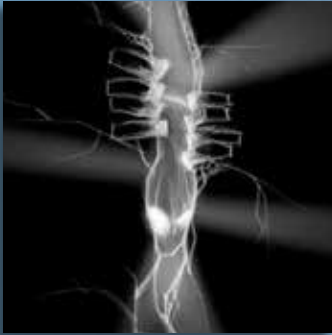


Starry Knights WIP



Get closer to the fire, kiddo. I have a story for you,

one as old as time itself. Once there was an existence outside of all that ever was, isn't, shall be, and what shall never be. The Everlasting Father, Eternity. Through Eternity, all possibilities came to pass in glorious harmony. One day however, Eternity grew lonely. He alone sat atop his kingdom, never knowing a partner to share in his rule. So one day Eternity thought he had lived long enough, and decided it was time for him to die. He knew that he could not truly be killed, so he then decided to shear himself apart. The two halves each embodied an aspect of Eternity, meant to exist in harmony. These brothers were Something and Nothing, one defined by the other. Each unable to exist without the other.

The two existed in harmony, each pondering what they were. One day, Something moved closer to Nothing. Into the very essence of Nothing, Something cast his gaze. Whatever he saw made his curiosity swell to an unbearable size. Due to this, Something reached out and touched Nothing. Something's touch began to burn away his brother. The pain felt by Nothing was unlike anything that could ever be known to man, and it drove Nothing mad. Nothing then lunged at Something and devoured their brother's arm.

***He Knew that he could not truly be killed***

Consumed by fear and betrayal, Something fell into a deep sleep. Nothing was upon Something once more, but found that it could not get close to their sleeping brother. Kept out of reach through the force of Something's will, Nothing still watches with mad eyes. Incomprehensible destruction just beyond the stars.

## Wake UP

The dream started with an old story your grandfather once told you. As he droned on, the dream changed and became as if you were living another life. In this strange world you lived your life normally, until one winter night when you used your computer. A brilliant flash of light rose from the screen, engulfing you. You awoke with a start in your bed, covered in a cold sweat. As you contemplate the dream, you think it funny how eerily similar it was to your life, just a bit less magical and advanced. Oh well. Time to get ready for the day. As you sit up, the dream seems to meld seamlessly to this reality. You are the same person, just with two sets of memories. Which one the “real” you is, shall be up to you to decide. You’d be right either way.



Hello? I hope you can hear me.

You may refer to me as Deus  
and I come to you today with

an exclusive offer! I am willing to provide you with 1.2million

Brouzouf credits to build a Suit from my shop. Any credits

you do not use shall just be transfered into your current bank

account. Now, please enjoy looking through my market! Try not

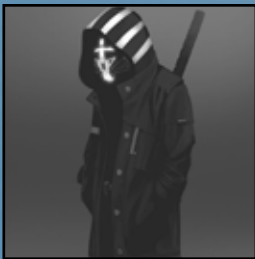
to question this chance oportunity.

The first thing you see upon getting out of bed is your Suit's datapad. On it is all of said Suit's specifications and your AI software doing routine maintainece. It's been a while since you reviewed everything actually stored in your Suit, so you might as well go over it again. As you scroll, you recall all the other options you didn't have enough credits for. Now that you think back, the cash you recieved for your Suit came from someone over the web. How did that exchang go?



## Suit Type

You may only take one choice from this section. The suit type you pick will place you into a certain style of suit and function. Consider them a moment in tandem with future options. All Suits, except Industrial and Astra-tech Knights, are able to be used in tandem with Physical/ Astral Arts. Suits are recharged through purchasable battery packs at mechanics, outlet plug-ins, charging stations found at outposts, or through a certain spell. Upon completion, Suits become closed systems that are nearly impossible to modify after initialization.



### Unassuming - 60k

One could believe these to be simple clothes and cloth. One would be wrong, as the fibers that make up your suit are marvels of magic and enchanting.

Seemingly no power limit and therefore requires no recharge. Inconspicuous, which allows you to always have your suit without others noticing. This Suit can be equated to simple kevlar in terms of unupgraded strength. Structural Upgrades cost double.



