“Your lives may have ended. Your lives may begin anew. How you use your new lives may not be up to you.

*That’s the theory, anyways.*

*A new morning has come, are you ready to rise and shine?*

It is the year 200X. Earth no longer belongs to humans alone. Between two and three decades ago, a star system far away encountered a cataclysmic disaster, and in the panic that ensued, Earth was designated as an emergency shelter for the star system’s inhabitants. Slowly, group by group, aliens have been migrating to Earth, and now they live amongst humans, waiting slowly for the promised time.

This cosmic migration has gone largely unnoticed by the majority of the human population, but there are those who know and there are those who have implemented countermeasures to return Earth to the humans again. Well, that wouldn’t be an entirely accurate statement to make.

The countermeasures exist – but true to human nature, those who implemented them have looked to profit from these ventures. There are rumours of nested conspiracies and alien technology distributed in clandestine fashion across the globe. There are rumours that speak of hidden councils controlling human soldiers, dispatched to eradicate the alien invaders using technology that could easily turn even a child into a walking disaster.

There is more truth to these rumours than any government would like to admit. But the status quo has already been established, the foundation is set, and all of this is merely preparation for the real threat still to come.

Traveller, you have a decade to survive here – what you do with your time is up to you… but depending on your choices, you may find some of that freedom taken away from you. The Survey Team has already completed their initial assessment – preparations have been made ready, the choice is yours whether you find them necessary.

Keep this in mind – humans may have been here first, but that doesn’t mean they’re necessarily in the right of things. Make of that what you will. In any case, you should take this – for your preparation needs.

*+1000 CP*
[Initial Diagnostics]

Before you get into the thick of things though, you might want to take this opportunity to tweak yourself a little, in terms of the minor details. We’ve made certain preparations that you should attend to before anything else, just to get them out of the way.

For starters, if you’d like, we can modify some of the basic details regarding you and your body straight away. Your gender, your age, your appearance for instance – those can be changed to best suit what you believe will be necessary for your stay here on Earth for the next decade. By default, we can allow for any modifications as long as they would be feasible for a human of the 21st century. Yes, this is regardless of what background choice you are considering.

But that does bring us to the matter of backgrounds. The Survey Team, following the results of the initial foray, has compiled different preparations together under these backgrounds – you may choose one as you please to help your preparation efforts along.

<table>
<thead>
<tr>
<th>Background</th>
<th>Description</th>
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<tbody>
<tr>
<td>The Traveller</td>
<td>A background most fitting for one who would prefer to stay out of the conflict, but may perhaps wander into it accidentally, this background and its associated options are focused on the notion of threat identification, avoidance, and manipulation. It’s not to say that you’ll absolutely need it, but it’s better to have it and not need it than to need it but not have it. Especially for an outsider like yourself, there’s no guarantee that you won’t get enveloped in the mess regarding the aliens...</td>
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<tr>
<td>The Investigator</td>
<td>As we stated, the vast majority of the population are blissfully unaware that the planet is being invaded, or that there are organizations arranging a blood sport out of the defence. But there are those who have been investigating into the rumours of aliens, the death games, and the strange “black spheres” that have been mentioned. If you’re so inclined, this skill set may help you delve deeper into the mystery, but you need to be careful above all else – there are those who would not be too happy if news of the truth becomes public knowledge.</td>
</tr>
<tr>
<td>The Chosen</td>
<td>There are those who rummage around in search of the truth, then there are those who are tossed in headfirst. As one of those “chosen” by the black sphere known only as Gantz, you’ll be pit against the aliens in a series of increasingly difficult battles. The only path to survival is through killing whatever stands in your way – do not forget this, no matter...</td>
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how many obstacles stand in your way, or how many disadvantages you find stacked up against you.

Thankfully, you don't happen to have a bomb stuck in your head. However, failure to comply with the rules of the "Game" may have other unsavoury consequences...

Naturally you might not feel at home in this world, but to be an alien comes with its own benefits and drawbacks. The humans are belligerent to all forms of foreign life and as an alien you can only expect to be hunted. That was, after all, why the Gantz sphere was developed.

Use what skills you possess, what natural advantages you may have, and focus solely on surviving. Being stuck on the alien side of this conflict between species isn't any better than being stuck on the human side, but at least this background does have some extra options as far as personal preparations go.

With the matter of backgrounds out of the way, the last detail to consider is where you'll first end up when we deposit you here on this Earth. You may of course, leave this up to fate and decide with something as whimsical as the roll of a dice – or if you prefer, you may pay for a specific location at the cost of 50 CP.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Beacon Vicinity</th>
<th>Specific Details</th>
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<tbody>
<tr>
<td>1</td>
<td>North America</td>
<td>With the Black Sphere technology spread worldwide, there wasn't much difficulty in planting beacons across the globe. Depending on your roll, you may select a location within the specified continent.</td>
</tr>
<tr>
<td>2</td>
<td>South America</td>
<td>Note that the current data suggests that alien activity is largely concentrated around metropolitan areas. If you become involved with the Black Sphere and its workings, you may be drawn into the battle zone closest to you. While your location doesn't affect the nature of nearby aliens too substantially – the humans dragged into the conflict will differ from region to region.</td>
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<td>3</td>
<td>Asia</td>
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<td>4</td>
<td>Europe</td>
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<td>5</td>
<td>Africa</td>
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<td>6</td>
<td>The Middle East</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Oceania</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Free Pick (Earth)</td>
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If you’re unfamiliar with what preparations are available, the Survey Team can assist in you that regard. Personal customizations exist largely to increase your own chances of survival, whereas recruitment options exist for those looking to bolster their numbers – lastly, equipment options are present for those requiring hardware. If for any reason you find yourself running out of resources to use...there are further options you may wish to consider. Do so at your own discretion.
Depending on what background you decided to choose, the first perk of one branch will be free for you, whereas everything else within that branch will be discounted. The Survey Team’s associate would like to remind you that there are some more…peculiar options which may affect your form, as well as some options which have no discounts whatsoever, reflecting some of the most peculiar phenomena here on this Earth.

THE TRAVELLER

Abnormal Responsiveness 100

You might not be forced to hunt aliens in the dark of the night, but that doesn’t necessarily mean that you’ll avoid the mess caused by the aliens and the hunters during their squabbles. With both parties fighting for their lives, collateral damage isn’t something either side tends to worry about…but if you don’t want to end up getting squashed by an alien or caught in a crossfire situation, you’ll want to stay aware of your surroundings at all time. If you weren’t aware, many aliens tend to stay outside of the visible spectrum and the same goes for the hunters.

Certainty your perception is improved enough that you’ll notice the things and creatures which don’t belong, long before anyone else realizes their existence. But awareness isn’t just a matter of keeping an eye out for strange phenomena. Besides seeing things with your eyes, your other senses along with your body become attuned to sensing out and reacting to crisis situations – and chances are as the conflict between hunters and aliens escalates, there’ll be plenty of crisis situations all across the world. Some people would call this a sixth sense for danger, but as long as it helps you stay alive, does it really matter what it’s called?

Thrown in the Same Lot 200

As more aliens migrate to Earth and the global situation deteriorates, it’s more than likely that you’ll find yourself alongside many other people struggling to survive. Day to day life can be cut throat, especially in the business world that Earthlings have made for themselves, but there’s nothing like a good life and death catastrophe to force people to band together – especially when the invaders are capable of mowing down humans like wheat.

Maybe you don’t have too much confidence in yourself as a leader at the moment, or maybe you’re not keen on working alongside others, but there’s no denying that you have a talent for bringing people together and winning their trust, just by being yourself. Even if you’re not much of a social person, having others around can make survival that much easier. It also helps in smoothing relationships
between others – just so that you don’t have to listen to them bicker while everyone is struggling to keep their wits about them.

**Eyes of Letum 400**

In the darkest corners of the internet, obscured from search functions and the masses, there are sites which document discussions regarding the aliens and those that hunt them. Generally for those who stray upon these sites by chance, there’s one recurring question that gets asked: how are the hunters chosen? There are all sorts of theories that have been tossed around, but no one has ever been able to confirm how the process is handled.

You won’t magically come to understand how the Gantz Sphere works, but you will be able to notice all of the potential alien hunter candidates, even before they actually become hunters. Certainly if you’re looking to avoid hunters as well as their conflict with the aliens, it’ll be helpful to know who the hunters are beforehand. With enough time spent in observation and a bit personal research, you might come to realize a single recurring trend – the people chosen to become hunters tend to be rather forgettable people in human society, folks that very few will miss if they were to go missing.

Though you certainly aren’t the coordinator of the alien death games, you can still utilize this ability to pinpoint out the folks that you can manipulate without anyone else really caring. After visually identifying these people, you can recruit them for whatever your needs would demand, and unless the individual in question is exceptionally strong of will, it isn’t likely that they’ll find it in them to refuse you. It’s a good thing that whoever you choose will have a higher likelihood of success at their given task than usual – this is especially true if you have dangerous tasks in mind. It does make one wonder however – could the Gantz Sphere be choosing hunters based on a perceived likelihood of survival?

**Herald of Harmony 600**

If you consider the situation carefully, the only reasons why the migrants and the humans are fighting are due to the presence of the Gantz Sphere demanding extermination, and some migrant aliens inclined to make a meal out of the humans. Frankly, with the population of the aliens as it stands, humans are still the leading cause of death for other humans. You would think that the migrants and the humans could mutually benefit...but then you’d likely be the only person on the planet who thinks that.

Thankfully now you get the opportunity to slowly row against the tide. It’s nice being able to inspire pacifism into others, and you might find that some of the hunters share this mentality as well - they never asked to participate in this death game after all. Similarly, you can instantly pacify the migrants as well, even curbing
their homicidal eating tendencies for a fair bit. It doesn't take long for your influence to cement itself within the minds of others, and in such a fashion, you might be able to reduce the killing on both sides somewhat. Submitted to your influence for long enough, there's a fair chance that both sides can find some measure of reconciliation and move forward, merging their technologies and abilities together as one.

You might be wondering why you'd want to do this in the first place, but that's a matter involving the bigger picture at hand. The migrants that have arrived in the last two to three decades are merely the first of many - they're essentially the ones who fled the quickest. The likelihood is very high that whatever caused the calamity is already on its way to Earth, and with humanity in no shape to flee the planet en masse; their best chances lie in working with the migrants already here rather than exterminating them. For that matter, aren't you on the same boat as well?

THE INVESTIGATOR

Furtive Measures 100

With nearly three decades having passed since the aliens first started showing up on Earth, there have been many attempts at uncovering the truth behind the aliens, but no one has ever pulled it off. For one thing, the aliens aren't keen on revealing their presence to humanity at large. If you're looking to follow in the footsteps of your predecessors, then you'll have to make sure that everything you do is with utmost secrecy. If either the aliens or the governments catch wind of what you're doing, you'll likely be intercepted – the government benefits more by keeping the masses ignorant after all.

