

NIGHTVEIL ONBOARDING MANUAL

1st Edition

History



In the year 2815, the universe was a dangerous place for private citizens. Piracy was rampant, and conflicts with non-human species were increasing in frequency. The United Earth Empire (UEE) was doing little to protect its citizens, leaving them vulnerable to attack. It was in this tumultuous time that Isaiah Nightshade (Fig. A) emerged as a force to be reckoned with. With his vast fortune amassed from a diverse portfolio of mining, shipping, and salvaging, he founded "Nightshade," a private interstellar intelligence agency.

As a man of many talents and even more secrets, Isaiah saw an opportunity to fill the power vacuum that the UEE had left behind and took it. He would stop at nothing and do whatever was needed to make Nightshade a beacon of hope for humans across the Verse. Assembling a team of the best in their respective fields, Isaiah founded the "Council of Wytches." To this day, only four of the original twenty members' names have been made public: Alec Myron, Elizabetta Takeshi, Elias Northington Walker III, and Rosalind Ashford. The original council's mission was simple: to gather as much information as possible on the pirates and non-human species that posed a threat to private citizens and to provide that information to those who needed it most. Through financial investments, Isaiah was able to buy the loyalty of mercenaries, salesmen, and scientists who would later join the cause, but Isaiah had his own agenda. With a private army and a network of intelligence officers throughout the Verse, Isaiah deemed that only his leadership could keep humanity safe.

Over the years, Nightshade became a force to be reckoned with. With eyes and ears everywhere, they always seemed one step ahead of their enemies, and sometimes questionable methods were used to gather information, including coercion and blackmail. But he knew that in the greater scheme of things, he was keeping the innocents alive. Criminals and pirates feared Nightshade for their brutal interventions, but the gray area in which they operated also seemed to rub some of those they were protecting the wrong way.



As Nightshade's power and influence grew, they drew the attention of those who wished to see them fall, including some within their own ranks. Isaiah's methods made him many enemies due to his iron fist and ruthless aggression. However, Isaiah was able to protect his agency from dissidents. As Isaiah grew more paranoid and reckless, the "Council of Wytches" took matters into their own hands. They gained the trust of Isaiah's oldest grandchild, Darwin Nightshade, and staged an uprising. In an attempt to remove him from the

position of "High Wytch," Darwin and his loyalists led a deadly battle on the "Night of the Shattered Veil" in 2910, fracturing Nightshade and leaving both Isaiah and Darwin dead. With only Isaiah's daughter, Artemis, left to take over the business, the "Council of Wytches" was disbanded, Nightshade dissolved, and from its ashes, NIGHTVEIL arose.

Artemis Nightshade renounced her grandfather's approach to protecting the Verse and proclaimed that what remained of Nightshade would be restructured to ensure transparency and rebuild trust with the public. The "Council" that had become complacent in their positions and acted too late to avert the internal crisis was reorganized into a 13-member "Court of Wytches." The "Inquisitorius" was implemented as the oversight, accountability, and internal policing arm of Nightshade. Over the next decades, NIGHTVEIL became known as a logistics partner for freelance tradesmen, well-informed on safe travel routes, forbidden zones, and lucrative business opportunities. This exclusive group kept their hands firm on the chessboard they called the Verse, still operating in the shadows. Information was only shared with those inside NIGHTVEIL's upper echelon to do with as they pleased. Members of the Court would betray each other, sell information into the wrong hands, and sanction unethical operations.



In 2948, Artemis Nightshade officially stepped down as the High Wytch due to an increasing number of scandals that hit NIGHTVEIL. These scandals included rumours of the organization's involvement in the assassination of Terran political hopeful Harper Ibrahim, leaked recordings of the Court's inner schemings, and the botched covert operation "Snow Fox," which displayed NIGHTVEIL's willingness to commit what some would consider war crimes. Despite numerous public and Imperial investigations, none of these scandals could be directly linked to NIGHTVEIL due to the company's ability to bury secrets. However, the public opinion of the company suffered, leading many to believe that Isiah Nightshade had never died and was still controlling the company from a publicly exposed but heavily guarded NIGHTVEIL black site name "Afterlife" where he continued to rot the agency from the inside with his paranoid schemes and machinations.

