

Origins:

Seven hundred years ago, Humans expanded to Earth's moon, Luna, because it was too difficult to launch spacecraft through Earth's gravity and atmosphere. Luna became Earth's port through which it colonized the moons and planets of the solar system. On Luna, efficiency and order became the chief concern. In space, every set of lungs must have a purpose. So the first colors were gradually instituted and the Reds were sent to Mars to gather fuel for mankind. Multiple mining colonies were established there since Mars has the highest concentration of helium-3, which is used to terraform other worlds and moons. Small moons were terraformed and were most planets. It was during the early stages of the Colonization when the wealthy of luna began to realize Earth was nothing more than a drain on their profits. Even as Luna Colonized the solar system, they were taxed and owned by corporations and countries on Earth, but those same entities could not enforce their ownership. So Luna rebelled - Golds and their Society began to change into what it is today - an empire built on the backs of Reds. The Reds were sent to Mars five hundred years ago. The other Colors came to Mars about three hundred years ago. While the Reds worked beneath the surface, they lived in Paraterraforming cities - cities with bubbles of atmosphere over them - while the rest of the world terraformed slowly. Now the bubbles are coming down and the world is fit for any man.¹

¹ Red Rising pg. 69

Weapons:

[TYPES]

Ion: When an ion charge is active it's able to cauterize and destroy nerves instantly.

Stun: Non-lethal concentrated electricity with the capability to incapacitate.

Pulse: Extremely concentrated electricity with the capability to overload shields, instantly melt ice, start fires, pulverize stone and even burn people to death.

Rail: A magnetic field pushes a projectile down two parallel rails propelling it at great velocity.

[BLADED]

Razor: The "blade" of the razor is made of Polyene-Fiber and is harder than diamond. The blade is about a meter long when stiffened and can be toggled into the form of a whip twice the length of the stiffened blade. When in Whip form, It's shape can be altered into anything at will with a chemical impulse. As a result, the Razor is an incredibly versatile weapon. The razor is incredibly sharp and can even pierce recoilArmor.

Hasta: A sub-type of the razor, however much longer. When active, it stretches up to two meters and resembles a lance.²

Kitari: A shorter thrusting razor.³

ionBlade: Much stronger than regular steel blades, an ionBlade can break regular metals and armor relatively easily, especially when the ion charge is active. The ionBlade is a straight, double-edged weapon with a blade length of 30 inches.⁴

ionDagger: Much stronger than regular steel blades, an ionDagger can break regular metals and armor relatively easily especially when the ion charge is on. The ionDagger has a blade length of 12 inches.

² Iron Gold pg. 224

³ Iron Gold pg. 236

⁴ Red Rising pg. 260-261

pulseBlade: Similar to an ionBlade, the pulseBlade is typically a straight double-edged weapon with a blade length of 30 inches that has pulse energy running through it's blade.

duroSteel Sword: A straight, double-edged weapon with a blade length of 30 inches that is made from duroSteel (a much stronger and extremely durable form of steel).

slingBlade: A cruelly curved semicircular blade used almost exclusively to instantly take off and cauterize limbs.

[PROJECTILE]

Slug Shooter: an old-fashioned gun-powder based pistol.⁵

Scorcher: A railgun-type weapon, though not nearly as powerful. Scorchers are very low-powered weapons and lack the power to pierce advanced shielding and armor, only being able to penetrate through basic armors.⁶

gravRifle: A rifle that fires an incredibly strong concussive non-lethal blast that sends it's target up to 20 meters back.⁷

Plasma Pistol: A very loud and indiscriminate pistol that fires green bolts of plasma.⁸

recoilRifle: A repeating assault rifle that has the capacity to penetrate most armors.

multiPistol: A multi-purpose pistol. Some uses are stun rounds.⁹

multiRifle: A short-stocked and narrow barreled rifle with the capability of firing a multitude of ammunition types.

ambi-rifle: A high-powered multipurpose Carbine. Some uses are gas powered ammunition and a corner shot.¹⁰

pulesRifle: An assault rifle firing bullets of concentrated pulse energy.