You might be up against an immeasurable amount of adversity by walking down this path, but you're more likely to succeed, precisely because unlike others, you leave no traces behind you as you do your work. With nothing to go on, it'll take anyone who bothers trying to track you down much longer in order to sniff out traces of your trail, and even longer to put the pieces together. Certainly, it's best to stay proactive and continue eliminating loose ends wherever you can, but with enough practice you'll become well aware of whenever people are on your tail anyways – so your diligence should ensure that you won't suffer the same fate as your predecessors.

Into the Rabbit Hole We Go 200

Covering your tracks is fine and all, but there's nothing that guarantees you'll be ready to take in just how deep this alien problem extends into human society, as well as the scale of the conflict. You don't need to take our word for it, but Earth is a single planet, being invaded by all the species of an entire star system, some of
which have made a habit of domesticating sentient species far superior to humans as livestock. You don’t have to take our word for it, because in the process of your investigation, you’ll likely find that out for yourself.

Many of the aliens that infiltrated as part of the initial invasion waves have already blended in completely with the humans around them, but the knack you have for digging out their roots will help you expose them, even if they’re working to keep things hidden. Aliens often like to conceal themselves in plain sight, and whether they use an organization to take shelter or they use smaller groups of humans, noticing their existence isn’t a problem for you. If the thought of infiltrating their structure doesn’t appeal to you however, you may alternatively slip in a mole of your own from the people you know, and your person of choice will be able to slip in without any suspicion on the aliens’ behalf.

**Cassandra Complex 400**

If you dig deep enough to reach the Gantz Sphere in the process of your investigation, you’ll definitely come across a different problem – one that reflects far more on the common masses than on you or the aliens. Everything about the Gantz Sphere after all, is remarkably dubious. From the origins of the Sphere being a message conveyed via numbers using a mentally handicapped human as the transmission device, to the Spheres predicting human economic behaviour without any exposure to the subject – there’s simply no way to convey the information regarding the Sphere and the aliens without being written off by the masses as an attention seeking imbecile.

It definitely won’t help you convince the world of the truth that’s being hidden from them, but you have the ability to inflict the same problems upon another. Let someone else feel the frustration of telling the truth and having no one pay them any mind at all. It might seem a bit cruel at first, but the full consequence of distorting the truth one individual at a time doesn’t become apparent until you’ve inflicted this upon a sizeable number of people. If the people won’t believe the truth, then why not have them believe a more convenient lie?

Truth, as society would see it, tends to be whatever the majority of people accept and by distorting the perceptions of a large group all at once, it becomes possible for you to distort this “truth”, regardless of what the reality of the situation is. Once the effect is cemented enough, even if the affected individuals are slapped in the face with the reality, they’ll still refuse to believe it. If we take the aliens for example, people would likely be more willing to believe that all of the aliens are actors rather than actual aliens – and they won’t believe that it’s real until the aliens start massacring them.
Used effectively, you could overturn fundamental laws and behaviours which have been long accepted – as long as you rope enough people into believing otherwise. Of course, not everyone that afflict with this condition will contribute to the same “truth”, but if you afflict enough people, you’ll certainly be able to achieve the desired effect.

*Also Sprach Der Erlkönig 600*

Eventually your investigation will, without a doubt, hit a dead end. No matter how deep you dig into the Gantz mystery, there will be details that will elude humanity and the aliens as well. The mysterious benefactors that sent the Gantz information to the humans is certainly one example of this. Though you may know nothing about their intentions or their motivations, you can still learn from their methods and benefit from their labour.

In the same fashion like how the aliens transmitted knowledge of the Gantz Sphere to humanity, you can transmit any information you know over vast distances, assuming of course that you have an intended recipient. Whether this is an individual or a network, as long as you have a clear target in mind, your message in its entirety will reach them without fail. As far protection goes, in the same fashion that the aliens did it, you can encrypt the entire process into something like a numerical code – one that only your intended recipients can crack.

Normally, transmitting information is pointless if the recipient is unable to use it in any meaningful fashion. But as long as you know the details about what it is you intend to transmit, the transmission process will make it possible for the recipient to reproduce everything contained within – ignoring technological and physiological constraints. If there are any constraints that should normally make reproduction impossible, the process of reproduction will create inferior copies of whatever you transmitted, but it’ll still be successful regardless. The ones receiving this information might not understand fully what the “gift” you sent them is capable of, but they’ll be able to reproduce it and utilize it to some degree. The process of understanding can come later, or at least, one would hope that will be the case.

*THE CHOSEN*

*Second Life 100*

If you were chosen by the Gantz Sphere to become a hunter, then you must come to accept that any hopes you may have had of living a quiet and peaceful life will be dashed against the rocks. Well, dashed against the aliens is properly the more accurate way of putting it, but the end result doesn’t change really. Gantz may allow you to live a normal life by daylight, but you’re definitely going to be fighting for your life by moonlight. Heck with the aliens that you’ll be thrown against, you’d be lucky if you got any light at all.
It’s not a great lot to draw, but at the very least it does help you get used to living out multiple lives. Most hunters that survive for any extensive period of time quickly grow accustomed to the routine, and the lives that they lead as normal individuals are often vastly different in comparison to the personas they adopt during the hunt. Killing things like a homicidal maniac, as it turns out, is best done under a different mindset.

As a Chosen of the Gantz Sphere, you’ll quickly learn the same thing and become rather adept at hiding your activities and any secret lives you might have under the veneer of an otherwise normal life. Anything you do while acting in your “hunter” persona won’t have repercussions when you swap over to this “civilian” persona, just so long as you keep the line drawn very clearly between the two.

**Let the Hunt Begin 200**

The procedure of a hunt is relatively simple. The Gantz Sphere will collect the hunters, it will allow for some time to make preparations and introductions, and then it will mark out the target before deploying the hunters. But the information given tends to be sparse and can often lead to many hunters becoming cannon fodder due to an overestimation of their own abilities or an unclear understanding of the enemy’s potential. Normally each hunter learns to develop a sense for gauging aliens by themselves, learning not to depend on the Sphere’s assessment too much.

You’ve attained that sense in any case, and hopefully it’ll be enough so that you won’t succumb on your first mission. Whenever you’re deployed or otherwise engaged in a fight, you can immediately assess the threat that any living being in view poses to you. Sometimes, the creature that poses the most significant threat could very well be the one that least resembles a threat. With this, you won’t fall victim to any alien’s wiles. The Gantz Sphere likes to measure things in terms of numerical values, and if you’d like, you can do so as well – but by default this just happens to be a relative sensation of danger.

There are many hunters that believe in ending the hunt as quickly as possible and eradicating the aliens on sight. But that impatience combined with a failure to assess the enemy’s strength often leads to their death. You’ll find that if you stalk your target, you’ll slowly gather strength whereas your mark will slowly weaken. It all levels out eventually of course, but if you wait long enough, the perfect opportunity to strike will arise.

**A Honed Blade 400**

Combat fatigue is one thing that many soldiers fail to escape, and for people that are generally picked off the street, the hunters tend to suffer from it even worse. You are undoubtedly an odd exception to the norm, because rather than
consecutive battles weighing on you, the constant calls from Gantz seem to invigorate you instead. You’ll still feel tired of course, but it’ll accumulate far more slowly, and dissipate far more quickly, enough that a short rest can clear everything away – and generally Gantz gives the hunters a short span of time between missions anyways.

You might want to be wary of one thing though. There have been accounts of individuals growing “addicted” to Gantz – this is particularly common in veterans of the hunt. For most of these individuals, they’ll describe a phenomenon that includes factors such as increased pain thresholds, increased mental resilience and even increased regenerative properties… but their minds will become hooked to the sensation of fighting. The factors seem to fade whenever the individual isn’t participating in combat. Should you exhibit the same phenomenon in battle, perhaps you should consider whether you’re becoming addicted to the notion of fighting yourself.

Danse Macabre 600

The only thing that a hunter is obligated to do is kill the targets. Human, alien, animal, it doesn’t matter what it is – as long as the Gantz Sphere marks the target, the hunter will be sent out to eliminate it. Little wonder that any veteran of the Gantz Sphere’s ordeals becomes a well-oiled killing machine. At some point in time, it becomes easier to simply kill the targets and have it be done with than to try and capture them. Gantz clearly prefers the former over the latter.

A man proficient at hunting humans becomes well versed in what humans are capable of, but the hunters are thrown against all sorts of aliens, with all sorts of abilities and all sorts of physical traits. The wide breadth of enemies that the hunters face makes them experts at killing basically anything that moves. Normally this sort of experience is something you’d only find in seasoned veterans, but luckily for you, you already have this sort of experience to begin with.

No alien, despite how bizarre or malleable, can faze you, and your experience can reduce or even negate the advantages that they might otherwise possess due to their form or their innate abilities. Certainly every kill you score makes the next kill feel much easier. Face enough aliens, and you’ll probably come to recognize similar weaknesses between different species as well – though really, this only works if there are in fact similarities between them. It’s best not to depend on it too much; it’s there to give you a foundation to start off from.

From time to time you might hear of other hunters experiencing a “rush” after participating in the hunt for too many rounds – but you might find that after a string of kills, you’ll experience a bit of a rush yourself. Certainly when the blood craze
sets upon you, you find yourself feeling much stronger than normal...But worry not, the murder induced madness subsides shortly after you stop killing.

**NOT OF THIS EARTH**

**Space Invaders 100**

The primary definition of an alien is a being that doesn’t belong, due to their heritage or due to exclusion by the natives. But if you’re so well disguised that nobody can tell any difference between you and a native, then who would call you an alien? Sure, even natives can experience prejudice, but that’s just how human society is – if you’re looking to fit in, then this would make a good first step.

It doesn’t matter if you don’t look exactly like them. It doesn’t matter if your mannerisms are a bit off. It doesn’t even matter if you don’t interact with them much. All of these traits are things that the natives can find excuses for and ignore, but the important thing is that they’ll still see you as one of them. They might not want to look at you because of how peculiar you look, but they won’t question that you belong.

Since you don’t have to worry so much about fitting in, it’ll probably be for the best if you put that enhanced awareness of yours to work and take careful note of how the humans act. Mimicking their mannerisms will go a long way to blending in – thankfully it’s not a difficult matter for you at all.

**The Hunted Becomes the Hunter 200**

As an alien, it’s only common sense to expect the hunters to show up eventually. It’s been nearly three decades after all, and most aliens are well aware that the hunters exist, and that the hunters have been out exterminating other migrants. If some band of upstart humans wants to eradicate you though, well, they’ve got another thing coming.

Should you happen to be targeted in any fashion, be it an order from the Gantz Sphere, or some idiotic group of humans looking for something to abuse, you’ll be well aware of their intentions even before they get close to you. Humans like to call it killing intent – but often they remain unaware of its presence. You can perceive it coming from individuals all around you, especially if that intent is directed at you.

This may not give you any miraculous burst of strength, but often when a hunt is conducted, the odds seem to be stacked up against you. The hunters generally seem to have amazing weapons, and the armour they wear gives them amazing resilience. Normally this might give the humans some reason to feel confident – but in your case, even if these factors are absent, those who hunt you seem to suffer
from a crippling level of hubris. They’ll more than likely let down their guard around you...so take full advantage of it.

