

This document is a rework and an addition of previous google docs I posted on the forums. If you want more information, check out the forum posts ‘The Unique, The Secret and the Angered’ as well as ‘The’

This document will also be getting constant updates, so stay tuned for more content. Also, you have the ability to comment on this document to suggest adding certain things such as images or fixing balancing issues that you may have.

Removals

No Unique Traits
No Retired Syndicate or Paranoid
No Ferocious five fighters or Swordsman
No Canine Dogfight

Admin Spawnable: #1 Foam Finger

An old foam finger made to look like a finger gun. However, when this foam finger is fired, the person who gets hit will immediately have their arms and legs ripped off violently. Doesn't work any anything else but humanoids

New Drink: Edible Nitroglycerin

1u Nitroglycerin
1u Vodka
3u Lime Juice
Description: A very explosive drink, first made by an equally explosive person... wait a minute...
Taste: You taste debris, gas, and explosions
Has a unique effect on humans: Causes Human's eyes to go completely white for 5 seconds (Timer stacks)

Traitorous Vampire rework

Traitorous Vampires no longer have goals like normal vampires, but their main goal remains the same; Protect the Residents of Paradise Station.

Traitorous Vampires are still considered enemies to Nanotrassen, but they can prove themselves or ask for the captain to make reforms for vampires. There are never no more than three Traitorous Vampires, and there will always be a vampire if there's a traitorous vampire. However, sometimes a Vampire doesn't bring a Traitorous vampire.

Traitorous Vampires have the same weaknesses as normal vampires, but these weaknesses can be nullified via power.

Traitorous Vampires also gain power from Humanoid Blood, but they do not desire to kill Humanoids due to their changed allegiance. They can sustain themselves off of any sort of blood, but only humanoid blood can give them power. They also require the same amount of blood to become fully powered (1000 units instead of 500)

Traitorous vampires still require full power in order to kill other vampires, traitorous or normal. Attempting to commit fratricide will cause an effect similar to holy water or Chapel nullification, which will at some point cause the Vampire to combust

Base Powers

Mark *Blood cost, 0. Cooldown, 15. Power, 0* Select a target. That target will be marked by an arrow pointing in the direction of where they are. The next time you attack that target, they will take 15 extra stamina damage. You can only mark one person for one minute
Rejuvenate I *Passive. Power, 0.*
Rejuvenate II *Passive. Power, 200*
Choose power *Blood cost, 0. Power, 100*. Choose your Heroic path
Full power *Passive. Power, 1000.* Immune to holiness, and can commit fratricide on your vampire kin without consequence

Path 1, Peregrinus

Bring the Hurt I *Power, 100. Cooldown, 15s. Blood, 25.* Temporarily increase your damage by 1.5x for 5 seconds

A Bloody Gym *Power, 175. Cooldown, 50 seconds. Blood cost, 45.* Create an invisible 5x5 area that gives 25% increased damage for anyone inside the area
A Crusade to Remember *Power, 250. Cooldown, 25. Blood cost, 30.* Create an ear piercing screech that deafens and blinds anyone in a 5x5 area. This will also deal 5 brute damage to their head
Fireman's Axe *Power, 275. Cooldown, 45. Blood cost, 2 per second.* Target a closeby structure. You will drop what you are holding and deal 25 damage to that structure every hit. You will stop attacking if the structure is destroyed, or you are interrupted
Bring the Hurt II *Power, 410. Cooldown, 15s. Blood cost, 25.* Your ability will now affect anyone in a 3x3 area, giving them the same buff
Not today! *Power, 600. Passive.* You will gain 30% more speed when you are pulling a person who is below 25 health
A pull away from Death's Door *Power, 800. Cooldown, 50.* Transfer your health to heal 50% of a person's wounds. This will deal burn damage to you depending on how much damage is healed
Raise the Crimson Banner *Power, Full. Blood cost, 100.* Create a blood-red banner that heals 3 health per seconds, and increases damage by 45% for anyone within the banner. Can only be picked up by you

Path 2, Venator

I Spy *Power, 125. Cooldown, 50 seconds. Blood cost, 30.* You can connect your vision to another player's. You can select this power again to disconnect your vision and return to your own
Brand *Power, 175. Cooldown, 15 seconds.* You can mark +2 more targets