Uranium Rifle: A rifle that fires depleted uranium rounds that can easily rip through a starShell.¹¹

Plasma Rifle: A long dark rifle. When fired, an acid-green light churns from the ammunition globe and erupts in a glowing ball

⁵ Morning Star pg. 24

⁶ Morning Star pg. 123 (Mentions it's Rail technology)

⁷ Iron Gold pg. 192

⁸ Iron Gold pg. 81 & 221

⁹ Iron Gold pg. 195

¹⁰ Morning Star pg. 34 & 39 & 367

¹¹ Dark Age pg. 107 & 136

towards a target. The ball of plasma can easily rip through a human, killing them instantly.¹²

R-34 Widowmaker: A close quarters weapon that fires ion pellets.

¹³

railRifle: Miniaturized railgun technology. They possess magnetic ammunition and can overload almost any type of shields. With the shields gone, they can even penetrate the finest of armors.

Omnivore-540: A hand held Semi-automatic railgun powered by rechargeable ion cells that drive the round along patented parallel reactive conductors. It has an adjustable internal diameter and is multi-caliber friendly with an autonomous forge inside the magazine. Essentially, any metal goes in and death comes out. Only 20,000 were made by Titan Arms.¹⁴

QR-13: A typically mounted heavy weapon commonly placed upon a floating gravPod.¹⁵

microShot: When fired, thirty little bombs are released in a scattered formation like a swarm of hornets.¹⁶

Sarrissa Missile Launcher: A large shoulder-mounted missile launcher capable of downing a shuttle with singular shot.¹⁷

[POLEARMS]

forcePike: A pole weapon with a very long thrusting spear that has the capability to pierce a starShell.¹⁸

stunPike: A pole weapon with a very long thrusting spear with a blue tip atop it. The stunPike is generally a non-lethal polearm used to electrocute whoever it hits.

ionPike: A pole weapon with a very long thrusting spear that has an ion charge running through the blade.

pulseHammer (or) powerHammer: A large warhammer with pulse energy coursing through its head.

pulseAxe: A large pole weapon with concentrated pulse energy coursing through its narrow slicing blade.

¹² Iron Gold pg. 41

¹³ Iron Gold pg. 221

¹⁴ Iron Gold pg. 221

¹⁵ Morning Star pg. 366

¹⁶ Morning Star pg. 158

¹⁷ Morning Star pg. 311

¹⁸ Golden Son pg. 351

pulseSpear: A pole weapon with a long shaft and concentrated pulse energy coursing through its pointed tip.

[UNARMED]

gravFist: A wearable gauntlet that allow its wearer to affect gravity within an area. As a result, they can suspend or repel projectiles or hold falling debris.¹⁹

stunFist: A gauntlet that allows the wearer to shoot a non-lethal concussive blasts from their knuckles. When used on someone without shields it will result in them falling to the ground limp or unconscious.

ionFist: A gauntlet that allows the wearer to shoot concentrated ion energy.²⁰

pulseFist: A gauntlet-mounted direct energy weapon that shoots a highly concentrated pulse energy.

[THROWN]

pulseGrenade: A grenade that explodes in a burst of pulse energy.²¹

stunGrenade: a magnetic non-lethal grenade that renders it's target unconscious.²²

Tactical EMP: a metal cylinder with a spinning ball of mercury at its center that explodes in an invisible electromagnetic pulse that disables all electronics.²³

jamField: A device that creates an area from which no sound can escape, nor can any signals.

Sonic Detonator: When thrown and actively detonated, the device emits high frequency sound waves that knocks individuals back, disorientate them, as well as temporary deafen them.²⁴

Landmine Spikes: black fingernail-long spikes that when scattered and detonated explode in a three-tiered blast. The first is a concussive blast that disables pulseShields and sends its victims into the air. The second activates a gravPit and pulls them back towards the source of the explosion. And the

¹⁹ Golden Son pg. 159

²⁰ Golden Son pg. 159

²¹ Golden Son pg. 366

²² Morning Star pg. 40

²³ Morning Star pg. 40-41

²⁴ Red Rising pg. 350

third is a kinetic blast that destroys armor, bone and flesh blowing them outward into the air scattering them into pieces.²⁵
scatterFlash: a flash grenade that can fry any unshielded optic nerves and activates every photoreceptor cells in the eye.²⁶

[BLUNT]

Thumper: A stun-baton that crackles with intense electricity.²⁷

[MISCELLANEOUS]

Digger Rounds: armor-boring bullets fired from recoilRifles²⁸

Coilgun Rounds: projectiles fired from rail based weapons.²⁹

Venom Paralytic Rounds: A type of ammo fired from an assault rifle (most likely a mulitRilfe) that paralyzes it's target.³⁰

Electrical Disruptor Rounds: A type of ammo fired from an assault rifle (most likely a mulitRilfe) that stuns it's target.

