

The Last Violent Prophecy

Welcome to Negagoth!



The world is a gloomy place, torn by an ancient war. Technology has been lost for some time and the local populace has been separated into divisions. The divisions were sent to large colonies known as sector cities. These metropolises rise above the wasteland and have great iron walls to keep those on the outside in their place. While the war is over, the battle is not yet over for humanity. With every small victory the people may achieve, there is always room for even more mistakes.

While an uneasy peace has been held for several years in the city of Negagoth, the populace's tensions are starting to show. In an effort to calm the city, the Agency Bureau, acting as the local governmental body in the city, has declared the use and development of unauthorized technology strictly forbidden. This new restriction did not have the predicted outcome, and now, resistance groups such as the Tinkerers have started to form with the sole purpose of spreading new technologies to everyone. The tides seem dark for the city, but a newly appointed leader of the agency has a mission of peace and as his first act makes the city's school open to youth from the entire city.

Your first day of school starts tomorrow, and you are close to finishing your newest tinkerer contraption...

Installing the Game

Thank you for downloading the January 2012 demo of the Last Violent Prophecy RPG by Starcat Products. Last Violent Prophecy is a role playing game that places you in the role of the tinkerer, Mina Holly in her quest against the Nanotech Nightmare. The game has been in development for a long time, and we are really excited to finally release a full demo for your enjoyment. We hope you enjoy customizing each character's fully unique leveling system along with collecting and building your arsenal of weapons. This guide was designed to assist you in installing the game onto your PC and some issues that you may encounter while running the game. The LVP RPG was made in RPG Maker XP and has specialized files needed to run the game.

Report Bugs:

Starcat Products

<http://starcatproducts.com>

contactus@starcatproducts.com

Version Info

Last Violent Prophecy Readme Version 1.0 January 29th, 2012 Software Version: 1.0 Alpha Stable Demo January 29th, 2012. This game is a freeware game made by Starcat Products copyright 2012. It is to be distributed freely intact in the same form in which the executable file has been compiled. All material within the game is intellectual property of Starcat Products and should not be used without written permission from the creators.

System Requirements

<i>Categories</i>	<i>Minimum System Requirements</i>	<i>Best System Requirements</i>
Operating System	Windows XP, Windows Vista, Windows 7	Windows XP, Windows Vista, Windows 7
Processor or CPU	800MHz Intel® Pentium® III equivalent or higher	1.5GHz Intel® Pentium® 4 equivalent or higher
Memory or RAM	128MB	256MB
Hard Drive Space	100MB	500MB
Video Card	1024x768 or better video resolution in High Color mode	1024x768 or better video resolution in True Color mode
Sound Card	DirectSound-Compatible	DirectSound-Compatible

Installation Steps

1. Extract the files from the LVP RPG - Demo Jan 2012.zip files to the folder of your choice.
2. Run the installer run time program for RPG Maker games labeled Installer.exe.
3. You will receive basic information about the program, click Next to continue.
4. You will receive a message from the developers and version info, click Next to continue.
5. Click “I agree with the above terms and conditions” after reading the license agreement, then click Next to continue.
6. If you choose to accept the default installation path, click Next to continue. Otherwise click the ... button to choose another installation path.
7. The installer will confirm the install path and then click Start to proceed with the software installation.
8. One the installer is complete, the setup will launch the setup for the RGSS-RTP Standard program, this is the software needed to run the game. Click Next to continue.
9. If you choose to accept the default installation path, click Next to continue. Otherwise click the Browse... button to choose another installation path.
10. The installer will confirm the install path and then click Start to proceed with the software installation.
11. When the software installation is complete you can hit Next to launch the game otherwise just Double click the Last Violent Prophecy icon and the game will launch then enjoy!

FAQ - Important Known Problems

Q. Why does the game lag after the first battle I enter when starting the game?

This is a known issue with the **RPG Maker XP** engine, for some reason the game will lag right after winning the first battle you enter. The lag will last three seconds most, then each battle afterwards will progress like normal.

