

Combat Dungeon: Uveto

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Outline:

1. PC receives contact from Henry Margrave asking to meet on Uveto.
2. PC and Margrave meet. Margrave offers PC a job to help an associate of his (Lisette) out of a situation with Black Void Pirates. It will pay a truck load of the moneys
 - a. PC can say yes or no
3. PC and Margrave take his ship to the rendezvous point. Lisette doesn't make it because her ship is shot down enroute.
4. PC and Margrave travel to the crash site. Her ship went down in an ice valley.
5. PC goes one man army into the valley and will signal Margrave for pick up once they find the crash.
6. PC fights three "bosses" in the dungeon.
 - a. Lioness pirate with 2 leveled goons.
 - b. Sniper merc, can be ~~reasoned with~~ bribed or threatened.
 - c. Cyborg death machine.
7. PC rescues Lisette.
8. PC gets paid. Yay.

Part 1: The Job

// PC receives a job request from Henry.

Requirements

To Initiate questline the PC must have successfully completed at least 5 acts of badassery/notoriety and have unlocked Uveto for more than 1 month. Potentially level gated.

- a. These may include the following:
 - i. Satellite Retrieval
 - ii. Plantation Quest
 - iii. Ghost Deck
 - iv. Defeating Hand So
 - v. Stellar Tether
 - vi. Helping Byron McAllister get the Orange Pill
 - vii. Federation Quest
 - viii. Kara Quest Part 2: Eye of the Beholder
 - ix. Fall of the Phoenix
 - x. Fools Rush In
 - xi. Kashima
 - xii. Zaalt

Contact Email

// If the PC meets the requirements they will receive an email to meet an anonymous person at The Freezer.

From: An Affluent Client <01123581331345589144>

Subject: A Job Offer

Greetings {Mr/Ms}. Steele. Due to your history of accomplishments I am reaching out to you with an unorthodox job offer. I would prefer to discuss the details of the job in person. I will be waiting on the surface of Uveto at The Freezer.

--- Thank you for your time

The Meeting

// Scene triggers when the PC has read the email and goes to The Freezer

As you enter The Freezer you look over the usual crowd for the person you're supposed to meet. They didn't give you any details about what to look for so you hope for some sort of sign. Your search ends as a man next to {Hana/the bartender} waves you over.

You take a seat on a stool next to him and get a better picture of a potential 'affluent client' as he put it. The man's hair is a white and swept back into a short ponytail and his beard cut short and well trimmed. He has a deep scar going down the left side of his face cutting into where his eye would normally be, in its place is a chrome cybernetic replacement. His normal eye is a pale icy blue. Three parallel claw marks start on the right of his jaw and move down past his scarf. He is wearing a thick black fur coat, supple leather gloves and snow covered boots.

"It is a pleasure to meet you {Mr./Ms.} Steele." The man says extending his right hand. "You may call me Margrave." His voice is soft and a bit gravelly.

You politely shake his hand and return the greeting. "Hello Margrave, you can call me [pc.name]. Your message said you had an <i>'unorthodox'</i> job offer?"

"Yes. I'll be upfront and explain everything I can." Margrave takes a breath before continuing. "An associate of mine is in danger. She is being hunted by Black Void. I managed to get her to a safe location, but it won't last. I need someone to help with escorting her to U.G.C. space. The pay is 25,000 credits upfront and 75,000 more after the job is accomplished. You will most likely be risking your life if you accept."

"Can I get a bit more information than that?" you ask. "Who are we rescuing? Where are we taking her? Why is she being hunted?"

"What little information I do have is better not discussed here. I am sorry, but I cannot risk divulging too much information at this moment. Will you accept the job or not?"

No

// Decline his offer. You aren't risking your life with nothing to go on.

"I'm sorry Margrave. But I won't do it without knowing what I'm getting myself into."

"I understand. Thank you for your time [pc.name]." With nothing left to say Margrave pulls out a communicator and leaves.

What a strange man. You silently {pc kind or misc: wish him the best of luck}{pc hard: tell him to fuck off for being unnecessarily cryptic}.