Watch as they RUN *Power, 275. Cooldown, 30 seconds. Blood cost, 45.* Select a conscious target. That target will gain 30% more speed for 5 seconds
Transfigurate *Power, 375. Cooldown, 45 seconds. Blood cost, 50.* Temporarily transform into a Spiderling for 15 seconds, allowing you to move extremely fast and crawl through vents
Desperation *Power, 450. Cooldown, 1 minute.* Drink the blood on the ground to heal 3 damage per unit, and giving you more power to your blood pool
I'd Stand Back *Power, 750. Cooldown, 45 seconds. Blood cost, 30.* Consume a person in blood red tentacles. Select a tile in a 5x5 area to place them. You cannot place them in an area that is obstructed.
Webs of Fate *Power, Full. Cooldown, 5 seconds. Blood cost, 5.* Create a blood red web. You can choose if that web slows down or speeds up entities

Path 3, Inuae Lumen

Veil of Night *Power, 150. Toggleable.* While in darkness, you can turn invisible if you stand still
All Eyes *Power, 250. Cooldown, 10 seconds. Blood cost, 45.* Create an invisible eyeball that can act as a security camera. You can only place 1 eyeball. Select the eye symbol to see through the view of your eyeballs
Hush, Daemon *Power, 400. Cooldown, 15 seconds. Blood cost, 30.* Imitate the voice of an individual for one sentence
Eye count x2 *Power, 400.* You can now place 2 eyeballs instead of 1
The Darkness *Power, 545. Cooldown, 50 seconds. Blood cost, 45.* Go invisible and place a fake version of yourself that reacts to damage. You cannot attack or interact with things during this time. After 4 seconds, you will become visible and your illusion will suddenly disappear

Eye count x3 *Power, 575.* You can now place 3 eyeballs instead of 2
Moonlight's Might *Power, 675. Passive.* You deal 35% extra brute damage to enemies who are in darkness
Stargaze *Power, 800. Cooldown, 1 minute. Blood cost, 50.* Select a tile. A 3x3 area will slowly have stars rise from it, before having small explosions erupt from them. This deals no damage to structures, but deals 15 brute damage per explosion
Eye count x4 *Power, 800.* You can now place 4 eyeballs instead of 3
The Overseer *Power, full. Passive.* You have improved night vision, and your eyeballs have X-ray vision

Path 4, Doctoratus

Chemical Potency I *Power, 100. Passive.* Chemical items you apply to others are 15% more potent. (Toxins and Medical chemicals)
Blood Lutting *Power, 200. Cooldown, 1 minute. Blood cost, 50.* The next time you suck the blood from a humanoid, you cure a random disease or affliction (space cancer, clots, virus, parasite, inflammation, heart failure or irregularity, etc.) and purge a foreign reagent from their body
Stayin' Alive *Power, 400. Cooldown, 15 seconds.* You can detect a random person that is severely injured in your sector
An Apple a day *Power, 550. Passive.* Food can now give you nutrition and power, but barely (1 unit per bite)
Restless *Power, 725. Cooldown, 1 minute. Bloody cost, 60.* You can revive any dead individuals (As long as their bodies have not been destroyed) in a 5x5 radius for 10 seconds.
Chemical Potency II *Power, 800. Passive.* Chemical items you apply to others are 45% more potent (Toxins and Medical chemicals)
Crewmates Never Die *Power, Full. Cooldown, 5 minutes. Blood cost, 100.* You can revive one person from the dead (as long as their body

hasn’t been destroyed) Permanently (They WILL have to deal with their decaying bodies)

New Antagonist: The Gravewalker

The Gravewalker is a Humanoid that wears the New Ring. The New Ring has the ability to mind control, or ‘dominate’ individuals, as well as do other tasks such as teleport, go at incredible speeds, and do other inhuman tasks

The Gravewalker requires severe measures in order to kill. If they aren’t put through a Girder or Cremator, they will come back to life

The Gravewalker’s Task

The Gravewalker’s task is to Mind control everyone on the station to the Gravewalker’s will and kill anyone who resists. The Ring that the Gravewalker will wear at all times is visible in the ‘Gloves’ slot, but is invisible to other players unless:

The Gravewalker removes the New Ring from his hand
The player is Dominated
The Player is Dead

The New Ring can be taken off at any time and given to another player to offer the same powers as the Gravewalker. The Gravewalker will lose his power and die on the spot until the ring is back in his possession. The Ring cannot be removed by force

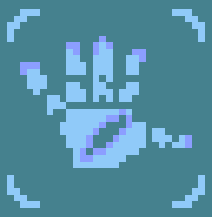
The Gravewalker's Power



In order to gain more abilities, you need more followers. Followers can offer you more and more power and abilities

Whenever the Gravewalker has achieved 55% of the station's people, the gravewalker and their followers will have their eyes permanently glow blue until the Gravewalker is dead or the amount of followers goes down to 35%

Dominate



Control the mind of an individual who is at low health. Mind controlled individuals will have a blue handprint symbol next to them in your view. You cannot dominate mind-shielded, megafauna (Ash drake, Bubblegum, Etc.), Alien queen, Spider queen, Tier 3 spiders, cultists, vampires, syndicate (Changelings, etc), and Nar'Sie

Dominate also restores some health for you and the dominated enemy

SWEAR LOYALTY TO THE BRIGHT LORD!