Q. Why does the game not run for me?

If the game does not launch for you, go to the folder in which you extracted the game files within and right click the “Last Violent Prophecy.exe” file located within the chosen folder.

After right clicking the “Last Violent Prophecy.exe” icon, click properties.

Go to the compatibility tab and make sure that the game is set to run under Windows XP compatibility mode.

Click apply, and run the “Last Violent Prophecy.exe” file.

Q. Why do I need to install the run time program first?

This is basically the engine of the game, if you do not install it then the game will not run.

Q. I receive the “RGSS104E.dll could not be found.” error when I run the game?

You need to install the RTP program on your machine. The RTP Program can be installed by running the xp_rtp104.exe located in your LVP RPG - Demo Jan 2012.zip.

Q. I receive the “Failed to initialize DirectX Audio.” Error when I run the game?

First try to make sure you have an audio device such as speakers or headphones attached to your machine. The game will not launch if it does not detect an audio device. Otherwise you may need to install the DirectX runtime program by going to the following website:
<http://www.microsoft.com/download/en/details.aspx?id=35>



“Deathnote” by Esutick Schuilenburg

The Main Menu

The first screen you will see after starting the game will be the main menu. On this menu you can select from three options that will affect which area you start within the game.



- **New Game** - Selecting this option will start a brand new game. This is the option to select if you desire to start fresh from the beginning of the game. All characters and items will be reverted back to their initial set ups and the story will begin anew.
 - *Note: You can only select the difficulty of the game either from starting a new game or by completing a story arc.*
- **Continue** - This is the option that allows you to load a previously made save file and resume your progress from where you left off. This will be the option you will mainly pick when starting the game as you will have all of your levels and items from previous sessions for your characters.
- **Exit** - Use this option to exit the game if you do not wish to start a new game and/or resume a previous gameplay session.
 - *Note: You can also exit the game from the menu screen after you start the game as well.*

Beginning the Game

After choosing the new game option from the main menu, the game will start with the prologue. You can progress through dialogue trees such as the prologue of the game by pressing the enter key.

Shortly after the prologue the game will ask you for your name. You can control the cursor by using your arrow keys. If you wish to accept the default name of the character Mina, you can move the cursor to accept and hit enter.



If you wish to rename the main character, you can delete letters using the escape key. After deleting the desired number of letters, new letters can be entered by using the arrow keys to the desired letter and by hitting enter. To accept the custom name at any time, you can move the cursor to accept at the bottom of the screen and hit enter.



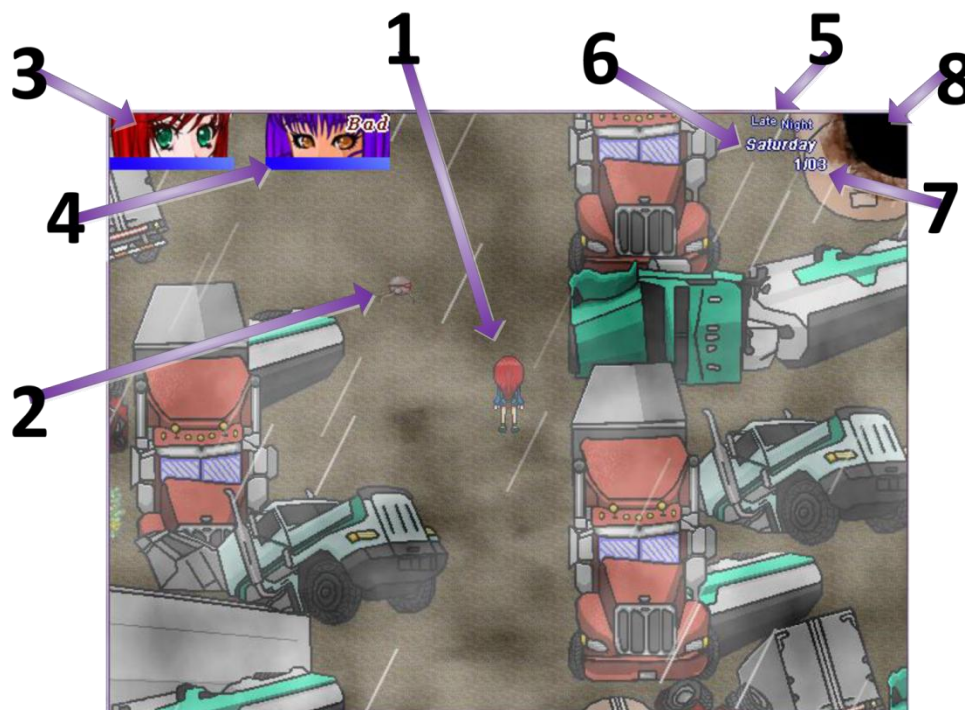
At certain points in the game you will be given dialogue options. These options affect the overall stat progression and personality of your character. You can choose between the different dialogue options by pressing the arrow keys. When you have highlighted the option of your choice, you can select it by hitting the enter key.

