



DOCUMENT TITLE: THE HALLOWED EVE

CYPHER SYSTEM

The Cypher System is so monumentally wide open that nearly anything is possible. This includes but is not limited to space travel, time travel, and interdimensional travel. Even so, all those things, as well as translating through recursion gates, are incredibly rare occurrences within the Fifth World universe at the time the Tides of Change campaign takes place. Such a fact makes the possession of the ship known as the Hallowed Eve almost unthinkable for characters of your current tier. Yet, you **are** currently the ones in possession of that ship, and EvE has recognized you as the acting crew. Sometimes the Tides are generous...

THE SYSTEMS

The specifics of the ship itself are not all-important for the campaign, as you will not likely be spending a great deal of time on it per se. However, knowing some basics of what the capabilities and systems of the ship are is certainly not knowledge wasted, especially to Victor Nova, the person responsible for keeping her in working order.

- The ship's length is approximately 160 feet, and its weight is about 120 tons. This is analogous to a modern day (long) 737, only much wider, as a very general comparison.
- It has positions for a pilot, co-pilot, medical bay, science station, engineering station, cargo docks, communication relays, weapon controls, data analysis, living quarters for eight, and small recreation and meeting areas.
- The ship was not originally designed for space travel, but some incredibly powerful artifacts have changed its original capabilities drastically. Now it is capable of outer space flight for limited durations, normally less than 3 days at a time before having to land on a planet for the artifacts to rejuvenate power.
- The Hallowed Eve functions best as a high-altitude cruiser or even an enormous land speeder. It has relatively sophisticated stealth technology that does not function in atmosphere, but works remarkably well in space.
- It has two pulse laser weapons that look much more impressive than they really are. The ship was constructed to avoid conflict, not engage in it; although in a pinch it can defend itself. It has a single drive, capable of traveling at up to 50 miles per hour while in atmosphere. In space the propulsion drive can push the ship at much faster speeds.
- Nearly 1/3 of the actual usable floor space is equipped to handle cargo, and as a trading/exploration vessel, it is considered highly functional. It has no drones, shuttles, or land vehicles of any type, although the future fit out of such equipment would not be completely out of the question, extensive time and funds permitting.
- The Dream Fade technology is certainly after-fitted, and incredibly draining on ship power supplies when operational. The stealth systems being fully disabled when in operation as one example.

EVE

When functioning properly, EvE is arguably the most impressive part of the ship. She is not technically a sentient Artificial Intelligence, but she is very close to qualifying if her database contains the information needed. Her computing power and capability ceiling are still unknown. Her greatest limitation by far is her inability to perform advanced cognitive function as it relates specifically to predicting outcomes or parsing data in order to form "opinions". She is simply not programmed for those functions and cannot be retrofitted in that way. At this stage of her evolution, she does not 'have a mind of her own'. EvE more than makes up for it with her ability to efficiently govern nearly every primary and secondary function of ship control, including very basic piloting and weapon operations.

PROTOCOLS AND DUTIES

For the past four months the team has had possession of the Hallowed Eve, Kane has assumed pilot duties, Nayl handles weapons and defense control, Whisper operates communication relays and masking electronics, Zee monitors the Science station, and Nova deals with engineering, repair, and miscellaneous tasks. With Alexandra deceased, med bay is currently un-staffed.



The Hallowed Eye



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