### Infiltration Suit - 40k

The cutting edge in infiltration and black-op defenses.

This suit is made to form and made extraordinary through the best technology available. 72hr power cycle, 3hr charge. Can protect from small arms fire and simple melee weapons, mimicking mid-tier body armor. You also gain a Suppression Field for free. Vizer Upgrades half off, but Structural Upgrades cost double.

## Suit Type - Cont.



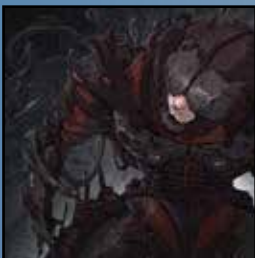
### **Personal;Light - 40k**

Standard class of personal armor that relies more on tech than traditional forging methods. Despite the name, some suits can get quite bulky. More useful for tech oriented tasks as you'd expect. 24hr power cycle, 4hr charge. Can range in durability similar to Biosynthetic or able to withstand most non-mana bolt caliber projectiles. Mobility Upgrades, Chassis Upgrades, and Personal Tech are half off.



### **Personal;Heavy - 50k**

Traditional attire, made with the old methods redesigned for the modern age. True knights and heroes love these suits for their solid defense and versatility. 18hr power cycle, 5hr charge. While most suits can only benefit from Structural Upgrades without charge, these suits may still make use of their AI and Combat Attachments without charge. These are built like tanks in their own regard, able to withstand almost the same amount of damage as Industrial Suits.



### **Biosynthetic - 70k**

Magic and tech come together through biology. With advanced AI and binding rituals, one can form a living suit that tunes itself to its user. 54 hr power cycle and recharges automatically when not in use. Power is rarely an issue for this suit, since it's a living being it can act independently of you and respond automatically to its environment. Your AI must be taken with Suit-Hardware, as they are technically the suit itself and more than a simple AI at this point. Similar to high-tier body armor and can deflect minor explosives.



## Suit Type - Cont.



### **Industrial - 60k**

More of a giant robot used for dangerous industrial work, but a suit nonetheless. Heavily fortified and powerful, but a tad slow and awkward. 24hr power cycle, 20hr charge. Able to withstand artillery fire and navigate most harsh terrains like a tank with legs. Half off Structural

Upgrades and Combat Attachments, but Personal Tech and all Mobility options, except Treads, cost double.



### **Astra-Tech Knight - 80k**

One of the crowning achievements of the Astra-tech field. These massive, bipedal warriors are made to defend against any threat. They are powerful indeed, but the pilot needs to be skilled or else they can easily be taken down by other suit types. 14hr power cycle, 18hr charge. An

Astra-Tech Knight is as defensive as an Industrial Mech with the versatility of a Personal;Light Suit. Half off Combat Attachments and you may take one marked Structural Upgrade for free.

Now that you have a Suit type, you can now choose some upgrades to be added to it. My shop is quite large and carries some options you cant buy anywhere else. Do take your time, I have all day!

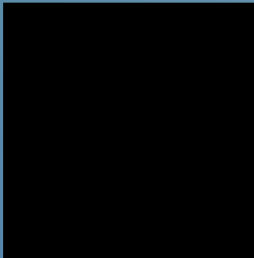
## Structural Upgrades

Upgrades marked with “ \* “ are very powerful, and you are limited to one upgrade marked as such. However, Personal;Heavy may take two marked upgrades, while Industrial and Astra-tech Knights may take three marked upgrades.



### **Carbon Restructure - 30k**

Hardens the exterior of your armor to better repel physical attack. A grenade would merely scratch your paint job.



### **Star-Metal Plating\* - 100k**

Personal;Heavy/Industrial/Astra-tech Knights Only  
The strongest and lightest metal known to Allkind. Extraordinarily rare as well. The upside is that most physical attacks and impacts bounce off you. It would take a direct hit from an anti-tank round to even scratch this metal.