Yes

// Accept his offer. Do it for the credits or just to see where this goes.

"Alright Margrave I'll take the job."

"Excellent. Follow me please." He pulls out five credit chits from his coat and gives them to you. "The upfront payment."

You pocket the credit chits and follow Margrave out of The Freezer. He leads you out of Irestead and into the icy plains. His stride is long and pace quick, combined with the snow and wind you basically have to jog to keep up. As you both approach the top of an empty plateau you wonder how much longer he plans on dragging you through the blizzard. Then he stops and reaches into his coat. You watch in short lived awe as an onyx colored transport ship decloaks itself. A ramp lowers allowing you both inside.

"Grab any supplies you might need then take a seat." Margrave says heading to the cockpit. "I'll explain everything on the way to our destination."

You take a moment to look around the room. There are dozens of locked racks holding various weapons and gear. After a brief search you find an open one. In it is an Arctic Warfare Belt, three Concussion grenades, three EMP grenades, and a Stim Booster.

// PC gets option to choose any number of the items or leave them all

// next

The Crash

// Writers Note

Lisette contacts Margrave and informs him that her ship is under fire before being shot down.

PC and Margrave take off towards the crash site.

The PC will be given weapons and items to help with the dungeon before Drop Off

// Note End

Drop Off

Shortly after your last question Margrave informs you to be ready to drop. You unfasten from your seat and make your way to the closed ramp. You grab hold of a handle and feel the floor shift and rock as the ship descends.

"The blizzard is a lot worse than I predicted." Margrave says. "You had better hurry."

The ramp hisses and opens. A biting cold wind rushes into the cabin followed with a flurry of snow. Once the ramp is open you run down and step into the valley. You barely hear the ramp close behind you as the ship silently lifts up and disappears, you're not sure it was from the blizzard or if it cloaked itself. On your left and right you can barely make out dark blue icy cliffs of the valley.

Part 2: Snow Valley

Tile Set up

E = Enemy

	1	2	3	4	5
A		A2	A3	A4 (E2)	
B	B1	B2	B3	B4 (E3)	B5
C		C2 (E1)			

Tile Descriptors

A2: {You climb up onto the northern ridge and/Moving along the ridge from the east you} find yourself overlooking a snow flurry obscuring the valley floor. The ice cliff hangs above your head ominously. You can follow the ridge up towards the east or drop back down onto the valley floor.

A3: Making your way {east/west} you find the the cliff starts to extend above your head. The ice forms a makeshift ceiling above you and fends off the blizzard winds. The blizzard completely blocks vision of the valley floor. You can head west towards the valley floor or head east going further up the ridge.

A4: First Time: You are at the top of the northern ridge and you quickly spot a person laying down in the snow. They are set up in a sniper position holding a large rifle aimed down into the valley. You could approach them and try conversing with them, attack them with the element of surprise or leave quietly.

Else: You are at the top of the northern ridge. {If you had a/With your} climbing kit you could probably start scaling the cliffside and reach the top. Below you is the rest of the valley. You can head down the ridge to the west or drop down a series of smaller ridges to the south.

A5: You stand on one of a series of small ice ridges. The blizzard makes each step you take a perilous action. {You could try climbing back up with your [climbing kit] or head south towards the valley's floor from here./You can only head south towards the valley's floor.}

B1: You are at the drop point you arrived at. The only path is down further into the valley. With the howling blizzard blurring your vision you can barely make out the icy cliffs surrounding you.

B2: You find yourself on the valley floor. Snow and ice crunch beneath your feet. You doubt stealth would be an option, if not for the blizzard. The wind and snow isn't quite as bad here, but it's whips at you. To the west is where you were dropped into the valley. East is further into the base of the valleys depths. You think you might be able to scale the northern ridge. To the south you can make out some lights and noises.

B3: You're further into the valley floor where you stand. The ice thuds beneath your feet, hard as rock. The wind lashes at you and the cold is starting to feel worse now. You can head back to the west or go east even further into the valley.