Note: Selecting certain dialogue options can immediately end the current dialogue tree.

Control Matrix

Keyboard Command	In Dungeon	In Battle	In Menu
Arrow Keys	Move Player Character Mina	Navigate Menu Options	Navigate Menu Options
Enter Key	Talk to NPCs, Activate Objects, or Enter Battle	Select Menu Option, Confirm Skill Target	Select Menu Option, Confirm Skill Target
Escape Key	Enter/Close the Menu, Cancel Certain Dialogue Options	Cancel Menu Selection, Cancel Item/Skill Usage	Cancel Menu Selection, Cancel Item/Skill Usage

The H.U.D.



H.U.D. also known as the human user display is a simple overlay on the screen that will allow you to see the status of your party members and yourself. If at any time should an undesired status appear on one of your characters, this change will be denoted in the H.U.D. Along with the party status information, date and time data will be shown on the HUD as well. In general party status information starts of the left side of the screen and the date time information will be shown on the right side of the screen. A brief overview of each HUD element will be listed for your added information.

1. *You, aka Mina Holly* - This is your player character, unless moving at an edge of a map area, your player character will always be in the center of the screen.
2. *Nanotech Nightmare* - These are the standard enemies of the game. They often will chase your player character within certain proximity. Coming into contact with a nightmare will usually result in a battle.
3. *Player Status Bar* - At the top of the screen there can be up to three player status bars. These areas of the screen will alert the player if the character has a bad status effect or if the character has been killed.
4. *Tech Power* - Where completing a battle will heal each of your character's power stats, the tech stat does not heal after battle. The uses of Nanotech skills are examples of actions that would deplete a player character's energy.

5. **Current Time** - Your day is divided into separate periods of time, as your day progresses this time period will change as well. More often than naught, whenever you change locations your current time will change as well.
6. **Current Day** - You are a student and you need to go to school the first five days of the week. In the beginning of the game, your characters will visit areas on their own. In future days, you will have full freedom to explore Negagoth as you please.
7. **Date** - It is the year 2098, the calendar in the game reflects the date of this year. Whenever you go to bed at night, the date will go up one day. Certain holidays are celebrated in Negagoth keep a lookout for days the school is closed.
8. **Active Gizmo** - Mina can summon her Gizmo contraptions in battle. When the battle is over, the active gizmo will still be in your party. This icon will be the portrait of the gizmo that is currently in the party.



“Bubonic Dollar Rat” by Esutick Schuilenburg

The Main Menu



Access the main menu by pressing the escape key and is also accessible whenever you are not in dialogue or combat. From this menu, you can access each of your character skills and statistics. There are several options on the main menu each discussed below.

Item

The item command is used to access the player's item inventory. Take note that only consumable items will appear in this section. To use an item move the arrow keys over the item you desire to use. You can tell each item apart by the discretion window above. As with many skills items can have the properties of warfare and firepower, however most items are element neutral. After selecting the item you wish with the arrow keys, then hit enter to bring up the character selection menu.



The character selection menu will give a brief summary of each character's statistics and current status. The Inflamed and Demoralization viruses will be noted here in the character is infected with either one. Use the arrow keys to select which of your party characters to be the target of the item and press enter.