**Gott ist tot 400**

Humans like to pray to a deity that they call God, and somehow, it would seem that the presence of aliens is an affront to that – many humans seem to believe that the aliens are demons, beings sent to either test or destroy humanity. In some cases they’re probably not all too far from the truth, but most aliens can agree that there very likely is no such deity.

Deity or no deity, there’s one thing that you can certainly use to your advantage, and that’s your nature as an alien. Even just by being present you can instil fear into all those around you, by speaking and with a little show of force, you can mentally cripple a fair number of them and leave them in despair. This tends to help most whenever you’re up against those pesky hunters, but even if you’re forced to fight another alien, it’ll still be fairly effective. The mind affects the body far more severely than one might think after all.

In a fight the consequences of mental debilitation become even more pronounced. A man afflicted with fear of your presence will weaken and slow down when facing you, and as that fear gets worse their body may temporarily forget some of its functions. It’s always interesting to find humans that are incapable of running away and instead decide to collapse to the ground in shock. Thankfully, this affects other aliens as well – just in case you end up having aliens tossed at you instead of humans. Come to think of it, there have been cases where some migrants entered territorial disputes with other migrants...

**Earth is really a crowded place isn’t it?**

**Der Gesandter 600**

As part of the first wave of migrants, Earth seemed like a paradise at first, and frankly in contrast to wandering through the cold void of space for centuries on end, Earth is indeed a verdant paradise - even if humans have a tendency to take the planet apart for their own needs. But you're the only migrant that fled from the apocalypse; rather, you were the advance scout, sent to find a new home for those who fled alongside you. For now, Earth is the only place that any of you can hope to call home, but perhaps, if you continue to travel onward, you may find a better place, one where your people will not be persecuted for their plight.

Wherever you go, new aliens will begin to appear and slowly settle in. All of these aliens try to make adaptations to their nearby environment, but many of them aren’t all too proficient at it - so the fact that they're aliens may prove very apparent to the natives...and this may cause some friction depending on where
you go. As the pioneer of this exodus however, all of the aliens that lay down roots in places you venture to will naturally lean towards protecting you wherever and whenever possible, an act of gratitude in all likelihood. By default, you can freely "seed" worlds with aliens that resemble your own form as an alien - your species so to speak. It probably wouldn't be wise to swamp the new world all at once though - that's most likely going to lead to conflict between species.

The more of your fellow aliens there are, the more likely it is that the natives will begin to accept their presence, and by extension of that they'll also come to see you under a favourable light. Of course, it would probably be best if you aren't eating them or abusing them.

**EXTRANEOUS SKILLS**

**Technical Assets 50 CP → 1 TP**

There are some options that utilize different resources from what we’ve given you, due to the nature of what is being offered. Of course, should you be considering those options we’ll provide you with a sum of resources to compensate which should already be more than enough to meet your needs. But if you still require additional resources, you may convert existing resources you possess for these.

**Abnormal Mutation – Der Process 50 CP → 1 AP**

Similar to option above, if you’re looking for additional resources related to modifying your body for some reason, you can convert what resources you already possess into the resources necessary for modification purposes.

**Abnormal Mutation – Die Psychose 200**

For over two millennia, humans, by the grace of their intellect and the strength of their tools, have held a firm grip over Earth. With their claim to the planet uncontested, there simply was no need to tap into the hidden potential lying within the human mind. But there have always been humans that tried to look for something more, believing in powers that society at large deemed to be supernatural fancy.

If society at large can be wrong about aliens, then perhaps society at large being wrong about psychokinetic powers isn’t too surprising. Psychokinesis is a power that originates from within the mind, but it can very easily affect various elements all around you. One of the most basic tricks for elementary psychokinesis users is manipulating fire from a static source - but proficiency in manipulating elements like this develops quickly, and extending it to elements beyond fire only requires time and practice. The most fearsome of psychokinesis users are capable of
reaching into the bodies of others and shutting off their body functions as necessary. As you might expect though, this form of usage is only good for killing.

As one of the few who has unlocked this potential within them, it would be best if you don’t flaunt your powers too much. With these powers alone, it would be easy to overwhelm, even execute a large group of humans all at once. But if anyone were to witness you using these powers, it’s very likely that they’ll deem you a monster on the spot. It would be best if you could keep this as a trump card.

**Abnormal Mutation – Der Behälter 200**

Vampires have always been a popular topic for fiction, but there aren’t many who sincerely believe that vampires could exist. Unfortunately for humans, vampires do indeed exist – and they do indeed prey on humans. But rather than being the type that flies about at night and transforms into bats, the powers that vampires possess are much more bizarre in reality. Their most distinctive power and the one that you’ve managed to adapt to, is also one that has helped them fit in rather well with modern society.

If you ever face a vampire, this ability will be enough to identify them, because based on the information the Survey Team has managed to collate together, it’s an ability that not even the aliens have managed to get a handle on. By shifting the very nature of their body, vampires can utilize their body as makeshift item storage, and generally vampires use this to store things like handguns and swords.

Of course, you’ll want to make sure that you can actually fit the object into your body, so something that happens to be larger than your body won’t work very well. But as long as you can fit the object in, you can draw it out almost instantly. Just...whatever you do, don’t forget that you have it inside you, because if you happen to forget, you might never remember to pull the item back out. As this is an adaptation, it does not require you to become a vampire yourself, if you’re not keen on the whole idea of blood dependence.

**In the Devil’s Playground 300**

This planet is called Earth, and upon it exist all manners of life, many of which cannot peacefully coexist with one another and as a result, are driven to destroy one another by forces beyond their understanding.

This planet is called Earth, and while there are many on this planet that proclaim a God exists, this is a fallacy created out of desperation, and as a result, many lives have been lost, paid as tribute to entities with neither compassion nor empathy.

This planet is called Earth, and it is a place of experimentation, with you being one such experiment. As an outsider just like those who set up this scenario in the first
place, the power that has been inserted into you perfectly reflects the warped mentality that these outsiders possess. As their proverbial Jonah, you are a herald of calamity, with your presence alone being enough to bring disaster to those all around you.

The snap of a finger may cause a traffic accident nearby, careful concentration may bring down an airplane upon the metropolitan city around you, and a simple thought may trigger a myocardial infarction in an old lady in your sight. All of this, just so that you can satisfy some outsider’s strange whims – whether you choose to utilize this power or not is up to you, but the power should come with a realization – a realization that if you aren’t the only outsider in this world...there could be others with a similar ability nested within them.

Thankfully, the outsiders who inflicted this upon you at least had the sense to ensure that you would remain alive throughout it all. Within a calamity of your own creation, you’ll always be able to find a safe path out if you search hard enough – but in a calamity caused by another, you’ll have to struggle to find a way out, though your odds are definitely much higher than most. It helps as well, that you’ll be able to sense an impending disaster before it happens...though whether you can get away in time will depend on your own abilities.

**The Game Has Changed 300**

Participation within Gantz's twisted game is mandatory - enforced by Gantz's arbitrary rules and the threat of permanent death. As long as the hunters do not reach 100 points, they have no chance at freedom. But as an outsider to the system, the rules enforced upon the hunters do not affect you. Rather, as one that remains outside of Gantz's reach, you can skew the rules as you see fit - and it may serve you well to do so, especially if you have any attachment to any of the hunters bound to this living hell.

Deconstructing the system is something that takes time and works best if you do so in a moderately unobtrusive manner. Things like the bombs that Gantz has a habit of placing into the hunters' heads for example - you could remove those out of the hunters one by one. But if you were to try and change the fundamental rules of the Gantz Sphere like mandating the hunters to aid the aliens instead, you’ll likely experience significant backlash and your attempt with fail. Or you could tweak the points score that a single hunter gains - but again if you were to try and remove the points system altogether, you’d probably fail again.

Within the room, whatever the Gantz Sphere says is law, and essentially your ability allows you to tweak minor details about the laws while not changing the fundamental concept of the law. Outside of the Gantz Sphere, you can apply this to established "systems" with the same effect - manipulating individuals in key
positions within governments and establishments, shifting minor details regarding the word of law, this is the same kind of subtle manipulation has been how the firms like Maier Bachern have been getting away with creating the Gantz Spheres and distributing them across the world. How you use it and what you use it for...that'll be interesting to see.

Abnormal Mutation – Verwandtschaftsverhältnis 400

The modern day vampires have adapted well to the demands of the new world. Many of them pursue normal jobs, many of them have normal relationships, and many of them keep up with the events of the world. But all of them are well aware that they stand above humanity, and humanity is nothing but livestock to be herded and fed upon.

But from time to time, the vampires induct new members into their family tree. Recognizing individuals of worth, they spread their gift and create new vampires…and even if the gift isn’t appreciated at first, most succumb to the temptation of power that the vampires offer. Who doesn’t want to be stand at the top after all?

Regardless of whether you’re currently a vampire or not, you can create new vampires in a similar fashion. The infection process merely requires a small donation of blood on your part – and that’ll be enough to kick start the process. Even the weakest of vampires can give the alien hunters in their suits a run for their money, but that immense strength and speed tends to level off, especially since the vampires do not fight the aliens. Perhaps they’re aware that they’re outmatched? As the process requires a bit of blood from your behalf, some of your physiological traits may be passed down onto the vampires whom you sire.

The process of becoming a vampire is a one way road. If you’re benevolent, you may offer it as a choice. Otherwise, you could very well just force it upon them – because once the link is established, you’ll be well aware of them regardless of what they attempt to do.

Eternal Recurrence 400

For most of us, if we were told that the entirety of our existence could be summarized in approximately 21 grams of data; most of us would laugh it off as ludicrous and forget about the notion entirely. But from the perspective of a higher race, from the perspective of beings that have never experienced life as humans may have, the idea probably isn’t so bizarre after all.

Be aware that if you take this option, there severe consequences for your choice. Reincarnation is something that many people here on Earth claim to believe in, but if they were faced with the fact that their “reincarnation" is nothing more than
data moving from one place to another, the realization may not be something that they can come to terms with.

You aren’t going to be changing the natural order of a domain with this, but you can selectively affect individuals – such that when they die, they’ll effectively “reincarnate” as a data dump created out of their individual is extracted and processed into another body. It is, in essence, an empirical decomposition of what humans call a soul. Even while they aren’t dead, you can perceive this potential “soul” within other people – some folks may possess larger quantities of data, others may have less depending on their life experience.

There is significance to this data and its size, should you inflict this process of “reincarnation” upon any given individual. Every individual accumulates relationships over the period for which they remain alive – the data accumulates that information, and seeks to reproduce the most important of those relationships over into the next cycle. If a target for reincarnation had a particularly tight relationship with a brother, within the next cycle they’ll still be tied to that individual, even though the brother may now be a sister instead. This intricate web of relationships drags in those who normally would not even reincarnate – hence the warning of consequences.

Once the cycle begins, it continues on regardless of how many deaths occur. The longer an individual’s lifespan becomes, the greater the likelihood that they may come across older memories from a previous cycle – remnant data so to speak. Thankfully, with human lifespans being relatively short, normally this isn’t much of a problem at all. It’s likely also the reason why so far human “souls” can be equated to approximately 21g of data.

