

Outer-Veil

Welcome to the new frontier...

A Concept by RMP
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Prologue

It is the twenty-second century and mankind is venturing far out into the depths of space.

Technology has enabled vessels to travel faster than ever before, bending the very rules of physics to travel distances once thought impossible. Far off star systems are now within humanities grasp, early colonies and remote facilities many light years away from home are tending to mankind's continuing dependence on resources and materials.

Financing the new 'resource rush' are huge **Mega-Corporations**, each maintaining and operating numerous off-world outposts and facilities, each vying to gain market dominance, reaping huge profits year on year. Back home on earth, the prospect of a better life off-world has drawn an untold number of people to humanities bustling mega-city "Gateway City." The municipal centre serving as the main transport hub out to the off-world colonies and a new life away from the crowds, pollution and petty street crime that plague everyday life.

Overseeing the excursion into space and administering the city is the newly established **United Colonial Council [UCC]** an amalgamation of leading world governments, remnants of the United Nations and the corporate executive bodies who's vital funding and research made the new space rush a reality.

Protecting the UCC and its interests out in deep space are the enlisted men and women of the **Colonial Defence Force [CDF]** the military arm of the UCC. It's primary mission, ensuring stabilisation of UCC territory and maintaining a watchful eye on the increasing colonial population. The rapid expansion into deep space has led to social unrest, 'freedom' groups have formed attempting to fracture away from the UCC demanding independence. Attacks on both military patrols and political targets are on the increase as is the ever bubbling threat of complete breakdown of peace in the outermost territories of the council.

Exploiting the often lax security on the vulnerable remote outposts and the crowded streets of Gateway City, **Criminal Factions** have formed targeting both corporations and law abiding citizens alike. Resources, materials, components, products and patent modules are being hijacked from planetary transports and the supposed secure corporate cyber networks are frequently compromised by skilled hackers. The valuable patents and confidential corporate information has found its way onto the underground black market, sold to the highest bidder. Most believe corporate espionage is the driving force for the thefts, the UCC remains strangely silent on the issue fuelling rumours that a shadow war is taking place amongst the major Corporations, battling for market dominance.

Due to the rising levels of crime and the continued pressure from the corporations and the public at large, the UCC has been forced to implement various measures in order to combat the massive influx of criminal activity spreading both on-world and off-world. One such measure being the formation of a border-less law enforcement service, one not bound by conventional jurisdiction. The **Federal Security Agency [FSA]** has been formed, incorporating all of the former municipal police functions, customs enforcement and correctional duties once conducted by individual bodies. However even with the introduction of the FSA crime rates continue to rise with complaints from within the agency that it is simply spread too thin to be an effective law enforcement body.

Gateway City itself has become the new mecca of Earth with millions of hopeful refugees, immigrants and asylum seekers camped outside of the city walls, every one of them hoping to be granted citizenship with the prospect of carving their own future out in the new frontier.

The future for the lucky ones granted access remains uncertain, largely it'll be up to them to decide what their destiny and the outer-veil will hold...

Game Overview

Outer-Veil introduces the concept of total player driven control with the aim to create a truly unique and open social role playing game where the players dictate the content within the game world. Players will not only have access and be able to join one of a number of different factions, each with their own goals and ambitions, but the playerbase themselves will lead these factions as they see fit interacting with other factions as they do so. There will be no pointless or repetitive grinding, silly repeated quests or faceless NPC's dishing out the same bland orders. The content within the game is created by the players themselves with a mix of corporations, criminal gangs, Militias, Planetary Government, Police and Military being entirely player driven and administrated.

When players join Outer-Veil the world will be fully open to them, they have an entire universe in-which to choose their path and calling, each colony having a different function/purpose within the world.

Will they choose to side with one of the Mega-Corporations, building and maintaining items whilst trying to dominate the market place, crafting a financial empire? Would they rather be part of a criminal outfit with aims to steal from the corps or operate their own drug and illegal weapons manufacturing cartel? Perhaps they will decide to side with law and order and bring an end to criminal activity or sell out the justice system for some quick cash?

