

THE PLASTIC

Plastics manipulate the sensory and cognitive experiences of those around them. Beware of altered senses, indistinguishable illusions, perversions of your reality, and inconsistencies in your memories.

Question everything.

'Reality is like your parents' love. Indisputable until I show up.' - Rae Gunz, coder behind the Evocation Program

⬡ BODY : d6



Modifier

Adrenaline	<input type="checkbox"/>
Brawn	<input type="checkbox"/>
Coordination	<input type="checkbox"/>
Flexibility	<input type="checkbox"/>
Immunity	<input type="checkbox"/>
Precision	<input type="checkbox"/>
Reflexes	<input type="checkbox" value="1"/>
Stamina	<input type="checkbox" value="1"/>

⬢ MIND : d10



Modifier

Abstraction	<input type="checkbox"/>
Focus	<input type="checkbox" value="3"/>
Influence	<input type="checkbox" value="1"/>
Intuition	<input type="checkbox" value="1"/>
Logic	<input type="checkbox"/>
Memory	<input type="checkbox" value="4"/>
Mettle	<input type="checkbox"/>
Perception	<input type="checkbox" value="2"/>

⬡ SPEC : d6



Modifier

Creativity	<input type="checkbox"/>
Culture	<input type="checkbox" value="1"/>
Engineering	<input type="checkbox"/>
Medical	<input type="checkbox"/>
Oddities	<input type="checkbox"/>
Piloting	<input type="checkbox"/>
Science	<input type="checkbox"/>
Software	<input type="checkbox"/>

AP



PP



UP



ACTIONS

- 3AP - Attack
- 3AP - Sprint (Full Movement)
- 2AP - Dash (1/2 Movement)
- 1AP - Shuffle (1/4 Movement)
- 2AP - Creature Interaction
- 1AP - Object Interaction

Move Speed - 4m

PROGRAM

EVOCATION

For SUP you can make a minor alteration to a pre-existing memory of a creature you are currently touching.

If anything from the alteration directly contradicts what the creature knows or feels to be true or important, they can easily attempt to reason out the discrepancies. If enough information is discovered or discrepancies uncovered, the memory may revert back to its original state. Altered memories tend to fade after a number of hours equal to $\frac{1}{2}$ your Core Aptitude Dice.

The more distant the memory is, the more difficult it is for the User to manipulate but also more difficult for the target to reason out discrepancies.

Upgrade One: Spike

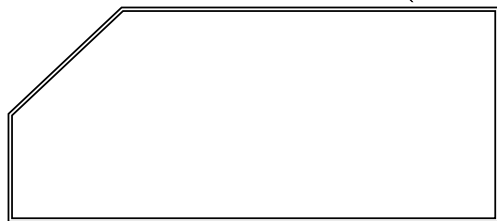
You can erase a specific memory from the target.

OR

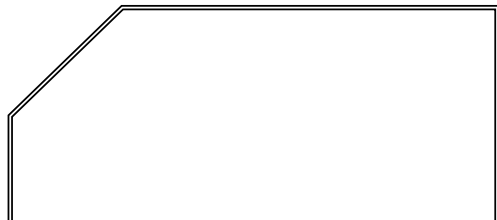
Upgrade Two: Lace

You can implant a false memory into the target.

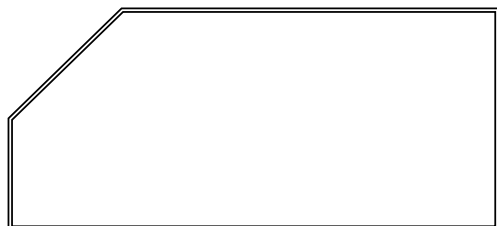
TRAUMA



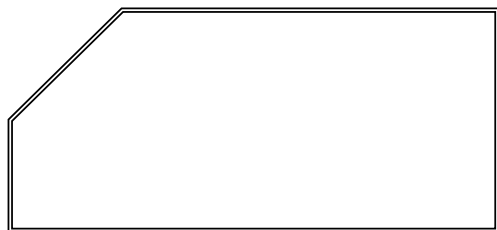
HEAD



TORSO



ARMS



LEGS

ARMOUR

2 PR	Mods: NeuralLink This Armour Modification allows you to send instructions directly from your mind to any linked NeuralLink receiver.
_/3 IP	

2 PR	Mods:
_/3 IP	

1 PR	Mods:
_/1 IP	

1 PR	Mods:
_/1 IP	

EQUIPMENT



SONIC RIFLE

Ranged Weapon

Range: 100 - 200

PR	DMG
2	2

Mods:

ACID GRENADE

- this grenade will unleash a highly corrosive acid that will eat through anything it coats over 10 seconds within a 2m AoE.