Perhaps…if you had a way to harness that data and analyze it, you may be able to do other things with it? In any case, this would be far beyond what any human or alien on Earth would be capable of.

GENETIC MODIFICATION – A BODY NOT FROM EARTH

An array of modifications that utilizes its own set of resources, for those of either the Traveller or “Not of This Earth” background, a sum of resources is allocated by default (5 AP), though if you are of any other background, you’ll have to acquire the resources via some other means. As the modifications are made upon the body, you may choose at your own discretion which body form the modifications are made upon – should you happen to possess more than one.

**Wavelength Shift 0/1 AP**

For decades the migrating aliens have managed to avoid the public eye for the most part, solely due to their seemingly communal ability to manipulate light. The
Gantz Sphere too, is capable of doing this such that its chosen agents go entirely ignored by the rest of society during an alien hunting session, but the aliens seem to be able to control this on an individual basis, without needing the aid of technology. Some have made the analogy that the alien essentially shifts their entire body to another frequency – one that can’t be observed with human eyes.

For anyone of the “Not of This Earth” background, this ability is inherent and consequently costs no resources. Other backgrounds however, will have to purchase the modification separately in order to obtain this ability. Once this ability is procured, it can be used to selectively hide portions of your body that you’d prefer other humans not to see.

**Manipulators 1 AP**

The stereotypical image that humans tend to have of aliens often involves strange appendages, but while there are plenty of aliens that have no problems adapting to the human body – there are just as many that indeed have rather bizarre substitutes for limbs. For each time this modification is purchased, you can add another pair of appendages – though the shape and function of these appendages are things that you’ll have to decide for yourself – considering it is your body, you should have a better idea of what it is that you’re looking for.

**Parts from Earth 1 AP**

Many aliens have learned that blending in with human society isn’t so hard when they keep tossing out “trash” and leaving “junk” around which can be used to hide their alien nature. Because of this, it isn’t so abnormal to find aliens hiding in plain sight – especially within metropolitan areas where such useful “trash” and “junk” tends to accumulate.

With each purchase you can attach a “component” to your body. Most aliens tend to adopt the entire “component” as their body like utilizing an entire park statue, but you can also opt to simply have the “component” replace a specific body part – which will still function the same way, even if it has to warp in its shape in order to do so. With how clueless some aliens can get, there aren’t really any limits as far as what can become a component goes – but remember that this is generally to blend in with the environment rather than to stand out. Combining too many things together might have an entirely opposite effect.

**A Different Scale 1 AP**

Based upon all of the aliens documented, there really isn’t any consensus as far as sizes go for the alien races. It certainly stands as solid evidence that these aliens migrated from a dying star system rather than a single planet – for one thing the level of diversity would go far beyond anything humans would deem possible.
That being said, size modifications are well within the realm of possibility. Whether you’re looking to modify a single body part or your entire body, this operation allows you to manipulate your base – whether you wish to decrease your current size or increase your current size is up to you. To keep the entire process safe, each operation can only shift your current base size by up to a quarter, but you can take this operation as many times as you like…provided you can afford it of course.

**Human After All 2 AP**

Becoming invisible is nice and all, but part of adapting to Earth requires interacting with the humans that still represent the majority of the planet’s population, and frankly, most humans won’t interact well with anything that doesn’t resemble a human. This modification is specifically meant to address that potential problem, by making it such that regardless of what your actual appearance may be, you’ll still appear to be a human in the eyes of other humans. This masquerade utilizes your “default” appearance – either the one you choose with the help of the Survey Team, or the one based upon your initial body from way back when.

**Primary Emission 2 AP**

If you ever encounter an alien that decides to open its mouth wide at you, it’s probably for the best if you run away, zigzagging as you run would probably be a good idea as well. There are many aliens that have proven themselves capable of releasing anything from corrosive liquids to plasma bursts. One of the most peculiar specimens we’ve seen utilized the body of a tyrannosaurus rex…to launch fireballs. Needless to say, the aliens don’t always understand what is considered “normal” here on Earth.

This modification allows you to perform the same feat, though what you release and where you release it from is up to you. For each time it is taken, you may make an additional choice, or strengthen what you’ve already selected. Subsequent purchases cost 1 AP rather than 2 AP.

**Horde Mentality 2 AP**

There are a fair number of aliens who flocked to Earth in groups and stayed within small communities once they found this place of refuge. The notion that there’s safety in numbers makes sense, and clearly some aliens prescribe to this logic as well. But for some aliens, their physiology is so bizarre that their “companions” are actually just smaller components of their body rather than individuals themselves.

This modification makes you a bit more like these aliens, specifically giving you three smaller versions of yourself as sub-bodies. While they can interact with humans just fine, everything they experience is relayed to your body, and they can’t wander too far away from you either. Be careful in how you handle these
bodies – generally when they look inconspicuous, most humans won’t notice if there are multiple people who look similar in the same area. Because they’re extensions of your body, they can be used to channel abilities you may possess, but there’s a short lag involved the further they are away from you.

Each time this modification is taken, you can either reinforce the strength and durability of all your existing sub bodies or increase the number of sub-bodies you possess by three. Subsequent purchases cost 1 AP rather than 2 AP.

**Deception Coating 2 AP**

Even on Earth, there are many things that look deceptively simple – flowers that seem harmless until you realize they’re poisonous, people that don’t seem dangerous until they stick a knife in your back. The ability to come off as innocuous and endearing is crucial if you want to survive on Earth as an alien. This modification makes it such that your physical appearance placates those around you and makes them believe that you don’t pose much of a threat.

But in the worst case scenario when you’re forced into a fight, your body is deceptively resilient – and this modification allows you to “shed” your skin to escape, once for each time it is taken. It can either trigger as an automatic reaction in response to physical trauma or it can be done manually.

**Earth Cuisine 3 AP**

Though humans and aliens have plenty of differences, they also bear many similarities – including an appreciation for a planet’s fine delicacies. Granted, what aliens consider “fine cuisine” generally differs greatly from what humans consider as “fine cuisine”. The benefits of consuming things also seem to be vastly different for aliens than it is for humans – some aliens have demonstrated an astonishing capacity for growth after consuming specific organs and body components, learning the human language by consuming human brains for instance.

This modification allows you to gain temporary benefits immediately after consuming a victim. Depending on what it is that you consume, the nature of these benefits shift – naturally as we already brought up, consuming the brain of a human can help you greatly in fitting in alongside other humans. By consuming things like muscles used for lifting, you can expect to receive a temporary boost to your strength. The benefits however, are temporary – by the time you consume something else, the benefits from the first meal will have likely faded.

If you’re into trying out “human” delicacies, most aliens would suggest that you eat them raw. If you do decide to take their advice at face value, this modification will help ensure that you don’t end up with any negative consequences as a result of eating things raw. As with all things related to food and cooking, you should
probably try out different body parts and see what kind of benefits you gain. Humans have plenty of specialized organs and whatnot, so learning how to consume them properly for maximum effectiveness and deliciousness can take plenty of experimentation.

**The Growth 3 AP**

Though it’s rather common for aliens to be of a much larger or much smaller size compared to your average human, coming across aliens capable of freely manipulating their own size is still a rare occurrence. They do exist of course, but based upon field observations, the shift in size is generally tied to some sort of emotional shift or behavioural shift. Thankfully you won’t be tied down by limitations such as this with this modification.

With this modification you can freely control your size between your maximum size based upon other forms you possess and your original base form. Furthermore, it’s possible to increase your size beyond normal limitations. For each time this is taken, you can increase your size by half of your maximum size – but so long as your size is maintained beyond the limit, your energy will be steadily drained in increasing amounts. The rest of your body’s physical capabilities will scale to a lesser degree along with the increase in size. It’s probably a good thing that it does as well – since growing larger does mean making yourself a much larger target.
Having allies might make the difference between a successful mission and an early death, but if you don’t happen to have anyone around that you can depend on, the Survey Team can potentially help you solve you that problem. It’s certainly easier to arrange for companions if you already have company, but there are still opportunities to find new allies if that’s what you’re looking for.

**Chosen from Friends 50 CP/300 CP/500 CP**

If you already have existing companions, the process to give them the opportunity to strengthen themselves is very straightforward, though naturally it involves a bit of investment on your part. They’ll be given a smaller sum of resources to work with, but otherwise your companions will acquire the same benefits that you might, including a choice of background and whatnot.

Import an existing companion for 50 CP; they gain 500 CP to spend on skills, and they attain a free background along with the same basic choices as far as body and location goes. You may import in a batch of 8 for 300 CP or in a batch of 16 for 500 CP, with the same benefits.

**Natives of this World 50 CP/100 CP**

The war between humans and aliens doesn’t look like it’s going to end anytime soon, but the Gantz Sphere seems to have no issues with just taking whoever it deems fit to fight. That being said, there are some folks who are better suited for this sort of thing than others – you might call them veterans as far this business goes, and not all of them are alien hunters either. Whether you’re looking for aliens sympathetic to your cause or humans that you can depend on from this world, if you’re willing to invest a bi, the Survey Team can find that individual for you.

If you can convince a native of this world to join you, you may turn them into a companion at the cost of 50 CP. They gain the same benefits that an imported companion will. Their choice of background however, will not affect their nature (barring physiological modifications). At a cost of 100 CP you can skip the negotiation portion and have them start with you immediately. This option can be utilized to make new companions.

**Ragtag Company [Special] 300 CP**

This option comes with strings attached. Normally, participating within the Gantz Sphere’s twisted “game” is something that would only be associated with those of the Chosen background. Taking this option however, makes participation within the conflict mandatory.
Gantz has an ongoing track record for abducting the most unlikely candidates when it comes to gathering soldiers for the war against the aliens. From animals that don’t bother doing anything to housewives with no experience holding a weapon whatsoever, the Sphere doesn’t seem to choose candidates based on their likelihood of survival, but rather what would be more amusing. Amusing to who? Well, you might eventually come to find that out for yourself.

By default this companion option consists of three individuals, three random humans whose ethnicity, personality, and physical attributes are largely dependent on your starting location. This group is considered as a single companion...or at least, whoever is left over at the end of each and every Gantz alien hunting mission will be considered as part of the group. In the worst case scenario where none of them manage to survive, we’ll only be able to revive a single person. As you’ll be put through the Gantz hunting missions along with this team, do try your best to keep them alive while you’re out on the field.

The group may be green, but that doesn’t mean there’s nothing you can do to help increase their chances of survival. Rather than receiving the same benefits as imported companions, the group can be modified covertly through the use of either AP or TP – upon taking this option you can either receive 10 AP or 10 TP – or any mixture of both AP and TP provided the sum is 10. Unfortunately, modifying the group directly may interfere with their connection to Gantz – and the Sphere may kill them instantly as it is known to do from time to time.

There’s nothing saying that you can’t use this resource allocation for other purposes...but keep in mind that these resources are meant for increasing the teams’ odds of survival. Modification for the team can be done using either AP or TP without any issues.