Note: Any item that would change a character's status will close you out of the main menu! Be careful when trying to use healing items when in hostile areas!

Nanotech

The Nanotech menu is where you can access and use a character's non-combat based nanotechnology skills. This is where you would go to skills that would heal a character's abnormal status and/or revive a character from Death status.

Note: Currently in Last Violent Prophecy, there are no characters that can utilize the Nanotech menu.

Equip

The equip menu allows you to assign and change the equipment for each of your characters. There are five different categories of equipment. Each of these pieces of equipment will grant your character either an attack stat if it is a weapon or a defense stat if it is a form of armor. Be sure to read the descriptions of each piece of equipment for many of them provide additional effects beyond defense or attack bonuses.



Damage - This skill is very self-explanatory; this is the amount of damage your character would deal with their equipped weapon. This amount is modified by which row a character is positioned. Overall characters in the front row do a degree more than their listed damage, where characters in the back row would do a bit less.

Physical Defense (Phys Def) - This is the damage padding your character has versus firepower attacks. For each point of Physical Defense your character has, that is one damage point less they take when attacked by either a ranged or melee firepower attack.

Weapon Defense (Wpn Def) - This is the damage padding your character has versus warfare attacks. For each point of Physical Defense your character has, that is one damage point less they take when attacked by a Nanotech skill that would inflict damage on the player character.

Note: Physical and Weapon Defense do not provide any protection versus status effects, nor do these skills affect the success rate of each of these abilities to affect its subject.

Status

The status menu allows you to see in full detail every piece of equipment that your character has equipped. Along with equipment information, you also can see the character's full stats. There are four primary stats that each character has that affect areas such as their ability to dodge attacks and ability to hit. Along with these four primary stats you get to see the character's Power, Energy, and Experience. Each of these aspects will be discussed in detail.



Strength (STR) - Strength affects the character's physical capabilities of striking with melee weapons. The higher the strength score the greater the damage modifier would be for melee weapons. Characters with high strength are best suited for the front row in combat. Explosive Warfare based skills receive additional damage bonuses based on the character's strength modifier.

Dexterity (DEX) - Dexterity is the ability for a character to be able to hit attack targets with melee or ranged weapons. The higher the dexterity score the greater the damage dealt with ranged attacks as well as the ability to land home with any weapon type. Conventional Warfare receives additional damage bonus from a character's Dexterity score.

Agility (AGI) - Agility is the statistic that determines when your character can take actions in battle. The higher the agility the greater the chance your character will perform an action sooner in combat. Along with taking actions soon in combat, a character's agility also enhances the character's ability to dodge ranged and melee attacks used against them. Advanced Warfare is based on the agility stat and receives additional bonus to damage from a character's higher agility value.

Intelligence (INT) - Intelligence determines how much your character loves to learn and how able they are to pick up new knowledge. The greater the intelligence statistic, the lesser the damage one takes from Nanotech skills. Also, the greater the intelligence one has, the greater the damage with most Nanotech skills. Energy Warfare receives an additional damage bonus from this stat.

Power - A character's power is their overall will to live and the total abuse that they can take before they fall in battle. It is best to keep all your player characters at full or high power. At the end of a battle each of your party members fully recovers their power stat. However, if the character fell during battle they would need to be revived after combat. As a result, the character may not be able to start their next battle at full power leaving them vulnerable until they are healed or the battle ends.

Energy - Energy is the resource that each character gets to allow them to utilize their Nanotech skills. Almost all Nanotech skills have an energy cost allocated in order to use them. Fighter based characters tend to have less energy than their more intelligent counterparts. When you have less than the required amount of energy needed for a skill, you cannot use it. Each player character's energy levels are always indicated by the blue bar below their portraits. When the bar gets smaller, you should consider healing the character's energy.

Experience - A character's experience allows them to achieve new levels of capability. Each time a character would exceed an experience level denoted by the number on the right of the slash mark, that character will gain an experience level. A character's experience level is always noted near the character's name while in the main menu. As your characters level, the monsters in the area will eventually level as well, unless the game is on Easy Mode.