DRONE

If not instructed, the Drone will sit idle. The drone spends your resources, such as AP, if you give it instructions during combat.

Move Speed - 4m

Drone Equip. -

2 PR
_/3 IP

PLASMA CUTTER

Melee Weapon

PR	DMG
4	1

RECONSTITUTE INJECTOR

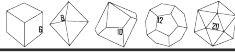
- inject into any section of the body to heal that section by one level of Trauma.

THE TECHROMANCER

Techromancers deploy swarms of nanobots to puppeteer or manipulate organic and inorganic material. Keep all orifices and technology systems sealed, beware of involuntary movements and nibbling feelings.

'Mother always said I'd make a good pilot.' - Nechias Tez ad-Nozos, first person convicted of Grand Theft Anatomy

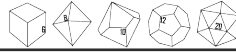
BODY : d**3**



Modifier

Adrenaline	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Brawn	<input type="checkbox"/>	<input type="checkbox"/>
Coordination	<input type="checkbox"/>	<input type="checkbox"/>
Flexibility	<input type="checkbox"/>	<input type="checkbox"/>
Immunity	<input type="checkbox"/>	<input type="checkbox"/>
Precision	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Reflexes	<input type="checkbox"/>	<input type="checkbox"/>
Stamina	<input checked="" type="checkbox"/>	<input type="checkbox"/>

MIND : d**6**



Modifier

Abstraction	<input type="checkbox"/>	<input type="checkbox"/>
Focus	<input type="checkbox"/>	<input type="checkbox"/>
Influence	<input type="checkbox"/>	<input type="checkbox"/>
Intuition	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Logic	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Memory	<input type="checkbox"/>	<input type="checkbox"/>
Mettle	<input type="checkbox"/>	<input type="checkbox"/>
Perception	<input type="checkbox"/>	<input type="checkbox"/>

SPEC : d**10**



Modifier

Creativity	<input type="checkbox"/>	<input type="checkbox"/>
Culture	<input type="checkbox"/>	<input type="checkbox"/>
Engineering	<input type="checkbox"/>	<input type="checkbox"/>
Medical	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Oddities	<input type="checkbox"/>	<input type="checkbox"/>
Piloting	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Science	<input type="checkbox"/>	<input type="checkbox"/>
Software	<input checked="" type="checkbox"/>	<input type="checkbox"/>

AP



PP



UP



ACTIONS

- 3AP - Attack
- 3AP - Sprint (Full Movement)
- 2AP - Dash (1/2 Movement)
- 1AP - Shuffle (1/4 Movement)
- 2AP - Creature Interaction
- 1AP - Object Interaction

Move Speed - 6m

PROGRAM

LOADING ZONE

For 1UP you can load a creature or object with a micro-swarm of your nanobots, providing there is an opening through which they can enter. You can only have up to x Loaded Targets at one time, where x is equal to 1/2 your Core Aptitude Dice.

You receive consistent real-time data of a Loaded Target's location and basic vital signs while they are within a number of metres equal to sixty times your Core Aptitude Dice.

You can unload a target at any time for 0UP. Your nanobots will self-sustain outside of your body for a number of hours equal to your Core Aptitude Dice before dying.

Upgrade One: Self Discovery Concentration

You can spend 2UP to cause your nanobots to provide a perpetual stream of real-time analysis from a Loaded Target. While in this state you can track and record the precise movements of the target, real-time biometric or mechanical data, and an analysis of any sensorial information they are currently receiving.

