Welcome to

Aequor

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The Setting

The Island of Aequor

Prologue

Hundreds of years ago the island was open to the outer world, Infact, the habitats had good relationships with nearby continents, but then Something happened. A mysterious event that made the ocean unapproachable, and cut the island from the outer world.
For the longest time the habitats of Aequor wanted to conduct research on the ocean surrounding the island, but all the research teams that were sent there had never returned, thus, proper research has never been conducted.

The Economy

The Trading coin in Aequor is called Calculli -
Those pebbles are made from the sand on shore and have a special signature on it, which is very hard to fake.

1 Black Calculli = 10 Yellow Calcullies
1 Yellow Calculli = 10 White Calcullies
White Calculli are the most common Calculli.

The Districts

The island of Aequor is divided into 4 districts, each of them is occupied by a majority of a different race.

Rieadom

The veteris district, one of the largest districts, this district is located in the westren side of the island, by the sea, next to the Deadly Cliffs, and is full of ancient temples, built from before the "Departure", many archaeological sites and beautiful old style architecture.
This district is one of the most visited districts since it is considered the most "spiritual" and "tourist - tsy" part of the Island. Many People from all other districts come there to rest, buy spiritual or protective trinkets or even get a blessing.
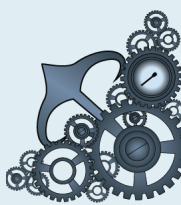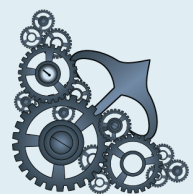
Opulentia

The Fretum district, is a rather small enclosed district located in the northern part of the island pretty far away from shore.
Despite its small size , the district is located in the middle of a forest and is full of resources - from clean waters from the running rivers and the lake to the largest resource for edible plantation and building resources.

The Fretum have full control over this district which is the richest district on the island - since it provides most of the resources to the rest of the island as well as managing the Calculli factory that is located within it.

Sanguily

This district is located in the center of the island and is the other large district on the island. This district is mostly inhabited by the Neo - Sanguis, and is the most technologically advanced and industrial district. Most of its trade is usually coming from technological trade in all aspects of life, from medical equipment to household technology and sometimes even illegal substances or weaponry.

Maledribus

Located on the southern shore, the Maledribus is the Densis district. It is a rather small district and is the poorest one, ruled by a criminal family named Piscatoris. This is the most lawless district where the strongest and the most resourceful survive and.
Most of the people here are either scavengers, small traders or sometimes even assassins. Many shady individuals will find a shelter here since this area is out of the jurisdiction of the authorities.

The waters of Aequor

The waters of Aequor are a dangerous place, full of unknown creatures, races and monsters. Those creatures and the harsh underwater environment (like whirlpools, storms, etc…) are what make the ocean so deadly. Or… Maybe something more?

The underwater denizens have divided the ocean grounds around the island into 2 parts, the "Shallows" and "The Deep End".
The border between the two parts is a huge, unnatural looking cliff that is called "The Half Moon Shore" since the way it surrounds the island looks like the shape of half a moon.
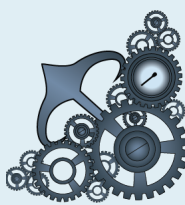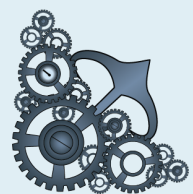
Shivaros

Shivaros are an underwater race that lives in the "Shallows" -
Interestingly enough they worship one of the "Deep Once" , A veteris goddess of war named "Shivaris", Shivaris was known to be smart in combat and save her people with her strategic ability and not through sheer strength.
Her "priests" rule the nation, They are rather peaceful and protect the smaller underwater creatures - granting them a lot of power and respect with the smaller and weaker species.

Weakness - Very sensitive to hot temperatures - makes them slower and fractures their skin.

Diately

The Diately are a shark like Race - They live further away from shore - their society is based on the philosophy that " the strongest survive". They live in settlements that are scattered across the "Half Moon Shore" .
They are considered the guardians of "The Deep End", and they attack any vessel/ stranger that approaches the "Half Moon Shore".
Very aggressive , they also wage war on other races that they dim weak, raiding their colonies and enslaving them.

Weakness - they have a very hard to puncture skin but its very conductive making them very vulnerable to electric damage.

Cirenea

The Cirenea people are one of the races from "The Deep End", their City is located far beyond the "Half Moon Shore", They are a race that admires beauty and culture, but don't let their grace and beautiful appearance fool you - they are natural predators and shapeshifters.
Known for their hunting games they arrange once a year - during this time they go out on a vast hunt Called "The Fruition" , during this time all the females go to the "Shallows", Sometimes even above the waters and lure other intelligent species underwater , using their hauntingly beautiful appearances and enchanted voice.
Taking them underwater where they'll be locked away and forced to run from the males which will try and hunt them down during the tournament.

Weakness - They have a very developed sight and hearing making them vulnerable to strong light and sharp, high pitched noises.
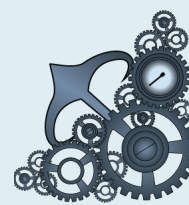
Lumisoris

The Lumisoris are a small underwater race, they are a very agile and technologically advanced race that like to create traps and a variety of weird weapons powered by a water engine that they have developed. They like working together and usually operate in well organized groups called "packs''.
Resembling Axolotls in their appearance, these cute little creatures do not like strangers and will attack an unfamiliar creature on sight especially if said creature is getting close to their settlements - they usually live in underwater caves in the relatively shallow waters.

