

N.I.S

Nyxian Intelligence Service

"We are the silence before the scream, the shadow behind the throne, the truth buried beneath a thousand lies."

The Nyxian Intelligence Service (N.I.S.) serves as the clandestine backbone of the Nyxian Empire, specializing in information gathering, psychological warfare, sabotage, and covert operations. Where the Empire's military engages in open warfare, N.I.S. operates in the shadows, ensuring the Empire's dominance through manipulation, subterfuge, and unseen influence.

Role & Operations

N.I.S. exists to control the flow of information, disrupt enemy infrastructure, and eliminate threats before they can manifest. Its agents are masters of deception, infiltration, and silent warfare. Whether destabilizing rival factions from within, turning enemies into unwitting allies, or executing high-profile eliminations, N.I.S. ensures that the Nyxian Empire's enemies are either subjugated or destroyed—without ever knowing who was truly responsible.

- ♦ **Surveillance & Counter-Surveillance** – Tracking targets, gathering intelligence, and exposing enemy spies.
- ♦ **Cyber Warfare**– Hacking secure networks, disrupting communications, and manipulating digital information.
- ♦ **Assassination & Silent Neutralization**– Eliminating high-value targets through direct or indirect means.
- ♦ **Covert Sabotage**– Disrupting supply lines, crippling infrastructure, and conducting strategic demolitions.
- ♦ **Psychological Warfare**– Planting misinformation, blackmailing key figures, and coercing enemies into compliance.
- ♦ **Sleeper Agent Cultivation**– Embedding agents in enemy organizations, ready to activate when needed.
- ♦ **False Flag Operations** – Staging events to mislead, misdirect, and manipulate enemy forces.
- ♦ **Covert Warfare & Insurgency** – Manipulating rebel factions, orchestrating regime changes, and fostering discord in enemy ranks.
- ♦ **Interrogation & Extraction** – Securing valuable prisoners and extracting crucial intelligence.

Whether you are a **silent blade, a master manipulator, or a ghost within the enemy's ranks**, the NIS gives you the power to **reshape the war before it even begins**. The only question is—**how far into the shadows are you willing to go?**

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To become an N.I.S. Informer you or a Sponsor must apply by contacting the Ministry of Intelligence (@Intel Officer) via rp-comm.

Eligible only to those with the proper credentials. (Apprentice/Class Esk+)

RANKS

Minister	Responsible for the External Security and Intelligence Arm of the Empire, often busy signing death warrants, drafting intelligence reports and speaking directly with the Dark Council.	
Keeper (NFU only) & Grand Shadow (FU only)	Sub-Faction Leads, Keeper acts as Chief of operations and oversees all Divisions, active operations and well-being of Agents both in the field and off-duty in home territories. They know the secrets of all, and see all the pieces. The Grand Shadow has full oversight and authority of the Shadow Division, their assassin's selection process, training and selecting their divisions' own assignments and targets; answering and reporting directly to the Minister.	Selected by Faction Lead
Reaper Division (Senior Officers)	Proven operatives are hand-selected to become lead enforcers and overseers of Intelligence. Hand-selected from Intelligence ranks to observe agents' assignments and monitor for spies or	Selected by Faction Lead & Faction Officers

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	potential leaks within Intelligence itself.	
Chief / Head of Division (Junior Officer Role/s)	They report directly to the Keeper or Grand Shadow, providing updates on their Division's activities while maintaining strict compartmentalization to ensure security. A Chief's role is a delicate balance between tactical oversight, strategic planning, and ensuring agents under their command are operating efficiently and effectively in the field.	Selected by Faction Officers
Ghost / Shadow [Division Selection]	Each division of Nyxian Intelligence operates independently, with its members assigned strictly based on their expertise and skills. Once an agent is assigned a division, they are expected to remain loyal to their specialization and maintain operational secrecy, even from fellow agents in different divisions.	30 - 60 Marks
Agent/Operative	An Agent/Operative is the backbone of Nyxian Intelligence, handling fieldwork, intelligence-gathering, and covert operations. Agents are assigned missions based on their expertise, typically working in pairs or small units under the oversight of a Senior Agent.	10 - 30 Marks
Informer	Informers are the eyes and ears of Nyxian Intelligence, tasked with low-threat intelligence gathering, surveillance, and reporting. Informers are not full agents—they are recruited from the	0 - 10 Marks

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	general populace or Imperial civilians who have unique talent or useful access to enemy organizations and provide intel in exchange for Career advancement, favors, money, or influence.	
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Divisions of the Nyxian Intelligence Service

"In shadow, truth is written."

Within the NIS, operatives are divided into specialized Divisions, each focusing on a distinct form of espionage, manipulation, or warfare. Every agent is permitted to serve in **two** Divisions, though the rumoured Sith-exclusive Shadow Division and the unconfirmed Mandalorian Cuy'val Dar remain sealed to all but their own. (Sith and Enclave players are pre-assigned to their respective exclusive division.)