### **Astral Resonance Plating\* - 70k**

This metal isn't the strongest, comparable to steel, but that's not why you'd want it. The metal is imbued with a magnetic property tuned to Astral energies. Put simply; your mana pool is almost doubled, and your spells seem to gain a slight power boost as well.

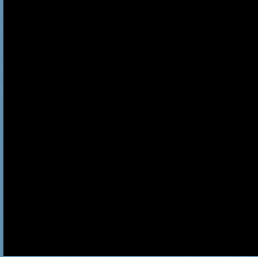


### **Star-Silk Weave - 40k**

Used primarily in joints and areas less reinforced for movement. This synthetic material allows much more flexible movements and its defense leaves you with no soft-spots. For Unassuming, Skintight, and Biosynthetic; this acts similar to Star-Metal Plating, but is 40% weaker.



## Structural Upgrade - Cont.



### Simple Wards - 30k

Delver enchanters cast wards of protection on your armor, which is strong enough to stop an artillery's worth of magical impact.



### Holy Shielding\* - 90k

Blessed by a council of Speakers monks and enchanted by an order of Delvers. Most Astral Arts cast upon you shall be diminished. These wards would only sunder under the magical equivalent of a MOAB.



### Astra Shield - 10k

A personal shield device commonly found due to its relatively low cost. Can stop most common munitions. Due to this, most firearms became obsolete and swords came back. Special/specific ammo types, explosives, and just a few bolts from a ManaRifle can break through.



### Astra Shield Mark VII\* - 120k

The best shield harmonics ever produced by the Tinkerers. This unit disperses energy attacks and will repel hard-light constructs. Radiation of any form can't touch you, and can absorb hundreds of mana bolts.

Sadly, mana arrows will only be thrown off target by a couple inches.



## Structural Upgrade - Cont.



### Hazmat Systems - 30k

Automated systems keep the interior and exterior of your suit free of most chemical or biologically hazardous material. Constant sterilization programs ensure that you will not carry contamination with you, so you and others are safe when exiting the suit. Air filters allow breathability in even the most toxic atmospheres. Emergency tanks offer 7 hours of air in case not enough oxygen is present.



### Locomotion Adjuster - 30k

Your suit is now equipped to handle the lowest depths of the seas and the highest point in the sky. Even the negative effects of acceleration and deceleration are lessened by a significant amount. You could drop from orbit and land unharmed in the middle of a battle field.



### Shard Core\* - 90k

Occasionally pieces of the Al'catorian Sun fall like shooting stars to the ground. These shards contain extraordinary energy which makes movement and function effortless. Suits also run three times as long between recharges, but recharge time is doubled.



### Compromised Suit

Costs one marked Structural Upgrade slot  
For each marked Structural Upgrade you are allowed to have, you may instead choose to use those as Combat Attachment Slots. This allows Suits that would otherwise be unable to take a Combat Attachment to now have one, at the expense of their defenses. An Astra-Tech Knight could even forgo their extra defenses to have more weaponry.

## Visor Software

Simple enough in theory. These upgrades will adjust how you see the world through your Suit. Don't question how some of these work with Suits like Unassuming, it just works.

### **Thermal Vision - 20k**

Standard thermal vision. Can turn on and off at will.

### **Night Vision - 10k**

Standard night vision. Can turn on and off at will.



### **Terahertz Radar - 50k**

Enables you to peer through materials at a controllable range. Look through a simple cloth or all the way through materials as dense as depleted plutonium.

Density of objects reduce range, 500m air to 5cm depleted plutonium.



### **Astral Scanner - 70k**

Scanner able to detect, highlight, and identify Astral Arts in any form. Can analyze cast spells or enchanted objects, which can then be explained to you in an understandable way.

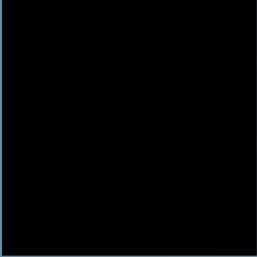


### **Third Eye - 70k**

An experimental sensor that transmits wirelessly to your occipital lobe. This allows you to "sense" in 360\* around yourself. Range of 50yd.