B4: First time: The ridges around you have grown extremely steep as you reach what you hope is the bottom of the valley floor. The blizzard continues to beat at your body. As you reach a rather open section you hear laser shots. You duck low and follow close to a ridge and peak out to see a robot firing laser from two arm guns into the rubble of a crashed ship.

You doubt you can reason with a robot, but at least you have the element of surprise. It's a Fight!

Else: You are on the bottom of the valley. The blizzard and the cold are at their worst here. The crashed ship is right before you directly east. You can head back west to get out of the open area.

B5: First Time: See [Lisette Intro](#).

Else: You are at the crashed ship. Inside is Lisette, still unconscious, and next to her is a broken heater and a pile of empty hyposprays. The ship is in shambles, though somehow power still flows through a few systems. The cockpit is caved in by a wall of ice and rock, and whole sections have been torn and ripped apart from either the crash or what caused it. You idly wonder how she survived the crash.

C2: First Time: You make your way up the southern cliff towards the lights. You find a makeshift campsite with two Black Void pirates shivering around a thrumming heater along with a third more heavily armored one overlooking the valley. The third pirate notices your approach and turns pulling out her auto shotgun. The other two pirates follow suit grabbing their machine pistols. It's a Fight!

Else: You stand in the ruins of the Black Void campsite. The thrumming heater provides a nice comfort from the blizzard. You can only head north back down into the valley from here.

Assassins

Assassin Number 1: Lioness

Suggested Stats

Level 8:

HP: 360

Shields: 250

Armor: 10

Lust: 10

10% Energy Immunity

80% Freezing Immunity

20% Kinetic Immunity

60% Lust Immunity

20% Corrosive Weakness

Description

You are fighting a Black Void Assassin {and {one/two} Black Void Pirates}. The Assassin stands at an imposing 6'8 clad in heavy black armor and wielding an auto shotgun. An environmental helmet obscures her face, but fails to hide a set of large feline ears and thick dark brown mane around her neck. Between the sections of armor you spot thick rippling muscles. At her belt you spy several sets of grenades and other devices.

{Black Void Pirate description goes here}

The blizzard howls and whips at {each/all} of you.

Attacks

Shotgun Blast:

// High accuracy. Medium damage.

The assassin fires her auto shotgun at you. {Your shield manages to absorb the brunt of the blast.} {Miraculously you manage to dodge away and evade the blast.} {The blast breaks through your shield and slams into you.} {The blast hits you rending your flesh.}

Flashbang Shrapnel Grenade:

// chance to throw one at random. Always throws one after shields are depleted.

// Blinds for 3 turns. Low damage vs shields. High damage vs health.

The assassin lobbs a grenade at your feet, it explodes once it hits the ground. Light bursts forth from the grenade along with a cluster of shrapnel. {You manage to shield your eyes in time/the light blinds you temporarily.} {Your shield flickers protecting you from the shrapnel.} {You roll away limiting the damage of the grenade.} {The shrapnel breaks through your shield cutting into you.} {The shrapnel stabs into you, tearing through your [pc.skin].}

Lightning Grenade:

// Will only use if PC still has shields

// Chance to stun. High damage vs shields.

The assassin lobbs a grenade at your feet, it explodes once it hits the ground. Large arcs of electricity burst forth from the grenade. {The arcs strike heavily against your shield.} {You roll away limiting the damage of the grenade.} {The arcs break through your shield shocking you.} {The arcs shock you, searing your flesh.}

Let me Live:

// only uses at less than 100 health and if both goons are gone.

// chance to let the assassin leave

Looking around the assassin pauses for a brief moment. Her goons are gone and she's not looking too good herself. She lowers her gun and raises her left hand towards you palm open.

"I'll say this only once. Lower your weapon and I'll back down and leave. You'll never see me again."

[Yes] [No]

"{Not on my watch./Get out of here then.}"

{Yes: The pirate drops her weapon and slides down the nearest ice ridge. You watch her from disappear quickly into the blizzard.}

Empty the Clip:

// happens only if the PC declines her offer to escape.