Weakness - have a very thin skin that can be easily punctured.

Ca - palli

Small creatures that resemble seahorses in their appearance. Those peaceful little creatures live in a Collection of seven tiny settlements called "The Conclave", located in the shallows right beside the "Half Moon Shore" , each conclave is ruled by a matriarch. Those creatures are against any kind of warfare - they do not wage war on others nor do they fight back to protect themselves - which makes them an easy target for the Diately that live nearby.
The only thing keeping this race from extinction is the location they live in. Each settlement is located in the middle of a whirlpool, which is very hard to pass without the right equipment.
Ca - pallis technology is built on the energy those whirlpool provides.

Weakness - have a very thin skin that can be easily punctured.

Mot-tsi

The Mot-tsi are aggressive little creatures that live in tribes on the Shallow side of the "Half Moon Shore" , they are scavengers and murderers that can stalk their prey for weeks till it gets weak to finish it off - usually making it hard for said prey to move on in their journey. They'll use different methods to achieve said result - making the creature lose its way by modifying the surroundings using special technology. They create skillful traps for their victims.

Many of them are enslaved by the diately or have a deal with them in one way or another.

Weakness - Very sensitive to frozen temperatures - the reason why they usually won't be found too close to the "Half Moon Shore", where it's rather cold.
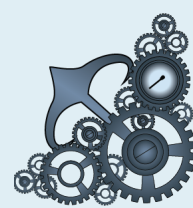
Underwater Monsters

Cetus

Cetus is a huge sea creature resembling a combination between a hairless bear and an octopus - nobody knows where they are coming from, it's just known that they have a very aggressive nature.
They have a very developed sense of smell and are attracted to the smell of blood or food. They tend to have a rather poor sight and usually are only able to see movement patterns. They inhabit the "Shallows" waters.

Weakness - Have a very strong sense of smell - Sharp scents will usually force them away.

Note for the GM

Those are just some examples and general guidelines of what the denizens of the ocean can be, some of them have stat blocks and abilities in the premade one shot, which you can use as an example to run your game for the first time.

The underwater is an open segment for the GM to explore and change to their liking since this part of the game is supposed to be mysterious and unknown to the players.
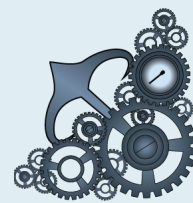
Getting started

Character Creation

In order to create a character from this mysterious island You'll have to pick your race ([Page18](#)). Each one of those races has their own agenda, ideas, morals and inherited abilities.

Then you'll have to pick how your character has chosen to enhance their own abilities. [Enhancements](#) are different implants that are available in special workshops around the world, and are meant to make the lives of the people on the island easier.

After having a general idea of your character you may proceed to pick the equipment and weapons your character might have - and that's practically it.

Now let's dive deeper, shall we?

Stats

Stats are the strengths and weaknesses of your character/NPCs.
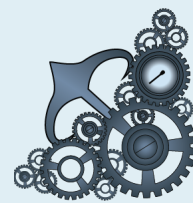
Each stat represents a basic ability your character/NPCs might be good or bad at.

Each Player race gets an array of four different stats which he can choose from(Look for races.).

The Stat	Short Description	Use Examples	Additional abilities
Physical (Ph)	How strong is your character	Lift heavy objects	+- Steps per Turn
Agility (Ag)	How good your character's reflexes are	React quickly to the environment.	+- Initiative
Smart (Sm)	How intelligent and knowledgeable your character is	Thoroughly understand the surroundings	Biological Research
Social (So)	How good your character is at interacting with others.	Persuade/deceive someone.	Languages you speak: On (-2)-0 is Sanguily only (Common) On +1 pick one other language (Vetery,Fretimus,Densius) On +2 pick two other languages of you choice (Vetery,Fretimus ,Densius)
Tech (Te)	How good your character is at using or creating technology.	Familiarity with machinery.	Technological Research
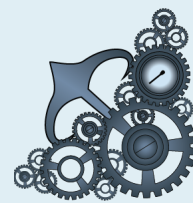
Dice

To attempt a relatively complicated action in the game that requires a decision on whether the character might succeed or fail, the player will have to roll 2d8. The success is then determined by the GM.

Player Rolls

Regular Action: 2d8 + required stat.
Use Equipment: 2d8 + required stat.
Enhancement Action: 2d8 + required stat.
Material Quality: 1d8 + Smart/Tech

Player Defence

Defence is what protects the player against enemy attacks.
The enemy has to roll 2d8+Mod and surpass the PC's Defence stat.

Player's Defence is determined by the player's highest stat.
To calculate your character's Defence; add 9 to your highest stats.
Formula : (9 + highest stat = Defence)

GM Rolls/decisions

Difficulty checks on objects or actions such as climbing/puzzles/research is determined by the GM on the following Table:

DC Guidelines

2-5 / 2d8	Very easy
6-7 / 2d8	Easy
8-10 / 2d8	Average
11-15 / 2d8	Hard
16+ / 2d8	Extremely hard

- Enhancements require time to reset due to their high chance of overheating.
 when trying to use an enhancement multiple times in a row, the player will take additional (-3) penalty on each enhancement roll after the first one.
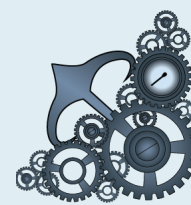
Combat

Board

The game is played on a board that is tiled with hexagons.
Each Hexagon equals 1 Meter in real life.

