

Code Blade

/UpgradePatch.2025.10-A



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/Initialise Upgrade

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This upgrade patch contains the following features to enhance and expand your games of CodeBlade:

1. Enhanced 'Jump' Action
2. Adjusted 'Hidden' State
3. New Factions
 - a. AGI Cultists
 - b. Nightblades
4. ROOT – Quantum Relay

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1. Enhanced 'Jump Action'

The Jump action in the rulebook is replaced with the following text:

Name	Type	Domain	Range	Diff.	Effect
Jump	Chal.	M	-	-2	Character places itself within a 1" bubble, plus 1" for each additional success.
Run and Jump	Chal.	M	-	-2	Requires 2 FLOW. Take a jump action, but move double the distance for each additional success.

Note: if the jump is failed, the Character may still be moved within the 1" bubble.

2. Adjusted 'Hidden' State

The Hidden state in the Rulebook is replaced with the following text:

Considered out of Line of Sight to any character at least 6" away.

3. New Factions

- a. AGI Cultists
- b. Nightblades

/Package: Character sheets for two new factions

AGI CULTISTS

VR Zombie



Equipment	Type	Domain	Range	Diff	Effect
Grasping Hands	Opp.	K	M 1	+0	

Ability	Type	Domain	Range	Diff	Effect
It's multiplayer!	React	H	Self	auto	Req. VR Zombie is DOWNED or Killed. Remove VR Zombie from play. Lose 1 Honour and Deploy a VR Zombie.
Put this on!	React	H	M 1	auto	Req. DOWNS an enemy. Remove enemy model and replace it with a VR Zombie under your control.

AGI Cultist



Equipment	Type	Domain	Range	Diff	Effect
Disorientation Engine	Chal.	S	B 10	+0	Until end of turn, enemies inside this bubble have +1 Difficulty on saves against Cultist Kinetic attacks.

Ability	Type	Domain	Range	Diff	Effect
Reset!	Chal.	H	R 8	+1	Remove DOWNED on target VR Zombie, target gets 1 FLOW
Honour Worm	Opp.	S	R 4	+0	Steal 1 HONOUR
Honour Vortex	CB	H	-	-	Target any DOWNED VR Zombie. Gain 1 Honour for each enemy in B 5. The VR Zombie is then killed.

Neuroliche



Equipment	Type	Domain	Range	Diff	Effect
Signal Scrambler	Chal.	S	B 8	+0	Until end of turn, enemy abilities in this bubble have +1 Difficulty

Ability	Type	Domain	Range	Diff	Effect
Misattribution Field	Chal.	H	B 8	+1	Until end of turn, all characters in this bubble have - 1 PH
Intrusion	Opp.	S	R 8	+1	Hit resolves as B4 on Target. Steal 1 Honour. Gain 1x STUN
More! More!	CB	H	-	-	Lose 2 Honour. Deploy two VR Zombies

Neural Net Gazer



Equipment	Type	Domain	Range	Diff	Effect
Machina Agitator	Chal.	S	B 8	+0	Until end of turn, enemy equipment in this bubble has +1 Difficulty

Ability	Type	Domain	Range	Diff	Effect
Data Appropriation	Opp.	S	R 8	+1	Steal 1 HONOUR
Zombie Code	React	H/S	-	-	Req. Save against a Hack Attacker suffers an attack with 3 successes against their worst H/S skill. On fail, Replace target with a VR Zombie under your control.
Plead with the Tensor	React	H			Req. after rolling for initiative Add or subtract 1 from your roll
As foretold...	CB	H	-	-	Change the active ROOT task to one of your choice (ignore any points earned so far).

Devil in the Machine



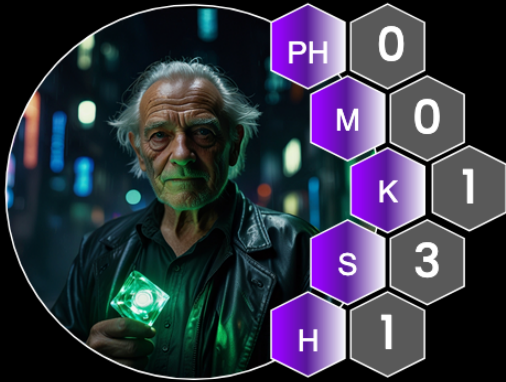
Equipment	Type	Domain	Range	Diff	Effect
Disorientation Engine	Chal.	S	B 10	+0	Until end of turn, enemies inside this bubble have +1 Difficulty on saves against Cultist Kinetic attacks.