“Cwn Annwn” by Esutick Schuilenburg

Save

The Save menu allows you to save your current progress in the game. You can have multiple save files per one play through of the game. To save your game enter the save menu by pressing enter over the save option. This will bring up the save menu, from the save menu you can choose from the different save file slots allocated to you. Move over to the file you wish to save upon and if the file is blank the game will save your progress to this slot. Otherwise, the game will prompt you if it would be okay to overwrite the file. You will be given a yes or no option and the game will overwrite the file if the yes option is chosen. Otherwise, it will return you back to the save menu to select a different file. At any time you can close the save menu by pressing the escape key.



Exit

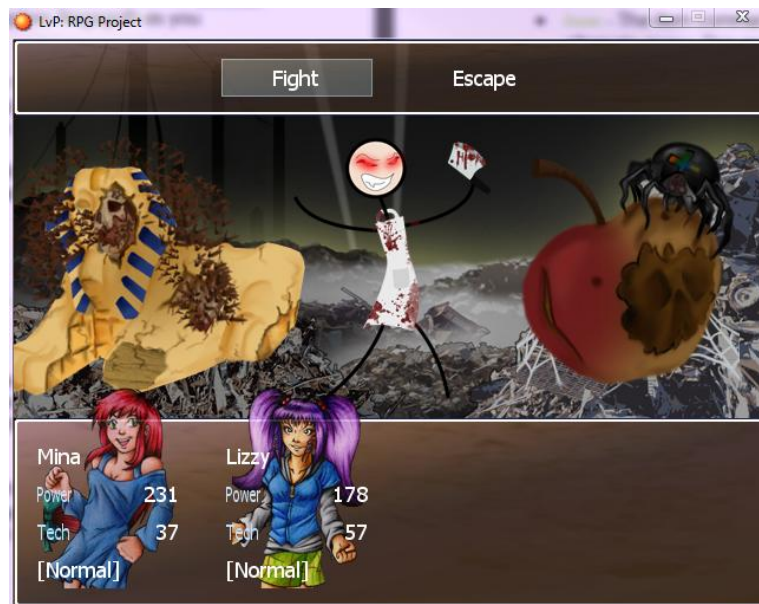
On this section of the main menu you will be given the option to return to the main menu or to exit back to windows. This is the option you would select if you desire to quit the game and/or would like to reload a different save file.

Note: At any time you can close the game by pressing the X at the top right of the Last Violent Prophecy game window.

The Battle Screen

Starting a Battle

Being a tinkerer is a dangerous profession and these young ladies on occasion will need to protect themselves. Battles are normally started by either touching a hostile Nanotech creature or within certain dialogue trees. When the battle starts you will be given two options: Fight or Flee.



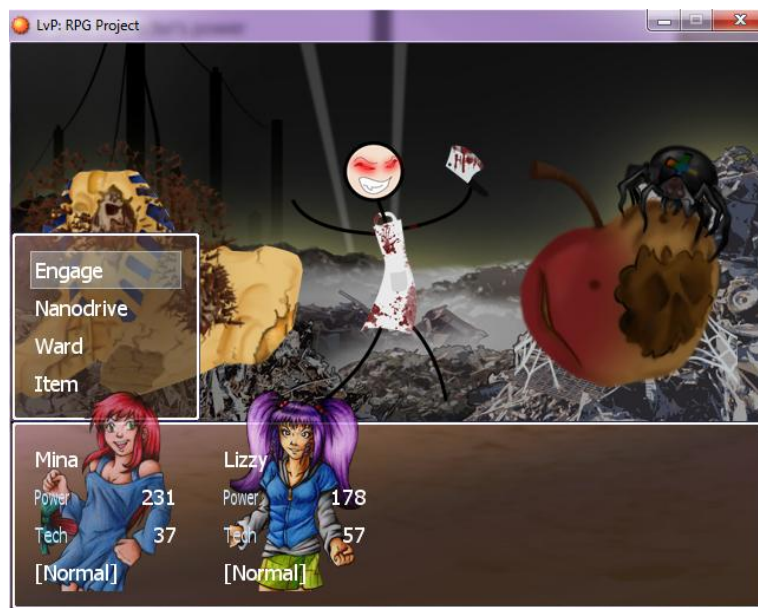
- **Fight** - Choosing this option will allow you to enter the combat menu, when in the combat menu you will be given four additional options to perform in battle. You can assign specific battle actions to each character in your party and battle does not fully begin until commands are assigned.
- **Escape** - This option is good for when you need to run from battles. For example while running through an area on a time limit. Keep in mind that escaping is not guaranteed when using this command. Also, you do not receive any reward from nightmares as they will disappear after you escape.
 - *Note: You can never run away from mini-boss, stage boss, and secret boss fights. These fights will have different music from the standard battle theme.*

