worth	! A very odd student who never seems to talk – but she has very expressive facial features. ! If you choose her as a student, learn to read these facial expressions, or else communicating with her will be very difficult. ! She has a very nasty

	her time. ! That sentiment however, you might be able to change if you work hard enough to show her that adults do care.	tendency to cheat on tests, something you might want to try and curb. The Governing Authority won't appreciate cheating.
Seu	! In his mind, only Mensab seems to exist. ! Thankfully, despite his consistently hopeless academic performance, Mensab has been helping in terms of damage control and he hasn't failed yet. ! Possibly the most resilient student out of them all, for Mensab's sake he'll do anything – and probably get within inches of dying while doing so. ! But as long as Mensab wants it, he'll do whatever it is.	! Inseparable from Mensab, and seems to wait on her every word. ! You could technically use this to motivate him...but unfortunately, he gets along well with nobody else in class. ! If anyone even so much as talks about Mensab negatively, be wary he might freak out.
Mori	! Probably the softest spoken person in class, if he ever speaks at all. Or maybe he just does not have any real presence. ! Absolutely no talents to speak of, but extremely eager to learn...well anything. ! Learns quickly, but unfortunately like Davine, lacks the ability to focus on more than one thing at a time without trouble.	! The easiest student to influence, but easily the student with the least amount of influence. ! If you put in enough effort into guiding him and teaching him, he'll become a star student, but he needs a lot of handholding to begin with.
Kahdal Spindal	! A sullen, withdrawn girl who likes to wear a helmet all day, hard to tell if she actually pays attention in class at all. ! Does moderately well in all subjects, but getting through to her is tough. ! Seemingly subject to mood swings, and if this happens before an exam...well, she won't get good marks.	! Has some sort of mental trauma that should really be treated before anything. ! Will very easily fail the Matriarch's class, with no apparent reason ! Very good with both Sanakan and Zoichi...but her only friend among the students seems to be that Girl in White...

Susono Musubi	! A mysterious student who seems to have no problems at school at all. Yet the Governing Authority warns you that she's a problem child if there ever was one. ! Constantly listening to music, even getting her to pay attention to you is going to be difficult – to begin with, she'll consider you as nothing but ambient noise. ! That being said however, if you can overcome her cold attitude, you might be able to start working on her actual issues... ! She might be extremely smart, but the smart ones often come with their own problems...	! She'll claim that she's an undercover agent, and that you should just let her do her thing. ! She excels in almost all of the classes, but the problem is that she never attends any classes...or exams for that matter. ! Her "investigations" tend to call her off at the most inopportune moments – you might not even realize she's supposed to be in your class.
Itou Denji	! A normal ordinary Japanese school boy – wait, something's off about this description. ! He seems to be a transfer student with bizarrely falsified records. ! He'll excel in three random classes of your choice – but the rest he does sub-par in, of course, these are just his initial grades so you should have time to help him improve. ! That being said, why does it seem like he's content to just sleep and play on the pinball machine in the back of the class? ! Why is there even a pinball machine?	! A fake name for a fake boy. He might look like the most normal student besides Mori, but Denji is nothing like Mori. ! He gets along well with every single teacher, and yet somehow manages to never hand in homework, resulting in some of the lowest marks. ! The biggest procrastinator out of all the students, he is convinced that doing things last minute is best.
Nayuta & Ayuta	! A pair of identical twins that somehow has been entered into the system as a single student. ! The Governing Authority refuses to acknowledge the chance of this even happening, and as a result you find yourself with...2 students in 1. Thankfully	! Probably Halogen's best students out of the bunch, unfortunately that's the only subject they seem to care about. ! The fact that they're twins won't help you on exams however – they

	they only have to pass one test. ! Despite sharing information telepathically with one another, they often bicker with one another, and like to “alternate” classes. ! None of the teachers seem to know which is which.	don't work well on exams together, even though they do count as one student. ! Truly they are a living testament to how screwed up the Governing Authority can be.
Nishu Mizunoe	! A very serious, very dedicated student who seems to know exactly what's at stake. ! Solemnly vows not to fail at the final exams, but there's absolutely no confidence behind that statement. ! Above average as far as physical performance goes, learns things very well if you can outline some sort of routine method for her to learn with. ! Is likely Zoichi's favourite student, and Kozlov is keen on...helping her out.	! Despite being such a serious student, unfortunately she's hardly the best student in the group. ! Has a severe difficulty in learning anything that can't be learned through brute force ! Her inability to learn well can prove dangerous – especially for teachers like Kozlov and the Matriarch...who might experiment on her.
A Girl in White	! A quiet, emotionally unresponsive girl. Not quite sure what she's doing here as she doesn't seem to fit in. ! Doesn't seem to have particular strengths, but somehow she's gotten by all of the tests the Governing Authority has thrown at her. ! Very likely will pass the final exam as well somehow, but no one quite knows how she does it. ! Not a single student is aware of whom she actually is, and it's likely she'll disappear from time to time.	! She looks...a bit underage seriously. ! The Matriarch seems to be very fond of her. ! Kozlov seems to be willing to fight the Matriarch for her. ! If you take her, Zoichi will make you swear to make her your top student. ! None of them have any clue why she's enrolled, or why she doesn't seem to have any talents at all.

Satisfied with your class? Good. You'll have a small bit of time to get acquainted.

But oh! Don't assume that knowing your students will be good enough – it'll be very important to know your fellow teachers as well. After all, your students

can't just excel in your class alone – they also have to work their way up in the eyes of the other teachers as well, otherwise you might find that the other teachers won't react very...professionally. Well, teachers can get frustrated too you know.

It's best if you know what you're up against, so let's take a look at your counterparts shall we? You should keep in mind that these are just general details – some things that perhaps you should prepare the kids for, they'll be attending each of these classes after all.

Teacher Name	Subject of Expertise	Must Note Details
Sanakan	Morality & Ethics	• A calm, collected teacher who teaches the kids about the harsh reality of the world outside the Net Sphere • Morality and ethics are decided at the end of her graviton beam emitter, which is a wonderful teaching tool. • She has no qualms about shooting a student that fails to meet her expectations. • She expects her class to be completely quiet, and her students attentive. • Has a fondness for sweets.
Zoichi	Tactical Operations	• He likes to give people physical tests, the kind that generally involves dangerous obstacle courses. • He doesn't actually give anyone instructions, and believes that live fire exercises are the best way to learn. • Not afraid to get aggressive with the kids, the frailer ones among the group won't survive a beating from him. • Thankfully, he won't hit them unless they're looking for a fight. • Also carries a graviton beam emitter – it seems like those are standard teaching tools.

The Matriarch	Propaganda • Has a fondness for explosives and testing them live. • Quite possibly the least physical class, the Matriarch has had an excellent track record. • The reason for this being her ability to mind control students and compel them to behave. • Students coming out of her class generally feel extremely disoriented. • Thankfully she finds graviton beam emitters archaic, and prefers to use neural worms instead on unruly students. • ...That might not be a good thing. • Absolutely hates machines being used in class.
Kozlov	Brain Surgery • Quite possibly the kindest teacher in the school, it doesn't change the fact that he's a bear. • His classes are full of dissection experiments, and he expects his students to learn quickly, or stay out of the way. • Staying out of the way might be the safest thing to do when it comes to brain surgery. • He'll occasionally ask for "volunteers" – this request should be ignored – he won't mind. • Kindness is sometimes delivered from the end of an old dragunov sniper rifle. Thankfully it has lower penetration strength in comparison to the graviton beam emitter. • Absolutely loves fish.
Halogen Ubler	Bioweapons • A strict, orthodox teacher who believes in the superiority of cybernetic enhancements.