// Low accuracy. Fires the gun 6 times in an attempt to deal a fuck ton of damage.

The assassin feeds a fresh clip into her auto shotgun and readies for her next attack. You had better take her down before she starts firing again!

The assassin wildly unloads her auto shotgun at you firing the entire magazine!

// shotgun blast 6 times, but with low accuracy

PC gets her Lust to above 70

// If pc tries to defeat her with lust.

"Well now aren't you just adorable." She says with a deep raspy voice. "I think I'll keep you.

{You {two} can stop now, I'll take care of {him/her}."

What?

PC Victory

The assassin falls her her knees and drops the auto shotgun. {She's visibly panting and her chest heaving in discomfort/She's clutching one of the many wounds you gave her.} You step forward and knock the auto shotgun away with your feet. She looks around the campsite and then raises her head to you.

"If you let me go you'll never see me again." She says in a half beggin tone.

[Yes] [No]

"{Not on my watch./Get out of here then.}"

{Yes: The pirate drops her weapon and slides down the nearest ice ridge. You watch her from disappear quickly into the blizzard.}

{No: You level your [pc.rangedWeapon] to her head and fire.}

PC Defeat

// PC didn't get her lust up

You fall to the ground and feel your blood seep from your wounds. Heavy boots walk next to you. You hear a click before darkness takes you.

GAME OVER

// PC got her lust up high enough

You fall to the ground and feel your blood seep from your wounds. Heavy boots walk next to you. The assassin grabs your limp and wounded body and lays you next to the heater. After binding your limbs she spends the next few hours treating your wounds.

Insert pet play Bad End here.

// PC gives cunnilingus and all the good stuff

Assassin Number 2: Sniper

Confront

You approach the Black Void Assassin. You aim your [pc.rangedWeapon] at him and cough loud enough to get his attention.

"Please tell me you're another assassin Morgan hired." the assassin says hopefully.

"{Misc: It's not your lucky day I'm afraid.}{Else: Unfortunately for you I am not.} Turn around slowly and slide your weapons away."

"You got it boss man." The assassin rolls onto his side and shoves his rifle towards your feet. A shock blade follows soon after. He then sits up and wraps himself up in his multi layered cloak.

You eye him incredulously. "That was suspiciously easy."

"Well if you think it's a trap you can always just take my head off."

"Excuse you?" you ask.

"Sorry. I use poorly timed and rather shitty humor to cope with bad situations. I'm Jason. Nice to meet you. I'd offer to shake your hand, but that would probably get me killed."

"Uh huh."

"So to be perfectly honest with you Random Stranger. I don't want to be here. I took this job for the money, not because I'm a Black Void loyalist or anything. So how about I give you my advance payment and you let me go?"

"What's stopping me from shooting you after you give me the credits?"

"Absolutely nothing."

"Nothing? You suck at bargaining."

"Everything happens for a reason my new friend."

"I'm not your friend." you interrupt.

"Back to random stranger it is." Jason says. "If I'm destined to die today Random Stranger then I die today. If I live then I live. Personally I'd like to live which is why I'm offering you goods in exchange for service. The goods being credits and the service being not killing me."

"How much are you offering?"

"10,000 credits is all I have on me or my rifle. I'm very strapped for credits currently. It's one of the reasons I took this job."

"Why not offer both the credits and the rifle?"

"Because with my rifle I can do other jobs, with the credits I can just buy a new weapon. If I have neither you might as well just kill me."

Jason is a very strange man. You doubt you have time or patience to question him thoroughly, looks like you'll have to shoot him or let him go.

[Kill] [Release Credits] [Release Rifle] [Release Free]

Kill

You decide it's too dangerous to let him live. With your [pc.rangedWeapon] level with his head you pull the trigger.