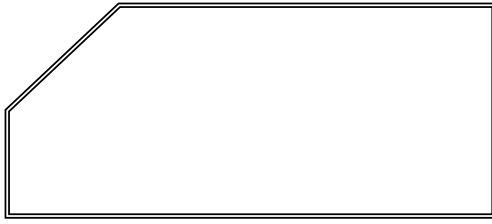
OR

Upgrade Two: Assault And Battery

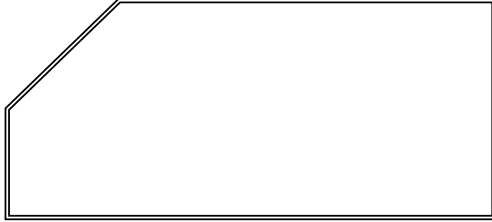
You can spend 2UP to either send a current into a specific part of the target or you can create resistance within a specific part of the target that makes it difficult to move or operate, for a number of seconds up to 1/2 your Core Aptitude Dice.

After using Assault and Battery, the target is no longer Loaded.

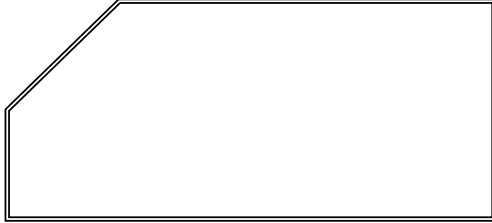
TRAUMA



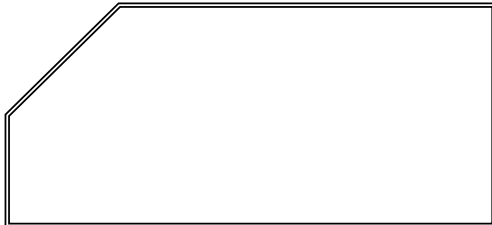
HEAD



TORSO



ARMS



LEGS

ARMOUR

2 PR	Mods: NewRay Uses a special penetrative radiation to map objects at any layer within 15m creating a true digital reconstruction. You can see through to the layer you desire as though the other layers did not exist.
/2 IP	

3 PR	Mods:
/4 IP	

1 PR	Mods:
/1 IP	

1 PR	Mods:
/1 IP	

EQUIPMENT



SECRET KINETIC
ROCKET LAUNCHER ♦♦

Ranged Weapon

PR **DMG**

Range: 100 - 200

2	5
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Mods: Concealable

This weapon is redesigned, reshaped or repainted to become inconspicuous. It is difficult to notice without inspection or use. You can decide how it is disguised, such as: as a thick walking stick, as part of your torso armour, as a decorative piece of fashion.

STICKY GRENADE ♦

- This grenade will unleash a moderately strong gooey matter that will stick to everything it touches in a 4m AoE. The goo will last 20 seconds.

SLIPPERY GRENADE ♦

- this grenade will unleash a liquid that makes anything it touches almost frictionless for 20 seconds, in a 4m AoE.

BASIC TOOLS - MEDICAL ♦

BASIC TOOLS - SOFTWARE ♦

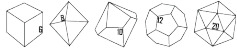
- the basic tools of your Medical Specialty and Software Specialty, which are required to effectively perform relevant Expertise Checks.

THE SHOWSTOPPER

Showstoppers augment their bodies into instruments of brilliance and luck. Beware of ridiculously long chains of improbably linked death defying acts, concerning adaptability, and precisely placed projectiles ricocheting around corners.

'Hail Mary, full of grace. Let me smash this fucker's face.' - Quay Runner, Mayor of HotRock.

BODY : d12



Modifier

Adrenaline	<input type="checkbox"/>
Brawn	<input type="checkbox"/>
Coordination	<input checked="" type="checkbox"/>
Flexibility	<input checked="" type="checkbox"/>
Immunity	<input type="checkbox"/>
Precision	<input checked="" type="checkbox"/>
Reflexes	<input checked="" type="checkbox"/>
Stamina	<input checked="" type="checkbox"/>

MIND : d6



Modifier

Abstraction	<input type="checkbox"/>
Focus	<input type="checkbox"/>
Influence	<input type="checkbox"/>
Intuition	<input type="checkbox"/>
Logic	<input type="checkbox"/>
Memory	<input type="checkbox"/>
Mettle	<input checked="" type="checkbox"/>
Perception	<input type="checkbox"/>

SPEC : d6



Modifier

Creativity	<input checked="" type="checkbox"/>
Culture	<input type="checkbox"/>
Engineering	<input type="checkbox"/>
Medical	<input type="checkbox"/>
Oddities	<input type="checkbox"/>
Piloting	<input type="checkbox"/>
Science	<input type="checkbox"/>
Software	<input type="checkbox"/>