1. Fixer Division (Open Division)

Codebreakers, Saboteurs and Information analysis specialists

Fixers of the Shadow Network operate in the silent realm of data. They specialize in slicing, codebreaking, and cryptographic warfare—stealing enemy secrets without ever setting foot in hostile territory. These agents wage wars in the invisible world of networks, infiltrating databases and decrypting secure transmissions.

Primary Duties:

Slicing into enemy systems

Decryption of encoded communications

Fabrication of false intelligence

System & Infrastructure Sabotage

Nyxian Intelligence Covert Drone Operations

2. Veil Division (Open Division)

Infiltrators and Deep Cover Agents

Veilborne agents embed themselves deep within enemy factions, sometimes for years at a time, until they no longer know which side they truly serve. They cultivate false identities, infiltrate target locations, forge alliances, and wait for the perfect moment to dismantle their adopted homes from within.

Primary Duties:

Long-term infiltration missions

Cultivation of sleeper agents

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Deep cover espionage

Feeding false intelligence to enemy factions

3. Cipher Division (NFU Only Division)

Assassins, manipulators and Saboteurs The Cipher carries out high-profile assassinations, infiltration missions, and acts of sabotage. These agents are ghosts in both name and practice—erasing themselves from records before they erase their targets from the world.

Primary Duties:

Targeted eliminations

Manipulation, Blackmail and Coercion tactics

Sabotage & subterfuge

Silent Infiltrations

Blackmail operations.

High-risk intelligence gathering

Shadow Division (Sith Exclusive Division)

Shadow Division (Sith-Exclusive Division)

"The unseen blade cuts the deepest."

The Shadow Division serves as the blackened heart of the Nyxian Intelligence Service—where Sith assassins bend the Force to pry into minds and shatter wills. These agents kill and gather secrets through shadow, telepathy, prophecy, and dark-side rituals, delivering whispered truths to their masters and cold deaths to their targets Primary Duties:

Force-user surveillance Assassination

Force-assisted interrogations

Memory extraction & manipulation

Force-assisted Psy-Operations

Cuy'val Dar (Enclave-Exclusive Division)

The Cuy'val Dar are Mandalorian operatives deployed to train insurgents, sabotage supply lines, or quietly eliminate rival warlords. They blend Mandalorian martial traditions with Nyxian espionage, turning entire rebel movements into Nyxian puppets without ever revealing their presence.

Primary Duties:

Training rebel factions to unknowingly serve Nyxian interests

Covert warfare and 'sterilized' Operations

Precision strikes on enemy leaders

Silent elimination & target eradication.

Demolition of enemy infrastructure

Extraction of high-value targets

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ABILITY LISTS

Covert Frequencies

The Agent has mastered the art of passive surveillance, collecting valuable intel without direct interaction. **The Agent gains a bonus to rolls when eavesdropping, reading lips, body language or deciphering coded messages in real-time.**

10 Marks

Class Esk/Apprentice +2

Class Dorn/Warrior +3

Class Cresh/Lord +4

Class Besh/Overlord +5

Master of Disguise

The Agent is a master of deception, skilled in assuming false identities through advanced disguises, body language manipulation, and voice mimicry. Utilizing tools such as photostatic veils, synthetic skin grafts, and precision vocal modulation, they can seamlessly blend into enemy ranks or civilian populations. **The Agent gains a bonus to rolls with the objective to remain incognito or unnoticed. Also applies to bluffs for identity checks.**

10 Marks

Class Esk/Apprentice +2

Class Dorn/Warrior +3

Class Cresh/Lord +4

Class Besh/Overlord +5

Accomplished Sneak

The Agent has spent enough time stealthed (Cloak / Stealth Generator) to know exactly where and when to step to cause minimal draw upon resources to mask their movement more effectively. **The Agent gains a bonus to all stealth related rolls while Cloaked/Stealthed.**