³¹

Hallucinogenic Rounds: A type of ammo fired from an assault rifle (most likely a mulitRilfe) that causes the target to hallucinate.³²

ionArrow: A projectile shot from a bow and usually having a slender shaft, a pointed ion charged arrowhead, plastic fletching, and a nock.³³

²⁵ Golden Son pg. 251 & 262

²⁶ Morning Star pg. 364 & Iron Gold pg. 172

²⁷ Red Rising pg. 36

²⁸ Golden Son pg. 351

²⁹ Morning Star pg. 364

³⁰ Iron Gold pg. 48

³¹ Iron Gold pg. 48

³² Iron Gold pg. 48

³³ Red Rising pg. 284

Gear:

[ARMOR]

Scorosuit: A gray hooded form fitting polymer suit with electromagnetic radiation shielding and water reclamation pockets.³⁴

neoPlast Suit: A tight form fitting black full bodysuit with a retractable facial hood that hides thermal signatures.³⁵

duroSteel Armor: A lightweight piece of armor typically consisting of a cuirass and a vambrace with the capability to deflect any edge less than an ionBlade or razor.³⁶

ionArmor: Armor specifically designed to protect against ion-based weaponry.³⁷

duroArmor: basic armor given to Grays. They are not very effective and are capable of only stopping basic weapons like small arms, blades and potentially ion blades.³⁸

sealSkin: Much like scarabSkin, but instead of black, it's mottled white and looks oily except for textured grips on the elbows, gloves, buttocks and knees. It's a full body suit with a removable balaclava. SealSkin is crafted for polar temperatures, water immersion, is immune to digital component failure and doesn't need batteries.³⁹

lizardSkin: light armor, thinner and more sustainable long-term in desert conditions than pulseArmor.⁴⁰

scarabSkin: Tightly fitted armour that takes in light and renders it pitch-black. It's a full body suit with a removable mask/helmet that portrays a demonic visage with pitiless insectoid eyes.⁴¹ ScarabSkin doesn't emit a thermal signature,

³⁴ Iron Gold pg. 202

³⁵ Iron Gold pg. 46

³⁶ Red Rising pg. 239

³⁷ Red Rising pg. 284

³⁸ Red Rising pg. 12

³⁹ Morning Star pg. 188 & 213

⁴⁰ Dark Age pg. 57

⁴¹ Morning Star pg. 227 & Iron Gold pg. 241 & 259

enables rapid movement and is slightly more durable than duroArmor, as it can stop some blades and projectile weapons.

pulseArmor: A highly protective armor with a built in pulseShield generator.⁴²

recoilArmor: Consisting of multiple interlocking recoilPlates (a type of smart metal that can flex and move along with the user and can somewhat protect against pulseWeapons and razors), that when equipped, coil around limbs almost like liquid. The outer shell of recoilArmor can be reconfigured into many different designs. From multiple different shapes to many shades of colors. RecoilArmor can take a hit from a railRifle, merely denting it. However, If the armor is penetrated it will instantly close around the wound, compressing it while administering painkillers. The best the armor can do is stop bleeding, anything more will require alternative methods.⁴³

EVO Suit: A bulky suit used for traversing space safely.⁴⁴ This suit comes equipped with thrusters, razor holster, helmet cam, stim dispenser, built in datapad and a helmet that can be retracted into a small compartment at the back of the neck.