Alongside these distinct roles more neutral opportunities awaiting those who don't want to ruffle too many feathers, some may want to take a even path, playing the various factions against one another as a mercenary, hacker for hire or even Bounty Hunter with the intent on amassing a small personal fortune.

The aim of Outer-Veil will be to create a seamless world where player interaction is king, the missions and stories all spiralling from player-driven in-game events. Seemingly small actions such as the transporting of raw materials from one colony to another could kick-

start a cold war between corporate competitors or a massive heist attempt followed by an equally big police response.

From dirty cops, corrupt government officials through to greedy corporate executives and struggling freedom fighters, the path a player chooses is entirely up to them - the possibilities aim to be endless within Outer-Veil, limited only by a players intent and imagination.

Key Concepts

Character Customisation – Players in-game will have the ability to customise the look of their character, from age, sex, race, build, hair colour ect multiple options will be available to them. Characters joining a uniformed service such as the FSA or the CDF will have access to specialised clothing for that faction identifying them as UCC Servants/Personel.

Corporate groups will also have access to a wide range of clothing including a varied array of suites, mining overalls, security uniforms and technician outfits other players will not have direct access to.

As well as aesthetic customisation, implants will be available to characters in-game, implants that will increase a players speed, health or strength. Implants will be regulated in-game by a means of penalising players who decide to mechanise too much may well face being labelled a felon and can be tracked by the police hunted, negating some of the stat benefits granted with their far-flung augmentations.

Faction System – Outer-Veil will boast a faction comprising of hard coded 'core' factions and player created Mercenary/Bounty Hunting cells. Core factions will include **4x Mega Corporations:-**

- **Terra Mining Enterprises**
- **Anglo Group Technologies**
- **Omni-Sino Incorporated**
- **Yamato-Zaibatsu Union**

3x Government Factions comprising of:

- **Colonial Administration (Starting Faction & Government Faction)**
- **Federal Security Agency (Police Faction)**
- **Colonial Defence Force (Military Faction)**

2x Criminal Faction and **1x Separatist Faction**

Player Cells

- Freelance (Mercenaries, Bounty Hunters, Private Investigators)

Player cells can align themselves with a 'Core Faction' in order to accept contracts from that faction, once aligned with a core faction they can also accept employment/contracts from another core faction that is in alliance with their chosen faction – cells are not bound to remain with any one particular faction and can realign themselves at will with other factions, they are after all mercenaries for hire...

Weapon Customisation – Customisation aims to go beyond a player's character however, the weapons and firearms they wield will say a lot about who they are, the factions they work for and the type of work they undertake. Modifications to firearms will be a key feature in-game, scopes, suppressors, extended magazines will all feature. Alongside lawful corporate suppliers, weapon modifications will be able to be undertaken by criminal gunsmiths rendering some more extreme and extended modifications illegal within UCC space, keeping players who use such weapons on their toes, resorting to careful usage of their illegal firearms only when necessary.

It's not just physical modification to firearms that will alter its effectiveness but also the type of ammunition a firearm is loaded with. Armour Piercing rounds will pack more of a kick than the cheaper standard ammunition, it will however be more expensive and certain variants again will be prohibited by UCC law, prompting potential arrest and incarceration if caught with them.

Ammunition variants will come in the following:

- **Frangible Rounds** – Due to the hazardous and pressurised environments of the colonies, legal ammunition will come in the form of frangible rounds designed not to penetrate containment walls/surfaces that would otherwise cause a decompression to an artificial environment. Packs enough

punch for general civilian and security use however is less effective against armoured targets.

- **Stun Rounds** – An essential policing tool used by FSA members and of course bounty hunters tracking felons. These rounds are loaded with a fast acting narcotic that immobilises a target temporarily allowing them to be brought into custody, over use of stunning agent however has shown to be lethal... Illegal to possess outside of the Law Enforcement community.
- **Armour Piercing Rounds** – Favoured by Security Details, FSA Tactical Teams and Military Personnel, this round has armour defeating capabilities making it the favoured round used by both legal and illegal bodies within UCC space.
- **“Cop Killer” Rounds** – A suped up variant of the armour piercing round, this particularly nasty type of ammunition will blow a hole through most ceramic and synthetic armours, expensive to make and highly illegal but criminal outfits have been known to call upon it to use in high-stakes heists or situations where they know they're going to encounter heavy Corp and Police resistance.