Initiative

Turns are decided by the Agility stat for players and other characters.
if there's a tie those characters can roll agility against one another.

Actions

Each character can perform one action on their turn and also move to the extent
of their movement.

Regular Action: Roll 2d8 + Required Stat.
Use Equipment: Roll 2d8 + Required Stat.
Enhancement Action: Roll 2d8 + Required Stat.

Movement

Movement means how many hexagons a certain character can traverse on their turn.
Base movement is 5 meters per turn + Physical.

Attacking

During combat, characters and NPCs can perform an attack action. To do so, the attacker
will have to pick a foe and perform an action to inflict damage upon it .
You can attack once per-turn unless your ability/enhancement states otherwise.

GM

- Initiative: Determined by the agility of every character/NPC. The character that has
the highest agility starts first.
Advice - the GM can organize the initiative of their players and NPC before the
beginning of the session, since they are constant.
- Attacking/Actions: GM Rolls to hit versus the player's Defence using their fixed
modifiers (depends on their equipment/weapon).
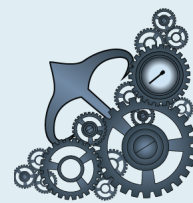
Equipment

At the beginning of the game you are allowed to pick:
1 weapon
2 Items
2 Consumables
(Unless the GM decides otherwise)

NPC / Monster

The GM doesn't roll out of combat, all NPCs have predetermined stats that are used as the difficulty check for the player to surpass.

During combat, those stats are translated into modifiers which the GM can add to their "to hit" rolls against a player (depends on the NPCs equipment/Ability requirement).

NPC Stats:

Stat	Modifier
6	-3
7	-2
8	-1
9	0
10	1
11	2
12	3
13	4
14	5
15	6
16	7
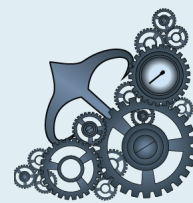
Research and Progression

Research points

Research points are the way to progress in the game.
After getting 5 research points the player advances 1 level.

Research points are given by the GM, And have some conditions on how to get them that are related to discovering and exploring the world:
1) Discovering something new about a character in the game, whether an NPC or a PC, will get the player +1 research point.
2) Discovering something about the world through socialization with others,reading books, or journals. Will get the player +1 research point.
3) Extracting and researching unknown materials:

Extracting materials

Players can extract materials they find along their journey.
There are 2 types of materials:

1. Biological (Extraction requires Rolling Smart)
2. Technological (Extraction requires Rolling Technology)

Materials table:

Condition	Result
2-5 / 2d8	The condition of the material does not allow you to get any information about it.
6-9 / 2d8	The condition of the material is relatively well preserved. The player Doesn't get much valuable information(No research points). With further research you might get some valuable information from this material.
10-14 / 2d8	The condition of the material is well preserved. Researching this material will give valuable information that helps players understand the world better. (all party members gain +1 research point upon research)
15-16 / 2d8	The condition of the material is magnificent. Researching this material will give the players very valuable information about the world. (all party members gain +2 research points upon research)
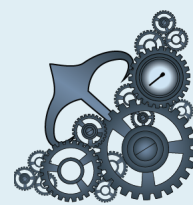
Researching materials

You can research materials by hand, use appropriate machinery or Equipment to help you.

Using Machinery that can be found in different labs across the Island or purchased in specific shops could give different bonuses while attempting to research a material.

Leveling up

Every 1 level: +1 capacity point
Every 2 levels: +1 total vitality
Every 4 levels: +1 to any stat of your choice

Races

The Veteris

Veteris claim to be the most ancient denizens of the island. They live in the most wetern and religious district called Rieadom. According to their beliefs the island used to be " The center of the universe" but they became too arrogant, and their gods, "The Deep Ones", decided to punish them by cutting the island from the outer world causing the "Departure". They are a very religious faction.

Members of the Veteris sometimes display [Horseshoe crab](#) features, like spikes, tails and an orange tough shell .

Attributes

Natural Armor:

You get +2 To your Defense due to the natural Shell You have.

The Deep Ones Are Watching: Once a day
Choose one:

- Curse: you make a foe more vulnerable to damage, all damage inflicted on said foe(By you or your allies) does +1 additional damage this combat.

OR

- Heal: you heal 2 allies of your choice by 3 vitality points.

Standard stats

	Ph	Ag	Sm	So	Te
A	2	-2	2	1	-1
B	1	-1	1	2	-1
C	1	1	2	0	-2
D	2	0	-1	1	0

The Densis

Hundreds of years ago the densis were a race that made their income by fishing , but since the "Departure" - they can't enter the ocean.
With time they became scavengers - Scouting the beaches in search of dead fish that is washed ashore so they can sell them, they are usually from the lowest class and their district is one of the most dangerous districts on the island called Maledribus.

The Densis believe that the departure was caused by a hoard of sea-monsters from a different realm that either the Veteris or the Fretum have released with their actions.