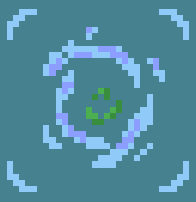
ABANDON YOUR MASTER AND SERVE ME!
YOU WILL SERVE!
SERVE ME!
FOR THE BRIGHT LORD, YOU WILL FIGHT!

My life is in your hands!
At your command!
Now I serve the Bright lord!
As you wish, Master!
Give me your order!
Yaya! What do you need?
Your eyes are mine, commander!

I serve no one but me!
You cannot take me!
No one's the boss of me!
You cannot enforce me!
I do not swear your loyalty!
Screw you!
Get out of my mind, asshole!

I serve No one
You have failed again, Bright Lord
You try to Dominate a Dark God

Interrogate

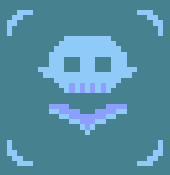


Cooldown, 45 seconds. Followers, 3

Force a low health player to speak the last 7 seconds of what they have heard. This will instantly render the person you are interrogating unconscious for 8 seconds once they stop speaking. Does not work on mind-shielded, megafauna, alien queen, spider queen, Tier 3 spiders, vampires, and Nar'Sie

YOU WILL KNEEL!
SUFFER ME NOW!
YOU WILL OBEY!
ON YOUR KNEES!
NAN I'CHIR GELAIR!

Shame/Shun



Cooldown, 30 seconds. Followers, 5
Decrease the mental fortitude of an individual. You have a chance to remove mind-shields, decrease the tier of the indivdidual, or remove the person's religious faith. However, Shame can have a small chance to cause permanent mental-damage, causing them to become deranged, babbling weirdos. You can also do this to your own followers, banishing them from your army. You cannot shame spider queens, Megafauna, Alien queens, vampires, syndicates, or Nar'Sie

I ONLY KILL TRUE WARRIORS!
UNWORTHY COWARD!
I SCORN YOU!
YOU DISGUST ME!
INCOMPETENT WRETCH!

YOU ARE BENEATH CONTEMPT!

HONK! HOONK!
S-So Sweet! So, Wonderfully Sweet!
That's it, ENOUGH!
SHUT….UP!
W… Where's my song?!
BLOOD! BLOODY! BLEED!
LEAVE ME ALONE!
You Have to Stop!
Boom? Boom?!
Urgh… Bright Lord! Bright Lord!!!
I must Defend!
Grow, Grow!
AHHHHAHAHAHAH!

Whisper

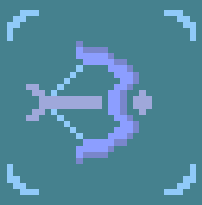


Whisper to an individual's mind.

Elven Speed

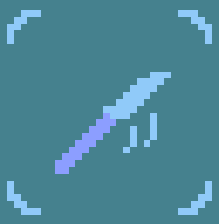
Cooldown, 30 seconds. Followers, 5
Go 3x the speed of a normal humanoid for 10 seconds

Azkâr



Cooldown, 15 seconds. Followers, 6
Summon your bow of light to deal 30 brute damage. Arrows can also cause an afflicted target to slow down all actions (attack, interact, walking/running) for 4 seconds. Time does not stack

Glaive of Light



Cooldown, 45 seconds. Followers, 8
For 7 seconds, you wield a two-handed glaive that deals 55 brute damage and cause bleeding

Frost

Cooldown, 3 seconds. Followers, 7
Freeze a target in place for 5 seconds. Any attacks dealt to this target will slowly increase your swinging speed until you stop attacking them

Worse than Death



Toggleable. Followers, 8
Your shame ability has a higher chance to break mindshields, decrease spider or xeno tier, or destroy religious faith, as well as making them have a higher chance of becoming deranged

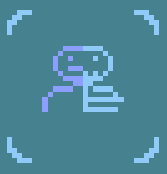
However, there is a small chance for them to instead become a maniac, causing them to increase their damage, tier, make them

require more holy water to deconvert, or become unable to convert or dominate permanently