Skill Customisation – The ability to improve and alter ones character is an important part of Outer-Rim. When starting the game a persons character can be defined within their past before ever setting foot in UCC territory. What sort of history did their characters have? With a comprehensive skills system players can develop their characters to specialise in a certain field, be it firearms, medical, investigation/forensics, pharmaceutical, engineering, hacking/computer skills ect. Writing up a biography and even selecting a country/nation of origin from a pre-determined list to flesh out their characters and the ingame universe even further. This level of customisation is to enable a player to feel 'invested' in their character, allowing them to customise their individual, hopes, dreams, ambitions and reasoning for travelling to the UCC territories in hopes of a better life.

Characters once in game will be able to develop how the player

wants, without unrealistic grinding mechanics getting in the way of establishing their in-game persona. There will be no individual class types, opting instead for specific skills that can be expanded upon in game, creating entirely custom strengths and abilities for that particular character. Every skill will be relevant – a criminal who specialises in forensics will know how to cover their tracks better when they've committed a crime at the scene. A cop or private investigator on the job can scour the same crime scenes for clues linking a crime to it's perpetrator if they too are trained in forensic detection.

A skilled hacker will be able to bypass sensitive networks and retrieve information illegally in order to sell later on the black market or to simply upload malicious code, shutting down facilities temporarily inflicting economic damage against a corporation.

Player Driven Content – Everything in-game will be generated by the players – crimes will lead to both police and private investigations, corporations will produce items/resources that ultimately can be hijacked and sold on the illicit market if not properly protected. Industrial espionage amongst corporations can lead to direct attacks on competitors facilities, skilled hackers could be employed to either steal vital production modules or temporarily knock out production/mining facilities altogether causing economic chaos for a period of time, all in the name of gaining market dominance.

There will be no faceless NPC giving vague orders to the player, constructing an uninteresting story that no-one really cares about, everything will be player dominated, led by faction leadership from the top down allowing for a truly unique game-play experience and most importantly every action will have a cause behind it, it will also have a consequence, both good and bad.

Crime & Punishment/Choice & Consequence – For every action in game there will be consequence, no matter how small that action may be, from the simple transportation of goods, the shooting of a corporate official to the theft of information from secure networks, every action a player takes will provoke a reaction from another

player. Crime is simply a reaction to a legitimate player trying to go about their business, just as crime in reality is the same. Players who indulge in crime however can be held accountable for their actions, provoking a police and private security response who will investigate crimes that have been reported.

For every successful heist that takes place a crime scene will be generated, clues will be left behind, the higher a criminals skill in scrubbing a crime scene the less chance an investigator has of finding the culprit by linking the clues together.

Once a culprit has been identified a player controlled 'Magistrate' can determine a persons guilt based on the evidence presented and issue an appropriate sentence and arrest warrant, if a culprit is caught at the scene of a crime a lower-tier sentence can be automatically imposed if no player magistrate intervenes within a five minute period.

Prison System – In either case, once a criminal is apprehended they will serve their sentence in an off-world prison complex, complete with hard labour and it's own array of underground activities. Prison however should not be seen overly as a punishment or game limiting, more as an opportunity. Prisoners can develop new skills whilst incarcerated which may aid them in their future crimes once released back into society.

If a crook doesn't wish to serve their sentence off they can always pay off a crooked cop to let them out or even hire a mercenary team or have friends blast their way through the prison doors and out onto freedom!

Prohibited Items - Illicit items will play a massive role ingame, criminal groups will be able to develop and construct substances that are deemed illegal to possess within UCC territory. These items will range from narcotics that boost a players stamina or combat effectiveness to more high-tech, illegal, synthetic modifications for a more permanent statistics boosts. Illegal weapons and modifications to firearms will give criminal's and mercenaries a needed edge in combat over the numerous military and police personnel attempting to maintain order. Various ammunition types

will also be prohibited in UCC space and some military grade weapons may even require a permit to purchase and possess, usually only reserved for security services and corporate protection teams.