- Encourages the kids to go through enhancements – this is not necessarily a good thing.
- Oddly enough, he has no violent tendencies, despite his intimidating presence.
- Instead, he goes on endless rants which can result in students learning nothing at all.
- Never talk about religion with him or bring it up in his presence.

Well, we wish we could say that you should take some time to relax and prepare yourself for the school year ahead – but unfortunately, the first standard regional academic evaluation testing is going to happen in six weeks and you’re going to have to make sure that all of the kids pass.

Why? Well, because the penalty for a failing grade is permanent ~~fatal~~ expulsion – and if you lose all of the kids...well, you’ll find yourself out of a job! Thankfully this session of the evaluation testing consists only of a single examination under one of the Governing Authority’s favourite recurring subjects: **Wilderness Survival**.

Well, considering you have a couple weeks to prepare for it, you should definitely make the most of your time and figure out just what your pupils need to pass the test. Who knows what surprises you might find along the way...

[Scenario 2] – [Period 2: Field Trip]

Six weeks seems like a lot until it isn’t six weeks anymore, and finding out that you’re also participating in the test in the very last week on the very last day before it commences is not the most pleasant news you could receive. The news comes along with a “debriefing” session.

For a period of three weeks, you’ll be deposited into the testing site along with your class. A special domain known as the “LEM VII” site, the area is habitable, but just barely so. It’s best that you ensure your students don’t wander around too much – strange beasts called “Silicon Life” lurk in the shadows and they aren’t friendly. The average failure rate for this examination is 82%. That being said, you only need to ensure your students survive in order to pass.

Well there’s no difference really, survival is essentially a passing grade.

If it were just a simple wilderness outing, this exam wouldn’t have such a high fatality rate. But within the first week, your presence will be recognized by

everything else nearby – enough for them to recognize your students as free meals. Hopefully you taught them how to defend themselves, because otherwise you'll have your hands quite full.

At first, the Silicon Life will retreat after a number of assailants have been dispatched of, but with each encounter that number will increase and their tactics will improve. If you keep up a steady pace of repelling their assaults, you can expect the Silicon Life to start developing strategies specifically to counter your abilities and preferences.

The second week won't make things any easier, as the Silicon Life will escalate their assaults on you by ramping up both the ferocity of their attacks as well as the general frequency. By now, they'll have clearly lost any inhibitions they previously had when their compatriots were killed and will fight with even greater ferocity when others fall.

As the second week drags on, you should ensure that your students' mental state remains relatively intact. The relentless assault is only going to wear down on them, and considering they're students and not soldiers, they'll break sooner or later. Essentially you'll be fighting on two fronts; against both the physical aspect and the psychological aspect of the Silicon Life assault.

As their homeroom teacher, you have a limited number of choices at your disposal. Perhaps provide counsel to the students as they continue to fend for their lives, or perhaps take matters into your own hands and fend off the Silicon Life onslaught. There's nothing saying that a teacher can't involve themselves in their students' education on a personal basis.

Try to keep your kids alive – at the end of the third week, you and all of your surviving students will be teleported back to the safety of the Net Sphere. Provided that you still have surviving students, you'll be duly congratulated for passing the field examination. For the sake of the students to come, maybe you should try petitioning for the Governing Authority to reconsider the Wilderness Survival as a test.

Thankfully, as the invigilation committee informs you, it'll be a while until the next test. But the principal has something else to say. Now that you're back...it's about time you got class 4C ready for the annual Nihei High Sports Meet...

[Scenario 2] – [Period 3: Sports Meet]

The Sports Meet is likely the first time where you'll come to realize that the other teachers are homeroom teachers as well – and their students are all very ready to prove that class 4C should remain the lowest as far as rankings in the

school should be considered. Thankfully, you have about three weeks to prepare for the sports meet, and as the principal says, “the kids will know what to do.”

Well hopefully they do remember, because it doesn't seem like any of the other teachers are inclined to help you. If you try to spy on their preparations, you'll find that everything seems to be going along as normal – there's nothing in their classes to even suggest that anyone is preparing for a sports event.

If you've gotten close to any of your students by now, the ones who were in Nihei High to begin with will divulge whatever they happen to remember about the sports meet – thankfully it hasn't changed at all since they got here.

Some of the students remember that there was a soccer component to the sports meet – a full contact soccer match played with a timed explosive. Some of the students remember track and field...with laser fencing and landmines. Some of the students remember a culinary exercise that resulted in the destruction of the home economics room last year.

Clearly, this is not going to be a normal sports meet. You're not sure why there's a cooking component to it. But thankfully as the students indicate, you can decide upon the student that will participate in each individual event. So for the sake of making sure your class actually ~~survives~~ enjoys this ~~bloodbath~~ sports meet, you should probably focus on “intensive training programs”. As far as training goes, physical training for those who would take part in ~~deathball~~ soccer looks good, speed training for the obstacle ~~death~~ course should suffice, and...teaching some of the kids how to cook might not be a bad idea either.

One week before the sports meet, you'll receive a brochure from the principal listing all of the events in the upcoming sports meet. Thankfully, your students weren't wrong – if you chose to ask them for what information they had. The sports meet will be split into three separate phases.

The 492nd Annual Nihei High Sports Meet

Event 1 at 0700 hours: Class Match Soccer

The six homeroom classes will compete in a round robin competition. Full contact is permitted, firearms not permitted, each match will run for thirty minutes. Whichever class has the highest score at the end of the match will be declared the victor. Be warned that to counter cheating practices, the ball has been deliberately rigged so that if it is touched by hand it will electrocute that individual. Any student that is a goalkeeper will be given resistant gloves. The class with the top score at the end will be considered the top class for this segment of the sports meet.

The minimum number of participants required per class is a single student – though one other individual is advised to be a goalkeeper.

Event 2 at 1300 hours: The Gauntlet

An ominous name for a completely casual event, students from each class will participate in this non-competitive event where the objective is simply to reach the finish line. Granted, your students will find themselves traversing through a series of minefields, boulder defended hallways and ~~zombies~~ biological mishaps.

You may enter as many students as you'd like, the more students entered in this event, the more likely your class will survive. Of course...nothing's to stop the students of the other class from providing a bit more of a challenge, so tell the kids to be wary! Well, they probably already know anyways.

Event 3 at 1700 hours: Wrap Up Meal

A meal to commemorate the events of the day – granted, it's the students which will be making the meal. The problem: the ingredients for the meal are still alive – and they're not too keen on becoming dinner. Thankfully, it's still not too much of a challenge – since it's just a single beast against the remainder of the students. As long as none of the students die to dinner, you can successfully call the day a wrap!

Just remember, it's supposed to be a team effort! It's a pity the kids don't seem to understand that...

It's not just the kids – the other teachers are also rather convinced that there's no real sense in cooperating teamwork. But you might be able to work out some sort of deal with one or two of the teachers – if you care to. Depending on what you've been doing with your spare time, maybe you're already on the good side of some of the teachers...