Ability	Type	Domain	Range	Diff	Effect
Feed	React	H	-	-	Gain 1 Feed Token each time a VR Zombie is DOWNED. Cultists can spend Feed Tokens as if it were Honour, without limit.
Pop the Headset Distributed. All non zombie cultists can use this ability	Chal.	S	R 12	+1	Req. Target VR Zombie. B2 attack from zombie. Steal 1 Honour. Kill the VR Zombie.
Matrix Mire	Chal.	S	R 8	+1	Req. Target a VR Zombie Resolve as B3, 1x STUN
What do you see?	CB	S	-	-	Swap locations among any Cultist characters you control

NIGHTBLADES

Poison Master

UNIQUE



Equipment	Type	Domain	Range	Diff	Effect
Diverted Data	Auto	-	-	-	This Character receives no FLOW

Ability	Type	Domain	Range	Diff	Effect
Traceless Killers	Auto	S	-	-	Friendly Characters making a K attack lose 10 Honour. Enemies can gain an unlimited amount of DEPLETED tokens.
Stinging Fade	React	S	-	-	Req. Targeted. Give the attacker DEPLETED. Redeploy this character ignoring all distances.
Corrupted Pulse	/End	S	B 18	-	Each enemy suffers a Stealth hit with successes equal to their current number of DEPLETED tokens. Resolves as Kinetic damage.

Shinobi



Equipment	Type	Domain	Range	Diff	Effect
Concealed Blade	Opp.	K	M 0	+0	If the target is DEPLETED, you can force a re-roll on any save against this attack

Ability	Type	Domain	Range	Diff	Effect
Signal Dampener	Chal.	S	Self	+1	Gain HIDDEN. This character reduces its HIDDEN range to 4".
Tap Datastream	Opp.	S	R 6	+1	Target Leaks 1 HONOUR
Where did...?	CB	M	-	Auto	Re-deploy this character. Ignore all distance restrictions.

Rei



Equipment	Type	Domain	Range	Diff	Effect
Concealed Blade	Opp.	K	M 0	+0	If the target is DEPLETED, you can force a re-roll on any save against this attack

Ability	Type	Domain	Range	Diff	Effect
Corrupted Signal	Opp.	S	R 6	+0	Target gains DEPLETED
Spreading Poison	Opp.	S	R 8	+1	Req. DEPLETED Target. All other enemies in B 4 of target gain DEPLETED.
Double Cut	CB	K	self	-	Make a Charge action. Then take a free 3" move. Enemies cannot react.

Tengu



Equipment	Type	Domain	Range	Diff	Effect
Concealed Blade	Opp.	K	M 0	+0	If the target is DEPLETED, you can force a re-roll on any save against this attack

Ability	Type	Domain	Range	Diff	Effect
Full Cybernetic legs	Auto	M	Self	Auto	Can Climb any surface, Ignores KIN Hits from Falling, and lowers JUMP diff by 1.
Tapped Comms	Opp.	S	R 6	+1	Resolve as B4 on Target. Leak 1 HONOUR.
Null Values	CB	S	Self	Auto	Remove all SPOTTED and then give HIDDEN to all friendly Characters in B8. Until end of Turn, friendly characters reduce HIDDEN distance to 4".

Asashin



Equipment	Type	Domain	Range	Diff	Effect
Concealed Blade	Opp.	K	M 0	+0	If the target is DEPLETED, you can force a re-roll on any save against this attack
Venom Spike V2	Opp.	S	R 18	+1	Target is DEPLETED

Ability	Type	Domain	Range	Diff	Effect
Signal Dampener	Chal.	S	Self	+1	Gain HIDDEN. This character reduces its HIDDEN range to 4".
Tapped Comms	Opp.	S	R 6	+1	Resolve as B4 on Target. Leak 1 HONOUR.
No Witnesses	CB	K/S	Self	Auto	Req. 2 Flow. Place this character adjacent to an enemy. Attack this enemy. If they are DOWNED. Attack another enemy within 2" and then re-deploy this character.

