

Fibonacci Sequence

α "You do know how to ruin a good meal don't you?"

β "I apologize but I thought you wanted to be in the loop on this. Its going live in two hours, if I didn't tell you now..."

α "I know! I know. Just this stuff always comes up just when I spring for a good Martian real beef steak."

β "I don't see why you waste your money. A morph of your type shouldn't be able to tell the difference between that and a high quality synthetic. I don't see why a living being has to die for your dinner."

α "I like to know I'm on top of the food chain sometimes."

β "But you're not. Not anymore."

α "And that brings us back to the business. I'll need help, got any new files for me?"

β "Already uploaded to your account."

[Quantum Encryption Active: QRt291-b]
Priority: 4A - Urgent

It seems that the squatter station known as Hubub 5 has gone silent.

Our intelligence indicates that the station was in bad repair and mostly derelict acting as a waypoint between the larger wandering scum barges, with only a couple dozen scumbargers living on board at any given time. This time something is different with no barges going near the place in the past month and an increase in energy signature. We have conflicting reports that exurgents and Planetary Consortium or other corporate forces have taken over the station and we need a team to go and investigate.



What is the theme of the game?

- A) I am going to start off with a fairly standard Firewall style game. Characters will be working as Firewall agents going on missions to help protect humanity from threats both from without and within. While a good array of specialties will be needed for the team, make sure your character can at least survive in combat.

Where is the game set?

- A) Starting off and for the time being the game will be set in and around Earth Orbit. So Luna, and any of the habitats around Earth are good jumping off points for a character. Your character doesn't have to be from the area, but this area will be where the crew is going to operate.

How often do I need to post?

- A) About four or five days a week, with weekends optional. If you are going to be off for more than five days let the list know.

How long do posts need to be?

- A) Between a good paragraph, several sentences, and a page. Ideally, I would like to be able to read through each post in no more than ten minutes.

Do I need to read through all other posts?

- A) Yes. I'll expect everyone to at least give every post a good skimming and know about what is going on.

What about Live Sessions?

- A) I am looking into using OpenRPG for doing a live session online. It would be once a week at most and if we get in the habit of using it then I wouldn't need as much board posting.

How many people can be in the game?

- A) At this time I think I can handle up to five players.

Is there room for my character in the game?

- A) Send me a private message and I'll tell you.

When will the game start?

- A) Once an active player joins. I've decided to try and play with whomever shows up as it seems that waiting for a full group means waiting forever.

How do I make a character?

- A) For this game I will be using standard character generation rules. Everything from the main book and from Sunward is fair game pending GM approval of the character over all.

To make a character first send me a private message giving a basic idea of what character you want to play through the Dark Cast site.

What should I do for a character sheet?

- A) Create a post on this thread and type in your characters stats and skills.

--OR--

Attach a character sheet as a PDF to one of the posts on this thread.

What are the different threads for?

- A) This thread is for keeping track of Player characters. All Players are expected to keep their character's stats up to date in a post on this thread. The second thread is for the actual plot and roleplaying.