**Growing the Squad 1 AP/TP**

Well, having more people could make the odds of the team surviving through every mission a bit easier. That being said though, there’s really no standard as far as who the Gantz Sphere selects for its hunter candidates – you’re just as likely to get a young child as you are to get a panda bear, or a pro wrestler. In any case, this option allows you to add an additional person to the team each time it is taken – each of these individuals fall under the same condition as the original three – if they survive each and every Gantz mission they’re tossed in to, they become part of the companion group.

**Alien Adaptations 1 AP/TP**

If you’re wholly dedicated to ensuring that the team survives and there’s nothing that you find unsavoury about physical modification, then perhaps this option will interest you. For each time it is taken, the group of hunter candidates will gain a
pool of 10 AP – they share this pool amongst themselves, and you can choose who gets what modifications. Granted, these people (or animals) do still have to lead “normal” lives outside of the mandatory alien hunting expeditions – so you might want to consider means of hiding away their peculiarities. They may only use this pool within the alien modifications options.

**Emergency Stabilization 1 AP/TP**

Due to the nature of how the Gantz Sphere operates, should a candidate suffer grievous wounds, they still have a chance at surviving as long as the mission is complete before they expire. Of course, not much can be said if they’re killed instantly, but as long as they can cling to life until the extraction begins, they won’t pass on. This modification serves to extend the amount of time that each member of the group can last before they succumb to wounds, regardless of the severity. In addition to this, each time it is taken, the training will boost the physical durability of each member substantially. Well, hopefully it’s enough anyways – especially as the missions start to spike in difficulty.

**Rapid Reaction Protocol 1 AP/TP [Special]**

A modification that has varying functions depending on whether you possess a Black Sphere yourself, in the event that you do possess such an object, it allows for the members of your squad to perform field requisitions of items such as weapons or auxiliary suits, depending on what your Sphere is capable of producing. Once the requisition is complete, the Sphere is temporarily locked and will be unable to perform another requisition for that individual for a period of time.

In the event that you don’t possess a Black Sphere, the requisition will be handled by the Gantz Sphere itself, and therefore be limited to whatever the Gantz Sphere can produce – the items requisitioned can only be retained during the mission unless you happen to possess your own Black Sphere, though with additional purchases each individual can perform multiple requisitions in rapid succession.

**Rapid Extraction Protocol 1 AP/TP [Special]**

Essentially an emergency escape option in the event that one of the team runs into a pinch – or maybe even a near fatal incident, this allows the Sphere to immediately recall them back to the room. If you happen to possess a Black Sphere, instead of recalling them directly to the local Gantz Sphere’s room, they may instead be routed to wherever your Black Sphere happens to be.

The process of recall only works for a single person however, and while they might be safe, the rest of the team may be worse off with the loss of a member. Selecting this option multiple times will allow for multiple simultaneous recalls before the Sphere locks out the function. Outside of the Gantz Sphere’s hunting missions, it’s
also possible to use this function to quickly warp individual members from one point to another.

**Lazarus Effect 2 AP/TP**

A modification based on a peculiar breed of alien which can be applied to a specific member of the squad, this allows them to rapidly regenerate from wounds, regardless of their severity. The regeneration is strong enough that it halts aging for the individual in question – as organs and cells that die off are regenerated rapidly. Naturally, when it comes to aliens that are incapable of destroying the modified individual all at once, the individual in question will possess a substantial advantage. Though honestly, just being able to survive is already a bit of a blessing. Thankfully, there aren’t any aliens capable of utilizing conceptual attacks or bizarre magic – at least none that have been documented anyways.

**Sharing is Caring 2 AP/TP**

It is only common sense that if the team can work together, their chances for survival can increase dramatically – the leading cause of deaths in alien hunts is generally tied between veterans not willing to share information and newcomers not accepting the dangerous situation that they’ve been tossed into. Without this modification, it’ll probably take your team a couple missions before they really understand how to work alongside one another.

In addition to boosting their ability to work with each other – this modification allows for the team to make up for one another’s weaknesses by sharing each other’s strengths. Skills or abilities learned by one member of the squad can be shared between the others, though naturally they won’t be able to perform to the same capacity. The boost to the rate at which each member learns new tricks each time this is taken can help a fair bit – the Gantz missions themselves won’t give anyone much time to learn or practice anything.

**Resonance Factor 2 AP/TP**

Once a group of hunters settle into a groove, even the most ragtag band of recruits can start to get the notion that there’s more than just a “team” in play here. For normal team sports, it doesn’t take long to get the notion of being in a team, but in a death game like this, the importance of every single ally increases dramatically. With this modification, that importance increases even further.

As long as the group remains close to one another, each member within the vicinity boosts the performance of every other ally in the nearby vicinity. When the group is spread out from one another, they become instinctively aware of whenever another of their group comes across trouble, and whether they need to pull back or move to help that person out. If taken multiple times, the performance
boost effect magnifies in scale and the effective range of the boost increases on top of this.

**Abnormal Survivor 2 AP/TP**

Sometimes, no matter how strong, how fast, or how smart a hunter is, the only thing that keeps them alive is dumb luck. That dumb luck can be anything from surviving a blast completely unscathed, to going completely unnoticed by a group of dangerous aliens – but it'll make all the difference. There have even been cases where animals that don't even bother to fight manage to survive for the longest period of time.

This modification affects a single individual, and it bestows upon them a bizarre knack for avoiding misfortunate situations, whether engineered by an enemy or naturally occurring in their surrounding environment. Even if they find themselves in a situation where anyone else would be hard pressed to survive, they can still extract themselves, maybe only taking minor injuries in the process. This luck factor of theirs is drained each time it kicks into effect, though less dangerous situations will drain upon their reserves by a lower degree.

It does however, bear mentioning that by sticking around these individuals, their luck effect can rub off on you as long as you remain close by – such that if they can escape relatively unharmed, as long as you’re close enough, you probably can as well. That might come in handy if the team ever ends up facing a mass extermination mission and they aren’t properly prepared for it.
Technology has always been humanity’s saving grace – and even now it is advancements in technology that have allowed those fighting on humanity’s side to close the gap between humans and aliens. The Survey Team has brought back a fair number of technological samples, from both humans and aliens, in the event that you require them to help you survive in your decade here. In the process of investigating the odd Gantz technology however, the Survey Team came across something a bit more…elaborate than the rest of the samples. It’s been set aside from the more standard items due to its more complex nature.

SYNTHESIS ITEM – THE BLACK SPHERE 100 CP

They call it Gantz – though no one knows why they call it Gantz. Its origins are not known by most that use it, and those who partake in its twisted game generally don’t understand the full extent of its capabilities. You could say that the Gantz Sphere perfectly embodies what one might expect from a piece of alien technology – a massive font of potential largely taken for granted by humans.

While stealing a Gantz Sphere for research purposes isn’t outside the realm of possibility, the Survey Team’s shopkeeper offers you the opportunity to procure a Sphere designed to your specifications – at the very least, attaining a Sphere in this fashion means that you won’t have to cross any organizations just to do a bit of research. *Upon taking this option, you’ll be given a small sum of resources (5 TP) to allocate for modifications as you wish.* If you happen to be of the Investigator or Chosen backgrounds, the Black Sphere is free, along with provided resources.

**Black History Records 1 TP**

Based on their default capabilities and the “comments” that each Sphere seems to make, one can surmise that each Gantz Sphere possesses a rudimentary level of knowledge of humans, from their physiology to elements of their society. If you study the Sphere at your disposal you would likely come to the same conclusion, however the Sphere’s internal data seems to update itself based upon the memories of the dead that it collects.

This function can be considered as a “basic” function of the Black Sphere, allowing it to capture the memory profiles of all those who die within a specific range around it and consequently update its internal databases. The capture range of the Black Sphere is about as large as the range of a small town, though this can be increased by taking this option multiple times, with the range doubling each time.

This primarily serves as a database foundation for all of the Black Sphere’s other functions, though there’s no reason why you can’t utilize this like an updating
library – though you’ll probably want to implement some filters as to what memories are captured – the Gantz Spheres don’t seem to discriminate between different species.

**Equipment Synthesis 1 TP**

The Gantz Sphere seems to have no problems replicating basic equipment, provided that the technology can be reproduced via technological components. To do so however, it requires either templates or blueprints to be added into the Sphere’s database.

The process of synthesizing equipment takes longer the larger the piece of equipment happens to be – generally the Sphere has no problems producing the smaller particle weapon variants or the suits on demand, but anything larger than the bike would take a fair measure of time in order to reproduce with fidelity.

With this specific function however, it’s possible to mark yourself as a transfer beacon, allowing the Sphere to warp produced items to you, as long as you remain within its capture vicinity. Taking this option multiple times allows the Sphere to synthesize multiple items simultaneously.

**Target Assessment Protocols 1 TP**

Another one of the Gantz Sphere’s primary functions in this world consists of identifying, profiling, and arranging for the elimination of foreign aliens. Granted, it doesn’t do a particularly great job at describing the targets to participating alien hunters, but it’s quite evident that the Sphere can collect rather comprehensive amounts of information regarding aliens that are still alive.

Normally the Black Sphere’s information collection capabilities work best using the recently deceased, but with this, the Sphere can be tuned to identify and profile potential threats to you. This works best if you’ve already identified threats, for which the Sphere can then proceed with information retrieval – but even if you aren’t aware of the threats, the Sphere can still extrapolate potential threats based on what information it possesses on you. Naturally, you can tailor the search parameters in order to make it easier for the Sphere to identify potential threats.

This modification makes it such that the Black Sphere can also store backup information involving people you meet on your journey, though the comments that it has for these individuals tend to be rather…peculiar. By the way that the comments update periodically, it would seem that the Black Sphere monitors these people every now and then in order to update information about them.
The Room 1 TP

Unlike the standard Gantz Sphere, this particular Black Sphere does not come with a default apartment room, but if you’re looking to put this Sphere to maximum effectiveness, you’ll need to keep it in a place where there are sufficient amounts of people in order to update its databases.

This modification makes it such that by default the Sphere will be retained in a safe dwelling, though the nature of the dwelling tends to change to reflect the world around it. While the Sphere is active, the only person who may enter or leave the dwelling is you and your companions, though this only serves as a first layer of defence against intruders – it won’t help much if the offender intends to destroy the Sphere and the room entirely, though naturally they’d need to know that it exists in order to proceed ahead with this.

With each additional instance of this modification, you can either increase the size of the room (A small apartment really doesn’t have that much space) or you may attain a second room elsewhere, allowing the Sphere to move between these rooms at will. Similarly, a door will appear within the room, allowing you to transit quickly between the different room locations. Once the room is established, the majority of its functions will be tied to this room when applicable.

The Attendant 1 TP

If you take the time to inspect your Sphere and other Gantz Spheres carefully, you’ll notice one very particular difference, something that might not be all too apparent based on the Sphere’s external appearance alone. In every Gantz Sphere except yours – there’s a human male that’s been inserted within...seemingly controlling the Sphere and facilitating its functions.

Your Sphere can operate fine without one, but if you’d like, we can insert any individual into the Sphere to act as its facilitator. With such an individual present (they don’t have to reside inside the Sphere), the Sphere cannot be compromised by external sources – though they’ll generally be limited to staying within the Sphere’s vicinity. Additional purchases of this modification allow you to create more attendants that serve a similar function – though it also expands their active area. Each attendant can also act as a “relay” for the Sphere, allowing it to extend its reach beyond normal limitations.