Their appearance often resembles sardines, their skin is silvery/blue and covered in scales.

Attributes

Scavenger:

+2 Smart when you are trying to extract any material.
+2 On attack Rolls using agility when hidden.

Kleptomaniac:

<u>Once a day</u> you can steal any item from any unsuspecting NPC without *rolling* agility. (After successfully approaching without being detected)

Standard stats

	Ph	Ag	Sm	So	Te
A	2	0	2	-2	0
B	-1	2	2	1	-2
C	0	2	1	0	-1
D	1	1	0	-1	1
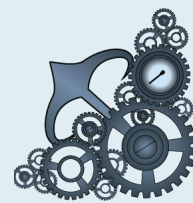
The Fretum

The Fretum also claim their place as one of the most ancient denizens on the island , In fact they have a pretty intense relationship with the Veteris surrounding the matter.
According to history there was a war between the two races over the district named Opulentia that is now under Fretum's control.
This district is one of the most resourceful districts on the island and the Fretum have managed to keep it and utilize its resources very efficiently, making Opulentia one of the richest and most powerful districts on the island.
They are a very smart and cunning race many will even consider them to be the "backstabbers".

The Fretum believe that "The Departure" was caused by the Veteris that have angered some unknown force from the ocean making it unapproachable.

Their appearance often resembles Beta fish, they are often tall and elegant with colorful skin colors.

Attributes

Smooth talker:

+2 Social when trying to deceive someone.
+2 Social when trying to intimidate someone.

Dictate:
You have a very strong presence, once per combat you can frighten 1 foe that is your size or smaller to move as far as they can away from you.
For 3 turns the creature will be forced to move away from you to their max - movement capacity. It won't be able to attack anyone in that panicked state.

Standard stats

	Ph	Ag	Sm	So	Te
A	-2	1	2	1	0
B	0	0	1	2	-1
C	-1	-2	2	2	1
D	1	-1	1	1	0
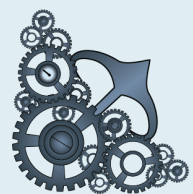
The Neo-Sanguis

This race is your (mostly) Typical human - the jack of all trades, they are considered to be the "newcomers/ Strangers" on the island since according to all written history they've arrived to the island from a different place - they occupy the central district named Sanguily, the most industrial district, and are very good at developing new technologies for all facets of life.

The Neo - Sanguis believe that the ocean became unapproachable due to some sort of change in the underwater population that was probably caused by a shift in global temperatures.

They look just like regular humans.

Attributes

Jack of all trades:
+2 To research Rolls (using tech/Smart)
+2 To skill checks using items.

Best friend:

Deployable Robot - A tiny mechanical creature you take with you everywhere. Once a day you can choose one of those abilities that your companion will perform during that day:

1) Make it perform a simple action for you such as bring something to you, disarm a trap from a safe distance etc… (Requires a tech Roll)

OR

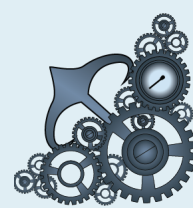2) Make It a Portable shield giving you additional +2 To Defence
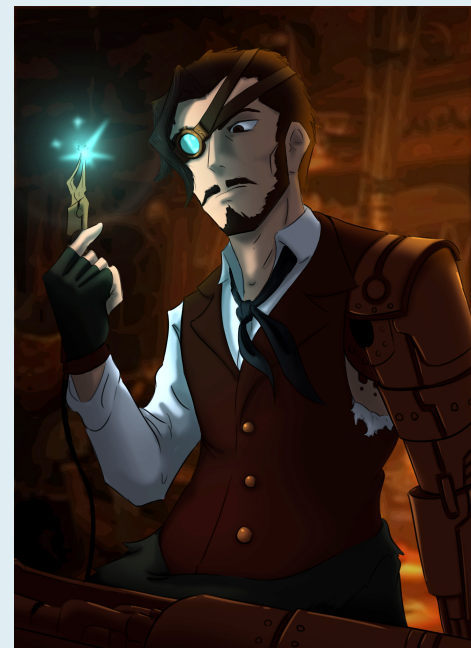
Standard stats

	Ph	Ag	Sm	So	Te
A	1	0	2	-2	1
B	-2	1	1	0	2
C	0	2	-1	-1	2
D	-1	0	1	1	1

The Lautus

Lautus origins are unknown, but many people claim they arrived at the island around the same time as the Neo-Sanguis.

They've managed to survive due to their ability to get along with all the other races, slowly integrating into the society due to their special abilities.

They were always good diplomats, able to convince nearly anyone, but they also have a secret. They are able to shapeshift, and often pass as other races and live among them. Lautus don't live in any particular district , they are scattered across the island.

Lautus beliefs and opinions in the "Departure" are usually the same to the citizens of the districts they live in.

Their appearance may vary, but in their true form they look like very pale Neo-Sanguis with big dark eyes and dark hair.

Attributes

Diplomat:
+2 Social when trying to persuade someone.
+2 Social while performing in front of an audience.

Shape Shift:
Once a day you are able to change your shape into any humanoid creature you've seen before, taking their appearance and voice. You can change your appearance back whenever you wish.
- this doesn't change your stats or the damage you do.