Release

"{credits: Credits, now.}{rifle: Leave. Don't bother grabbing your gun.} {free: Just take your weapons and go.}"

Credits: Jason stands up and reveals a credit chit. He tosses it at your feet. You grab the chit and check to make sure it's genuine. After the credits are added to your account you motion for him to leave. He keeps his hand in your view as he grabs his weapons, he unloads the rifle and drops his ammunition. He spins in place lifting his cloak to show you he has nothing left before making his way down the ridge towards where you came from.

Rifle: Jason stands up and bows to you once. He keeps his hand in your view as he grabs his shock blade. He spins in place lifting his cloak to show you he has nothing left before making his way down the ridge towards where you came from.

Free: "I will remember your kindness Random Stranger. Should we meet again I will endeavour to repay you."

You wonder why the hell he's in your debt as he stands up. He keeps his hands in your view as he grabs his weapons, he unloads the rifle and drops his ammunition. He spins in place lifting his cloak to show you he has nothing left before making his way down the ridge towards where you came from.

Suggested Stats

Level 8:

HP: 200

Shields: 420

Lust: 0

80% Freezing Immunity

100% Lust Immunity

50% Electric Weakness

Description

You are fighting a Black Void Assassin. The assassin stands 5'10 and finds himself lacking mobility due to the confines of the ice ridge, but you do as well. He is wearing a multilayered camouflage winter cloak. A vizor and winter mask hides his face. He is armed with a shock blade and a custom sniper rifle.

Attacks

I Appreciate it, but...:

// PC tries to tease the assassin.

"Ok so this is weird now and I'm getting mixed signals from you. I'm going to politely ask you to stop."

How rude.

CQC Shot:

// Low accuracy. Low Shield Damage. Extreme Health Damage. Chance to knock down.

// causes a bleeding effect if it does health damage

The assassin levels his rifle at your chest and fires at you. {Your shield absorbs the brunt of the impact.} {Luckily you manage to dodge the shot without falling off the ridge.} {The bullet shatters your shield and slams into you.} {The bullet pierces straight through your armor leaving you with a new hole in your body.} {The impact sends you reeling and throws you onto your back./The impact shakes your body to it's core, but you manage to keep standing.}

Shock Blade Strike:

// Med Accuracy. Med Shield Damage. Low Health Damage.

The assassin lunges at you with his Shock Blade. {Your shield holds true protecting you from the attack.} {You sidestep the attack doing your best not to fall into the valley below.} {The blade slices through your shield and slams into you.} {The blade cuts into you, shocking you and searing your flesh.}

Shield Booster:

// Only once. And only if shields are at 25% or less

// He pops a shield booster restoring 50% of his shields.

The assassin reaches into his cloak and you watch as his shields recharge. You see an expended shield booster fall next to his boots.

Aimed Shot:

// Two Round Attack. Can be interrupted. Cannot be evaded.

// Will only use once player shields are down.

// Damage = Fuck Ton. More Bleeding. Chance to knock down.

1: The assassin steps back and assumes a crouching position. He's aiming his rifle right at you!

2a: The assassin pulls the trigger. {The bullet perforates your armor and goes right through you leaving you with a new hole in your body.} {The impact sends you reeling and throws you onto your back./The impact shakes your body to it's core, but you manage to keep standing.}

2b: Your attack manages to mess up his shot. His bullet ends up buried in the valley wall.

PC Victory

The assassin falls to his knees dropping his rifle and shock blade. He's clutching his side and trying to stay upright. You step forward and knock weapons away with your feet. He looks over the ridge then back at you. He raises his arms until his wounds cause him to flinch.

"Would you be willing to barter for my life?" He asks with a frightful laugh.

[Yes] [No]

No

"No."

You level your [pc.rangedWeapon] to his head and fire.

Yes

"Try me."

"Ok then. I have 10,000 credits on my person. I can offer you them or my rifle."

"And why shouldn't I just kill you and take both?"

"Because of the kindness in your heart? Look my name is Jason and with my rifle I can do other jobs and with the credits I can just buy a new weapon. If I have neither you might as well just kill me."

What a strange assassin. You doubt you have time or patience to question him thoroughly, looks like you'll have to shoot him or let him go.