Spectral Image

Cooldown, 45 seconds. Followers, 9
Create a light blue ghost that does a specific task for you, depending on your intent (Help = use an item on an individual, Disarm = Immediately push the individual to the ground, Grab = Dominate the individual [if they can be dominated], Attack = Deal damage to the individual with your equipped weapon or fists)

Undying Loyalty



Cooldown, 1 minute. Followers, 13
You can revive your old followers from the grave. Followers that are revived will immediately die when the gravewalker dies, and they will not be able to be converted back. Attempting to will cause their heads to explode. Undead players will no longer be able to speak and instead just reduced to hissing, gurgling, and gnashing of teeth

Final Order



Order to all of your followers to betray their crew or team. Remember; dominated followers will not attack their own team unless

They see you getting attacked

You give them the order

ADVOCATE YOUR WILL!
FIGHT FOR ME!
SURRENDER YOUR WILL!
MY EYES ARE YOURS!
ACCEPT YOUR BRIGHT LORD!

Playing as the Gravewalker

If you are playing as the Gravewalker, it's best to dominate low-down crewmembers or monsters, then work your way up to more dangerous enemies. Remember; the people or monsters you dominate WILL NOT ATTACK their own team until you give them the order to do so, or they see you getting attacked by the enemy

Players DO NOT KNOW if you're the gravewalker until they see you perform tasks only the Gravewalker could pull off, or until you reach a certain number of followers

Playing as a Follower

Followers are the dominated players of the Gravewalker. These can be humanoids, xenomorphs, slimes, terror spiders, or other entities. DO NOT attack the team you were just in until you see the gravewalker getting attacked by that team, or if the gravewalker gives you the order to do so. Remember, followers have a blue handprint on the side of their face. Do not attack those teammates.

Breaking a Domination

Breaking a Dominated crew member out of their loyalty to the Bright Lord is harder than it sounds, despite the many ways you can achieve this. In order to break a Dominated player you can

- Kill the dominated player, then revive them (Cloning)
- Inject a mindshield into them
- Give them 75u of Holy water
- Truly killing the Gravewalker
- Using the Burning Eye

Remember, the loyalty to the Bright Lord knows no bounds, so dominated players will do anything to break out of their containment and remain loyal. Also, dominated players can extend beyond just normal assistants or crewmembers, and can even go down to security, xenos, spiders, or other dangerous entities. Be careful who you trust if you know there's a gravewalker present, as that player can betray you at any time.

Fighting the Gravewalker and their Followers

Fighting the Gravewalker can be a difficult task, especially with followers in the mix

- Identify the Follower and utilize its weakness (Xenomorph/Diona = Fire, IPC = EMP or Electricity, etc.)
- Take out the followers first
- Be mindful of your health. Low health can make you the next follower
- Surround the Gravewalker
- Attack all at once
- NEVER attack the Gravewalker or their followers alone
- Don't assume you can easily kill the Gravewalker. A follower can easily interrupt your execution and save their master

- Always be ready to cremate or gib the Gravewalker. If you don't, the gravewalker will come back to life

Any followers under the Grave walker's control will immediately deconvert and the New Ring will be destroyed once the Gravewalker becomes gibbed or cremated

New Language: GCSL

Galactic Common Sign Language (GCSL). It is a secondary language that anyone can learn. GCSL is a language that can be seen by the deaf. To anyone who does not know GCSL will instead just see *hand moves weirdly*. GCSL is also a language that can be spoken by the mute

New Language: Lemtiesa

Another bastardized language combination of Old Spanish and surprisingly Vox-Pidgin. It is meant as a starter language for those that wish to learn the Vox-Pidgin language, however it is mainly spoken by Spaniards and Mexicans of Earth once the Languages of the Bluespace universe was integrated into the human society

Condensed Materials

Condensed materials are materials that are condensed into a big hard rock. These materials require two hands to carry, much like gibonite. However, most condensed materials have special qualities to them. Condensed materials will offer 25-48 plates of a material

Iron

A giant boulder of condensed iron. It's hard to carry!
No special qualities



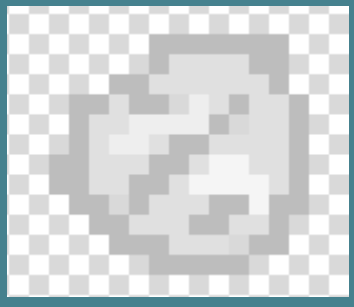
Titanium

A large rock of titanium. Due to the heat, it is incredibly brittle and can easily be broken apart
Easy to break apart and turn into titanium ore by using a pickaxe, PKA, or stabbing tool. However, doing so will net less titanium