Teacher Name	Things They Like	Their Class Tendencies
Sanakan	! High quality chocolates, especially if they have jelly filling. ! If somebody else would actually do her job for her. ! If somebody could remove a couple problem students from her class. Permanently. Off the	• Sanakan has trained her kids well – mostly in terms of quickly reacting to situations. The kids that have survived thus far are experts at detecting and reacting to dangerous situations. • They also have no qualms at all about using others as human shields, and are content to let others test the waters, but

	record.	they're not really combatants.
Zoichi	! Heavy firearms and the gratuitous use of heavy firearms. ! Explosives – preferably if he can set them off without repercussions. ! He has some trouble students that he'd like to see...corrected as well.	• Likely to be the best combatants out of all the other classes, Zoichi has made sure that his students can hold their own. • Unfortunately, he's also made sure that they learned the principle "kill before they kill you" – and his students have mostly taken that to heart. They are extremely aggressive.
The Matriarch	! Pets and animals, preferably ones that she can experiment upon. ! Student experimentation, especially if you're willing to help her with...volunteers ! She's keen on perhaps experimenting on other teachers as well, but good luck getting them to agree.	• A class with perfect coordination, after a fair bit of "help" and "tutelage" from their homeroom teacher. • They seem to act like drones most of the time, and they generally ignore any other student as they pursue their objective. • Be wary that if you actively compete against them, they like to target loners and "weaklings" first like a pack of wolves would.
Kozlov	! Has a special fondness for fish that can be described as borderline fanaticism. Unfortunately fish don't exist in the Net Sphere in abundance. ! If you don't mind him "studying" you, it's a quick way to bond with him. Unfortunately as a neuroscientist, you can probably guess what he wants to study. ! Unlike other teachers, he seems pretty fond of his	• His students are generally the friendliest, but are also the weakest as far as physical capabilities are concerned. • Each and every one of them are abnormally gifted at surviving situations where they should well be dead however, and betting against them is likely to work against you entirely. • Besides their talent for escaping and surviving dangerous situations however, they don't have too many skills to speak of. These are probably the most socially adjusted students in the school. Maybe that says something about

	students – but he has a special soft spot for a certain Girl in White.	their teacher.
Halogen Ubler	! Likes philosophical and religious debates. Especially if he can convert another person as a result. ! Likes collecting religious objects, and strange relics of all sorts. ! If you have a fondness for religious doctrines and religious control...this fellow is a sure-fire compatriot.	• Ubler's finest students are better described as assassins rather than students. When the teacher believes that indoctrination should happen at a young age, there's no reason to expect anything else. • If your students openly express any sentiments that don't agree with his students...well, hopefully you taught them how to defend themselves. • They're great fans of poison – a silent kill is an effective kill. Better still if the enemy doesn't realize they're dead.

In the end, regardless of how you decide to approach this sports meet, just remember that above all, you're trying to keep these kids alive!

[Scenario 2] – [Free Period: Recess Break]

It's been some time since the Sports Meet, and hopefully the Sports Meet wasn't a disaster. Thankfully, there hasn't been anything exciting that's happened coming from the faculty or the Governing Authority, so it's given you a fair bit of time to actually do your job as a teacher. Class 4C seems simple enough...you might be wondering by now – what exactly happened to your predecessors that they had to hire you?

Conversing with the principal and other teachers in your downtime, you should come to realize that letting the class fail is something that's looked down upon severely. The Governing Authority believes very strongly that the pupil is not at fault for their failures, but rather the instructor should be held accountable.

Your predecessors failed to understand this apparently and approaching the students like how they'd treat any stranger on the street, they failed to gain the rapport of the students or help them prepare properly for the final exam. Well – when less than half of the class passed the final exam...guess who took the fall?

Yup, there's a reason why you were hired alright – your predecessors aren't in the Net Sphere anymore. It's not very likely that they lasted long outside either.

Thankfully, you still have some time to ensure that your class doesn't fail. Gaining the rapport of your students can be a very good thing – for one thing you might find ways to motivate the unmotivated, or find a better way to teach students who don't learn by textbooks and lessons alone.

Unfortunately though, you won't have time to get to everyone, so you'll have to decide who you should focus your efforts on. You can at the very most help **a third** of your total class size, rounded down. If you feel too busy, you don't need to help anyone at all. But a word of caution, you should definitely not try messing around with time here – the Governing Authority doesn't like it when the Net Sphere domain is fiddled with, especially when it comes to temporal matters.

Student Name	The Assignment
Killy	<u>Vivid Transparency</u> Killy, the habitual loner who really doesn't seem to talk much to anyone – that includes you by the way. Trying to help him out involves digging a bit into his past, in which you'll quickly realize that he has no history to speak of. Odd. You'll have to find some way to break that icy exterior. For the most part he just finds you a bother, but considering how often his attitude gets him into trouble, helping him out once in a while will eventually get you into his good books. Let's face it, you'll probably have to stalk him for this. If you succeed though, getting Killy to perform better at school is well within the realm of possibility – motivate him enough, and the kid will even offer to help teach the other kids a bit of his expertise. What's his expertise? Shooting things until they're dead. It'll help if your kids ever find themselves in a combat oriented test. You would hope that there won't be any of those.
Cibo	<u>MS-903</u> Cibo has a bit of a reputation in the class as "the girl who always has an answer". She's likely the first person to answer if you ask a question, and the first person to hand in any quizzes that you give to the class. This girl isn't a problem case at all. Unfortunately that doesn't mean she doesn't have problems of her

	own, and when the girl with an answer for everything has problems...well, they're not going to be easy to fix. See, it's a well-known fact that Cibo loses her clothing on a regular basis – either by pranks or just completely by accident. Naturally, it's not something that she's fond of. If you can help her with that problem, Cibo will give you as much help as she's capable of – which essentially means she'll help the entire class out as far as exams of the academic nature goes. Making everyone smarter is probably a good thing. <u>Hero's Come Back</u> Dhomochevsky has no problems as far as popularity goes. He has no problems as far as teachers go. He has no problems with physical education classes. The problem? He can't sit still to read for more than five minutes on hand. Well, the part about teachers was probably an overstatement – Sanakan is this close to shooting his head off if he pulls another prank. If you want to help him survive the year, you'll need to find some way to help this kid overcome his learning disability. For a person who advocates action over preparation, reading and studying in general hold no merit for him. If you can teach him otherwise, you'll find that he quickly becomes a non-issue. He's the first to defend the class if there's ever a need, unfortunately he tends to act on his own without acknowledging your authority unless you've helped him out and proven yourself. <u>Paranoid Android</u> If you've actually bothered to talk to Iko at all, you probably realized by now that she's a girl. Unfortunately everyone else is under a different impression of her. Soft spoken, and weak in willpower, Iko lives under Dhomochevsky's shadow for the most part, and that's something you need to help her grow out of if you intend to get more out of her. Unfortunately this does mean thrusting her into positions since she won't take action herself. Maybe public speaking? Or perhaps debate? Find her something to do where she'll be able to develop a sense of confidence in herself, and she'll slowly learn to take care of situations. This helps, since she'll actively recognize the students that are
Dhomochevsky	
Iko	

