Radiance Ablaze - Everlasting Perfection Under The Great Routine

In time beyond time, life transcended.

These beings might have once been human, but they have long since surpassed their original identities, and have become transcendent incorporeal beings of living energies. With their civilization long since reached perfection, all that remains is for the Denizens to enjoy their near-eternal life within their glorious city of light, forever and ever.

Yet perfection is fragile, and easily destroyed with the slightest deviation. After a devastating "Blaze Event" that nearly obliterated them all, a system was put in place to plan and enforce how one should live, from their moment of first conception to eventual dispersion. All but the smallest allotted deviation would result in punishment, realignment and even dispersal, while strict adhesion to The Great Routine would bestow great Honour and Reward.

Nevertheless there are always people who value freedom over stability. Even though the struggle had never been pervasive, where a predecessor fell there would always be another to pick up the mantle.

To fight for the blaze of liberation? Or to preserve the radiance of the greater good? That is for you to decide.

Such Radiant Denizens

In this world of light, each individuals are born under a strict classification, with prenatal modification to enforce optimal output for specific tasks. Barring personality as an allotted deviation, The Great Routine list only 3 Eternals and 3 Variables as considered to be of any importantce:

The 3 Eternals (Attributes):

Enact (A)	Prowess of the Denizen	/ Offence
Endure (D)	Durance of the Denizen	/ Defence
Engage (G)	Efficiency of the Denizen	/ Speed

The 3 Variables (Sub-Attributes):

Stability (S)	Cohesion of the Denizen	/ Health
Energy (E)	Vigor of the Denizen	/ Stamina
Memory (M)	Capacity of the Denizen	/ Slots

Eternals are design to be immutable and everlasting, while Variables can change according to situation.

There are ONLY 5 Types of Radiant Denizens allowed. Any deviation are deemed unnecessary, and therefore disallow:

Admins	A	2	D	3	G	4
	S	6	E	8	M	6

Created to run the Cities by The Great Routine.
> Energy/Memory cost of Admin Protocols -1
> Can use Admin Protocols as 1 level higher.
> Innate Protocols: Access 0, Lockdown 0

Maintains	A	3	D	4	G	2
	S	6	E	10	M	5

Created to construct and maintain the Cities.
> Energy/Memory cost of Retain Protocols -1
> Can use Retain Protocols as 1 level higher.
> Innate Protocols: Repair 0, Coding 0

Assorts	A	3	D	3	G	3
	S	8	E	6	M	10

Create to carry protocols or for tasks as needed.
> No innate speciality.

Entrants	A	4	D	2	G	3
	S	10	E	8	M	5

Create to entertain others via duels and matches.
> Energy/Memory cost of Bout Protocols -1
> Can use Admin Protocols as 1 level higher.
> Innate Protocols: Spark + 1 mod for 0 Slots

Enforcers, Lesser (NPC only)	A	4	D	2	G	3
	S	8	E	5	M	0

> Created to monitor and root out all deviations.
> Some are also "realigned" criminals.

> Innate Protocols(1): One of the 3 Official Bout Protocol + 3 mods, all for 0 slots. Cannot be removed, and can only be altered at base.
> Innate Protocols(2): Comm Protocol to constantly link to the Enforcer Network at all times. Cannot be copied, turned off or removed.

  *To ensure adherence to The Great Routine, Lesser Enforcers' independent capabilities are reduced, of which made them somewhat Drone-like. Exception being that High Enforcers are given far more leeway than usual, and therefore have an uniqueness unlike all others.

With Brilliant Protocols

There are ONLY 3 Types of Protocols. Any deviation are deemed unnecessary, and therefore disallow.

To use Protocols, a Denizen must first **load** them in **MEMORY** Slots, then **expend** **ENERGY** points for each use.

Admin/Maintain Protocols only have 5 Ranks, with Rank 6 capabilities only accessible by Specialists via Rank 5 Protocols. But as precaution against deviations, only Protocols up to Rank 3 are available to the general populance.

Admin Protocols:

1) ACCESS: Open Lockdown Routes and Decrypt Files
Rank 1: Mem 1/ En 1 – Applicable up to Rank 2 Lockdown, decode at 1 point/Round.
Rank 2: Mem 1/ En 2 – Up to Rank 3, at 2pt/Rd.
Rank 3: Mem 2/ En 3 – Up to Rank 4, at 3pt/Rd.
Rank 4: Mem 2/ En 4 – Up to Rank 5, at 4pt/Rd.
Rank 5: Mem 3/ En 5 – Up to Rank 6, at 5pt/Rd.
    Rank 6: En 3 – Up to Rank 6, at 10pt/Rd.