Positioning in Combat

There are three different positions that a character can be located during battle. These positions are static and based on the class that each character is currently titled. Characters located in the front row are attacked more often, and do not suffer any damage penalty of their attacks. Characters residing in the middle row neither suffer any penalty nor any benefit during combat. Characters in the back row take significantly less damage than other characters at the penalty of their attacks dealing much less damage.

Note: The main character Mina starts in the back row. She will gain abilities to change her row based on how you want to play.

In Battle Commands



- **Engage** - Using the engage command allows you designate which nightmare you wish to attack. You can scroll through the valid targets of your attack by using the left and right arrow keys. You can cancel your attack by hitting the escape key.
- **Nanodrive** - By selecting this command, you will bring up the current character's skill menu. Character skills can be selected with the arrow keys. When you have reached the skill of your choice, select it by pressing enter. As with attack targets you will need to use the left and right arrow keys to select an active target for the skill. At any time you can hit escape to cancel and return to the prior menu selection.
- **Ward** - This action will allow the active character to enter a defensive state. While in this state the character will take less damage from attacks. Once this option has been selected, the game will move to the next character in your party.

- *Item* - The item command as with the Nanotech command will bring you to an alternate menu. This menu however is shared with all of your characters and you allocate the items appropriately as you progress through the dungeon. Items are one time use skills that any character can use. After an item is selected an attack target if required would need to be selected with the arrow keys and confirmed by pressing enter.



“Truck Graveyard” by Jason Hampton

Firepower versus Warfare

Firepower

Any type of attack that either made with a melee weapon and/or does not consume a character's tech power are known as Firepower attacks. Each character can always make Firepower attacks by selecting Engage from the combat menu. There are two different types of Firepower and each player can have either one or the other based on their levels of experience. Higher level characters often can rank up appropriately to equip any item in the game.



Melee Firepower - Characters that focus on brawn and reside in the front row of combat use Melee Firepower. Melee Firepower weaponry is based on the character's strength stat. Melee Firepower weapons are any weapons in the game which are not bullet or projectile based. These weapons are organized as Melee Sword and Melee Exotic. Your main character Mina cannot equip melee firepower weapons at low level.



Ranged Firepower - Ranged Firepower is the more common trait of several characters in this game's setting. Ranged Firepower weapons are for characters that do not have the physique to stand on the frontline but rather provide support for their teammates. Ranged Firepower weapons are any weapons that consume ammunition and would be classified as a gun. There are two types of ranged firepower Ranged Pistol and Ranged Rifle. Your main character Mina can only equip Ranged Pistol type weapons without first leveling the appropriate skills.

Warfare

The traditional elements are no longer the founding basis of the mechanisms of war. The elements are harvested and collected into six very distinct forms in which all technology can be categorized. Any form of warfare has a distinct energy cost to their users and several forms of warfare although not documented officially do utilize the dormant nanotechnology in the air.



Explosive Warfare - Explosives are some of the most widely common warfare's within Negagoth. Explosives are overall moderately accurate at best and as a benefit cost significantly less than other warfare to use. Several affects that explosives can utilize are the inflaming of enemies and the using of such effects on all hostile targets. Several enemies utilize explosive warfare technology and good tinkerers are always sure to stock plenty of anti-virus software charges to fight its ill effect on cybernetics. Using explosives effectively requires a lot of finesse, but the reward is cheap and worthwhile.