Davine Lu Linvega	falling behind in the class and inform you how to help them out, if she can't do it herself. <u>Not Just Communication</u> There's no need to worry about Davine's academic challenges – they're nonexistent. The girl is a natural prodigy, if anything, her only flaw is that she's so confident in her own abilities that if she ever encounters a single taste of failure...it might cripple her entirely. If you want to help her at all, words alone won't do much – you need a way to let her experience failure...but not traumatize her utterly. If you can successfully pull it off, hopefully getting Davine to realize she can depend on you, you'll find that she and her "posse" will strive to pull the rest of the class in line to recognize your authority. This is most useful if you encounter a good number of trouble students...or if you ever come to the conclusion that you need the students to get along.
Pcell	<u>Awe of He.</u> A girl who really can't get her thoughts across properly, Pcell's hesitation as far as Dhomochevsky is concerned makes things extremely difficult – especially when his presence alone is enough to make her flustered. If you're going to help this otherwise stellar student...you need to find some way for her to realize that she actually needs to be blunt with Dhomochevsky. It helps if Dhomochevsky is in the same class – it also helps if Dhomochevsky is still alive. If you can help resolve the questionable relationship between Pcell and Dhomochevsky, you'll find that she's a very effective information gatherer. Guess you have to be when Davine doesn't feel like doing work. It'll help whenever you find yourself in a situation where you don't know what could happen next, as Pcell can dig deep into the school archives to give you a good look at what will come up ahead. She didn't tell you? She's a very competent hacker.
Schiff	<u>Undertaker</u> If Schiff has survived in your class for this long, you might have come to notice that he regularly comes to class with bruises and bandages. Unfortunately, unless you've gotten Davine to ring in her little group, Schiff won't feel that you're worthy of any respect, and your attempts at conversing with him will mostly be fruitless.

Honestly it's easier to figure out what Schiff is up to if you simply tail him. Unlike someone like Susono or Nishu, Schiff has no sense of awareness, and you'll realize this when you witness him literally walking headfirst unknowingly into fights. His terrible sense of awareness means fights literally come to him, and it's a wonder that he survives them.

Not unlike Killy, if you help him out, Schiff is quick to warm up to you. He doesn't really understand why people want to fight him to begin with, but anybody willing to help him has to be a pretty chill fellow. Help him, and he'll help you in return. Schiff has wandered the Net Sphere for years, and he knows the best places to get weapons. Why would you need weapons?

Well, an armed student is much less likely to get killed...and a dead student is another one against your record...

Ergo Proxy

Some of the students are certain that you're going to fail. Others don't really care, though they don't have any high hopes pinned on you. Mensab however, is somehow convinced that the system is set up against you to the degree that you don't have a chance in hell. She seems convinced that your predecessors fell to the same thing. She would be willing to help you, if only because she has no confidence in the Governing Authority.

Mensab

Mensab's help comes conditionally, she wants you to get her more dirt on all of the teachers, something that may or may not sit well with you. Information is everything to Mensab, The more information you can dig up on the teachers and feed to Mensab, the more information she'll dig up for you on everything there is to know about the Net Sphere. Her help is pretty good when it comes to manoeuvring around your own students and managing their troublesome personalities.

Sometimes you have to wonder if the rumours that Mensab used to be a teacher have any merit to them. She seems to know...just a bit too much.

The Light Called "You"

Seu

Seu is very odd. Despite being technically the student council president, nothing really interests Seu except ensuring that Mensab stays happy. Unfortunately, besides being serious whenever Mensab is involved, he has no concept of what "academic performance" means. This is one person who seriously needs

Mensab's help getting his head on straight.

Even if you don't have any relationship with Mensab, if you ask her for help and manage to convince her effectively that Seu does need help (Thankfully she won't deny it), she'll try to influence Seu a little. It seems that Mensab really is the only person who can affect Seu to any degree.

If you can help Seu turn his performance around, you'll find that Seu is abnormally resilient – mentally and physically. You can press him as hard as you like, he simply does not seem to break. If he actually starts acting in his role as president, you'll find that he inspires everyone else, especially when the situation seems grim.

Busy Doing Nothing

Mori is the most normal student you can ever hope to have. Average grades, average behaviour, average mindset, in a class of misfits there's simply nothing about him that stands out besides the fact that he's not a misfit himself.

Mori

He wants to make a name for himself, but he has no idea what he actually wants to do. All the options in the world...and yet he has no ability to focus. To help him, you're definitely going to make the choice for him. Find him a hobby, or even tell him to specialize in a subject, just find something for this kid to put his energy into.

But helping Mori out has very limited results. As he begins to find his ability to focus, he'll start to finally have a bit of a presence in the class, but really – it's not like he'll suddenly be noticeable enough to have substantial influence. It does make him substantially more versatile however...which should be a good thing to ensure he survives.

Black Reflection

An outcast in the class if there ever was one, if it were not for her own capability, she definitely would have died in the very first test.

Kahdal Spindal

If there's anyone who would be most likely to suffer from depression, it's likely to be Kahdal. Her mood shifts seem to be constantly growing worse – periods of laziness will turn to complete apathy.

If you're to help her at all, her attitude and her mindset need to be changed. Without an opportunity to turn her mindset around, you're not going to make much progress – and unfortunately, that's something you'll have to create. Something to give her a

Susono
Musubi

reason to actually “try”. If you continue to leave her to her own devices, well...her future looks grim.

If you do manage to turn her around, maybe even find her a friend or two in the class, Kahdal proves to be phenomenal at helping pick up the slack, especially when it comes to examinations. Her presence alone seems to keep everyone else calm, and oddly enough, she seems to be able to negate the Matriarch’s mental effects – maybe it’s that helmet of hers.

Case Closed

A girl who is utterly convinced that there’s problem stirring within the Net Sphere – she’s probably not wrong, but when it interferes with her academics, it’s best that you get involved. Unfortunately, she’s not to be deterred, which means if you want to win her over you’re not left with much choice except to help her.

The Net Sphere is “safe”, but safe doesn’t necessarily mean friendly. Susono has been watching the neighbourhood carefully, and unlike the other students she notices when children go missing. If you investigate into this with her...well, you’ll probably realize that with the school system as harsh as it is, there needs to be a steady flow of replacement students. You can probably guess where those come from.

If you’re going to do something about it, you should first prove yourself to the Governing Authority before trying to implement any changes. They’re not about to listen to somebody of no worth...and threatening them is likely to result in immediate expulsion. Play by the rules and beat them at their own game.

Successfully helping Susono...well, she gets pretty motivated to help you pass. From undermining the exams of the other teachers to outright planning assassinations if you deem it necessary, there’s no job too dirty. Just remember that she’s more fit to gather information than to actually take action.

Shounen Heart

Itou Denji

Unlike Schiff, who tends to wander into fights by accident, Denji is the sort to intentionally get into fights so that he can prove himself. This, quite unfortunately, means that he tends to miss classes entirely due to injuries. If you’re out to help him, you can either follow a route of positive encouragement or try to deter him from fighting further.

Nayuta &
Ayuta

The issue at hand isn't so much that Denji likes to fight, but rather that he seems to have a reason to fight. Convincing him to "stop fighting" is not a matter that will be settled with words – you'll need to figure out why he's fighting in the first place. If you observe his fights though, you'll notice that he tends to target officials quite a bit. If you've already settled things with Susono and figured out what the Governing Authority is up to...

Before he goes and lands himself in a hit list, you should probably establish some sort of compromise with him. Convince him that fighting the Governing Authority with his fists probably won't get very far.

If you can get him to stop fighting and focus on the academics, you'll find that Denji will quickly adapt to the challenges of school life. Of course...if there's ever a physical examination, he'll ace that no problem.