Artemis' daughter, Fionne Nightshade, was inaugurated and took office as the new High Wytch and CEO of NIGHTVEIL in 2949. To shift the public discourse surrounding NIGHTVEIL into a more transparent light, Fionne provided greater insight into the company's structure, while still protecting certain classified assets to preserve the agency's autonomy. By negotiating with the UEE, as well as smaller organizations, corporations, and PMCs, NIGHTVEIL opened its doors to diplomacy, including members from outside who served as liaisons to maintain galactic peace.



While NIGHTVEIL prioritized its more legal businesses, such as its information network of traders, miners, salvagers, and explorers, the agency was also open about its more militarized aspects. It became commonplace to see NIGHTVEIL's Crisis Response Units and Trauma Response Units working with other organizations in the field. Fionne understood the successes and failures of her mother's and great-grandfather's leadership approaches, incorporating accountability into NIGHTVEIL to maintain its status as a beacon of hope amidst the darkness that surrounded it.

Fionne's understanding of public discourse allowed her to manipulate the narrative in the agency's favor. Acts that were perceived unfavorably by the public were "Openly Trained," and NIGHTVEIL's intelligence was made available to the public for a fee, increasing the agency's profit margin.



Founder Isiah Nightshade was a complex figure whose controversial and sometimes unethical methods left a significant impact on the state of the universe during and after his time. Although he believed that the ends justified the means, his paranoia and unwillingness to relinquish control ultimately led to the fracturing of Nightshade and its rebranding into NIGHTVEIL. Artemis Nightshade's efforts to rebuild trust and transparency within the agency demonstrated a recognition of these flaws and a desire to do things differently. However, it was Fionne's era of public awareness that allowed the agency to reach its full potential, shedding its extremist, militant, human-centric shadow organization image and becoming a beacon of hope in the galaxy.

NIGHTVEIL's history highlights the challenges of maintaining order and safety in a dangerous and chaotic universe while raising important questions about the trade-offs between security and individual liberties and the ethical considerations that must be taken into account when pursuing power and influence..

NOW HOW WILL YOU CHOOSE TO PROTECT THE VERSE?

"In tenebris pax Invenitur"

Introduction

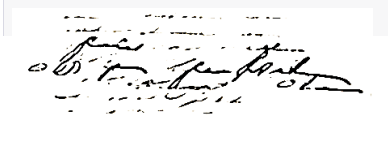
"Welcome to NIGHTVEIL! As the premier intelligence and risk management corporation in the Verses, we pride ourselves on hiring only the best of the best in their field. That's why you, Citizen, have been selected to join our "Associates Program"! Before we can welcome you as one of our ranks through our tried and tested "Analysis and Assessment" method, we hope you enjoyed a little insight into the history of our agency. We also hope you take the time to become acquainted with our agency's structure and setup.

Led democratically by the High Wytch and up to twelve seats on the Court of Wytches, NIGHTVEIL is split into a variety of departments overseen by HR representatives and field assessment officers, all working in synergy to ensure the well-being of citizens across the Verses. The following chapters of our onboarding manual will give you, insight into the laws we abide by, the departments and their underlying units, as well as the choices you can make and the tools you can use to protect the citizens of the Verses

Since our inception, NIGHTVEIL's mission has been to protect all citizens of the Verse, regardless of their species. My great-grandfather Isiah understood the power of information, and with his wealth, he made buying information from the right sources essential to protecting the Verse. By working with the right people and setting up an intricate network of spies, NIGHTVEIL has grown into an agency of committed individuals with one goal in mind: putting fear into the eyes of those who oppose progress, expansion, and equality. We stand against the ruthless individuals who abuse their power and the threats that lurk beyond our known borders. NIGHTVEIL is always prepared, always waiting, and always gathering intelligence..

As my great-grandfather once said, "In the shadows, peace is found. Remember that what we do can affect the Verse for the better. We must rely on our wits and resources to assess and prioritize which threats linger in the vast void of space." And although he was flawed in so many ways, he was just as right about many other things. Knowledge is power, knowing when to act as a shield, and when to be the blade in your enemies back is crucial to survival. We are the last line of defence. We are bringers of peace. We are NIGHTVEIL!

Sincerley,

A handwritten signature in black ink, appearing to read 'Fionne Nightshade', written over a white rectangular background.