[Kill] [Release Credits] [Release Rifle] [Release Free]

See [Confront Options](#)

PC Defeat

You fall the ground in defeat blood pouring from your wounds. "You have my apologies stranger. I had no intention of killing more than one person today." You hear him pull the trigger and darkness takes you.

GAME OVER

Custom 1700 Black Longinus

Description: The Longinus sniper rifles were designed by weaponsmith Michael "Overkill" Quartz. The Black series were personally handmade by him. The rifle is sleek painted jet black and nearly 5 feet in length. The rifle fires high impact rounds designed to penetrate through buildings and armored vehicles. Due to it's cumbersome weight and length along with the production cost it was deemed 'unfit' for military use. This Longinus has a modified scope, providing a variety of different visions, zoom functions and predictive targeting. The barrel and muzzle near completely nullify all noise it would usually make when shooting.

Damage: 40

Type: Kinetic

Accuracy: +10
Crit Bonus: +5
Evasion: -12
Flags: Bullet, Penetrating

Assassin Number 3: Cyborg

Suggested Stats

Level 10:

HP: 600

Shields: 300

Armor: 25

Lust: 0

20% Energy Immunity

90% Freezing Immunity

100% Lust Immunity

30% Corrosive Weakness

30% Electric Weakness

Description

Normal: The assassin you thought was a robot is actually a cyborg. He stands at a massive 8 feet covered in augmentations and Black Void power armor. His grey skinned face is a mess of cybernetics and deformed features. On his back are two {in}active power generators arcing with electricity. His arms end in twin plasma blasters with chain bayonets on his wrists and his legs look like there were stripped from a scout walker. The blizzard whirls and lashes at each of you.

Berserk Mode: The cyborg assassin stands at a massive 8 feet covered in damaged augmentations and sparking power armor. His grey skinned face is a mess of cybernetics, deformed features and wounds. On his back are two active power generators arcing with electricity that strike the surrounding area. His arms end in twin plasma blasters with molten chain bayonets on his wrists and his legs look like there were stripped from a scout walker. His armor glows red and orange with heat and steam is released from time to time. The blizzard whirls and lashes at each of you.

Attacks

The Flesh can no longer tempt me:

// PC tries to tease the assassin.

"Such filthy acts are weapons of cowards and whores!" His synthetic voice booms.

How fucking rude.

Death From Above:

// Only happens if the PC didn't deal with Jason up above.
// High Accuracy. Medium Shield Damage. Extreme Health Damage. Chance to knock down.
// causes a bleeding effect if it does health damage
A bullet from above flies at you from the northern ridge. {Your shield absorbs the brunt of the impact.} {Being quick on your [pc.feet] you manage to evade the bullet.} {The bullet shatters your shield and slams into you.} {The bullet pierces straight through your armor leaving you with a new hole in your body.} {The impact sends you reeling and throws you onto your back./The impact shakes your body to it's core, but you manage to keep standing.}

Eat Plasma:

// Med Accuracy. Med Shield Damage. Med Health Damage.
// Two attacks.
The cyborg assassin {screams in a rage and} fires at you with his twin plasma blasters. {Plasma smashes into your shield, but it holds.} {You sidestep the plasma and see it melt away the ground where it lands.} {The plasma eats through your shield and hits you.} {The plasma burns as is hits you, burning and eating away at your body.}

Chainsaw Bayonets are still cool right?:

// Med Accuracy. Low Shield Damage. High Health Damage.
// Lots of bleed if it deals Health damage.
// Two attacks.
The cyborg assassin charges you with {a feral roar and attacks you with} his {molten} chain bayonets. {The bayonets strike your shield, but it manages to withstand the attack.} {You sidestep the attack and roll past the cyborg, almost slipping on the ice as you do.} {The bayonets slice through your shield and rend you.} {The bayonets tear into you, rending your flesh and leaving you bleeding profusely.}

All Aboard the Pain Train:

// Med Accuracy. High Damage. High chance to knock down.
The cyborg assassin lowers his shoulder and charges at you. {His shoulder slams into you, but your shield absorbs the impact.} {You nimbly dodge and roll away and watch as he shatters a section of ice ridge he slams into.} {His shoulder slams into you shattering your shield and going right into you.} {His shoulder slams into you striking you dead center.} {The impact sends you reeling and throws you onto your back./The impact shakes your body to it's core, but you manage to keep standing.}

Lightning Burst:

// Constant electric damage each round once his shields are depleted.