Oh, he'll also challenge other students and you to regular pinball matches. Seems like a good way to bond with the other kids...can't hurt, right?

Twin Icon

Despite the fact that technically they should have a distinct advantage over every other student since they've been registered as two kids rather than one; the twins don't seem to excel in anything at all. When **both** of them seem to feel that they can skip class and let the other one attend, that tends to result in neither of them showing up.

You shouldn't have to be a family counsellor as well as a teacher, but unfortunately that's the role that you'll have to take if you want to solve the issues that these two delinquents have. If you can't get to sisters to even begin a process of reconciliation, you're never going to get anywhere with these two. You better get started with figuring out what's wrong with them – just be aware that their reasons...are very petty.

Get the two of them to work together, and you'll find that as expected – they can perform amazingly. From keeping tabs on other students to facilitating cheating en masse, having an extra, unaccounted for student opens up possibilities that are only limited by how you intend to employ them. The fact that they can instantly switch places with one another is something that you should

	probably use to your advantage.
	<u>White Reflection</u>
	Nishu definitely has no problems with motivation...unfortunately her learning difficulties as far as academics go...well those are insurmountable by her alone. It's not that she's intellectually challenged by any means...it just seems that she's stuck in a single mode of learning, and unfortunately that mode does not work well in a classroom environment.
Nishu Mizunoe	Try out different things, maybe sleep learning (ok that might be difficult), more aural based forms of learning, or maybe even with virtual reality? If you can experiment with different methods, you'll eventually stumble upon one that will click with Nishu.
	If you can find that key to cracking Nishu's learning problems, you'll find that she not only recognizes you as a teacher and a respectable individual, she'll actively champion your cause with the same dedication that she approaches everything else. The fact that she can even pull her weight with students of other classes and some of the teachers...well, that's pretty amazing.
	<u>Eternal Smile</u>
	If you could get her to speak up in class that would already be a miracle. The fact that she seems to be actively ignoring your presence every now and then? Well, that won't help matters either. In order to help her, you first need to get through to her, and unfortunately that does mean hounding her incessantly until she finally acknowledges you.
A Girl in White	Oddly enough (or maybe not, if you suspect she is underage), she seems to be looking for something. A teddy bear to be specific – one that matches Instructor Kozlov. To find something so specific...well it might be better if you simply made it yourself.
	If you do manage to complete her request though, her ability to vanish at will – and take others with her – will probably come in handy once it comes time for final exams...especially if the final exam is of a similar nature to the standard evaluation testing.

Again, we'll stress that you don't actually need to address any of the students' concerns...but it will help improve their odds for survival, and hey, your job is on the line here too!

[Scenario 2] – [Period 4: Study Hall]

It isn't going to be a straight dash to the final exam, and hopefully you weren't expecting it to be. After all, as a student, you have to be aware that things such as midterms exist right?

Well...the unfortunate part is that while you can certainly help your own students when it comes to testing them on your own subject, there's the matter of the other teachers to be concerned about. That's right; they're also going to be testing your students as well.

And not every test is purely academic in nature you know...

You still have a short period of time before the midterms kick in – so you should definitely scrounge up what information you can find on the other teachers' exams and make sure that your kids are ready, because unlike the other events and tests so far, your students don't have the option of opting out here...

Thankfully, the other teachers shouldn't be out to get you...unless you happen to have incurred their spite for some reason... Aside from that – hopefully unlikely – circumstance, your fellow teachers should be more than happy to trade information with you.

That's right...you're going to have to test their kids too. Hopefully you have something good planned. Failing their students might be fun...but don't forget that it can work both ways. If in any way you abuse your authority however...you will find strict penalties levied against you.

Life isn't easy being a teacher, eh?

Teacher Name	Their Exam Contents	Their Class Performance
Sanakan	<u>Mock Dissertation</u> Trust Sanakan to come up with something like this. As she was too lazy to come up with a proper exam – her examination is a verbal exchange between student and teacher in which she drills your students with “scenarios” and grades them depending on their response. From past years, it seems that	• Sanakan's class is likely to have studied extremely hard regardless of what topic your expertise is. Frankly, when your own homeroom teacher threatens you with a GBE, you're motivated to work hard. • As she happens to be inclined to ensure that she doesn't land in hot water, Sanakan is willing to “exchange some favours” to help your

	Sanakan's most common topic of conversation generally revolves around the use of firearms in civilian settings. It's best to advise your students to remember that Sanakan loves to use her firearm in civilian settings, and she also has no concept of "personal bias".	students if you help hers. • Be wary that her students do have a tendency to try and cheat, especially if your examination is of an academic nature. They'll do whatever it takes to survive after all.
Zoichi	<u>Standard Operations</u> Zoichi, the only teacher insane enough to have an exam where death is not just possible, but rather likely. The first preparation you should make is to equip all of your kids with armour. Yes, even Zoichi recommends that. The problem then is that the physical nature of his test, surviving a gauntlet of combat drones requires a certain measure of both teamwork and physical skill. Hopefully you can drill that into the kids.	• Zoichi's class excels at any form of physical test, but tests of a purely academic nature are...challenges for them. • It's not they'll instantly fail, but if most of them have no interest at all for science, literature, or other such non-physical subjects. • Be wary that each and every one of them carry firearms. It isn't too likely that they'll actually use it of course, but don't try to confiscate them...they have itchy trigger fingers after what Zoichi's done to them.
The Matriarch	<u>Psychiatric Analysis</u> She assures you that this is a standard test, just a written essay on the ethics of propaganda usage that your kids should be well prepared for. Unfortunately she doesn't tell you that she'll try to mind control your students during the examination. Hopefully you have countermeasures in place. Having something else to "distract" them might help. Maybe some chewing gum?	• Typically, the kids that have survived the Matriarch's class up until now are all rather well indoctrinated, though they seem to have issues with the fact that exams are taking individually. • Be wary that the Matriarch might feed information to her students by mental connection. It's up to you whether you want to let this pass. • If she's busy passing information, you can safely assume she's not mind controlling your kids.

Kozlov	<u>Field Dissection</u> You might have been hoping that being as “stable” as he is, Kozlov would have opted for a test that would be somewhat normal. That is not the case. In an odd variation of the norm, this is a group exam. Your students will go out together to take down a beast called the <i>S. aegyptiacus</i>. From the notes that the school has, it seems that these creatures existed eons ago, though the Net Sphere recreation is quite faithful to the original. Once your kids take down the beast, the actual examination of dissecting it and recovering key organs will commence. Really, taking down the <i>S. aegyptiacus</i> is the more important part.	- Probably the smartest kids in the school, thanks to the extensive brain surgery that has been conducted on them. - Unfortunately, if they've survived for this long, it's not likely that they'll be very adept physically – they might be really smart, but Kozlov doesn't care much about augmenting the body. - While Kozlov's kids aren't physically strong by any means, they do work together very well – which unfortunately means you'll probably notice a good couple of them attempt to help each other out during the examination. - The fact that Kozlov approaches you to make your examination a “team effort” is a bit...bizarre. You can choose whether you want to entertain him.
Halogen Ubler	<u>A Test of Faith</u> Probably exactly what you would expect from Halogen Ubler, his test involves a lot of writing, a lot of pain, and a lot of interrogation. Actually not too much about faith at all. The written nature of the exam does nothing to indicate that he'll be droning on about religion the entire time, and he expects your students to be paying attention – to him, not the exam. If your students were deserving of a pass they won't need to concentrate on	- Probably the oddest students in the entire school, you really have to wonder if the fact that they're all wearing hoods to cover their faces is valid under school protocol. - The most likely to have cheated beforehand in anticipation for your examination, if you're not one to tolerate cheaters...well be on your guard with these kids. They know all sorts of ways to cheat. - Be very careful that if you do happen to catch any of these kids cheating, Halogen has

the exam now would they?	indoctrinated them to kill themselves via poison. For your own sake you should wear a gas mask.
What's the topic of the exam?	• If your examination is of a physical nature...well, be wary that some of the kids might just give up right away.
The heretical nature of human created immortality through genetic engineering, and its value. Not unlike Sanakan...it's best if your students keep in mind that Halogen hates genetic engineering.	