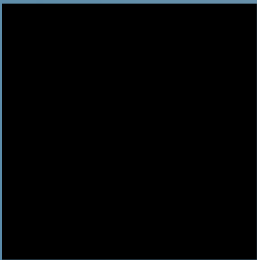


## Visor Software - Cont



### Magnifier - 50k

Extends the range of your eyesight x5, and other sight upgrades by 200m. Third Eye only receives a 10yd upgrade.



### Detection - 60k

Software that allows you to scan for various things, similar to forensic works. Match blood to a genetic marker, or understand how a fight played out by surveying the room.



### Nerve Endlink - 50k

Unassuming/Skintight/Biosynthetic/Personal;Light/  
Personal;Heavy Only

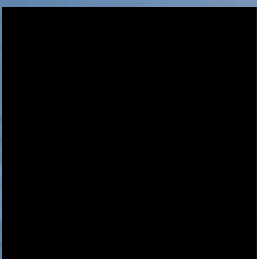
Your armor is connected to you as if it were an extension of your own body. Taking direct orders from your mind, it is an extension of your body. Armor can simulate a sense of touch that can be turned on or off at will.



### 2W Pod - 50k

Industrial/Astra-tech Knight Only

The cockpit for your suit is now made of screens that allow you to see out all around you as if it were a two-way mirror.



### Possession Uplink - 80k

Astra-tech Knight Only

Through a wireless sensory meld, you can pilot your Knight as if it was a giant you. Movement is much more fluid and natural.

## Chassis Upgrades

These upgrades are anchored to the core of your suit and offers changes to fundamental sub-systems in the Suit.



### Magi Burst - 30k

An electric/mana pulse that will disperse incoming magic away from yourself. Any caught in the burst find themselves unable to use Astral Arts for a few minutes. 50m radius. 1 hour recharge period.



### Tech Burst - 40k

An electromagnetic pulse that will shut down most tech Suits are not affected and anything else regains functionality within a day or two. 50m radius. 1 hour recharge period.



### Internal Repair - 50k

Nanomachines and internalized repair systems will make sure your armor stays in top shape. Can repair critical damage within a day and rebuild whole sections over the course of a week.



### Extra Limb - 40k

Personal;Light/Personal;Heavy/Industrial/Astra-tech Knight Only

Can add another limb of your choice to your suit.

These limbs are made to mimic the arm types of your suit. For Personal;Light/Heavy, it is as dexterous as your own arm/leg. They will be more mechanical and add range of movement to Industrial and AT-Knight Suits. Controlling it comes naturally to you.



## Chassis Upgrades - Cont



### **Supression Field - 60k**

Unassuming/Biosynthetic/SkinTight/Personal;Light  
This is essentially a personal invisibility module. Your entire person will slip out of sight, as well as most objects you can have on your person. Even suppresses heat and radiation output. Tetrahertz radar and any like functions can not be used while field is active.



### **Bio;Stasis - 70k**

While in your suit, your body will be in contact with a purifying gel that slowly heals you. This gel can even provide a week's worth of water and nutrients through your skin. Of course you can add to that by converting stored rations. Also slows aging by 35% if worn for 17 hours a week. Aging goes back to normal after a month without the gel therapy.



### **Chaff Launcher - 20k**

Reactive countermeasure to confuse and draw away missiles and even magical attacks that rely on homing technique.



### **Tendril;Hack - 50k**

A small and unassuming appendage that can connect to any access port on any device. Only the best security wouldn't break from this. Taking this with web-link allows you to wirelessly hack. Other suits can not be hacked as they are closed systems.



### **Tendril;Prehensile - 40k**

A much larger and sturdier attachment to your suit. You can manually control it, or set it to be automatic and act of its own accord. Works best with Combat AI.