// Chance to stun. High damage vs shields. Med damage otherwise.

First Time: Your attack leaves the cyborg shieldless. He stumbles back howling, then flexes his arms. The power generators on his back extend up and electricity begins to strike around him. "Behold interloper." He says pointing a plasma blaster at you. "You will die here."

Else: Large arcs of electricity strike the area from the {flaring} generators on his back. {The arcs strike heavily against your shield.} {You roll away limiting the damage the arcs deal.} {The arcs break through your shield shocking you.} {The arcs shock you, searing your flesh.}

Berserker Mode:

// activates when he drops below 300 health

// gains 50% damage resistance to everything

// His attacks deal more damage, but become easier to evade.

// performs two of his attacks a round

The cyborg lowers his arms to his sides and steps back a bit. You watch as he screams into the wind and his body begins to glow with heat. His armor expands as steam exudes from gaps. The generators on his back flare up with more power. The plasma blasters visibly distort the air around them with their energy. The chain bayonets begin to glow with molten heat. "Pray to your god, meddler." He says with heavy breaths. "This valley will be your grave."

PC Victory

The cyborg assassin falls to his knees. You watch as his armor and augmentations break apart and explode from the inside. First the power generators on his back fails then burst. His arms melt from the inside out from the plasma and heat. Then his torso and legs begin to bend and break from the heat and pressure. Finally he falls forward in a heaping mess of burning melted scrap.

PC Defeat

You fall to the ground in defeat feeling your blood seep from your wounds. The heavy steps of the cyborg are the last things you hear as his metal foot crushes your skull.

GAME OVER

Lisette

Intro

The ship is a complete wreck making it nigh impossible to identify. Surprisingly and concerningly you spot sections of the ship still burning from the crash. Despite its

appearances you see light, you hope isn't from more fire, still flickering from within. You approach the wreck and start lifting broken and melted panels of metal to reach the inside.

You step into the crash to find a woman shakily leveling her pistol at your head. Her suit and gear are in complete tatters. She is covered head to boot in blood, sweat and ash. Dried frozen blood covers the left of her face. Around her neck is a ornate silver pendant attached to a small chain. Her lower body is covered in several shredded blankets. She pulls the trigger uselessly a few times. Each time you hear the gun click empty. She coughs and lowers the pistol after a few seconds.

Her voice is dry and raspy. "You're not Black Void."

"I'm not. I'm [pc.name] and I'm here to rescue you."

"That sounds... I'm..." Her breathing is heavy and you see her right eye flutter open and closed. You rush to her side {and offer your Stim Booster}. "I'm fine. I took like six... of {these/those} things..." She points to a set of empty hypospray canisters lying next to a dying heater. "I- I'm... my name. Lisette." The pistol slips from her hand and falls to the floor. Her eyes shut.

You don't waste any time helping her. You lay her down and spread the blankets over her body. {You set the heater next to her hoping it does it's best./You try your best to fix the heater and set it next to her.} {With the valley clear of enemies you contact Margrave./You head back out into the valley to check for any more enemies.}

Valley Clear

// after finding Lisette and then defeating all the assassins.
With the valley clear of enemies you contact Margrave.

Valley Leave

// play after clearing the valley of enemies and finding Lisette

Margrave arrives with his ship a few minutes after you sent the message. He lands just outside the crash site. With his help you bandage up Lisette and place her onto a hover gurney. Once inside the ship Margrave wastes no time getting everyone out of the valley. You spend the entirety of the short flight monitoring Lisette's vitals. The flight ends with Margrave landing the ship within Uveto Station.