Standard stats

	Ph	Ag	Sm	So	Te
A	1	-1	1	2	-1
B	-1	1	0	1	1
C	0	0	2	2	-2
D	-2	2	2	1	-1
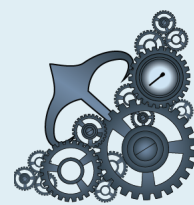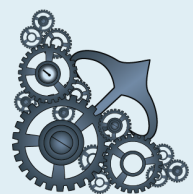
The Ferox

The Ferox are also cousins by blood of the Neo-Sanguis, they arrived at the island at an unknown point in the history, their legends are told from mouth to ear. long ago they've decided that they do not like the industrial direction the island is taking and left civilization. Since that day they are on the move from place to place and usually keep clear of the central districts except when in desperate need.
They are very survival and self defense focused, as many of the districts consider them to be bandits thieves and murderers. They train their children to survive in that harsh world.

Even though they oppose the industrial culture of the island, they still take advantage of different technologies, usually the older ones that they are able to scavenge.
Those technologies are usually used by them to improve physical abilities or replace missing body parts.

The Ferox believe that the "departure" occurred due to the industrial pollution and different chemical waste that was deposited into the ocean, causing the creatures there to deform.

The Ferox look like bigger and tanner Neo-Sanguis.

Attributes

Survivalist:
Your Starting vitality is 12 instead of 10

+2 Smart when trying to explore an area.
+2 Agility when you sense danger.

Natural hunter:
Once per combat you can choose one of those actions:
  1) Trap a creature that is your size or smaller into the position you want, making it unable to move from said position for 3 turns
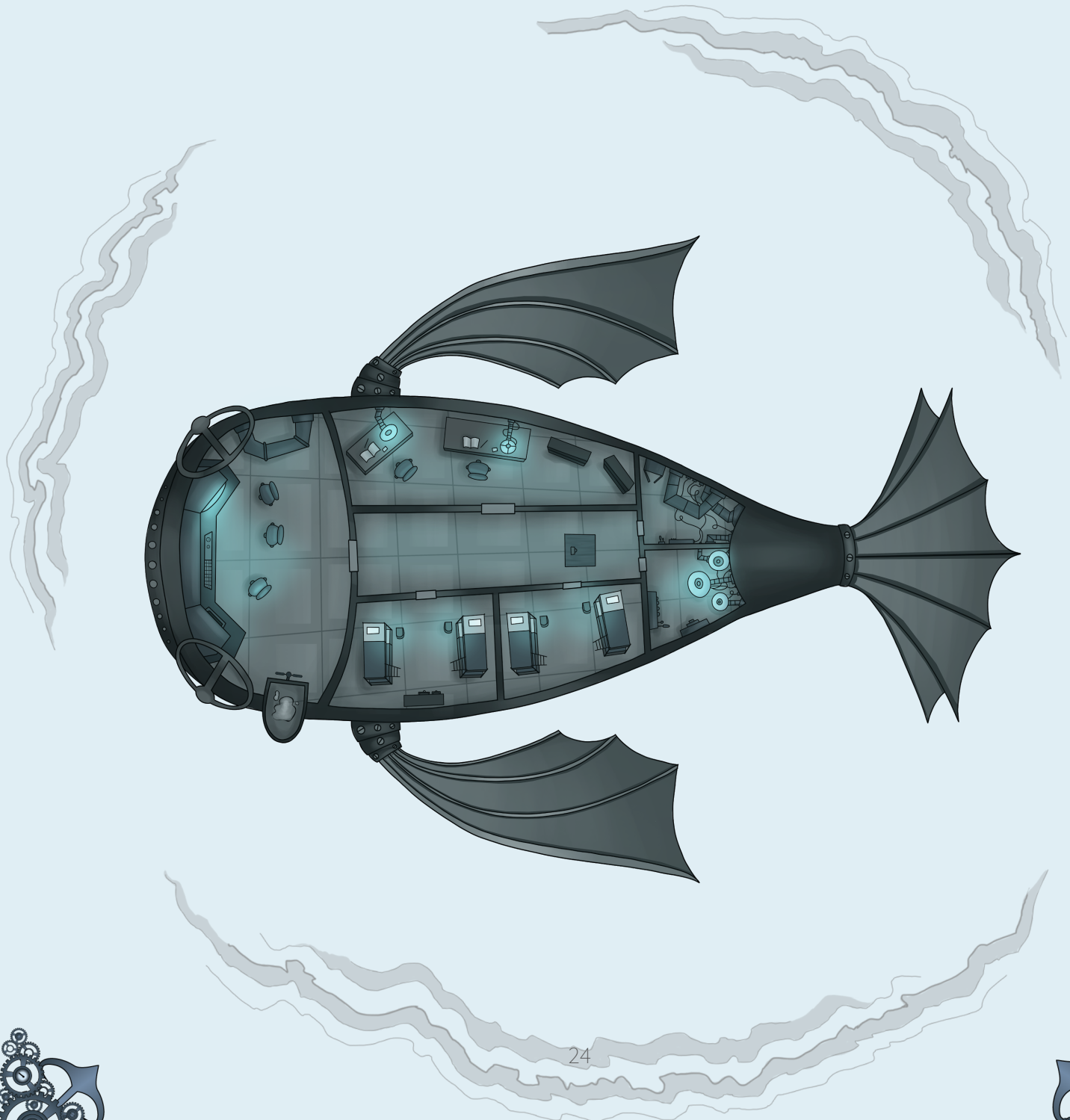OR
  2) Pick one foe you want to find the weakness of, on a successful smart/Agility check against the foe's DC, you cause crit damage for the next 3 turns.
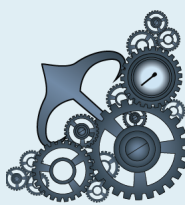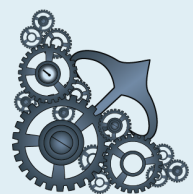
Standard stats