The concept of illegal and controlled items will promote smuggling of stolen and unlawful commodities between colonies and through Gateway City. Modified and illegal weapons along with equipment and narcotics will become sought after gear and a 'must have' for criminal organisations looking to gain a needed edge on a corporate security detail or response cops whilst carrying out a risky heist. Smuggling will become a viable means to both make money in-game and gain prestige and infamy amongst the playerbase. Hiding items amongst legitimate cargo on freight shipments, slipping through custom checkpoints undetected will be a vital skill required for criminal groups undertaking illegal production and modifications, their wares afterall need to reach a market.

FSA players will regulate trade in and out of the main city and on all major colonies within it's territory, suspicious shipments can be flagged for inspection – this will lead to pitched battles between the FSA Customs Officer's and the criminal players attempting to sneak their products through the colonial borders.

Survival Elements – Players in-game will have more to worry about than other players, their characters must remain fed and watered if they're going to get things done effectively. Players will also need to take R&R breaks, resting after long periods of time playing by taking their characters to a bar, restaurant or casino in order to unwind and gain some vital R&R.

Certain bars and resting spots will cater to different types of faction players, be it a flashy club in the heart of the financial centre exclusively for the corps or a seedy back-water bar on some distant outer-rim colony for the not so legitimate player. Social interaction and social hotspots will be key locations in meeting new people, purchasing of various food, drink and 'recreational' substances.

Overly tired characters will face a debuff to their overall performance, limiting their effectiveness in combat and other primary activities. Long Haul space-travel will also effect a characters performance and many will require a good meal and a rest before heading out into combat or conducting other vital duties.

Colonies themselves will prove challenging to players, if not within the safe confines of a environmentally regulated facility, players will need to ensure they fight off the elements.

Some colonies will feature weather anomalies such as freezing cold temperature, they'd better wrap up warm if they want to explore the planets surrounding their facilities.

Toxic clouds will also feature along with dust/sand storms.

Crafting System – Crafting in-game will be economically vital – basic blueprints and patents will be available to all corporate factions however certain patents will only unlock to a corporation if they own the appropriate facilities required for such a patent. Unique patents will be numerous and varied, ranging from food types to medicines and even weapons and ammunition – these patents however can be stolen by other corporations and produced in their place. Industrial espionage will play a crucial role in Outer-Veil forcing corporations to invest in adequate security and protection of their facilities.

Facilities themselves will prove vital to the crafting process, want to make some medical supplies? Then you're going to have to head down to the Med-Labs, that's after you've obtained and mixed the various resources and compounds required for such a build.

So long as a corporation owns the required facilities for ease of use purposes any such applicable facility may be used to craft an item, using a facility not owned by your own corporation however may net you an extra added charge to the build not found at a players own facility.

Criminal organisations will have access to specialist patents that will

require unique skills in order to craft and modify illegal items, much like corps they too can use any facility but will not incur any additional charges.

Crafting in Outer-Veil will again be diverse and purely player-driven, with both skills and facility management leading the way in the production of new items.

Open PVP – No where within the game world will be safe, players will be on their toes constantly in order to avoid attack. Players will have to rely on the police, their own senses and perhaps their own hired security teams to keep them safe, the aim is to add a dynamic to the game that no-where is truly safe and danger lurks in isolated areas.

If a player is assaulted in game they can report matters to the FSA in hopes that the perpetrators can be caught and brought to justice, if a player doesn't trust the police a private investigator may be hired to take up the case.

Health/Death System - Human cloning although possible has been outlawed throughout UCC space, however medical science is at a stage now where almost all injuries and disease can be healed via the use of nanotechnology.

Nanotechnology has its limitations however, when a person is 'revived' at a medical station their body can become overly saturated with the nanobots, if revived too many times within a short period of time the effect is lethal and the body becomes overly saturated – death then occurs.

A player will need to maintain a watchful eye on their saturation levels. A player can have their body purged of nanobots, this will be both costly and will apply a negative buff to their stats for a short period of time.

Off-World Transport – Transport to the colonies will be via colonial transport ships from star ports located around the various maps. Gateway City will feature two major star ports.