Jōnin



Equipment	Type	Domain	Range	Diff	Effect
Concealed Blade	Opp.	K	M 0	+0	If the target is DEPLETED, you can force a re-roll on any save against this attack
Sapper	Opp.	S	M 1	-1	The Target is DEPLETED

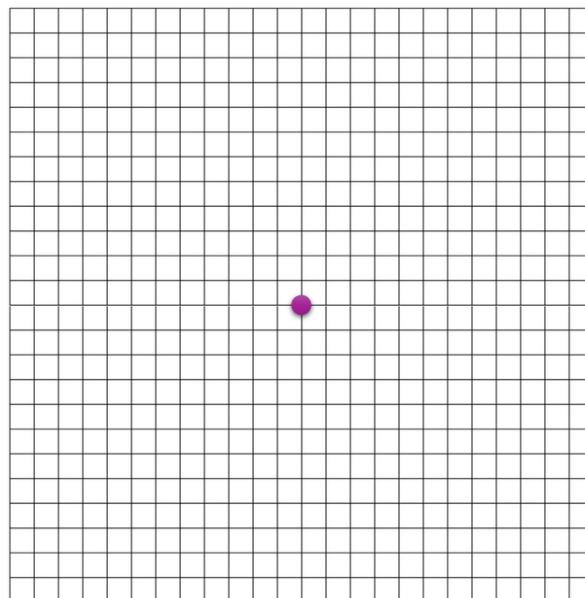
Ability	Type	Domain	Range	Diff	Effect
Deadzone	Chall.	S	Bub 6	+0	Friendly Chars gain HIDDEN
Signal Harvester	Opp.	S	B 8	+0	Characters spending FLOW in Bubble Leak 1 HONOUR.
They fell for it	CB	S	Self	Auto	Used as Reaction: Req. DOWNED or killed. Redeploy this character. Gain 1 FLOW.

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ROOT – Quantum Relay

A faulty Quantum Relay is causing havoc with the local electronics, disrupting functionality, and even taking some over to maintain operations. Its controlling system has started issuing Honour for local assistance until the engineering crew arrives. All local measurements are being stopped to maintain the core Hadamard Gates operational, causing disproportional local anomalies in the discrete space.

The board contains a single objective in the very centre. Place a marker or small piece of terrain to represent it, then fill the board with a good amount of multi-level terrain.



ROOT Exclusive Condition

Entanglement: entangled Characters jointly gain/lose/leak/intercept Honour. If one gains a condition, the other gains the same conditional simultaneous. If one is killed, so is the other.

- (1) After determining first and second player, the second player nominates any character to be entangled, then the first player nominates any other. These Characters are entangled.
- (2) The second player then places the HONOURED/DISHONOURED token
- (3) First player takes the first action

Entanglement lasts until the start of the next /initiative phase.

ROOT Table

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VALUE	TASK
2	<i>Each player moves another 1 Honour to the contested pool and rerolls</i>
3	Split: Characters in or entering B3 from objectives are Re-deployed, regain up to 2 FLOW, and lose 2 Honour. 1P per re-deployment.
4	Repairs needed: Interact with Objective for 2P. Hack/Stealth (R6) for 1P. Repair check with 1 Skill (1die) and +1difficulty (no other modifiers). On fail, Switch to Burst Cryopipe and continue with that task.
5	Spookiness at a distance: 1P per successful ranged action.
6	Engineering Superposition: Control the Objective. B6 from Objective – all Characters in bubble have 0 K/S/H skill.
7	Keep Safe: Secure the Objective.
8	Security Superposition: Control the Objective. B6 from Objective – all Characters in bubble have 3 K/S/H skill.
9	Discreteness Confirmation: Gain 1P per <u>successful</u> enemy save.
10	Burst Cryopipe: B6, auto Kinetic hit, save with Move difficulty +5. Non-Lethal 3x STUN. 1P per STUNNED enemy. <i>It's colder than Space.</i>
11	Q-Acceleration: 1P per Move action. STUN can be spent as FLOW.
12	<i>Each player moves another 2 Honour to the contested pool and rerolls</i>