	Ph	Ag	Sm	So	Te
A	2	2	1	-1	-2
B	2	1	0	0	-1
C	1	-1	2	1	-1
D	1	2	1	-2	0

Enhancements

Enhancements are different Implants you can choose to enhance the abilities of your character. You can re - flavour the enhancement to you liking (To suit your character)

Capacity points represent the weight of your enhancement. The more capacity points the enhancement requires the bigger the toll it takes on your character's body, leaving a little less space for more enhancements to be implanted.

Each character starts with 8 capacity points.
Each Enhancement occupies several capacity points(4,2,1).
At character creation players choose permanent Enhancements for their characters.

Enhancement rolls

All the enhancements have levels of usage, which determine the power of the enhancement, this tells how good you can use your enhancement in the specific situation. The power of an enhancement is determined by your Roll + required stat of an enhancement.

Enhancements have 4 steps of power, and also a possibility to completely fail using the enhancement.

The power 0 - the use of an enhancement failed.
The power 1 - the weakest usage of the enhancement.
The power 2 - temperate usage of the enhancement.
The power 3 - good usage of an enhancement.
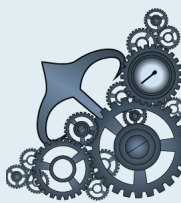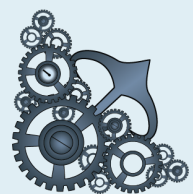The power 4 - the best usage of the enhancement.

Notice!
Getting a high level of usage does not oblige you to use the strongest power of an enhancement.
For example: if you got power 3, you can also choose to use power 2 or 1 of this enhancement.

This table will allow you to understand what dice result you will need, to use your enhancement on a specific level of usage:

Dice Range	Power	Probability
2-6 / 2d8	0	23.44%
7-8 / 2d8	1	20,32%
9-10 / 2d8	2	23,44%
11-13 / 2d8	3	23,44%
14-16 / 2d8	4	9,38%

Tier 1:

Requires 1 capacity points it's a passive, you don't need to *Roll* to activate

Ranger

- improves range for other enhancements by 1

Speed

- gives +2 movement per turn

Inspiring

- increases the number of people other enhancements affects by 1

Optimized

- +1 to all actions out of combat (Skill checks).

Handy

- +1 to all actions using items and kits

Extractor
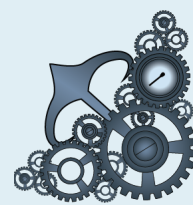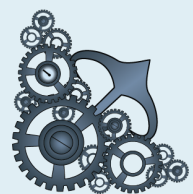
- +2 to all extract material rolls.

Researcher

- +2 to Research rolls

Tier 2:

Requires 2 capacity points
it's an action, you Roll 2d8 + required stat to activate

Make Sense

- The stat required for this enhancement is Smart/Tech

Power	Threshold	Effect	Range(hex)
1	7-8 / 2d8	Disable a foe's ability to smell for 1 turn	5
2	9-10 / 2d8	Disable a foe's ability to feel for 1 turn	5
3	11-13 / 2d8	Disable a foe's ability to hear for 1 turn	5
4	14-16 / 2d8	Disable a foe's ability to see for 1 turn	5

Taunt

- The stat required for this enhancement is Social/Physical

Power	Threshold	Effect
1	7-8 / 2d8	Provoke someone into attacking you
2	9-10 / 2d8	Redirect the next attack a teammate will endure towards you
3	11-13 / 2d8	Make one foe target you for 2 turns
4	14-16 / 2d8	Apply effect on up to 3 targets

Hard cover

- Doesn't stack
- The stat required for this enhancement is Physical

Power	Threshold	Effect	how much damage you will extinguish (number)
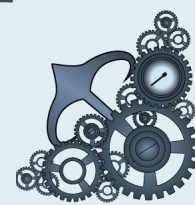
1	7-8 / 2d8	Reduces next damage someone will take by	1
2	9-10 / 2d8	Reduces next damage someone will take by	3
3	11-13 / 2d8	Reduces next damage someone will take by	4
4	14-16 / 2d8	Extinguish the next damage someone will take	∞

The Investigator

- The stat required for this enhancement is <u>Smart</u>

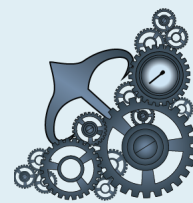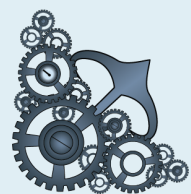| Power	Threshold	Effect	Range(hex)
1	7-8 / 2d8	Reveal the area around you	2
2	9-10 / 2d8	Reveal the area further away	6
3	11-13 / 2d8	Reveal living beings	6
4	14-16 / 2d8	See inside of things	6