Live Reproduction Protocols 2 TP

The synthesis of tools and machines can be seen as a matter of recreating things based off of blueprints, but the creation of another individual comes with more complications, even if the Sphere already contains a memory back-up of the individual in question. But whether complications exist or not, at the end of the
day the fact remains that the Black Sphere is capable of recreating individuals based on their memories – or at least, that’s what this modification is for.

While the Black Sphere can recreate their body and their mind, it encounters some difficulties when it comes to reproducing any unique abilities that the individual may have possessed. The nature of the Gantz Sphere being as it is, it’s better to consider this cloning process as a “cheap photocopy” rather than a “complete reproduction” of the individual. When it comes to humans without any particular powers of note, the notion of an “original” versus the “copy” isn’t quite as apparent, but the moment powers are thrown into the equation it becomes quite easy to determine which is which.

Generally the process isn’t something that happens when a living being still exists in the world – but from time to time, the Gantz Sphere can reproduce a copy of an individual that is still alive. For your own Sphere you’ll have to judge for yourself whether there is any merit to reproducing a second copy…or a third…or fourth.

**Point to Point Transportation 2 TP**

While it wouldn’t be too inaccurate to call the Gantz Sphere a high end photocopy machine, the scale and range that the Sphere can operate at is well beyond anything that current human technology permits. For one thing, it allows for the complete transmission of live individuals halfway across the world. Granted, the Gantz Sphere has a network that it can draw upon – but this modification looks to address that, by allowing you to hook up your own Sphere to existing networks wherever you happen to go.

Once connected, the Sphere can proceed ahead with beaming supplies or people from a “home point” – its own room if applicable – to anywhere else within the network. Similarly, the Sphere can pull transmitted targets back to the “home point” – though this second function is limited to you and your companions.

**The Room of Truth 3 TP**

A room separate from the basic apartment that some modifications make available, this specific room has no entry or exit, save via the Sphere itself, and serves as a sort of visual interface for the Sphere and all of the information it retains. There’s nothing within this room save for a pair of humanoids, whose appearance can shift wildly based upon whatever information the Sphere has collected.

These two humanoids don’t do anything except answer questions, but they also serve as the Sphere’s “brain” so to speak, allowing you to direct the Sphere onto specific tasks, or request it to search for information based upon your needs. Within the room, the two of them can freely recreate anything within the Sphere’s
databases – effectively creating a simulation environment, though naturally nothing can be brought out of the room without quickly disintegrating.

In the event that the Sphere happens to be compromised or its contents are put at risk, this modification also doubles as a defence measure, wherein the Sphere will slip out of the dimensional space it is currently occupying into this room. Under such circumstances, you can choose whether or not to be drawn into the same dimension – otherwise the Sphere will reappear into the normal world given a period of time. It’s possible, if transmission technology has been applied to the Sphere, for the Sphere to transmit others into the room as well – though if they don’t have any dimensional shifting capabilities leaving on their own accord might be more of a challenge.

While you can attempt to stuff people into the Room, the Room does not facilitate cross dimensional transportation if you happen to move out of one world and into another – any individuals that are tied down to the original world will be spit out of the Room back into the original world, though this exempts individuals created by the Sphere itself.

**The Hundred Point Menu 5 TP**

One of the few modifications that were explicitly not part of the original Sphere templates when the information was transmitted to humanity, the notion of turning the defence of Earth into a game format was solely a product of human engineering – certainly speaking more about human nature than the aliens that sent the technology forward.

This modification is large scale, allowing you to implement a similar system – but for it to function properly the Sphere should possess a means of collecting information from the surroundings, as well as your permission to “enact” the games using local individuals. Naturally, any information obtained throughout the process will be relayed back to the Sphere to improve its repositories, so each rendition of the game tends to improve upon the last. Naturally, you don’t have to make it such that alien hunting is the task required – you may instead have the Sphere assign a different task to the chosen individuals.

The notion of a points system and the rewards was also a human introduction to the process, but by default it allows you to grade participants for the quality of their efforts – and potentially reward them for it. The default options include the ability to “revive” another individual within the database, perform a synthesis procedure of technology, or free the participant from the process – but since your Sphere is a bit different, you may instead opt to ignore these options. The Sphere can utilize both the information it possesses – as well as the information you feed into it to create “rewards” to your liking. It’ll be a bit tougher to modify bodies so
that they can utilize magic or anything like that of course, but rudimentary skills and abilities can be transferred to the participants provided you’re capable of doing such feats yourself.

If you haven’t already clued in to it, participants are generally already deceased—and they remain under the Sphere’s constant observation at all times. Whether you want the Sphere to plant bombs in their head is up to you.

STANDARD ITEMS

The shop also stocks a wider variety of standard equipment, providing you with the opportunity to procure things that might make your stay a bit easier—these items require less technical expertise or modifications than the cryptic Gantz sphere to put to full effectiveness.

The Gantz Suit 50 CP

The black suits worn by those chosen by the Sphere are extremely distinctive, though if you were to wear it on the streets, you’d probably be mistaken for a cosplayer of some sort. As the only means of protection that the agents of the Sphere can depend upon, the suit amplifies the wearer’s physical capabilities to an extreme degree. Even the most physically inept individual can don the suit and experience a physical transformation, allowing them to fight beyond human limitations for a limited span of time.

Whether it comes to taking extreme amounts of physical punishment or allowing the wearer to exert force beyond what their body is capable of, the suit’s capabilities do have a “breaking point”. Once this threshold is surpassed, the suit’s functions will cease for some time until the self-repair function kicks in. When the suit is functional however, it requires no effort to perform feats like leap across buildings or survive getting completely flattened.

It’s a good thing to have should you be considering joining the alien fight, just don’t depend upon it to the point where you grow overconfident in its abilities. This suit has been modified further so that the self-repair function can kick in multiple times during a battle—giving you a bit more room for error than most.

Modified Laptop 50 CP

A tool that would serve a conspiracy theorist better than anyone else, for one, it connects to very odd web pages even when there is no internet connection. Each of these pages seem to involve strange societies that no one has ever heard of, with vague bits and pieces of information that only hint at even stranger on-goings. There’s a secondary program built in to the laptop which allows for one to detect anomalies in the area nearby—like aliens and the sort.
**Wavelength Contacts 50 CP**

When agents are deployed by the Gantz Sphere, their existences are shifted so that unless one is capable of seeing the world through all wavelengths, the agents effectively become invisible to the world at large. With these contacts you'll be able to see the agents as well as anything else that might be invisible, regardless of the means they use to achieve that invisibility.

**Bottle of Blood Whisky 50 CP**

An empty whiskey bottle that doesn’t seem to have ever been used, this bottle has a rather odd effect when any form of alcohol is introduced into the bottle, as it becomes transformed into blood. It might seem like a very bizarre ability, something that would only encounter very niche uses – but nowadays, having such a bottle can help a person keep their habits secret. What kind of people? Well...once you do enter the world, you may come across some folks willing to explain that to you – just be wary that the folks who would find this bottle useful don’t exactly see humans in a friendly light. At the very least, even if you’re not planning to drink from it...it could be used for blood transfusions, and you never know when you’re going to need those.

**Sphere Modified Sword 100 CP**

One of the most basic weapons in the Gantz arsenal, much like the rest of the arsenal the technology behind this seemingly simple weapon is well beyond what human technology is currently capable of. The blade’s ability to extend while retaining its structural integrity is well beyond human science’s comprehension, but nevertheless, it works quite well in splitting aliens open. The sword’s ability to extend and retract nearly instantaneously can prove to be a substantial advantage, though this function is limited to extending the sword by several meters. At those lengths though, you should have no problems killing even a massive titan.

**Sphere Weapon [Y-Gun] 100 CP**

A gun made for the purpose of capturing rather than killing aliens, the technology used here is the same transmission technology used in the Gantz Sphere. The gun fires a trio of anchors that latches on to a target. Once the anchors successfully pin the target down, the transmission process will begin – but the process isn’t entirely foolproof, so don’t be too surprised if a strong enemy breaks free from the anchor’s constraints.

Unlike the standard Y-gun, rather than transporting its target to some random unspecified location, this Y-gun transports its captured targets to a specific location designated by you. You can change this location at will, though the
transfer process may take a longer period of time if the target destination is not within the same dimension.

**Controller Unit 100 CP**

A handheld unit no larger than a smartphone, it wasn’t made for combat purposes but rather to support the hunters as they fight the aliens. Aside from alien identification, it has a secondary function in that it can manipulate the wavelength of the individual possessing it – effectively making them invisible. While by default the unit is matched up to individual Gantz Spheres, there’s no reason why you can’t synchronize this to a larger database of your own.

**Sphere Weapon [X-Gun] 100 CP**

As the default offensive counterpart to the Y-gun, the X-gun fires a delayed blast of concentrated energy that can effectively blow most aliens apart. The delayed nature of the gun’s firing mechanism has a tendency of dooming those inexperienced with the weapon, though this only requires a small bit of practice to overcome. There are two separate variations of this gun – a standard rifle variety and a shotgun variety, though the names refer to the behaviour of the two variations rather than the ammunition they utilize. While the former possesses a larger effective range, the latter is more effective at handling larger groups. This gun has been specifically modified so that it can switch between both variations, though the process isn’t instant.

**Demon Lantern 100 CP**

A stone lantern that wouldn’t look out of place in a Japanese temple, this is one of the few captured elements of alien technology that oddly seems to function regardless of who utilizes it. Granted, it can be a bit heavy for normal humans to hold properly – but the concentrated laser beam that it fires forth can be controlled by anyone. As definite proof that some elements of alien technology go far beyond what humans have accomplished with the Gantz Sphere, the beam produced from this lantern far outstrips anything that Gantz weaponry is capable of. Whether the opponent is wearing the Gantz suit or not, whether the opponent is an alien or not, none of that matters as long as the beam can catch them in its range. Beyond its effective range, the strength of the beam dissipates quickly.

**Transient Body – An Expression of Artistic Flair 100 CP**

There are many aliens who have come to utilize bodies that take after elements of human culture. This makes a fair bit of sense, considering that most aliens are really just looking to fit in, regardless of what humans may believe their intentions to be. That said some aliens seem to be capable of moving their bodies from shell to shell; this shell was procured and reproduced to give others an opportunity to do
the same thing. The shape of the shell naturally takes after something man-made, though whether it happens to be a statue, an animal, or even a vending machine will be up to your discretion.

The shell allows you or your companions to “hop” into it as long as you’re close by, but is only animated while you’re within it. While no adaptation to the shell is necessary, the strength of your abilities may be distorted while you’re within. Exiting and entering the shell is instant however, and while you’re within, your original body switches wavelengths, rendering it invisible to the world at large. For each shell only a single individual may inhabit it at any given time, and if the shell happens to be damaged extensively, it’ll take some time to repair.