## Combat Attachments

They are mounted on each arm of Personal; Light and Heavy for 2 slots, and Industrial/Astra-tech Knights have four slots distributed on arms and shoulders. If you took Extra Limbs, each of those limbs can mount another Combat Attachment (1 to 1). Unassuming, Skintight, and Biosynthetic can not purchase anything from this section without compromising their defenses. Can purchase any of these weapons more than once.



### Rocket Launcher - 50k

“The perfect gift for the man who has everything”

An explosive ordnance delivery system. Can be taken with mortar-style launcher, grenade, white phosphorus, or traditional missile. Paint versions of the previous options come free with that option purchase, but doesn't use an extra attachment slot. Get mortar and be able to launch paint from the launcher as well, etc.



### Minigun - 50k

A classic choice in heavy weaponry. This can use both mana bolt style ammo or heavy tungsten rounds. Pretty simple, just point and shoot.



### Arc Coil - 60k

Small attachments allow your suit to become super-charged with electricity. Capable of frying the largest man, it can extend bolts up to 5 yards away and the output is controlled effortlessly. More of a non-lethal weapon compared to others, but not to be taken lightly.



## Combat Attachments - Cont



### Particle Beam - 70k

Every day you can use a 2 second burst of pure energy to slice most material like paper. Even Star-Metal can be seriously damaged by this and only the best protection could keep you safe from a direct hit.



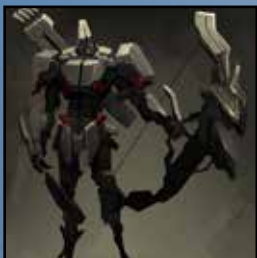
### Tk Module - 50k

Placed in the palm of one of your armor's hands. Activating it allows you to remotely "grab" and freely manipulate objects through telekinesis. Catch bullets and fling them back with a pulse, or even propel a car forward into someone. Can lift objects up to 75kg and swing them as fast as you could shake a feather, but any caught projectiles can be thrown back as fast as they were caught.



### Rail Rifle - 70k

Hyper-force magnetism and a dash of mana makes a hell of a combo. Slow charge up time and exceptional recoil, but a point-blank shot could pierce Star-Metal plating on an Astra-tech Knight.



### Astra-Tech Knight Arsenal - 40k

Astra-Tech Knight Only

Choose any weapon from the weapon proficiency list later on to be scaled up to your Knight's size. Works as you'd expect for its size, and I would recommend it be one of the weapons you're proficient in.

## Mobility

Upgrades meant to vastly improve your maneuverability with your Suit. You wouldn't want to get caught with no way out.



### **Jump Good™ Augmentation - 60k**

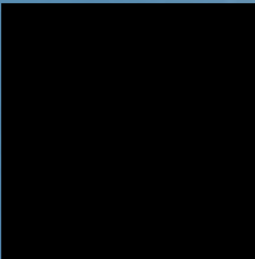
“You can fly?”

A cybernetic attachment to the legs of your armor that allow you to jump exceptionally high. With a max jump height of 150 meters straight up into the air, coming down softly with superb shock absorbers.



### **Mag-lock - 30k**

Metal surfaces, especially ship hulls, can be stuck to and traveled across. I wouldn't recommend trying to walk up a metal wall, but climbing it would be easy.



### **Adhesion - 50k**

Similar to mag-lock, but this time with gravity adjusters. Any surface, no matter the angle or material, can be walked across as if it were the ground. Does not allow water walking.



### **Propulsion Jets - 40k**

This propulsion system is a must for both space and underwater travel. Controlled bursts makes both swimming and running 5x faster, as well as full mobility in zero G.



## Mobility - Cont



### Flight - 90k

All except Industrial may take Flight Propulsion Jets specialized for continuous and extremely fast flight. This attachment comes in many forms, but all give you a cruising speed of 2,500km/h and an absolute maximum of 11km/s. More speed equals less acute control, so at cruising you can be as agile as you usually are, but at max you are essentially a bullet. Hope you can take the G-force.



### Treads - 30k

Industrial Only

Turn your mech into a rumbling herald of tank-like doom. These treads are designed to go over any surface terrain easily and quickly. Advanced shock absorbers make the ride smooth as silk.