Tier 4:

Requires 4 capacity points
it's an action, you *Roll* 2d8 + required stat to activate

Telekinesis

- Max range is 4 Hexes
- The stat required for this enhancement is <u>Smart</u>

| Power	Threshold	Effect	Object mass example	Max move distance(hex)
1	7-8 / 2d8	Move small objects a short distance	Wallet	1
2	9-10 / 2d8	Move bigger objects a short distance	Backpack	1
3	11-13 / 2d8	Move objects further	Humanoid	3
4	14-16 / 2d8	You can move other living beings	Small car	3

Create Hologram

- The stat required for this enhancement is Tech
- The hologram can't attack

Power	Threshold	Effect	Max range (hex)	Max size (diameter in meters)	Max move distance (hex)
1	7-8 / 2d8	You can create a small hologram	1	0.5	0
2	9-10 / 2d8	You can create a bigger hologram	1	4	0
3	11-13 / 2d8	Your hologram can animate and move	2	4	2
4	14-16 / 2d8	Your hologram is real and disappears in one round (until your next turn)	2	4	2

Paralyze

- Only Affects 1 Living being
- The stat required for this enhancement is Smart/Physical

Power	Threshold	Effect	Max range(hex)
1	7-8 / 2d8	Numb a limb	4
2	9-10 / 2d8	Paralyze a limb	4
3	11-13 / 2d8	Paralyze half a body	3
4	14-16 / 2d8	Paralyze full body	2
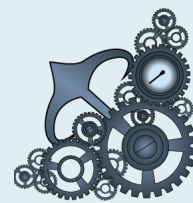
Teleport

- The stat required for this enhancement is Tech/Agility

| Power	Threshold	Effect	Max range (hex)
1	7-8 / 2d8	Teleport a short range forward	2
2	9-10 / 2d8	Teleport Further away	5
3	11-13 / 2d8	You can teleport through stuff	5
4	14-16 / 2d8	Create a portal between the points that you teleported to and from that will stick around for 1 minute (or 10 turns)	5

Invisibility

- works until you do another meaningful action or when hit
- The stat required for this enhancement is Agility

Power	Threshold	Effect	Min range from targets (hex)
1	7-8 / 2d8	You become blurred and harder to detect	7
2	9-10 / 2d8	You make no sounds	4
3	11-13 / 2d8	You are untrackable to the naked eye	2
4	14-16 / 2d8	You cannot be detected	0

Telepathy

- you can only possess or get information for one turn
- The stat required for this enhancement is Social

Power	Threshold	Effect	Range (hex)
1	7-8 / 2d8	You can predict the next action someone will make	3
2	9-10 / 2d8	Slightly change that action	3
3	11-13 / 2d8	Interrupt that action	5
4	14-16 / 2d8	Dictate the next action that target will do instead	5
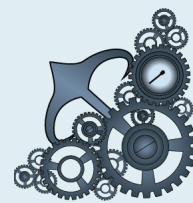
Equipment

- *For all intents and purposes all equipment pieces can work underwater like you'd expect them to.*

Weapons

Throwable Daggers (Hidden weapon)

- 2 Daggers

Mod: +Agility
Range: 1-6 (+ Agility)
Melee Damage(1 hex): 2
Range Damage(more than 1 hex): 1
Dice roll for crit: 9+ / 2d8
Critical Chance: 56.26%
Critical Damage: +2
Melee range: Attacking spends action for the turn and gains you 1 extra step.
Throwing range: Each dagger throw spends 2 steps per turn instead of action, each thrown dagger needs to be manually retrieved.
Price per one: 9 Yellow Calcullies

Hook Axe (Cold weapon)

Mod: +Physical
Range: 1-3 (+ Physical)
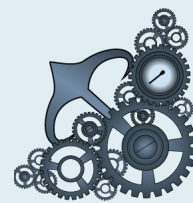Melee Damage(1 hex): 4
Range Damage(more than 1 hex): 2
Dice roll for crit: 13+ / 2d8
Critical Chance: 15.63%
Critical Damage: +4
Ranged attack: Also pull the target towards you
Price per one: 1 Black Calculli

Revolver (Small firearm)

Mod: +Agility
Range: 1-8
Melee Damage(1 hex): 3
Range Damage(more than 1 hex): 2
Dice roll for crit: 12+ / 2d8
Critical Chance: 23.44%
Critical Damage: +4
Critical Hit: Also deal basic damage to all characters behind your target(-2 damage for all additional targets)
Price per one: 1 Black Calculli & 4 Yellow Calcullies

Shotgun (Medium firearm)

Mod: +Physical
Range: 1-4
Melee Damage(1 hex): 6
Range Damage(more than 1 hex): 4
Dice roll for crit: 11+ / 2d8
Critical Chance: 32.82%
Critical Damage: +6
Critical Hit: Also deal 3 Damage to all characters adjacent to your target
Price per one: 1 Black Calculli & 6 Yellow Calcullies

Sniper Rifle (Large firearm)