AP



PP



UP



ACTIONS

- 3AP - Attack
- 3AP - Sprint (Full Movement)
- 2AP - Dash (1/2 Movement)
- 1AP - Shuffle (1/4 Movement)
- 2AP - Creature Interaction
- 1AP - Object Interaction

Move Speed 12m

PROGRAM

FREAK

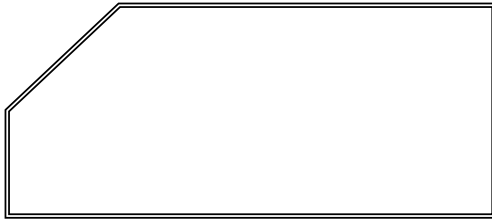
With this program installed your body is perpetually augmented into a highly refined, lightning-fast instrument of astonishing skill. Your ability to perform physical acts of an acrobatic or artful nature is comically enhanced, and you can cause yourself to land in an unlikely or seemingly impossible manner.

Upgrade One: Mary Sue Vibing
You can perform physical acts of an acrobatic or artful nature while simultaneously executing other actions within those movements. There is no detriment to either actions' control, accuracy, or flow.

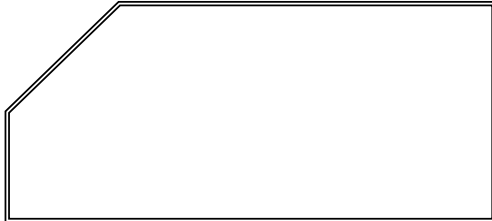
OR

Upgrade Two: Some Avant-Garde Shit
You can glance projectiles off of any surface to dramatically change their flightpaths and you can cause projectiles to land in an unlikely, spectacular, or seemingly impossible manner.

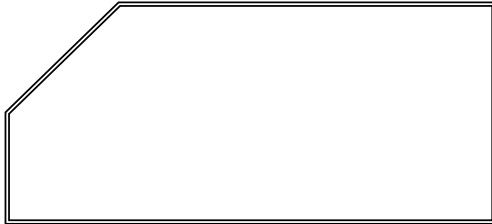
TRAUMA



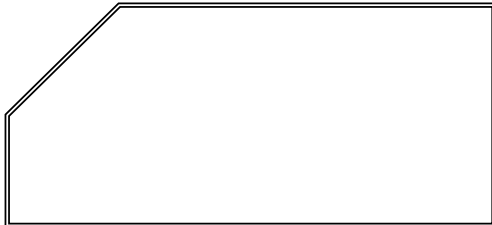
HEAD



TORSO



ARMS



LEGS

ARMOUR

2 PR	Mods:
-/2 IP	

2 PR	Mods:
-/3 IP	

2 PR	Mods:ERE - Emergency Retrieval Element When activated, the ERE will recall bonded objects to you from wherever they are. When returning a bonded piece of gear, if its flightpath crosses any creature, the user can attack that creature for free.
-/2 IP	

2 PR	Mods:Maglock This armour has controllable electromagnets built in, allowing you to stick to and traverse along ferromagnetic surfaces at will.
-/2 IP	

EQUIPMENT



ENERGY BLADE 1

*Right Hand
Melee*

PR	DMG
2	2

Mods: ERE Bonded

ENERGY BLADE 2

*Left Hand
Melee*

PR	DMG
2	2

Mods: ERE Bonded

DISTORT INJECTOR

- an injectable medical compound that accelerates your cognition, making you perceive time at a dramatically slower rate for a few seconds.

RECONSTITUTE INJECTOR

- inject into any section of the body to heal that section by one level of Trauma.

RECONSTITUTE INJECTOR

- inject into any section of the body to heal that section by one level of Trauma.

STERIOD INJECTOR

This compound increases your Body Aptitude Dice by one size (from d12 to d16) for the next 15 minutes. For the 30 minutes that follows afterwards it decreases your Body Aptitude Dice by one size from what it normally would be.

THE QUANTOMANCER

Quantomancers manipulate quantum mechanics to affect event probability, the phasing of two objects, and time dilation. Beware that solid matter will not protect you and of time traps. Do not commit to ambitious actions and do not have a consistent plan in mind for more than a few seconds.