Fionne Nightshade, High Wytch ad Era, 2953"

Chapters

- I.) What is NIGHTVEIL
- II.) Laws and Regulations
- III.) Departments and Units
 - a.) Ranks
 - b.) Departments and Units

What is NIGHTVEIL?

Founded in 2815 by Isiah Nightshade as "Nightshade", NIGHTVEIL is the Verse's premier Private Interstellar Intelligence Agency. Over the years NIGHTVEIL has run successful Campaigns across the Verse ["Burning Ochre", "Entropy", "Falling Bastion" to name a few] ensuring the safety of its Citizens. Originally conceived as a conglomerate of wealthy socialites and business owners, interested in keeping the UEEs populus safe from the threats of Raiders, Pirates and Aliens, their network grew due to solid financial in assets, as well as gaining sympathy from like minded individuals.

Information is key, and as an Asset of NIGHTVEIL you will be granted whatever Resources are deemed necessary to furthering our goal. Isiah understood that money could buy information, and that to keep operations going sometimes deals needed to be made. The backbone of NIGHTVEIL are the upper echelon, people invested in the Cause and willing to donate their available Resources to furthering it. Miners, Traders, Salvagers aswell as Assasins, Mercenaries, and even rogue Pirates [Cassius Stonehill's Crew, "Davey Jone's Enforcers" come to mind]

Remember that as an Asset you can choose if your Identity be kept secret or if you wish to actively partake in NIGHTVEILS efforts. You may be a Diplomat, an Engineer, Scientist, Mercenary or a Salesman but in the greater scheme of things your contribution is essential.

After the "Night of the shattered Veil" The VEIL our Headquarters was deemed to Valuable to have it's location disclosed, so it has become custom for us to keep it's ever changing location to a need to know basis. Realizing that efficiency meant being up and ready in the blink of an eye it was deemed more viable to keep the VEIL as a Security hub with Failssafes to avoid the agencies integrity being compromised, while keeping most of our Assets actively in the Field on Vessels designed to sustain long journeys like the High Wytches own custom Hercules A2 "The Charon" and the use of so called "Ghost Sites", Bases varying in size situated throughout the Verse disguised as research centers, mining centers, and outposts and even Space Stations.



Laws and Regulations

As our main goal is the protection of the Verses Citizens, we pride ourselves on our Honor Code. Though we understand at times Laws must be broken, and risks must be taken, we only use violence when it has been deemed the only viable outcome. As a member of NIGHTVEIL you are required to abide by the Agencies Rules and regulations. A disregard for our code of honor will be tried in a court of your peers, you could get lucky and only be stripped of your rank losing certain privileges, to possibly being put on the Agencies Watchlist

A.) The Laws

- i.) We are all Equal in the eyes of outsiders: Remember, those who wish us harm see us all as in the same eyes not worth their tolerance or compassion. What they don't understand is that is our strength we are all one Voice when we speak, we protect those who ask for it, and we treat each other with respect and compassion. We do not tolerate the views of our enemies, regardless of Species, Race, Gender or Sexuality, we are all equal. Harassment, hate-speech and self-centred views will not be tolerated.
- ii.) Information is Key, Silence is Golden: As a clandestine private intelligence agency we know the power of information, our Analysts and Threat Assessment Officers as well as the Inquisitoris evaluate and research all information gathered for it's viability, the higher the viability the more we need to keep that intel from falling into the wrong hands. Some of our Members risk their lives infiltrating dangerous Networks, Feeding us the intelligence we assess and we can't risk any key information being leaked to those outside of our Ranks. As a member of NIGHTVEIL you are required to Sign and agree to any NDA's you are handed, any breach of protocol will not only expel you, you will be deemed a threat to NIGHTVEILS existence and burned.
- iii.) Follow the Chain of Command: Remember though we are all equals, certain members have been given the responsibility to take care of our members wants and issues. If you have suggestions visit your "Handlers" and "HR Representatives", keep in mind that each and every inquiry will be assessed: communication is important, transparency too, if you feel a member of our Agency is a Risk to NIGHTVEILs success report to someone you think you can confide in, if there is no one you trust enough you can always turn to the High Wytch.
- iv.) Represent with Honor and Compassion: As a member of NIGHTVEIL it is your responsibility to keep our Public Relations upright, you are an Ambassador of our Agency, as such when interacting with Citizens who have not been deemed a threat always show yourselves from your best side. We are a Beacon of Hope in our Public Duties and should be perceived as such.
- v.) Take Pleasure in what you do: Remember some may take their positions more seriously than others, some just find the thrill of hunting for a good cause worthwhile, and others just want to do something with their friends, as a community we are Diverse and Open to everyone!