Mod: +Agility
Range: 1-15
Melee Damage(1 hex): 3
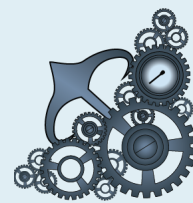Range Damage(more than 1 hex): 7
Dice roll for crit: 15+ / 2d8
Critical Chance: 4.69%
Critical Damage: +5
Targets killed using this weapon get +2 to first Extract attempt upon them
Price per one: 2 Black Calcullies

Compression Sphere (Special)

Mod: +Tech
Range: 1-10 (+ Tech)
Damage: 2 per turn(taken at the start of the target's turn)on Area of effect for 3 Turns
Dice roll for crit: 11+ / 2d8
Critical Chance: 32.82%
Critical Damage: +3
Area of Effect: 3 Meters Diameter
AoE: Around the target hex, crit damage in the middle of the sphere
Special Bonus: In area of effect the movement of the enemies is limited to 1 hex
Price per one: 1 Black Calculli & 5 Yellow Calcullies

Enhanced Yo-Yo (Special)

Mod: +Smart
Range: 1-3 (+ Smart)
Melee Damage(1 hex): 2
Range Damage(more than 1 hex): 3
Dice roll for crit: 10+ / 2d8
Critical Chance: 43.76%
Critical Damage: +3
Target can be stuck in place, this effect renders this weapon useless until target is released
Price per one: 1 Black Calculli & 2 Yellow Calcullies
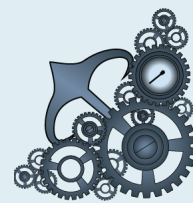
Fibolauncher (Special)

Mod: +Smart
Range: 1-8
Damage: Average of 4d6, round the number down
Critical Chance: If you calculate it in under 10 seconds(IRL) and without using a calculator
Critical Damage: Double Damage !
Price per one: 2 Black Calcullies & 5 Yellow Calcullies

Items

Rope (Common)

A long braid of yarn
Price per one: 1 Yellow Calculli

Flashlight (Rare)

Helps you see in dark areas
Price per one: 2 Yellow Calcullies

Bottle (Common)

Can store liquids
Price per one: 1 Yellow Calculli

Lighter (Rare)

Makes fire
Price per one: 2 Yellow Calcullies

Yo-Yo (Common)

It's a children's toy, but maybe..
Price per one: 1 Yellow Calculli

Hook (Common)

Latch it onto something
Price per one: 1 Yellow Calculli

Battery (Rare)

You can charge something that can be charged
Price per one: 2 Yellow Calcullies
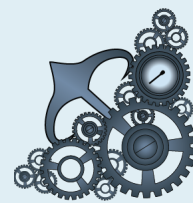
Fishing rod (Rare)

Mostly used for fishing or..
Price per one: 2 Yellow Calcullies

Magnet (Rare)

You can magnet some stuff
Price per one: 2 Yellow Calcullies

Cuffs (Special)

Meant to use on some bad guys
Price per one: 4 Yellow Calcullies

Goggles (Rare)

Can help you see underwater
Price per one: 2 Yellow Calcullies

Translator (Special)

Translates keywords of written sentences in an unknown language
Price per one: 4 Yellow Calcullies

Calculator (Special)

More accurate results from Research Machines
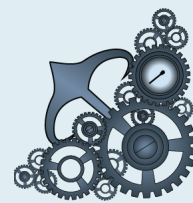Price per one: 4 Yellow Calcullies

Consumables

- When you pick any consumable, you will get the max quantity of it.

Scanner (Unusual)

Has 2 cartridges that you can use to help you research unknown materials.
+2 to any research related attempt
Can be refilled with batteries
Max quantity: 2
Price per one: 7 Yellow Calcullies

Divinity (Special)

Add +2 for your every roll until the end of the combat
Take 1 damage when it ends
Max quantity: 1
Price per one: 1 Black Calculli & 3 Yellow Calcullies

Enabler (Special)

Change an enhancement roll to critical
Max quantity: 1
Price per one: 1 Black Calculli & 3 Yellow Calcullies

Med Kit (Conventional)

Heal by 2 vitality points
Max quantity: 2
Price per one: 4 Yellow Calcullies

Repair Kit (Conventional)

+2 Tech for one action
Max quantity: 2
Price per one: 4 Yellow Calcullies

Careless Whisper (Unusual)

+3 Social for one Charm/Seduction attempt
Max quantity: 2
Price per one: 7 Yellow Calcullies

Makeshift Traps (Unusual)

When somebody steps on it they take 5 damage
Max quantity: 3
Price per one: 8 Yellow Calcullies

Thrower (Rare)

Add up to 10 range to Things you can throw
Max quantity: 2
Price per one: 1 Black Calculli

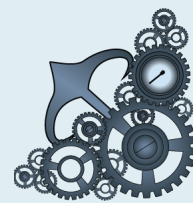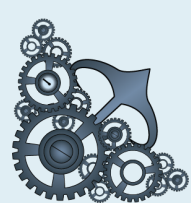### Heater (Rare)

(deployable underwater only)
Damage: 3
Range: 4-8 (+Tech)
Area of Effect: 3 meter diameter
Max quantity: 2
Price per one: 1 Black Calculli

Flare grenade (Conventional)

makes a big light for a short duration (while in combat, until your next turn)
Range: 10
Damage: 1 on direct hit
Light Area of Effect: 7 meter diameter
Max quantity: 3
Price per one: 5 Yellow Calcullies