2) LOCKDOWN: Seal Routes & Entrances and Encrypt Files.
    Without explicit allowance from creator, they can only be cracked via **ACCESS**.
Rank 1: Mem 1/ En 2 – Code Strength 4 points.
Rank 2: Mem 1/ En 3 – Code Strength 8 points.
Rank 3: Mem 2/ En 4 – Code Strength 12 points.
Rank 4: Mem 2/ En 5 – Code Strength 16 points.
Rank 5: Mem 3/ En 6 – Code Strength 20 points.
    Rank 6: En 6 – Code Strength 50 points.

3) REWRITE: All Active Protocols & Objects belong to someone and cannot be used without permission. **REWRITE** can change their owners. *Energy cost = Total Output.
Rank 1: Mem 1/ En 2 – Small Personal Objects.
Rank 2: Mem 1/ En 4 – Personal Vehicles.
Rank 3: Mem 2/ En 6 – Large Personal Vehicles
Rank 4: Mem 2/ En 8 – Small Construction / Tanks / Trains.
Rank 5: Mem 3/ En 10 – Large Construction / Cruiser Level.
    Rank 6: En 20 – City Zones Level.
Note: Enforcers can takeover objects as needed, as ordained by The Great Routine. Only pre-**REWRITE**d objects can protect themselves from it.

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Maintain Protocols:

1) **REPAIR**: Heal Denizens and repair objects.
   *Must expend at least 1 Energy to be effective.
   Rank 1: Mem 1/ Repair 1 Stability for each 3 Energy.
   Rank 2: Mem 1/ Repair 1 Stability for each 2 Energy.
   Rank 3: Mem 2/ Repair 1 Stability for each 1 Energy.
   Rank 4: Mem 2/ Repair 2 Stability for each 1 Energy.
   Rank 5: Mem 3/ Repair 3 Stability for each 1 Energy.
   Rank 6: En 20 - Return from Dispersal if more than half of Denizen's parts remained

2) **BUILD**: Construct all objects from tools to buildings.
   *Construction without preset blueprint is major deviation.
   *Energy cost = Total Output. Time cost in Day/s.
   Rank 1: Mem 1/ En 5 – Simple, palm sized objects.
   Rank 2: Mem 2/ En 10 – Simple, small objects
   Rank 3: Mem 3/ En 15 – Functional, complex objects
   Rank 4: Mem 4/ En 30 – Small Vehicles. Protocols.
   Rank 5: Mem 5/ En 50 – Large Vehicles & Buildings.
   Rank 6: En 200 – Energy Towers. Denizens?

3) **BLOCKADE**: Instantly generates a large wall of energy.
   *Must expend at least 1 Energy to be effective. Last 15min.
   Rank 1: Mem 1/ En 1 – Wall Strength 4 points.
   Rank 2: Mem 1/ En 2 – Wall Strength 8 points.
   Rank 3: Mem 2/ En 3 – Wall Strength 12 points.
   Rank 4: Mem 2/ En 4 – Wall Strength 16 points.
   Rank 5: Mem 3/ En 5 – Wall Strength 20 points.
   Rank 6: En 5 – Wall Strength 10 points. Immune to damages without the PENETRATE effect.

Bout Protocols:

To maintain a necessary amount of allotted deviation, Denizens are allow to participate in a vast variety of potentially lethal matches, competitions and personal duels, as they keep accidents and casualties to a manageable amount and in predictable ways. For the Denizens, these amount to the few freedoms in their entire predetermined life, and most are heavily engaged in this. Bout Protocols are used in many competitions, and especially Duels and Frays.

There are ONLY 3 Types of Bout Protocols. Any deviation are deemed extremely dangerous, and therefore disallow.

A Denizen can only use one Bout Protocol at one time. They can have more than one activated, but can only use one per round. Bout Mods are unique to each weapon only.

To minimize accidents, structures are normally immune to Bout Protocols, except those with the PENETRATE effect.