Grasshopper Suit: A suit used for propelling the user up to 5+ meters in the air. The suit receives its namesake from its crooked elongated legs that pivot backwards along a joint behind the knee when the user jumps.⁴⁵

starShell: A 12 foot tall⁴⁶ large mechanized full-body three-layered suit of armor that is able to be launched from orbit down to a planet.⁴⁷ With help, the suit takes about 2 minutes to enter. When launched through the atmosphere, the starShells are covered by a layer of ablative armor which burns away during atmospheric entry. Landing is achieved with built in gravBoots. Once landed the occupants remove a layer of clunky exo thermal armor revealing a more agile version of the starShell underneath. At the base layer, the helmets could potentially consist of demon and or animal faces.⁴⁸ Starshell's

⁴² Red Rising pg. 225

⁴³ Red Rising pg. 277, 355, 360, 362

⁴⁴ Iron Gold pg. 69

⁴⁵ Iron Gold pg. 493

⁴⁶ Iron Gold pg. 495

⁴⁷ Golden Son pg. 16

⁴⁸ Golden Son pg. 330-331

are commonly equipped with a powerful pulseCannon and missile launchers, powerful enough to sink a ship. They are also incredibly strong and are able to withstand attacks from most weapons, short of large railguns and razors. StarShell's are also incredibly heavy, without the battery packs contained within (or if an EMP disables electronics) the occupant would be unable to move.

- Note: They are described as having apelike elongated limbs and armored carapaces. Those two features combined make them look like crab-like golems. They also have triangular duroGlass face shields. (Iron Gold pg. 499)

[EQUIPMENT]

gravBoots: Boots that allows the user to defy gravity and propel themselves in the air, hover, or fly. Each boot weighs about 9 kilos (~20 lbs.) and have three parallel latches around the boot that lock the legs in.⁴⁹

skipBoots (or) Skippers: Lightweight boots that use condensed air instead of gravity to move their user. Skipping them over the ground like stones on a lake. You can't get much height but can move nearly sixty kilometers an hour. They're a quarter the weight of standard boots, have battery life for a year and are dead cold on thermal vision.⁵⁰

Sound-Dampening Shoes: Shoes that mute all footsteps.⁵¹

Spider Gloves: Gloves that allow the user to scale nearly any surface.⁵²

nightOptics: A pair of green eyed goggles that allow its users to see in the dark.⁵³

thermalOptics: A black optic visor with smokey glass lenses that allow users to see the thermals of individuals.⁵⁴

ghostCloak: a portable invisibility device. When activated, the world wraps around the user- distorting vision causing everything to appear as if one is looking through dirty water. With the ghostCloak, a battery pack sits on the tailbone that

⁴⁹ Morning Star pg. 316

⁵⁰ Morning Star pg. 313

⁵¹ Iron Gold pg. 50

⁵² Iron Gold pg. 51

⁵³ Red Rising pg. 258

⁵⁴ Morning Star pg. 226

burns up and overheats batteries quickly. Meaning it's good for short bursts but needs time to recharge.⁵⁵

Aegis: A buckler shield that projects an oval-shaped pulseShield.⁵⁶

tacNet (or) Birdcage: fired from compressed fiber cartridges and designed to engulf and constrict around a prisoner to harmlessly subdue them. However, if you toggle with the contraction restrictions you can eviscerate the prisoner to death.⁵⁷

resGun: A device that quickly applies resFlesh to an injured location.⁵⁸

pulseShield: An invisible protective force field that covers the entire body. If the shield is touched, it flickers iridescent in color and fries the nerves and feels like acidic needles shooting through one's body and could temporarily stop the lungs. A pulseShield will stop anything short of pulseWeapons and razors, slowing the velocity of non-penetrable projectiles.⁵⁹

resFlesh: A sprayable material of microorganisms that scramble onto pores and tighten to make a fleshlike antibacterial coating. This is used for stopping bleeding and help repair tissue.⁶⁰

pulseGenerator: a portable generator that creates a faint iridescent pulseField bubble.⁶¹

Breathing Mask: A mask attached to the face that enables the user to breathe in hazardous situations.⁶²

fleshMask: A high-tech mask worn over one's face to change their facial structure and appearance, not eye color.⁶³

demonHelm: a pupil black helm that's shaped subtly like a screaming demon face. With it you can see most spectrums, mask your voice, amplify sound, track coordinates, access maps and communicate silently.⁶⁴

⁵⁵ Morning Star pg. 114

⁵⁶ Golden Son pg. 111

⁵⁷ Iron Gold pg. 79

⁵⁸ Morning Star pg. 209 & 218

⁵⁹ Red Rising pg. 225 & 277

⁶⁰ Morning Star pg. 218

⁶¹ Golden Son pg. 251 & Morning Star pg. 117

⁶² Morning Star pg. 309

⁶³ Golden Son pg. 437

⁶⁴ Morning Star pg. 113

Kryll: Organic breathing masks made by Carvers. They fit over the nose and mouth and look like the shed skin of a Locust, legs stretching to either ear.⁶⁵