B.) Frequently asked In-Game Questions

i.) Payments: As an Asset of NIGHTSHADE our core Investors give us a Budget to keep the Citizens of the Verse safe. As an Asset you have the opportunity to receive Payouts for Intel Gathering, Field OPS, and other Tasks but don't think of it as easy cash, to receive payouts you need to Invest as well.

- Do you have an Informant who is willing to sell you Data for some extra aUec? First you are going to have to pay him for it... After assessment of the Intel you will be rewarded your initial bribe back plus a minor Bonus if the intelligence seems worth our attention. If your Intel leads to the planning of an OP and the successful completion of it, you will be rewarded a bonus weighted on the Results of said OP.
- Are you Wealthy and willing to Fund our Cause?

Some Members of NIGHTSHADE are not soldiers, they support us by Hiring us for Missions or even Donating to the upkeep of our intricate network of intel. You can be a member of NIGHTVEIL and not partake in the action but help us navigate the Storm.

- Are you a listed Asset how do you get Paid?

NIGHTVEIL is a community of like minded thinkers, some of our backers tend to support agents in need, but remember that payout comes with Loyalty, we want to keep all our Agents happy and will do what is in our power to make your life in the Verse worthwhile.

ii.) Roleplay: Sometimes you may feel the itch to go full Method, and that is fine, just remember not everyone is playing the game for the same immersive reasons, if you feel like Roleplaying meet up with likeminded people in the Agency and have a blast

iii.) Behavior In Chat: We pride ourselves on our core Rules and as such we do not want members of our ORG being undesirable in Chat or spilling our Agencies secrets. Always be respectful, kind and know when you've crossed a line.

iv.) Power Struggles: Intelligence can be gathered for the greater good or ones own wellbeing, we try our best at NIGHTVEIL to mesh these two harsh realities together: We are fine with Roleplaying scenarios it, but we do not want people conspiring against one another just to cause chaos. In the end The High Wytch has the final word on such matters.

Departments

NIGHTVEIL spearheads an Assortment of Departments from the hard labourers who bring in our Revenue, to the Intelligence Assets and Field Operatives who execute our plans, in this Chapter you will gain Insight into our Agencies Structure as well as the Units that act within them.

I.) Ranks within the Organization

A.) The High Wytch



Born on Terra in 2922 to Artemis Nightshade and an unknown UEE Officer, Fionne Nightshade was destined to inherit her great grandfather's legacy. From a young age, she was trained by the most capable officers within NIGHTVEIL. Fionne yearned to follow in her father's footsteps and find a connection to the man who disappeared from her life too early. She was a prodigy in both scientific and tactical fields, and her talent propelled her through the ranks of the UEE Navy. However, tragedy struck when the cooperative intelligence operation, "Snowfox," failed disastrously. Hundreds of UEE soldiers, NIGHTVEIL operatives, and civilians were killed, including Fionne's sister, Hila. Devastated by the loss, Fionne resigned from her post.

With public outrage against NIGHTVEIL's tactics at an all-time high, Fionne sought redemption by taking over the agency in the wake of her mother's ousting. She reformed NIGHTVEIL, opening it up to the public and inviting like-minded organizations to join in its mission. Fionne's revolutionary approach included transparency about the agency's darker aspects, and her leadership enabled NIGHTVEIL to thrive and prosper in this new age.

Though Fionne carries much weight on the "Court of Wytches" with two more votes than any other member, she involves herself only when necessary. Instead, she prefers to work with the agency's assets in the field and build a rapport with them. She is the only member of the Court known to the public, and only one of four members who knows the identity of every member of NIGHTVEIL.

Fionne Nightshade is a remarkable leader, rising above tragedy and adversity to shape NIGHTVEIL into a force for good. Her dedication to transparency and accountability has won her the trust of the public, and her ability to inspire loyalty among the agency's members has made her a respected figure both inside and outside of NIGHTVEIL.

B.) The Court of Wytches



The Court of Wytches is an enigmatic group of 13 members, led by the High Wytch, who serve as NIGHTVEIL's board of directors. Made up of investors, contractors, and diplomats, the Court has taken it upon itself to protect the Verse, though their methods remain shrouded in secrecy.