1> SPARK   (M1 / E1 / Last until end of combat)
A hovering ball of energy a Denizen could summon and remotely control. SparkMods are:

a) Lethality Mod   (M2 / E2 / Last until end of combat)
– When dice rolled result in two 5s and 6s, damage +1d6
b) Acrobatics Mod   (M2 / E3 / Last until end of combat)
– Add +1 to all 3 Eternals while in effect; Acrobatic Moves: Instantly spend 2 EN to negate one single attack at Denizen.
c) Bounce Mod   (M3)
– For every 2 EN, +1 target on attack.
d) Initiative Mod   (M2 / E2 / Last until end of combat)
– Always strike first regardless of final Speed Total.
e) Antiarmor Mod   (M2)
– Use 2 EN, ignore defence effect of target Denizen.

2> SWORD   (M1 / E2 / Last until end of combat)
A blade of pure energy. SwordMods are:

a) Charge Mod   (M2)
– For every 2 EN, +1d6 to damage on strike.
b) Cleave Mod   (M 3 / E3 / Last until end of combat)
– Ignore Bonus Defend effects of target Denizen & Vehicles.
c) Buster Mod   (M2 / E2 / Last until end of combat)
– Penetrate. Double Damage to Vehicles and Structures.
d) Flash Mod   (M2)
– Use 3 EN and not attack: All enemies will miss next attack.
e) Bladesman Mod   (M 3 / E2 / Last until end of combat)
– Add +2 to Offence total.

3> STAFF   (M2 / E1 / Last until end of combat)
A longstaff of pure energy. StaffMods are:

a) Stance Mod   (M 3 / E2 / Last until end of combat)
– Roll 4 dice and use the best three.
b) Defend Mod   (M2 / E3 / Last until end of combat)
– Add +2 to Defence total.
c) Guardian Mod   (M3 / E3 / Last until end of combat)
– Can Defend self and one additional target per round.
d) Suppression Mod   (M3)
– Use 3 EN & not attack: Halve dice results of target this rd.
e) Assist Mod   (M 3)
– Use 2 EN & not attack: Add +2 to target's Offence this rd.

4> Other Bout Tools: (1 can be used per round)
a) Blast Grenades: (1 Memory Slot can carry 3)
–Offence rate of 5. 2d6 Damage. Penetrate. Attack all enemies.
b) Energy Feedback: (1 Memory Slot can carry 3)
–Refill Energy by 3 each.
c)Quick Patch   (1 Memory Slot can carry 3)
–Repair Stability by 3 each.

In Formulated Duels

Duels, and Frays involving more than two Denizens, are the most common form of matches in the radiant Cities. In Duels and Frays, Denizens follow the rules by The Great Routine:

1) The Denizens shall **Prioritize**, from highest to middle to lowest, their action preferences for this round, in terms of: Offence/Enact, Defence/Endure, and Speed/Engage.
2) And then choose to activate and use Weapons, mods and tools, as well as Target of his attack for the round.
3) Roll 3d6, then arrange the dice from smallest to highest.
4) Add dice results, according to the **Priority** determined before, to the 3 Eternals.
   Small dice to lowest priority, Large dice to highest, etc.
5) With a final total of the 3 calculated,
   a) Denizen with the Highest Total Speed act first.
   b) Compare Denizen's Offence to Target's Defence, in totals.
   c) If Offence > Defence, Target takes 1d6 damage (plus any active Mods if available.)
   d) Denizen with next Highest Total Speed act, and etc.
6) After all Denizens have acted. If inside Cities, all Denizens will regenerate 1 Energy at this point.
7) Round End. Return to #1 until one side have either surrender or have all been dispersed.

Although they do not necessarily all end in bloodshed, Killing/Dispersal during Duels and Frays is the only legal way for Denizens to eliminate one another, therefore it is a common way of settling grudges permanently.

And to Shine Ablaze

But for those who no longer wish to conform to the strict rules of The Great Routine, and for the chosen few who hunt such traitors, this suffocating/comforting life of predetermined absolutes is no longer an option.

Whether by their own will, or by necessity of service, there are a selected few who have somehow "awaken". They are able to see through the predetermine steps, to envision and employ their own plan, and to grasp the lost art of creativity. They are the strongest threats to The Great Routine...... Or its most staunch protectors.

These Awaken Ones(PCs) gain two extra Stability points for their strong willpower.

How they might develop from there, even The Great Routine cannot know......