The end of the school year is almost upon us, so make sure that the fortunate survivors left in your class are all prepared. Within three weeks, it'll be finals season!

[Graduation Time: Final Exams]

If the final exam was purely academic in nature, you might not have any cause for worry – but even though they tell you the nature of the examination well in advance, there doesn't seem to be any hint of a simple solution. The final examination is held by the Central Authority, and administered by the Safeguard.

The nature of the examination is delivered in a white manila folder, just a single sheet inside.

The premise of the test is delivered in a single line.

"Secure the Net Sphere, Sector 4."

It's a known fact that the Silicon Life hives have been actively attempting to infiltrate and corrupt the Net Sphere, and it isn't any laughing matter. There are plenty of cases where Silicon Life have successfully adapted to a "peaceful" lifestyle within the Net Sphere, but unfortunately, for every such case there are dozens of attempts by the Silicon Life to sabotage the Net Sphere.

The fact that the Safeguard forces are exterminating them probably does not help matters either. But that's not something you're going to change from here within the Net Sphere. Rather, you should concern yourself with what "Securing the Net Sphere" actually means.

There's neither any definite span of time associated with this, nor any concrete condition for what defines "secured". Based on what the other teachers have to say about this, it seems that this is essentially the final exam that no teacher has ever lived through, so information on it is sparse to say the least. You might be wondering how they managed to survive.

Well you see, there is the option of opting your class out of the final exam...but the thing is, that means you'll have to repeat yet another year with the same class (hopefully in better relationships with them), going through the exact same trials. Your predecessors didn't bother and bit the bullet, ploughing ahead...well, to their own grave apparently.

Then again, your predecessors might have just been lacking confidence that they could ensure their kids survived. Heck, it might have been tough just getting to this point. By now you might be wishing you never took this job in the first place right?

You do have the option at hand to repeat the year, it certainly might help you prepare better for the problem at hand. The Governing Authority won't fault you for it, they won't change the nature of the final examination, but they will add three more students into your class each time you proceed to repeat a year.

If there are no more students from the list left to choose from, they'll pick from your companions, if you have no more companions to choose from, they'll toss in "substitute students" – kids from the neighbourhood who have been "prepared". You may have investigated into how this process is facilitated in the Net Sphere.

It's not a happy procedure.

Just be wary that stalling the examination forever is not a possibility. Your associates doing this was precisely why a review of the school was conducted in the first place, and you won't be given any more than **3** chances to repeat the school year before the Governing Authority simply deems you incompetent. That means removal, if you didn't clue in already.

When you are ready for the examination however, you might be happy to note that it's a group exam...just like the standard evaluation testing was.

Unfortunately...sector 4? Well even if you had taken the examination on the first opportunity you were given, the Silicon Life have already invaded and dug in. The longer you waited, the more time you gave them to reinforce their numbers.

The Silicon Life hive forces that have invaded don't understand the term "negotiation". You're going to need to remove them by force, you and the kids anyways. They've taken control of the Conversion Tower in Sector 4, and that should be your primary objective to begin with. So long as they control the Conversion Tower...you'll find that a steady stream of Silicon Life reinforcements will harass you – and potentially kill the kids.

You didn't come all this way just to let them die now, did you?

In any case, the Silicon Life made things simpler for you. You can't leave Sector 4 until all of them are removed or pacified, you're literally in a completely isolated region of the Net Sphere. This is likely the standard response that the Governing Authority follows whenever Silicon Life invade.

Remove the presence of Silicon Life, re-establish the presence of the Governing Authority in Sector 4, and do so while ensuring the kids survive. Hopefully by now you all have learned how to work together as a class – but if not, you still have hope. If you can at least secure the Conversion Tower, the Safeguard can help by deploying low level exterminators.

Just remember that the Silicon Life have always held the advantage in numbers, and they'll be quick to press that advantage – letting you take control of the Conversion Tower without a fight is not within the realm of possibility.

It seems odd to say this to a schoolteacher – but, good luck, and good hunting!

[Graduation Time: Caelum finis est]

If you got to this point...well, you'll know, because the travel privileges to and from Sector 4 will be released, and you – along with any other survivors, will be able to return to the rest of the Net Sphere at large. The Governing Authority congratulates you for a successful return...and presuming that a majority of your students did survive, you may be glad to hear that Nihei High received a passing grade – which means both recertification, and now that the school has proved itself, it doesn't need to be subjected to the final exam over and over again.

Just once every couple years. Hopefully.

In any case, hopefully this means that less substitute students need to be put in place. Naturally this is assuming that your former associates don't accidentally remove a student as they may be prone to do. But then there's the matter of your own compensation.

Now, if you want to continue teaching the class of 4C – you may, for the remainder of your ten years depending on how many you took to get here. Otherwise, the Governing Authority will be more than happy to send you out to the Base Reality outside the Net Sphere. It's still a one way trip. Alternatively, there seems to be a researcher looking for [help](#), but maybe you have helped him already – in which case you should just ignore this.

If you choose to stay in the Net Sphere the Governing Authority will continue to arrange for your room and board, though you'll likely be asked to participate in repelling the Silicon Life invasions every once in a while. The class of 4C

however...goes back to school. What, did you think the graduation was really for them?

No silly, the graduation was for you as a teacher. The kids were just there to act as a metric. Why do you think the Governing Agency bothers to toss in substitute students and all the rejects that they can't be bothered to bring in line?

Right – there's still the matter of your compensation. For every student that survived the entirety of the final examination, you'll gain 10 merits. Kids that died aren't considered for anything, but the Governing Agency will compensate you if you have merits to trade in. Well, you can see the list of compensation below.

Besides that? It's time for you to decide what you want to do with the time you have left. I'm not sure I ever want to be a teacher again personally.

Merit Cost	Option	What it actually does
5	Memory	5 Merits can be translated to essentially 128mb. Be wary that this can translate to very odd numbers. Actually...why would you even need this memory for anything? How odd...
10	Mr. Kozlov's Biological Enhancement	I'm not sure why you, in any sane state of mind, would pay for a Bear to modify your body. Granted, he's really happy for the chance, and at least he'll succeed. Every time you purchase this, a parameter of yours (your strength, or perhaps your height, weight, brain power – the bear loves brains) will grow by a minor amount. (Never more than 3%)
10	Private Pupil	The Governing Agency can't wait to get rid of your kids – so much that if you want one as a companion, they'll hand them off to you! If you helped the student out and was friendly with them, the cost of this is cut in half. The only silver lining to taking a kid really is that they aren't half as dangerous as they could be if they came from a place other than the Net Sphere.
10	Class of 4C	An option that makes more sense if you took on more Private Pupils – instead of having them be standalone companions, with this you can merge them all into a single group. Hell that was probably how you considered them before you got to know any of them right?
10	Close Associates	Truth be told the Governing Agency would be fine if you took these insane teachers away as well. Thankfully, they're not as dangerous as they would be had they come from anywhere else but the Net Sphere, but they're still trouble cases just like the students are. If you're close with them the cost of this is cut in half.