Star Ports will not simply be 'teleporters' a ship will depart from the star port every five minutes, prompting players to plan heists around shuttle departures. These areas will be vital hubs in-game, being flashpoints for combat between escaping felons and the pursuing cops/security. FSA Custom checkpoints will also work out of the star ports ensuring that suspicious shipments are checked for contraband.

Out on the landing bays ships carrying minerals and resources can be robbed for a percentage of their cargo if not properly protected and guarded, also skilled smugglers can secrete contraband amongst legitimate cargo as a means of bypassing FSA Customs.

World Themes

The Universe of Outer-Veil will borrow heavily from cyberpunk fiction and 80's Sci-Fi settings. Big cumbersome computers, claustrophobic environs, neon-lit cityscapes and dark, grungy colonial outposts.

Gateway City will have a dark and foreboding atmosphere, it will be one of a dystopian near future found in 'hard sci-fi works, with sprawling polluted cityscapes and crowded streets. This future will be one where Chinese culture has merged with western ideals, signs will largely be bilingual and there will be a distinct 'east meets west' vibe out on the city streets, an essence of chinatown will dominate the cityscapes and the city will almost feel it is in eternal night due to the pollution and towering buildings above.

Out on the colonies the mood will change to one of a 'new frontier.' Most of the outposts will consist of organised settlements with resource mining-facilities dotted about their environment map. Colonies will generally feature a core 'town' comprised of living quarters, canteens, control areas ect. Alongside the residential and control areas there will also be mining and resource facilities, all based very much in classic Sci-Fi imagery. Outside of the core settlements will lie facilities, every colony will have its own unique set of facilities, some specialising in heavy manufacturing, others in scientific research and study.

Facilities and internal areas of colonies will be dark and foreboding, very industrial in nature – purely practical, very little comforts on display again in the realms of 'hard sci-fi' the colonies are purely practical with very little 'homely' elements present.

Colonies themselves will have different environments, concepts include:

1. **Bastet (HZ 344)** – A desert world prone to sandstorms and intense heat, features an abundance of precious metals and is home to a large mining and smelting operation. Players will

need to consume more water when exploring the region on foot.

2. **Orithya (HZ 122)** - A planet made up of snow and ice, suffers from blizzards and extreme cold, will need to consume more calories and also wear warm clothing when exploring the region.
3. **Tangiern** – A red baron planet that features numerous subterranean springs. Home to numerous hydroponics facilities and bio-farming laboratories that provide food, fertiliser and other agricultural materials to the numerous UCC settlements.
4. **Taranus (HZ 426)** – A cold planet of rock and harsh winds. it is described by company workers as the 'baron rock' and is one of the most hated of all postings. It does however serve as a medium sized mining and biological research outpost.
5. **Suijin** – A world which surface consists of 98% water, the colony is based on a large artificial rig structure, with much of the drilling facility located on the seabed. Suijin has an abundance of crude oil and raw chemicals making it one of the more profitable colonies within UCC space.
6. **Honos** – A harsh planet home to a large joint correctional, mining and smelting facility. Situated largely underground due to the inhospitable surface conditions above. The planet itself is rich in numerous resources and favoured amongst the competing corporations.
7. **Nyx Border Station** – Unique in terms of game play, Nyx Station is not based on any planetoid and has no resources or production capacity to speak of. It is a deep-space transport and administrative hub for vessels making their way onto the outer-veil colonies, enabling a strategic choke-point ingame for corporate factions. The UCC maintain a strong presence on the station using it as it's primary colonial base of operations, the FSA and CDF operate from the station deploying to outer-veil colonies when required.

8. **Ankara** – A wind-swept, grey plateau planet. Rich in resources the mining facility itself built into a large asteroid crater. The Colony mines heavy metals and ships the raw resources off-world for smelting. The industrial complex is very 'practical' in nature, exposed piping and electrical conduits litter the facility.

9. **Gideon (HZ 679)**– the farthest reaching of mankind's colonies, comprised of basic settlement structures, this colony is UCC's latest deep-space investment and is still being developed. Vast underground caverns have been located, it's maze of tunnels stretch for hundreds of miles beneath the surface.