'Time's a mercurial bastard, but even time is the sovereign subject of itself.' - Chief Engineer behind the Red City.

BODY : d6

Modifier

Adrenaline	<input type="checkbox"/>
Brawn	<input type="checkbox"/>
Coordination	<input type="checkbox"/>
Flexibility	<input type="checkbox"/>
Immunity	<input type="checkbox"/>
Precision	<input type="checkbox"/>
Reflexes	<input type="checkbox"/>
Stamina	<input checked="" type="checkbox"/>

MIND : d10

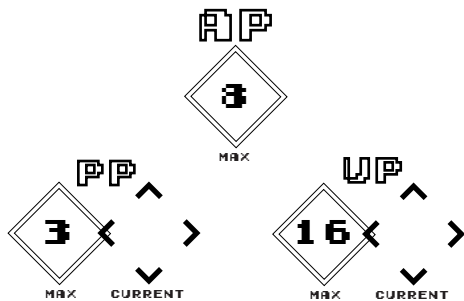
Modifier

Abstraction	<input checked="" type="checkbox"/>
Focus	<input checked="" type="checkbox"/>
Influence	<input type="checkbox"/>
Intuition	<input type="checkbox"/>
Logic	<input type="checkbox"/>
Memory	<input checked="" type="checkbox"/>
Mettle	<input checked="" type="checkbox"/>
Perception	<input type="checkbox"/>

SPEC : d3

Modifier

Creativity	<input type="checkbox"/>
Culture	<input type="checkbox"/>
Engineering	<input checked="" type="checkbox"/>
Medical	<input type="checkbox"/>
Oddities	<input checked="" type="checkbox"/>
Piloting	<input type="checkbox"/>
Science	<input checked="" type="checkbox"/>
Software	<input type="checkbox"/>



ACTIONS

- 3AP - Attack
- 3AP - Sprint (Full Movement)
- 2AP - Dash (1/2 Movement)
- 1AP - Shuffle (1/4 Movement)
- 2AP - Creature Interaction
- 1AP - Object Interaction

Move Speed 5m

PROGRAM

CAUSAL LOOP

You gain three Causal Dice, one for each Aptitude. The size of your Causal Dice are equal to their respective Aptitude Dice.

For 3UP you roll all Causal Dice to determine their values.

For DUP, as a Reaction to any Expertise Check, you use a Causal Dice to replace the value of the creature's check with the value of your corresponding Causal Dice from the same Aptitude. Used Causal Dice are removed from your pool until you reroll them.

In the case of a Causal Dice having a higher or equal value than the corresponding dice's maximum value, the value is reverted to the maximum value of the target's dice but would not count as a Critical Success unless the Causal Dice rolled was also its maximum value. Critical Failures rolled on your Causal Dice translate to the target as a Critical Failure equal to the magnitude of your Aptitude Dice.

Upgrade One: Causality In Retrograde
You can spend 2UP to swap the values of the target's dice and your Causal Dice that you are using. That Causal Dice is immediately returned to the pool with the replaced value.

OR

Upgrade Two: Fixed Outcome
You can spend 1PP immediately after a Causal Dice has been used to send that Causal Dice back to the pool with the same value it had.

TRAUMA

HEAD

TORSO

ARMS

LEGS

ARMOUR

1	Mods:
PR	
-/3	
IP	

2	Mods:
PR	
-/3	
IP	

1	Mods:
PR	
-/1	
IP	

1	Mods: Jump Jets Small rocket thrusters attached to your leg armour, allowing you fly when you move. You can use your movement speed in three dimensions.
PR	
-/1	
IP	

EQUIPMENT



PLASMA SHOTGUN

Ranged Weapon

Range: 50 - 100

PR	DMG
3	3

Mods: Knock-Back 60cm

- After any successful hit, the target will be thrown backwards 60cm.

NEUROTOXIN INJECTOR

- if ingested or injected, this agent causes a Trauma to the Brain or Heart. NeuroToxin afflicts a -3 on the Trauma Check.

BASIC TOOLS

- ENGINEERING

- The basic tools of your Engineering Specialty, which are required to effectively perform relevant Expertise Checks.

RECONSTITUTE INJECTOR

- inject into any section of the body to heal that section by one level of Trauma.

RECONSTITUTE INJECTOR