Silver

A big thing of silver that is surprisingly flat! It is incredibly reflective!
Can reflect laser and light based attacks back at someone depending on where the wielder is looking. However, bright lights will still apply the effect to you



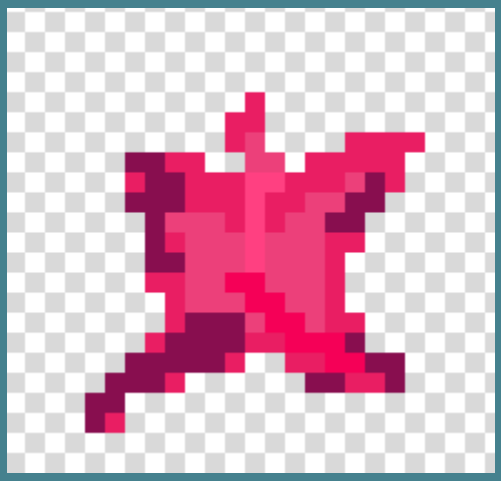
Gold

We're rich!
Decreases movement speed by 35%. At least you're rich



Plasma

A giant, crystalized piece of plasma. Unlike normal plasma, this one is easy to ignite. Tread carefully!
Can easily explode into a fiery ball by applying 358k of heat



Diamond

A highly precious diamond crystal. So precious that it can be used as a shield!
Shields 65% of incoming damage depending on where the wielder is looking



Uranium

A giant, rod-shaped, green pole of uranium. It can cause high amounts of radiation if exposed to it for too long
Causes 3 points of radiation to anything in a 3x3 tile radius every three ticks



Bluespace Mesh

A big blue crystal of bluespace mesh, surprisingly cut to the smallest detail. It radiates with bluespace energy that's ready to release
Can cause the holder to teleport to a random location in a 10x10 tile radius every 10 ticks



Null Rod Transformation: Burning Eyeball



An eyeball with a fiery aura coming from it. Just holding it gives a slight warmth. The dark Silhouette of the wielder makes up the pupil of the Eye
An eyeball that works like a flashlight. However, Followers of the Bright lord that are in this light can deconvert if they are exposed to it for 8 seconds, and will slowly start to slow down during that time. Can be extremely powerful in Bright Lord rounds

Deranged

Deranged is a new disability, which forces a player to say things they wouldn't normally say. Deranged can also be afflicted by Shaming an individual as the Gravewalker

Honk:
Honk! Honky honk honk!
Honk! Hoonk!

Honkety Honk Honk!
Hooooooonk!
Honk? Honk?! Honk!
Hooooooooooooooooonk!

Sweet:
S… So sweet. So, Wonderfully sweet!
So Sweet! So Sweet!
Sweet! It's so Sweet!
Sweetness! So Sweet!
Sweet, Sweet, Sweet!

Enough
That's it… ENOUGH!
I've had enough of you!
That's enough out of you!
Enough!
Enough already!
I said Enough!
Enough of that!

Shut up
Shut… Up!
I said… Shut up!
Just… shut up
Shut up… please!
Shut up!

Sing
W… Where's my song?
I sing!
You sing!
We all sing!

I said sing!
Let's sing!

Blood
Blood! Bloody! BLEED!
Urgh… The blood bleeds! The blood bleeds!
Bloody bleeding bleeding blood! BLEED!
Blood and Bleed. Bleed and Blood!
Bleed! Bleed and Bloody!

Alone
LEAVE ME ALONE!
I said alone!
Alone! Leave me be!
Leave me alone already!
Alone! I said Alone! Just Alone!
All Alone! Nothing but Alone!

Stop
You… You have to stop!
Stop it… You have to stop it!
Stop… it… just stop!
Stoooop!
I said stop!
Please stop

Boom
Boom? Boooom? Booom?
Boom… Boom…
Boooooooom.
Boom… Boom?
Boom

Bright Lord
Ugh… Bright lord! Bright Lord!
Bright lord…. Bright lord! Bright Lord!
Bright…. Bright lord!
Lord! Lord! Bright Lord!
Bright lord! Brighty Bright lord!

Defend
I must defend!
Defend here!
Defend what is ours!
Defend us!
Defense is us!
Defend, please!

Grow
Grow! Grow!
We must Grow!
Ima make you growww!
Can you grow?
Grow!
Grow for all of us!

Joker
Ohh hohoho! Hahaha! AH HAHAHA!
AHHHHHAHAHAHAHAA!
HAHAHAHAHAHAH!
Hehehe, hohoho, hahaha!
HAAAAAA HAAA HAAAAAA!