The Council of Wytches, as it was originally known in

the days of Isiah Nightshade, consisted of 20 members who knew of each other's existence. However, most of them have never been made known to the public. Over time, the council's size fluctuated, but their internal conflicts eventually led to the restructuring of Nightshade into NIGHTVEIL.

Artemis, Isiah's granddaughter, concluded that her grandfather's mistake was keeping too many members onboard. Thus, she appointed a Court consisting of the High Wytch and 12 members to vote on the affairs of the Verse and NIGHTVEIL's position in ongoing troubles. While Artemis' approach reduced conflicts within the Court, the organization was still plagued by internal rot. Her daughter Fionne, Isiah's great granddaughter, a member of the Court from the young age of 18, and it's new High Wytch, understood her great-grandfather's approach to secrecy needed to be expanded on and so revamped the organization's structure to keep the identities of its members a secret. Now, only the High Wytch and her closest confidants in the Court, known as the "High Trinity," know the identities of each member of NIGHTVEIL. To further maintain secrecy, each Wytch can choose up to two Lieutenants who are sworn to secrecy and only communicate with other members through anonymous means.

The Court's anonymity is maintained at a high cost, with NIGHTVEIL going to great lengths to prevent their identities from being leaked. They use disinformation campaigns, falsified documents, and even "leak lists" to throw off potential threats. Members rarely meet in person, instead communicating through secured and encrypted channels. When a member's presence is required, they wear a veil designed by NIGHTVEIL's R&D department that disrupts scanners and alters their voices through encrypted modulation channels.

In summary, the Court of Wytches is a mysterious group of individuals dedicated to protecting the Verse. Their secrecy and anonymity make them a formidable force, but also create an air of intrigue and suspicion around their activities.

C.) The Inquisitoris



In a constantly shifting and competitive Verse, even NIGHTVEIL is not immune to problems. Corruption can be tempting, and a quick payout can buy the information one needs. We know this because it's exactly how we operate on the outside. So, who watches the Watchmen?

That's where NIGHTVEIL's own housekeeping comes in. Inaugurated by Artemis Nightshade as an Intelligence Agency within an Intelligence Agency, the Inquisitoris keeps a watchful eye on any potential threats looming within NIGHTVEIL's own ranks. Investigating misconduct involving agents and assets, working as mediators in crisis situations, and doing whatever it takes to maintain NIGHTVEIL's positive public perception are integral focus points for each Inquisitorial Officer. They are the living embodiment of our Code of Conduct. Like all members of NIGHTSHADE, Inquisitorial Officers are not bound to one department. Instead, they earn their rank due to their relentless commitment to our cause. Working closely with Human Resources, the Inquisitoris' job is to prevent NIGHTVEIL from descending into disarray. The Inquisitoris are the watchdogs of our organization, dedicated to upholding our values and preventing corruption from taking root. They are the ones who keep us in line, and we rely on them to maintain the integrity of our operations. So, who watches the Watchmen? The Inquisitoris do, and we're grateful to have them on our team.

D.) Human Resources

HR Officers are the backbone of NIGHTVEIL, responsible for overseeing multiple branches and teams within the organization. They are natural leaders who possess critical evaluation skills, which are key to maintaining a symbiotic relationship within the ranks of NIGHTVEIL. Under each HR Officer's team, you will find a group of Field Assessment Agents who ensure that each unit functions like clockwork. HR Officers are the people's people, entrusted with the responsibility of ensuring that NIGHTVEIL and its members are looked after and remain a well-oiled machine.



E.) Field Assessment Officers

FAOs are the leaders of designated units within NIGHTVEIL. They are experts in their respective fields and act as the middleman between units and upper management. Whether planning and leading missions on-site or off-site, utilizing training and simulations to keep their units performing at their peak, or greenlighting covert operations, FAOs need to be versatile, quick thinkers who are always prepared for the worst-case scenarios.

F.) Training Officers

TOs are the masters of their craft, committed to teaching agents the essential skills needed to become valuable assets both on and off the field. Merchants, agents, pilots, doctors, scientists, and other experts all make up the ranks of the TOs. Having demonstrated their proficiency in their respective fields, TOs are willing to commit their time to help others become the best at what they do for NIGHTVEIL.