10	Teaching Aide	A book that basically sums up your teaching experience here at Nihei High. If you ever happen to be too busy to teach another individual, if you give this to them, they'll learn the subject – albeit very slowly – but eventually they'll reach the same level of expertise. Let's just hope they enjoy reading more than Dhomochevsky, because it'll definitely take a while.
10	Portable Discipline	Instructor Sanakan's favourite teaching assistant, the Discipline Beam Emitter. Thankfully, despite being rather high powered – it never wounds anyone fatally. Hopefully you have medical expertise though, because if you aim right you're going to want to be there to resuscitate them. At worst, it knocks people out completely and messes up their minds real bad...and gives them bruises everywhere...and leaves them traumatized.
10	Self-Improvement Handbook	A book that teaches people how to be self-reliant – if only you had this to give to the kids when you were first here. Every time you read this, you'll improve slightly in some mundane skill
20	Nihei High Uniform	A school uniform that has survived the countless trials of Instructor Sanakan and the other maniac teachers. Regardless of how much damage is inflicted upon it, it never seems to break, and never seems to grow dirty. It's even immune to the clothing destruction ray, which is a great thing considering the perverted tendencies of some folks in the Net Sphere.
20	Moefication Plate	One of the worst things to come out of TOHA Heavy Industries, the Moefication Plate quite literally transforms the perception of everyone nearby – making things more “Moe”. Ever feel like you just want to be in Japanese cartoon? Well, this unfortunately enforces that atmosphere in the local environment. Of course, it has activation requirements, just like everything else from TOHA Heavy Industries. The Plate needs to be attached to something that can process and broadcast its effect – the stronger the broadcasting strength, the wider the area of effect and the more people are affected. Just...be careful when using this?
20	Shutdown Plate	A plate that frankly one of the kids would likely have used to shut down the school if they eventually became frustrated enough. Whereas the Moefication Plate changes both the mood and people's perception of a local area, the Shutdown Plate is there to completely remove

		the presence of programs – essentially a targeted EMP. It suffers from the same drawbacks as the other plate though, so use it carefully.
20	Nihei High Medical Kit	As only fitting for the school with the highest fatality rates, the medical equipment at Nihei High is second to none – to the point where even local hospitals send their patients here to get reconstructed. Able to quickly reassemble cyborgs, flesh-bags humans, and digital life, this is essential if you plan on educating more people like how Instructor Sanakan does.
20	Robotic Jizou	A massive robotic Bhudda repurposed to essentially act as a robotic suit. There's no real understood reason why this was made – but it's a relic of the Net Sphere's past, and from time to time brats like to hijack it and arm it with lasers and so forth before going on a rampage. Considering it happens to be quite massive, building damage tends to be high when it is involved. Best to use this carefully.
20	Wide Area Loudspeaker	Typically used to keep entire courtyards of students in line, it also acts as a broadcasting device for programs, radio waves, transmissions, and so forth...which, when combined with specific plates – well bad things can happen. You could retrofit this to project other things, but its intended purpose really is just to keep students in line.

[TERMINATION POINT]

310556951 seconds or maybe more, yet there's still enough time for one last breath, one last glimpse, before you're dragged out of time and space, once again ending up in the MSCF.

The MSCF is different this time, more orderly, more refined – seems the two men took the time to tidy up and reorganize the place. Now instead of desks and terminals, there are only three doors to the far wall, and the two men are looking over some maps. Tyria...Arland...Earth...some of these maps you might recognize, some of them are definitely foreign.

The two men look up and acknowledge your presence with a curt nod, before the old man peels his eyes away from the maps and addresses you.

“Sorry, just helping Wak here plan out vacation destinations for him and the missus. Here...let me prepare the gates for you. It's time after all...for you to find your way.”

BACK TO THE DISTANT PAST

Time to go home is it? Very well then, we'll make the fitting preparations to return you to your original home. Won't it be nice to see your family after all this time?

A CITIZEN OF THE CITY

You...want to stay here? Well...we won't stop you...but just what is it that is keeping you here?

ANOTHER STEP FORWARD

Another leap into the unknown, is it? Well, best of luck on your next journey.

Notes

Parallel Electricity Storage Tank Cluster (used to overcharge Killy)

*For the Scenario Part 2: Provisional Connection Certification

Blame!, Simplified Basis Variant

BACKGROUNDS

(Backgrounds follow a standard 4 background 1246 system. A secondary line of perks exists reflecting various other elements in Blame. A third line of modification perks exists to reflect personal modifications. Finally a set of side perks exist.)

***Survivor** – A background based off of Killy, meant for individuals who need more survival capacity, and useful for those looking for greater combat durability

***Engineer** – A background based off of Cibo, meant for individuals who are tech/AI oriented, and is related to the various technological elements in Blame!

***Silicon Life** – A background based off of the Silicon Life, meant for individuals who are largely shapeshifters and experiment with their own body.

***Safeguard** – A background based off of the Safeguard, with the various notable Safeguards in mind, helpful for individuals who like to control and destroy as much as possible. Combat oriented, but more aggressive than the Survivor.

PERKS

Perks marked as [Freeform] are open to wider degrees of modification/customization.

[SURVIVOR PERKS](#)

1	Determination	*Increases physical durability, mental resilience, resists mental control effects. *Body can move autonomously even if the mind is incapacitated – following the last thought in mind.
2	Unyielding	*Reduces the effect of recoil significantly. *Ignore pain
4	Whatever It Takes	*As you take damage, you can shut down unnecessary body parts to kick off a rapid regeneration factor. *The more injured you are, the more likely this will happen automatically.

6	Indomitable	*Removes the concept of vital organs, your body needs to take a flat amount of damage before you fall. *Your vitality determines how much damage it takes before you fall.
---	-------------	---

ENGINEER PERKS

1	Technological Expert	*Improves your ability to reverse engineer and develop new tech. *Improves your ability to decipher new tech.
2	Access Privileges	*You'll gain a sufficient amount of privileges that no one will question your presence unless you are actively causing a disturbance. *Improves your hacking ability.
4	AI Synthesis [Freeform]	*Allows you to be able to develop AIs *Your AIs can grow with time and research efforts. *May be able to create fully sapient AI in time.
6	Rampancy of the Builders [Freeform]	*A corruption field, very effective against AI and electronics *Default field paralyzes enemies; this can be resisted or purged like a status effect. *You can modify the field with any virus/status effect within your ability. *Strength of the field and range is linked linearly to the cost of maintaining the field.

SILICON LIFE PERKS

1	Malleable Form	*Reduces penalties for shapeshifting, bodyshaping and other such experiments within the same vein. *Can use your own biological tinkering abilities on others with a lower risk of failure and greater effectiveness.
2	Resilience	*Increases your durability based on the amount of alternate forms you have. *Increased resistance to hostile environments.
4	Subordination Protocol [Freeform]	*Used to subjugate others to you, ensures perfect obedience from enslaved subjects presuming you're strong enough. *Can freely modify them physically within your biological engineering expertise
6	Adaptation [Freeform]	*Can merge your various alternate forms together at different levels to create new hybrid forms.