### Blink - 90k

"I recommend closing your eyes during the process. You might not want to see what's in the Astral Realm." Short range teleportation through Astral Slide. By clipping into the poorly understood Astral Realm, you can slip out of reality and re-enter anywhere within 50 meters of your starting position. Three second cooldown, and can not be used in combat with a another Knight.

## Personal Tech

Tech can be mounted in suit or placed in your personal Astra-Watch. Personal Tech can be disabled by Tech Burst, but the suit overall is still not affected.



### H.U.D - FREE

A display for suit systems as well as anything else you've bought. Displays current personal medical condition, suit status, energy levels, personal mana levels, and local GPS. Connected to suit in style of your choice (internally or on an external display, such as helmet visor or chest projector), as well as your Astra-watch.



### Web-link - 20k

Constant connection to the Worlds-Wide-Web through wireless transmitters. You can also allow your suit to act as a hotspot for other allowed devices.



### Satcomms - 10k

Communication software that can connect to anyone on your current planet. Direct calls can be made from anywhere in the system, but only if you've synched comms in person. Similar to making a phone call or using a handheld transceiver for the planet you're on.

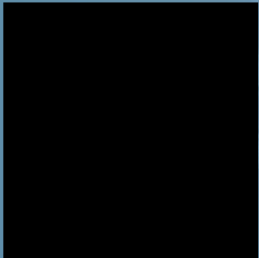


### LA Communicators - 20k

Free if you post your #1 battle song with this choice. We essentially slap massive stereos to your suit shoulders that can blast out your voice or music library. Helmet also tweaked to dampen sound automatically, so you can blast the enemy and not go deaf. Can use personal, internal settings, but where's the fun in that?

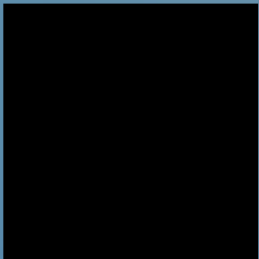


## Personal Tech - Cont



### Translators - 10k

Most of the kinds speak the same language, but there are many languages throughout history and spoken by descendants of certain tribes. This software shall make it so you can hear, speak, and read most languages as if they were natural to you. Of course, it all sounds and looks like english to you.



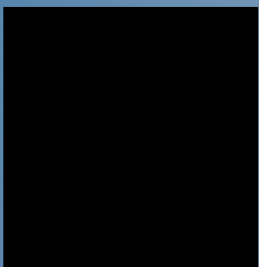
### On Board Library - 20k

An infinitely sized data storage device that holds all public media ever produced. Anything from every book ever written, to any video ever placed online. I doubt you'll ever come close to going through it all.



### Digi-Light - 10k

A ball of light that can be directed from a mount or deployed as a floating orb. Illuminates the surrounding area as well as floodlights.



### Gaurdian Drone - 30k

This personal drone shadows you once deployed. It will intercept incoming projectiles of most calibers, but can only reliably handle 7 projectiles a second. It can also shock and disorient enemies within arms reach.

Can only cause mana-arrows to be thrown off target by a few inches. Intense use causes it to overheat after a few minutes.



### Assault Drone - 30k

This drone is a deployable turret craft that will seek out any hostiles within your surrounding area. Uses small caliber mana bolts, 3 rounds per second. Can fire 100 rounds before needing to recharge.

## Personal Tech - Cont



### Oracle Drone - 40k

A controllable spy-bot that can pass undetected through the air thanks to its invisibility. Equipped with the best surveillance tech money can buy, as well as a reusable flash grenade. Can be deployed for an hour, but using the flash will recall it immediately.



### Homing Beacon - 10k

A homing beacon is placed in your suit and will continuously transmit its location and status to your Astra-watch, as well as anyone else's H.U.D that has your permission.



### Dress Shift Systems - 5k

Small holographic reflectors can be hardwired into your suit to project a lifelike black-tie style over your armor. Great for balls and for accepted suit use in citizen zones.