**Gantz Bike 100 CP**

The notion of a mono-wheel bike certainly isn’t unique, but while this is called a bike, there aren’t any existing human designs in mass production that you can draw similarities to. A two seat vehicle that is essentially a massive wheel, it utilizes the Gantz Sphere technology to remain stable on all sorts of terrain, though it leaves much to be desired as far as protecting the riders go.

It definitely is fast and despite being a single rolling wheel, it’s also extremely manoeuvrable, but it demands a high level of mastery from the driver in order to put out its maximum potential. The passenger seat has absolutely no protection whatsoever – though it does leave plenty of room for the passenger to shoot from. The only element of “safety” that the bike takes into consideration is a built in wavelength modifier, allowing the bike and riders to turn invisible. After some modifications, the flight configuration option has been made available in this variant, though the shopkeeper advises you to take it for several practice runs before using it seriously.

**Sphere Weapon [Z-Gun] 200 CP**

The most destructive out of Gantz’s handheld arsenal, the “Z-Gun” is essentially the standard countermeasure for threats deemed extremely dangerous. Rather than utilizing delayed energy bursts, this weapon manipulates gravity in a localized area, forcefully compressing everything in a single direction – down. Most aliens that are too weak to resist the gravitational effects will be instantly flattened and killed, but from time to time there are aliens that can indeed resist the force of the blow.

Thankfully the Z-Gun possesses a rapid-fire option, allowing multiple bursts to land on the same area consecutively. Similarly, when multiple users fire on the same area at the same time, the force applied from the guns appears to be stacked cumulatively. As a specific modification to the base weapon, you can make it such that the force compression vector isn’t always pointed down – though changing the direction requires calibration. By the time you do get to using this,
you probably won’t care too much about collateral damage, but given that the Z-
gun’s area of effect is wider than that of Gantz’s other armaments, the
shopkeeper warns you regardless to take care when you use it.

**Specialist Hard Suit 200 CP**

A drastically upgraded variation of the basic Gantz combat suit, the hard suit
includes upgrades on both the offensive and defensive aspects of the basic suit.
Noticeably bulkier than the skin tight basic suit, the hard suit contains a built in
wavelength modifier as well as extensively hardware interfacing equipment which
allows it to utilize each piece of Gantz technology with ease. Much of the
increased size can be attributed to the extra armour, and its durability is strong
enough that it can negate the effects of other Gantz armaments with ease. Even
in the event that the armour is breached, in the vast majority of cases the user and
the basic suit is left completely undamaged.

As far as armaments go, the twin blaster arrays built in to the suit’s hands are best
described as “molecular pulverizers” – with the output of an individual unit
exceeding the power of the X-Gun with ease. The substantial increase in damage
potential does however, come at the cost of range. As you might expect, the
degree by which the hard suit multiplies the user’s physical capabilities is even
higher than that of the basic suit. In this specific variant, there’s one additional
function in that it can remotely interface with other pieces of technology – no
limited to those from the Gantz Sphere, though synchronization takes preparation
in advance.

Whoever designed the Gantz system did not intend for this suit to be used en
masse evidently, because while it would make sense to equip everyone with these,
in reality very few agents ever use these suits in the field. The exact reasons for this
remain unknown, though it appears to involve the individuals who are organizing
the whole alien hunt affair.

**Gantz Invasion Countermeasure, The Machine 200 CP**

Without a doubt the largest piece of technology at the Gantz agents’ disposal, this
towering machine is essentially the only countermeasure available against beings
too large for conventional Gantz armaments to take down. It seems almost a
miracle that it can remain cloaked, but the cloaking field that it possesses isn’t the
sturdiest, and generally tends to be the first system to fail in any pitched battle.
With the level of collateral damage this thing tends to achieve, you’re not really
going to achieve much as far as stealth goes anyways.

On top of delivering a substantially larger amount of force, the blaster cannon
armed on this office building sized machine can blow an alien to bits even if they
are capable of resisting standard Gantz armaments. It doesn’t fare as well against
beings that are small and nimble, but from the get go it was intended to be used against massive targets. Utilizing the same technology used by the Gantz sphere, this specific machine comes with an upgraded variant of the standard Gantz weapons – used in similar fashion as their significantly smaller counterparts.

The sheer size of the machine alone offers it a substantial amount of protection, but realistically, the most important system on the machine happens to be the quick ejection system. If it suffers excessive damage, you can always scrap it and repair it later for another deployment – the same can’t be said if you go down with it. If you do possess the Hard Suit, this can indeed be piloted remotely, which may make it far safer to use.

**Colonial Landing Ship 200 CP**

If the aliens have been migrating for decades, they had to have gotten here by some method of transportation. Though who this ship belonged to exactly is unknown, it seems a bit too big for anything human sized. The bridge has been evidently modified to accommodate to human needs, but its size suggests that it was meant to be crewed by beings several times larger than humans.

Stealth is the biggest advantage that this craft offers, given that it completely ignores the human technology available as far as detection goes, and even aliens won’t be able to pinpoint its location. But given that it was a landing craft, and given that the vast majority of aliens were indeed expecting some form of resistance, it only seems reasonable that the craft does have some defensive options – ship weapons capable of annihilating human battle groups. It might not fare quite as well against aliens…should they come to Earth with an actual fleet.

It does make you wonder – if the aliens really were dead set on conquering Earth, wouldn’t it have been easier to arrive as an organized fleet? …Well, hopefully you won’t run into a case where they try that option out.
One of the Survey Team’s associates can help you in the event that you require additional resources, but it won’t necessarily come easy. You can obtain up to 600 CP worth of additional resources, though there’s effectively no limit as to how many complications you want to stack on.

**Chronological Reset +0 CP**

It’s certainly a complication, but it isn’t exactly what you expect. The Survey Team noticed that from the very beginning, there was a temporal anomaly active in this world, and if you’re keen on it, you might want to consider venturing to investigate the anomaly.

The result – to a traveller – isn’t actually all that strange. The temporal anomaly is tied to another Earth, many of the individuals aren’t quite the same, but much of the technology that was introduced will be familiar. For one thing, the young Kurono Kei... well he doesn’t exist – instead there happens to be a Kurona Kei, even though everything seems to suggest that they may be the “same” individual across the different continuities.

Why are these two continuities linked together? What’s the significance of Miss Kurona? We’re not quite sure about the significance ourselves, but if you go along with this complication, you can figure that out for yourself.

**The Invader +Variable CP**

While this one is a bit of an oddity as far as complications go, the Gantz Sphere has always been known for its oddities if nothing else. Sometime during your stay here, you’ll encounter a very specific alien – one that you’ll be obligated to eliminate regardless of your background. The exact nature of the alien is rather vague, as is the Gantz Sphere’s description of them, but depending on the strength of the alien, the compensation for this complication varies.

The strength of an alien worth 100 CP possesses the equivalent strength of an alien with an equivalent of 25 AP’s worth of modifications. There’s a rather clear disparity as the compensation increases, given that at 200 CP, the alien has an equivalent strength of 60 AP, whereas at 300 CP the alien has an equivalent strength of 100 AP. You should be wary, if you do consider this complication, not to bite off more than you can chew. The Gantz Sphere will only give you this specific hunting mission once, thus you can only gain compensation from it once.

There’s nothing that limits this alien invader from attacking you indirectly of course, so it’s best not to assume that it’ll only act in a straightforward fashion.
Irrevocable Differences +100 CP

Humans and aliens have never seemed to get along… the existence of the Gantz Spheres, as ironic as their origins may be, stands as testament to that. But from time to time, you’ll find that both humans and aliens are capable of focusing all of their animosity on a sole individual. It just doesn’t help when that person happens to be you.

Regardless of your background, every now and then you’ll encounter groups of individuals, be they aliens, humans chosen by Gantz, or otherwise, who will hunt you down and set out to eliminate with you a dogged passion. While they might not necessarily pose the biggest threat to you alone… there’s no telling what sort of collateral damage may ensue as a result of their animosity.

Who’s the Alien Here? +100 CP

If it hasn’t been already drilled into your head by now, there are plenty of aliens already inhabiting Earth. Normally, most aliens do have a bit of a tell – something that seems off about them, they might not blend in with society rather well or they might have habits that make them stand out from humans. But now things are a bit different, it might have taken them two long decades, but the aliens have adapted to human society.

Aliens have infiltrated largely into the key points of human society. Positions of administrations, positions of control – if there’s something important, there’s likely an alien involved in there somewhere. Be wary of what you do and how you do it, because not only are the aliens not too keen of having their cover blown – they aren’t necessarily too keen of other aliens either. Naturally, they won’t appreciate the presence of alien hunters at all.

If the Gantz initiative to remove the alien presence is to see success… well, it definitely won’t come easy.

A Bomb in Your Head +100 CP

No one ever wants to hear that they have a bomb in their head, but for some reason, you do have a bomb planted in your head. There’s no telling how it got there, there’s no telling what will trip it off – and attempting to remove it simply fails for the most part. You’ll at least get a warning however, if the bomb is about to go off – as a strange alarm will ring out, audible only to you.

If you desist in whatever it is that you’re doing, the alarm will cease and the bomb will go inert again – but the alarm can literally start ringing without any reason at all, so always be wary of your actions and your surroundings.
Planetary Setbacks +200 CP

The Gantz Sphere technology was provided to humans in order to give them a fighting chance against the invaders. Normally, you would think that with a threat of this scale, people would rally together to tackle the problem – but somehow, humans have found a way to twist the technology and use it to control others. It was with such a mindset that the twisted Gantz games were created after all.

The only thing you can rely on is that every man will be fighting for himself. Call it a by-product of the system, call it human nature, call it what you will, but everyone that's a part of this extraterrestrial war has their own motivations to continue the fight – and if their motivations happen to conflict with yours at all, you can expect them to undermine you at every turn – if they don’t remove you from the equation outright.

Don’t worry, this isn’t anything personal against you – all across the world, humans would rather fight against themselves before fighting the aliens. It makes you wonder if humanity has any hope at all of uniting.

The (You) Alien +200 CP

The Gantz Spheres aren’t perfect. From time to time, bugs pop up in the system and situations like the misidentification of aliens can occur. The notion of an alien countermeasure system experiencing bugs isn’t very reassuring, but on the other hand, no one really knows how to fix any of these problems which show up.

As a result you’ll find that the reason behind many of Gantz activities not becoming public knowledge is largely because the Gantz Sphere actively eliminates its own chosen agents. Certainly this is much more distressing if you happen to be one such individual yourself – but even if you’re not, it doesn’t bode well for Earth if the majority of its defenders are being picked off by system bugs…

The disaster that Gantz was preparing humanity for won’t delay itself just because the countermeasure isn’t ready…so you might just have to pick up the slack.

The Other (You) +200 CP

One of the notable functions of the Gantz Sphere is its ability to replicate life, all the way down to the memories of the target. In most cases, clones are made where the original has already died and thus integrating into society is a smooth and flawless process. You weren’t so lucky – as the Gantz Sphere has created clones of you…while you’re still alive.