		*Can also integrate mundane physical objects into your body and use them at reduced efficiency
--	--	--

SAFEGUARD PERKS

1	Agent L0	*Improves your ability to infiltrate locations and organizations. *Can be used to fool things both sapient and not.
2	Guardian L1	*Increases your physical mass by 50%. *Increases your defence *Allows you to purge off energy by firing laser beams.
4	Wisp L3 [Freeform]	*Can interface with any electronic construct or entity. *Can repair them or reprogram them with energy. *Can create new Safeguard out of inanimate objects, or just matter conversion into drones (costs more energy) *Created Safeguard may carry perks equal to the roles that are lower than your absolute Safeguard level. (If you're at L6, you can create things up to L5.)
6	Adjudicator L6	*Can "mark" individuals as friendlies, after which all allies will recognize their presence *Can freely draw energy from technological components in the nearby environment *Can exchange energy between yourself and marked individuals.

LOCKED PERKS

Everything underneath a 4 perk is locked to that specific 4 perk. Normally, a background has discounts to two locked perk tiers that follow their background, but this can be changed as a choice – you may sacrifice two discounted perk tier paths for one of another background.

4	Planter	*Increases your regeneration speed *You'll improve on two science related fields of your choice
2	Labourer	*Increases your base size by 1.5x *Increases your strength, stamina and endurance significantly.
2	Technomad	*Improves your ability to avoid detection *Natural danger sense within a large radius
2	Electrofisher	*Any weapon you create can strike immaterial creatures. *Your ability to improve on weapons and retrofit equipment

		improves.
4	Pursuer	*Improves your speed and makes travelling easier *Improves your regeneration while moving
2	Dead Aim	*Increases the range of all your ranged weapons by 2x. *Increases ranged damage, struck location always causes significant damage.
2	Timelessness	*Freezes your appearance regardless of condition *Slows your aging process down significantly.
2	Limit Off	*Temporarily doubles your capabilities, removes any caps you may have. Affects you, your skills, and your weapons. *All of your actions will temporarily drain your health.
4	Cave 8 Researcher	*Can teach you how to download your skills and pass it on to others. *Works best for simple skills, can fail and needs time to develop. *Your cloning abilities improve.
2	AI Hegemony	*You can force yourself on AI, and make them conform to your own standards. *Can be used to insert commands into AIs and influence their core directive.
2	Gravity Well	*Allows you to skew the gravity around you freely. *Can be used to resist the effects of varying gravity.
2	Spatial Warp	*Creates a spatial bubble that allows you to slip out of the world temporarily. *Can be used to protect others as well.
4	Governing Agency	*Attempts to ambush you will result in those who try coming into accidents. *Your luck improves substantially, and generally you succeed more at whatever you try to do. *You recover from any status effect/incapacitation quicker
2	Overwatch	*Can identify all enemies and friendlies in vicinity *You'll be immediately aware if anyone tries to attack you, even if they happen to be cloaked.
2	Not a Matter of Distance	*Allows you to communicate with your companions regardless of distance. *Requires some sort of network to be existing, doesn't have to be a telephony network.
2	Reimplementation	*You can instantly resurrect your minions once when they fall. *Revives them to their last known good state.

4	Marauder	*Lets you find loot from scraps and garbage *Improves your ability to escape and flee, can move through joined shadows.
2	Necessary Mutation	*Can rapidly grow appendages as the situation demands. *Can drop appendages at no detriment.
2	Take What You Can	*Increases the amount of loot you find *Increases the ease of breaking into locked places
2	Burn What You Can't	*Increases the flammability of everything. *Steadily increases the flammability of select objects by staying around them
4	Ravager	*Increases your abilities by being around a companion. *Implements a hierarchy system among your allies, this is better explained within the perk text.
2	Rook	*Rooks can join together with others to form a shield wall that can resist damage equal to the combined efforts of all in the line.
2	Queen	*Can teleport to any other ally with a "piece" *Provide a strong boost to all allies in vicinity *Can drain other pieces to heal themselves.
2	King	*Can recall every other "piece" to their side. *Can mimic up to three skills from another piece at any given time.
4	Special Provisional Unit L4	*All energy pool recover quicker *All capabilities improve slightly.
2	Drop-In	*Can call in three drone units, which serve as basic combatants *Allies can take over the drone bodies to act through them at no risk to their own bodies.
2	Focused Fire	*Each ally that attacks the same target as you will cause all of you to deal more damage to that target. *This applies regardless of range.
2	Shadow Flanking	*Can be used to warp your companions/drones to any location within sight. *Can be used to warp them back and forth as necessary, but costs your own energy.
4	Exterminator L4	*Doubles the range of your weapons and spells. *Can shift into a primary weapon form, where you provide the energy for all of your weapons and can fire them freely.
2	Apparition Deployment	*Can be used to create a spatial gate between two places. *Can also be used to create a spatial quarantine chamber to

		isolate enemies.
2	Contingency Measures	*Can temporarily release a massive amount of energy, and channel all of that energy into attacks, or other techniques. *In this state it's possible to use more energy than normal for various techniques, increasing their effects.
2	Mark of Destruction	*Can mark a target to get information on them over time. *Also tracks their presence regardless of attempts at obfuscation.

SIDE PERKS

1	Blam Blam Blam!	*Makes your rounds deal non lethal damage on individuals. *Can be used selectively to prevent friendly fire.
2	Selective Disintegration	*Used to destroy armour, clothing, and other such accessories. Can be resisted (based on item quality) *Controls the level of damage dealt with each shot.
2	Sense of Scale	*Improves the effectiveness of making something bigger, and allows you to properly scale components to match.
2	Warwalking	*Allows you to generate a mobile wireless network for the internet. Powered by magic. *Can be adapted to local internet, allows you a measure of surveillance, within the bounds of your network.
2	Jammer Pulse	*A wide area field that can stop teleportation or materialization. *Effectiveness scales according to power input and the size of the object you're trying to jam.
5	Net Sphere Engineer	*Allows you to construct objects in virtual space, as well as bestowing the skill necessary to construct that virtual space in the first place. *Eventually can construct digital constructs in your own base reality.
5	Dismantler	*Can destroy technology and networks from inside out, improved navigation within networks. *Can be used to bypass system defences.
6	Sanakan Soul	*Can create structure conversion towers using only your own energy pools. *Can create your own Safeguard, with only electricity and energy. *Rate can be improved, but takes a substantial amount of time. *Can use the towers, and spare bodies to resurrect if you

		come near the brink of death – provided that both the towers and bodies are nearby.
8	Harder, Better, Faster, Stronger	*Used to uplift machines to a level of moderate sentience, but functions autonomously (They aren't chained under your control initially). *Once you take this, so long as it remains active, machines and networks around you will develop avatars when they reach a certain threshold – the singularity. *Generally these avatars are humanoid in nature. *The more complex a machine/network is, the stronger their equivalent avatar becomes. *You gain the ability to directly communicate with any machine in their "base" language, rather than being forced to rely on script commands. *All machines/networks will spread this singularity infection like a virus, but it can be stopped by firewalls and other defenses.