Scramblers Mask: A honeycombed thin gray mask. When activated, three hundred needles built into the plastic spring forward into the skin, bone and cartilage. The mask pumps artificial filler into his face, grafting imitation bone onto the jaw, forehead and eye sockets. In roughly twenty seconds, the masks indicator will blink from red to yellow to green. Removing the mask, the user's face will be completely unrecognizable.⁶⁶

psychoSpike: A device implanted in the back of the skull that allows others to edit memories.⁶⁷

⁶⁵ Morning Star pg. 312

⁶⁶ Iron Gold pg. 131

⁶⁷ Dark Age pg. 214

Vehicles:

[LARGE]

moonBreaker: a warship, similar in design to the Dreadnought, except eight kilometers in length.

Dreadnought: a five kilometer long starship.

Warchild: a large starship.⁶⁸

torchShip: a transport ship with commercial and military uses.

cosmosHaulers: kilometer-long cargo ships.⁶⁹

[MEDIUM]

Stork: A big-bellied beast of a troop drop-ship.⁷⁰

Pelican: A round bodied type of dropship with slightly curved wings.⁷¹

Air Yacht: Luxury airborne craft typically seen with a ripWing escort.⁷²

[SMALL]

ripWing: a nimble, small-sized aircraft used as the Society's main space and atmospheric fighters. They're said to look like bats glued together from shattered ebony.

thunderWing: a variant of the ripWings that are spider shaped and used for bombing runs.⁷³

Wasp: A military space fighter similar to a ripWing.⁷⁴

leachCraft: Boarding ships sent from one ship to another.

Maintenance Skiff: flat and ugly fliers designed to port Reds and Oranges to their construction work.⁷⁵

Hivepod: An orbital drop pod used to deploy 12 grays from high orbit to the surface.⁷⁶

⁶⁸ Golden Son pg. 327

⁶⁹ Morning Star pg. 103

⁷⁰ Golden Son pg. 181

⁷¹ Iron Gold pg. 242 & Dark Age pg.440

⁷² Red Rising pg. 68

⁷³ Iron Gold pg. 500

⁷⁴ Golden Son pg. 181

⁷⁵ Morning Star pg. 183

⁷⁶ Golden Son pg. 328

gravBike: A powerful engine provides thrust from behind, as low-powered gravity thrusters beneath create half a meter of floating clearance from the ground. The seat is curved to angle the rider forward, with a rear seat for a gunner.⁷⁷

Hoverbike: A non-militarized variant of the gravBike, a hoverbike is roughly the size of a man with three saber-like manifolds that jut out of the front of it with a leather seat that sits midway along the narrow, wasplike fuselage.⁷⁸

[MISCELLANEOUS]

clawDrill: A 90-meter drill that Red Helldivers operate in order to excavate various resources. It's essentially a giant metal hand that has various nodules and "fingers" that are directed through control panels. ClawDrills often overheat and or break if they slow down, meaning inertia is key.

Drachenjäger: A forty-meter tall mech shaped like boxy humans wearing spiked backpacks, except there is no head or neck, simply a hunched pilot cockpit set low between the shoulders. They have six jointed arms, multiple cannons at the elbows and huge ion cleavers.⁷⁹

Titan: A sixty-meters tall mech with four legs, three arms, three main cannons (one of which is a massive gravity gun) and a disk-shaped alien cockpit.⁸⁰

⁷⁷ Dark Age pg. 513

⁷⁸ Iron Gold pg. 185

⁷⁹ Dark Age pg. 87

⁸⁰ Dark Age pg. 107

Design References:

pulseArmor: (Official)



starShell: (Official)



duroArmor: (Official)



Razor: (Official)



Scorcher: (Official)



Omnivore-540: (Official)



What I assume the other stuff kinda looks like:

scarabSkin: ([Reference](#))

recoilArmor: ([Reference](#))

microShot: ([Reference](#))

Plasma Pistol: ([Reference](#))

recoilRifle: ([Reference](#))

pulesRifle: ([Reference](#))

R-34 Widowmaker: ([Reference](#))

railRifle: ([Reference](#))