They possess your memories, but thankfully being imperfect, they only possess some of your abilities. Still – only one of you can move on at the end of the
decade – whether the one that moves on is you...well, you’ll be deciding that with your choices and actions. Naturally, if you decide to concede to one of your clones...your journey ends here.

zur Zeit von Katastrophe +300 CP

Under normal conditions, the “catastrophe” that Gantz was supposed to prepare humanity for shouldn’t occur for at least several years. Under normal conditions, there should have been at least time for humanity to rally defenders and prepare itself for a large scale invasion. These are however, not normal conditions.

Your arrival marks the beginning of an endless wave of invaders – these aliens won’t care about integrating in with human society – they are very clearly here to take the planet for themselves. Considering that it was an entire star system that suffered from the calamity, you can pretty much expect no end to the invaders.

Will you fight them all off? Can the planet afford to fight them all off?

There’s no way to tell until you try...let’s just hope that the Earth is resilient enough to endure through invasion after invasion...
[IN THE END…]

The world continues to spin round, whether you’re here, whether humanity is here, whether aliens are here. But regardless of the world’s state – your time is up. If you’ve survived for this long, you’ve certainly come a long ways – whether the decade was fruitful is up to you to decide, but before that, it’s time to decide what happens next.

TO THE HOME WHERE YOU BELONG

Decided on heading home? Hopefully you won’t be going back to an Earth that’s in a similar situation as this one. In any case, everything that belongs to you will be coming along with you. If you happened to resolve the calamity involving the aliens – you might be able to bring back one of those Gantz Spheres with you back home as well. The technology of the aliens could come in handy…

IN A WORLD OF ALIENS

It’s hard to tell just how many waves of aliens there might be coming, but if you’re going to stick around here on this Earth, you should make every preparation just in case. Who knows, the same aliens that gave humans the technology to make the Gantz Spheres may help you out as well. Naturally, everything you own will be left behind here with you.

MOVING ON TO ANOTHER WORLD

Moving onwards? If you’ve decided on continuing onwards with your journey, then it’s best if you prepare to set off for the next world.
### The Traveller

<table>
<thead>
<tr>
<th>Abnormal Responsiveness</th>
<th>You have the ability to sense out things that don’t belong – as well as things that might be invisible threats. *Your ability to react to emergencies, sudden alien ambushes, and the like all see improvements.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thrown in the Same Lot</td>
<td>Alongside those who have been put into the same misfortunate situation as you, you have a knack for making friends and bringing people over to your side. *It becomes easier to get people to cooperate with one another, and making up for each other’s weaknesses is easier.</td>
</tr>
<tr>
<td>Eyes of Letum</td>
<td>Allows you to identify individuals best suited for the task of fighting off aliens – specifically identifying individuals that would otherwise not be missed if they were to go missing. *An individual selected by you for a specific task has a much higher chance for success than normal, and you can also recruit individuals on a whim, coercing them to go along with your needs. This is essentially a process of snatching people off the street. *The last effect can be resisted with sufficient willpower.</td>
</tr>
<tr>
<td>Herald of Harmony</td>
<td>Your presence instills a sense of pacifism into all those around you, and eliminates notions of conflict that they may have possessed. This is strong enough to affect natural instincts and behaviour based on physiological needs, and affects individuals regardless of their mental state or race. *If utilized between different races, rather than merely leaving each other alone, they are more likely to cooperate and merge their assets together, overcoming communication barriers, technological challenges, and so forth</td>
</tr>
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### The Investigator

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<thead>
<tr>
<th>Furtive Measures</th>
<th>Removes the traces from your actions and conceals you from others looking to investigate into you. *You have an inherent awareness of when you are being observed.</th>
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<tbody>
<tr>
<td>Into the Rabbit Hole We Go</td>
<td>Grants you a knack for stumbling across mysteries and plots being arranged by organizations or</td>
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</table>
| **Cassandra Complex** | * Allows you to curse an individual such that the more they try to tell the truth, the less likely that anyone will believe them.  
* By affecting a large amount of people, you can distort the truth to skew reality, such that things basically unbelievable will become the truth. People’s perceptions of the truth will fall in line with the skewed reality for as long as you continue to add more people into the masquerade. |
| **Also Sprach Der Erlkönig** | * Allows you to compress knowledge about sophisticated technology or magic and express it within a cipher (generally numerically based) that none except your intended recipient can decipher.  
* How this code is transmitted to your recipient can be decided by you, whether it is inserted into them in a subliminal fashion, or if it delivered to them directly via another. Regardless of the method used, the intended recipient will receive it, though whether they choose to use it is up to them.  
* Decryption is not an issue, and as long as they have the fundamental basis for putting the compressed information to use, they can reproduce it, even if their general comprehension hasn’t reached the levels normally necessary for implementation. In such cases however, the effects of the reproduction will be weaker than the original. |
| **Second Life** | * You can hide select activities under a different identity, separating the repercussions from these actions and people’s perception of you away from your “normal” life. |
| **Let the Hunt Begin** | * Allows you to assess and mark out targets based on the level of threat they pose to you, as well as identify their value based on their combat capabilities. Those of higher threat have higher values.  
* The longer you stalk a target for, the stronger and quicker your body becomes – and the target will weaken, but there’s a limit as to how far the increase and decrease can go. |
| **A Honed Blade** | * Reverses the effect that having consecutive battles will have on you, the more battles you have in |
succession, the greater your ability to concentrate and assess the situation – the fatigue on your body and mind accumulates slower.
*The sensation of battle slowly grows addictive, and while your ability to fight and tolerate injuries will improve with each consecutive battle, this effect fades quickly if you aren’t in another fight to sustain it.
*Being in battle is sufficient to drive aside the effects of mental impairment and mental control.

| Danse Macabre | *The more individuals that you kill, the more efficient you become at the process of killing, regardless of the target’s own capabilities or advantages due to their physical form and mental peculiarities.
*The more individuals you kill, the more apparent the weaknesses of similar individuals become, as long as they happen to be beings of a similar physiology and nature – even if the actual weaknesses happen to be different.
*The potency of your abilities and the strength within your body exceed their normal limits for a brief period of time after you score a kill. This effect stacks for each kill in rapid succession, but drops off. |
|---|---|
| Not Of This Earth | *The more individuals that you kill, the more efficient you become at the process of killing, regardless of the target’s own capabilities or advantages due to their physical form and mental peculiarities.
*The more individuals you kill, the more apparent the weaknesses of similar individuals become, as long as they happen to be beings of a similar physiology and nature – even if the actual weaknesses happen to be different.
*The potency of your abilities and the strength within your body exceed their normal limits for a brief period of time after you score a kill. This effect stacks for each kill in rapid succession, but drops off. |
| Space Invaders | *Allows you to blend in with society around you, even if you might not resemble those living in that society at all. However, this only extends to the point where you won’t be immediately treated as a monster.
*If you work at it society will accept you, but otherwise you’ll just be overlooked for the most part.
*Makes you more perceptive of people and their habits. |
| The Hunted Becomes the Hunter | *If you happen to be targeted for elimination, you’ll be aware of it pre-emptively, and you’ll be instinctively aware if there are folks looking to kill you, even if they happen to be concealed.
*In a situation where you’re put at a disadvantage – like where you’re outnumbered – those hunting you are much more likely to underestimate you. |
| Gott ist tot | *Your presence alone is enough to instil a sense of fear and despair into normal people around you (Effect can be switched off at will, can resisted by people) - the effect becomes more pronounced and harder to resist should you kill something around people.
*People affected by you are physically affected in
addition to being mentally affected; all of their capabilities weaken relative to how mentally disturbed they become. Natural defences and reflexive capabilities are weakened as well – this affects the nature of other aliens in addition to humans.

**Der Gesandter**

*Your presence acts like a homing beacon for aliens, and perhaps also a spawning beacon for aliens. Even in places that shouldn’t normally possess aliens, you can mark the location and have aliens begin to appear. All of these aliens will attempt to adapt to the new world.

*If you possess an alien form (basically the background), you may selectively spawn those aliens into the world instead.

*The more aliens which have been spawned by you, the more likely that the native inhabitants will accept them – all aliens spawned will defend you if necessary.

**Extraneous Skills**

**Technical Assets**

An option for item based modification points – only used in the synthesis item.

**Abnormal Mutation – Der Process**

An option for form based modification points – used largely for the Alien background, but can be used for other backgrounds as well.

**Abnormal Mutation – Die Psychose**

*Psychokinetic abilities without the feedback effect that occurs normally on the user’s body.

*Easily affects another individual, especially those without some form of magical protection – can be used to affect the internals of an individual and kill them, if they have no method of protection.

*Similarly can be used to skew the effects of other forms of psychokinesis or magic, if the magic affects the physical world – like fire manipulation for instance.

**Abnormal Mutation – Der Behälter**

*You can utilize your body as a container for inanimate objects like swords and guns.

*Storing the items is instant, but requires you to manually do it yourself – such that another person swinging a sword at you does not mean they’ll be storing their sword inside you.

*Similarly drawing the items is an instant process that only requires you to focus on the item in question, provided you remember what is inside your body. You can’t store anything larger than your body naturally.

**In the Devil’s Playground**

*An option with an active/passive component.

Passively, it allows for a safe path in the face of any
cataclysmic events and disasters that might befall you, though whether you can find it is up to you.  
*The active component however, allows you to trip off disasters and cataclysmic events within your vicinity. Accidents will befall those in the background, things that can go wrong like vehicles accidents will go wrong on your accord.  
*You’ll become actively aware of an impending disaster not induced by you, as long as it may potentially affect you when it happens.

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<th>The Game Has Changed</th>
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| *An ability that allows for “tweaks” within a system, this is made easier if you know how the system works.  
*It doesn’t allow you to reconstruct the system entirely, but you can bend the rules within it, essentially creating small “cheats” – like adding more points than normal in a tally, removing certain limiters within a system. The more substantial the change you’re attempting to make is, the less likely that it’ll actually work.  
*This can extend to individuals governed by the system you’re targeting, and since the individuals are a “step” detached away from the system itself, “tweaking” them is even easier than tweaking the system.  
*This can be applied to any system as long as the specific workings of the system are known. |

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<th>Abnormal Mutation – Verwandtschaftsverhältnis</th>
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| *Bloodline based mutation that allows you to effectively create “Vampires”. Besides the dependence on blood which gives them that moniker, affected individuals are naturally much stronger than their body would otherwise suggest.  
*The process irrevocably changes an individual and affects their mentality – but it also links them to you, in a sort of master/servant relationship. This remains present, regardless of the distance between you and them.  
*Any other abnormal mutation ability you possess may be passed down onto “Vampires” you create. |

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| *Sets up a system of reincarnation which naturally, requires the targets to die in order for it to function. It allows for the target’s “soul” material to migrate to a new body once they die. This affects anybody that you choose for it to affect, regardless of whether souls or reincarnation exists within the world.  
*Without requiring the target to die, this allows you to |
summarize the nature of their being and their soul in terms of empirically measurable data. Though you can identify this, this doesn't give you the means to isolate it from the body or contain it – you have to find those means yourself.

*However, reincarnation that occurs in this fashion has one very peculiar quirk – major relationships held by the individual reincarnating will occur again, even if the other individuals aren’t present (closest analogues are adopted), and some of their memories will be subconsciously carried over each time.