10 Marks

Class Esk/Apprentice +2

Class Dorn/Warrior +3

Class Cresh/Lord +4

Class Besh/Overlord +5

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Less than Lethal	<i>The Agent is trained to employ a variety of techniques to temporarily subdue their targets. The Agent gains a bonus to checks to incapacitate unengaged/non-combative targets. (NPC Only)</i>	10 Marks Class Esk/Apprentice +2 Class Dorn/Warrior +3 Class Cresh/Lord +4 Class Besh/Overlord +5
Target Minded	<i>The Agent has spent considerable time honing their mind and body to be a weapon for the Empire. No small amount of hours has been dedicated to their physical conditioning to give them an edge in one on one combat. The Operative gains a bonus to Melee offensive combat rolls whilst Stealthed.</i>	20 Marks Class Esk/Apprentice +1 Class Dorn/Warrior +2 Class Cresh/Lord +3
Blackout Sequence	The Agent has mastered the art of disrupting an enemy's senses and perception, using psychological warfare, neurotoxic compounds, and precision strikes to render foes disoriented and vulnerable. Whether through a calculated strike to the nervous system, a disorienting chemical agent, or a well-timed auditory or visual overload, the Agent can impair/alter an enemy's cognitive or sensory functions, making them easier targets for elimination or coercion. The Agent gains a bonus to mind altering offensive rolls e.g Poison, force affliction, force fear etc.	20 Marks Class Esk/Apprentice +1 Class Dorn/Warrior +2 Class Cresh/Lord +3
Viral Subroutine	The Agent has spent countless hours studying the vulnerabilities of droids and cybernetic enhancements, learning how to disable, disrupt, or destroy them with precision. Whether	20 Marks Class Esk/Apprentice +1 Class Dorn/Warrior +2

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	through precision strikes to exposed servos, electromagnetic interference, or exploiting security backdoors, the Operative is a nightmare for synthetic enemies. The Operative gains a bonus to offensive rolls against droids & cybernetically enhanced targets.	Class Cresh/Lord +3
Deadeye Doctrine	The Agent has dedicated relentless hours to perfecting their marksmanship, studying ballistics, travel-time, wind patterns, and the subtle art of long-range precision attacks. Every shot is calculated, every trigger pull instinctive. The Operative gains a bonus to offensive rolls involving ranged weaponry attack rolls whilst Stealthed.	<u>20 Marks</u> Class Esk/Apprentice +1 Class Dorn/Warrior +2 Class Cresh/Lord +3
Extracted Truth	The Agent is trained in the art of psychological warfare, knowing precisely how to instill fear, exploit weaknesses, and break down mental defenses. Whether through cold menace, veiled threats, or precision pain compliance, they can extract information with terrifying efficiency. The Agent gains a bonus to interrogation and intimidation checks when compelling NPCs to reveal secrets, betray allies, or provide classified intelligence.	<u>30 Marks</u> Class Esk/Apprentice +2 Class Dorn/Warrior +3 Class Cresh/Lord +4 Class Besh/Overlord +5

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Technologically Inclined	The Agent is aware of the target's dependence on technology and has devoted time of their own to learning how best to manipulate and alter security protocols and programming. The Agent gains a bonus to any Hacking or slicing attempt.	30 Marks Class Esk/Apprentice +2 Class Dorn/Warrior +3 Class Cresh/Lord +4 Class Besh/Overlord +5 [Prerequisite: Mechu-Deru or Slicing Proficiency]
Advanced Apothecary	The Agent's experiments with the natural world begin to bear fruit, through trial and error they have begun to understand the possibilities available to them. The Operative gains a bonus for any non-combat roll to use a chemical substance, toxin or poison.	30 Marks Class Esk/Apprentice +2 Class Dorn/Warrior +3 Class Cresh/Lord +4 Class Besh/Overlord +5 [Prerequisite Biotic Science Proficiency]
Dimensional Awareness	The Agent has trained their senses to detect hidden observers and concealed surveillance. Gains a bonus to perception rolls when identifying hidden surveillance, enemy scouts or hidden threats.	30 Marks Class Esk/Apprentice +2 Class Dorn/Warrior +3 Class Cresh/Lord +4 Class Besh/Overlord +5
Threat Assessment	The Agent spends enough time in the shadows to understand that threats, traps and dangers could be present at any time. As long as they are aware of an enemy presence they are prepared. The Agent gains a bonus to all non-sneak attack defense rolls.	40 Marks Class Esk/Apprentice +1 Class Dorn/Warrior +2 Class Cresh/Lord +3
Iron Veil	The Agent has undergone relentless psychological conditioning and neural reinforcement, forging a mind that is	40 Marks Class Esk/Apprentice +1

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	nearly impervious to manipulation. Their training has stripped away weaknesses, rendering them resistant to invasive Force techniques. The Agent gains a bonus to any defense roll vs. mind affecting force-based attacks. E.g. Force Fear, Mind Control, Illusion.	Class Dorn/Warrior +2 Class Cresh/Lord +3
Curious about Anatomy	The Agent's preference for the natural world and how their tools work has led them to begin testing low dosages of their tools on themselves, as such they've begun to become resistant. The Agent gains a bonus to defensive rolls vs. Toxins and Poisons.	<u>40 Marks</u> Class Esk/Apprentice +1 Class Dorn/Warrior +2 Class Cresh/Lord +3
Hardened Reflex	Through rigorous mental discipline, the Agent has refined their situational awareness to near-supernatural levels. They can sense a hostile presence even before it strikes. The Agent gains a bonus to sneak attack defensive rolls against opponents they cannot see (cloaked enemies, snipers, or Force illusions).	<u>40 Marks</u> Class Esk/Apprentice +1 Class Dorn/Warrior +2 Class Cresh/Lord +3