F.) Field Assets: Field Assets can refer to active NIGHTVEIL Agents, Analysts, Decoders, or Informants that we have placed within various suspicious groups. Some assets are known to the public, while others operate in a grey area, and their identities are kept on a need-to-know basis.



G.) Sales: As a business, we need to generate profit to sustain our operations. Buying and storing intelligence comes at a high cost, which is why we recently launched our sales division. It consists of three major arms:

- Mining, Salvage, and Exploration
- Security, Intel, and Protection
- Escort, Tactics, and Rescue

NIGHTVEIL needs to be funded, and we have opened our doors to smaller corporations, organizations, and groups, offering them our knowledge and firepower.

H.) Associates and Expats: Since opening our doors to the public, diplomacy has become a key focus. Within our ranks and on the outside, you will find associates - members who have been deemed viable to join but have not yet gained the full trust of NIGHTVEIL - as well as expats, diplomats, consultants, and allies from external organizations. They provide us with valuable connections and insights that help us achieve our mission.

II.) The Departments and Divisions

- The Veil is the heart and center of NIGHTVEIL's operations, encompassing not only their heavily guarded base but also the department that runs the entire operation. The Veil serves as NIGHTVEIL's intelligence arm, consisting of three units:

A.) SysTel: System Telemetry agents are always on the lookout for the latest murmurings on communication channels. They observe organizations, scan for viable entries into their security, and recruit from the inside. On the official side of operations, SysTel assesses potential threats, plans safe travel routes, and sketches plans for operations in symbiosis with SysOPS. Off the books, SysTel is known to bury intel deemed too dangerous, or for the sake of NIGHTVEIL's own protection.

B.) SysOPS: NIGHTVEIL's clandestine network of field assets is devoted to working from the shadows. This unit comprises informants, mercenaries, and spies. SysOPS is the wetwork of the agency, with members who are natural chameleons able to blend into most organizations and willing to do what it takes to get the mission done.

C.) SysTech: NIGHTVEIL's own research and development department is known for developing AHRIN, the Algorithmic Helios Rerouting Interplanetary Network, NIGHTVEIL's internal cybersecurity network, as well as its publicly accessible sister network NERV. SysTech is always at the forefront of technological innovation, be it through hardware or software.

- The Scalpel is NIGHTVEIL's sword, where combat specialists from all walks of life can be found. The Scalpel consists of the following units, acting swiftly but precisely to cut away at the tumors that spread through the galaxy:

- A.) CRTU: Crisis Response Trauma Unit is comprised of highly trained combat medics whose actions have saved the lives of many. CRTU members receive training in medical treatment procedures, trauma surgery, as well as extensive piloting, CQC, firearm, and hand-to-hand combat. CRTU members are the finest of the finest, even in extreme situations being deployed to assist NIGHTVEIL's own elite unit "OWLS" in combat rather than medical assistance.

- B.) OWLS are NIGHTVEIL's elite forces; they are highly trained killing machines who excel at escort missions, hostage negotiations, and other high-level threats. It is unclear whether the name OWLS is an acronym or just a metaphor for their tactics, as they are known to strike from the darkness and catch their enemies off guard.

- C.) GRYPHONS, like the Owls, are the best pilots in their fields. They specialize in logistic transportation, aerial combat, and air and ground support. The best Gryphons are known for their ability to land on the tip of a needle and execute quick dives into and out of crisis zones.

- The Spire is NIGHTVEIL's income department, responsible for trades and selling valuable goods and intelligence. It also handles the recruitment of new backers and maintains contact with clients through diplomacy. The Spire is divided into two units:

- A.) The Chamber is NIGHTVEIL's diplomatic heart, where members from various organizations and representatives from NIGHTVEIL interact, exchange ideas and secrets, and plan potential operations for the safety of the verse.

- B.) The Exchange is NIGHTVEIL's marketplace, where merchants from all across the veil meet to exchange goods, commodities, and information. Miners, scavengers, and other professionals work on these levels.

- The Shield is still NIGHTVEIL's most secretive branch. Only high-tier members know what happens behind its closed doors, and most outsiders believe it to be NIGHTVEIL's contingency plan. However, some claim that it is where NIGHTVEIL operates in the gray area, carrying out assassinations, intimidation, and plotting its own agenda.