Conventional Warfare - Conventional warfare focus on the gamble that firing more lead at your opponent would cause them more harm. Specialized bullet and/or projectile systems are forms of conventional warfare. Similar to explosives the accuracy of such weaponry is not the best however the punch is much harder than the damage over time from explosives. Several forms of conventional warfare will actually dismantle a hostile's defenses allowing more advanced forms of warfare to be used. Often times conventional weapon technology can be merged with other forms of firepower making enemy units that are more susceptible to firepower be damaged also by this type of warfare.




Energy Warfare - Energy warfare focuses on the debilitating of one's foes. While the damage output of several energy based skills will be less than desirable, the after effects of the attacks will leave your opponents lacking what they had before. Energy weaponry can dismantle buff effects on opponents while dishing out damage at almost pinpoint accuracy. Energy warfare has little to no chance of failure when used against foes. One added bonus is by focusing one's energy around oneself, the user can often form the fabled shock shield around them. This ability grants the user an additional 50% resistance to hostile attacks and damage. This type of warfare is overall universal with both damage dealing capability and defense increasing effects.



Advanced Warfare - An army that cannot focus on the battle is one that is easily defeated. The advanced warfare specialization focuses on the control of your opponent's actions while at the same time damaging others along with the initial target. Area of effect along with the berserking and confusing of enemy forces are the focus of advanced weaponry. Dismantling cybernetics and rendering the actions of enemy forces useless or unusable leaving them ripe for the picking. The damage of advanced warfare types is of moderate capability and due to the high tech nature of this warfare the accuracy of skills based on this discipline have little difficulty landing home on their designated targets. It should be noted that several users of advanced warfare often over expose their bodies to the elements of radiation that they often times make themselves unwillingly immune to modern medicines.



Enhancement Warfare - This is the specialization of oneself and to the aiding of others. Where the other warfare disciplines focus on the damaging and the debilitating of your enemies, enhancement is quite the opposite. Should a foe sink a lucky blow into your forces, you can utilize reparative cybernetics to heal wound to both flesh and metal alike. Cybernetic Enhancements can be temporarily granted to the user or ally alike. Several of these Enhancements can be used to reverse the negative status effects of virus attacks or even stimulate the human body beyond its standard spectrum of capability. Beware of foes using this type of warfare as they will often be a key component in the enemy squad for support and healing of front line fighters.

 **Virus Warfare** - The world is a dark place and hacking attacks has become a second nature threat of the inhabitants of the sector cities. The true power in hacking is that a virus needs to be fully removed from a system before any cybernetic enhancement could be applied to it. Thus, a virus infected nightmare or player cannot be buffed unless the virus status effects have been healed from the target first. Several virus warfare status effects will greatly weaken a target's stat scores or debilitate defenses. A hacker can be a valuable asset to the field they are often resistant to other hacker attacks and can keep enemies from buffing in combat.

Element Neutral

Items and/or skills that reference this are not affected by their target's resistances. Several healing items are element neutral; however there are very rare items that are capable of dealing this damage to enemies regardless of resistance or defense.



Mina Holly and Lizzy Ayakamo by Danielle Roddey

Status Effects

A status effect can either be an ailment placed on you or an enemy for purposes of reducing their overall fighting capability. A status effect can also be used as a buff to either enhance a player's ability to perform in combat or remove negative effects of opponent's virus attacks. Characters and enemies alike can only be subject to one status effect at a time, and each has specific priority over the others. The same pattern applies to viruses and will always override an enhancement.

Basic Stat Viruses

These types of viruses disable the target's statistics by a 50% modifier. In general each virus last about 3-4 turns. Hackers utilize these viruses often to prevent enhancements from being placed on their next victims.

Enfeeblement Virus - This virus reduces the target's intelligence score by 50%.

Weaken Virus - This virus reduces the target's strength score by 50%.

Firepower Virus - This virus reduces the target's dexterity score by 50%.

Speed Virus - This virus reduces the target's agility score by 50%.

Basic Stat Enhancements

These are the most basic of cybernetic enhancements utilized by support teams in the sector cities. These buffs on average last about 4-5 turns and can be easily dispelled by viruses.

Firepower+ - This cybernetic enhancement will increase the target's Dexterity Score by 50%.

Agility+ - This cybernetic enhancement will increase the target's Agility score by 50%.

Reflex+ - This cybernetic enhancement grants its subject a 50% chance to dodge melee and ranged attacks. It's possible that the subject can also dodge Nanotech skills, but not specific nightmare abilities that are absolute.

Enlightened - This cybernetic enhancement will increase its targets Intelligence score by 50%.

Other Status Effects

Shock Shield - The Shock Shield cybernetic enhancement allows the character to take 50% less damage from firepower and warfare attacks. Many characters have access to this ability with certain builds. Beware of enemies utilizing this enhancement as it will greatly reduce the total damage they would take from your attacks and Nanotech skills.

Inflamed Virus - The inflamed virus is a virus that affects those that utilize electronic technology. By creating a virus that causes the circuit boards to start to heat up, a user can be burned overtime by their own technology. Regardless of an opponent's defenses they can be damaged by the damage over time caused by the inflamed virus' damage.

EMP Virus - Advanced and Energy warfare can utilize EMP viruses to disable users and their electronics for the current turn only. Take note that a character would need to have a higher agility score than their opponent to ensure that they would be able to disable a unit before their turn. Faster characters can be a valuable asset to a party that can utilize their agility in combination with viruses such as the EMP virus.

Fury - It is arguable if the Fury status effect is either a blessing or a curse. This mental state grants a bonus 50% to a subject's strength score; however it also causes them to be fully put into a berserk state. The subject will no longer take actions given and will only attack with their active weapon. Fury can be broken at a decent rate by taking damage from attacks. Keep this in mind should you encounter this status effect in your travels.

Tapped Out - The sabotage of another's energy reserves is the focus of this particular virus. The concept is that by reducing the ability of an opponent from using their Nanotech abilities, how would they be able to effectively fight back at all? This virus causes the subject to be unable to use any skills except for the Engage, Item, and Ward commands. Even if the skill has no energy cost, tapping the target out will render all of their skills useless.

Warped - An army in disarray is an army destined to lose. This virus causes the target's electronic systems to go into complete disarray. The outcome is a full spectrum of electromagnetic fields that can easily manipulate flesh and metal. This virus removes all control what so ever from the target and the subjects team either would need to heal the virus or hope that after the subject has been struck by an attack it will break the electro fields.

Electrified - Where EMPs fail the electrification virus will prevail. Where an EMP is just a temporary stun of an opponent, an electrification virus will completely dismantle a system until its anti-virus software removes the virus. Agility does not fully matter for the usage of an electrification virus as the stun effect of the virus lasts longer than one turn. Electrification, like some other mind altering effects can be removed at a small chance by taking damage from an enemy attack.

Demoralized - The Trojan horse is the most common of viruses in existence. These pests have existed since that dawn of technology and are still one of the leading causes of information theft in the modern age. The demoralization virus causes any downloaded data and/or experience that would normally go to the user to go to another outside source. What is worse is that a Trojan horse demoralization virus will stay hidden in a system and can only be removed with restorative software or skills designed to kill the virus. Never leave a character under the demoralization virus as they will not gain any experience or ability points from battle!

Death - The true bane for all mortals is death itself. Cybernetic enhancements have allowed humans to even cheat death but at the costs of their original bodies. C.L.O.N.E. hypos are the latest drug that causes a person to regenerate their own original tissue with that of synthetic material. Death is absolute and does not heal at the end of battle as with several of the viruses and enhancements. Death can only be cured with the drugs designed to fight it or with special skills to give any tinkerer the powers of a god.

Legal Stuff

- The Last Violent Prophecy(LVP RPG) is created with the fair use act of the united states copyright office. The game is made to parody/emulate the successful RPG leveling systems that are available in the market today.
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