

THE PLASTIC

Plastics manipulate the sensory and cognitive experiences of those around them. Beware of indistinguishable illusions, perversions to your perception of reality, inconsistencies in your memories, and fundamental changes to your identity.

"Reality is like your parent's love. Indisputable until I show up." - Rae Gunz, coder behind the Gaslight Program

BODY : d6



Modifier

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

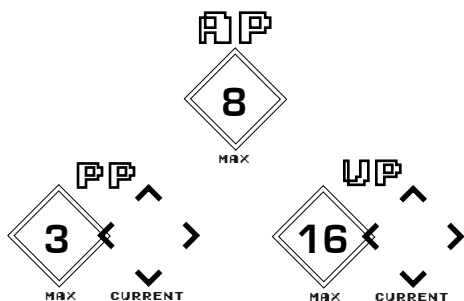
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Influence	<input type="checkbox" value="1"/>
Intuition	<input type="checkbox" value="1"/>
Logic	<input type="checkbox"/>
Memory	<input type="checkbox" value="4"/>
Mettle	<input type="checkbox"/>
Perception	<input type="checkbox" value="2"/>

SPEC : d6



Modifier

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"/>



ACTIONS

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

Full Movement - 4m

PROGRAM

GASLIGHT

For 3UP you can alter or view a memory, or copy one to or from, a creature you are currently touching.

Changes to a creature's memories tend to fade after a number of hours equal to 1/4 your Core Aptitude Dice. If anything from the changes directly contradicts a fundamental truth or value of the target, the change may fade faster or the target may reason out the discrepancies more easily.

UPGRADE ONE: SPIKE

You can erase a specific memory from a target.

OR

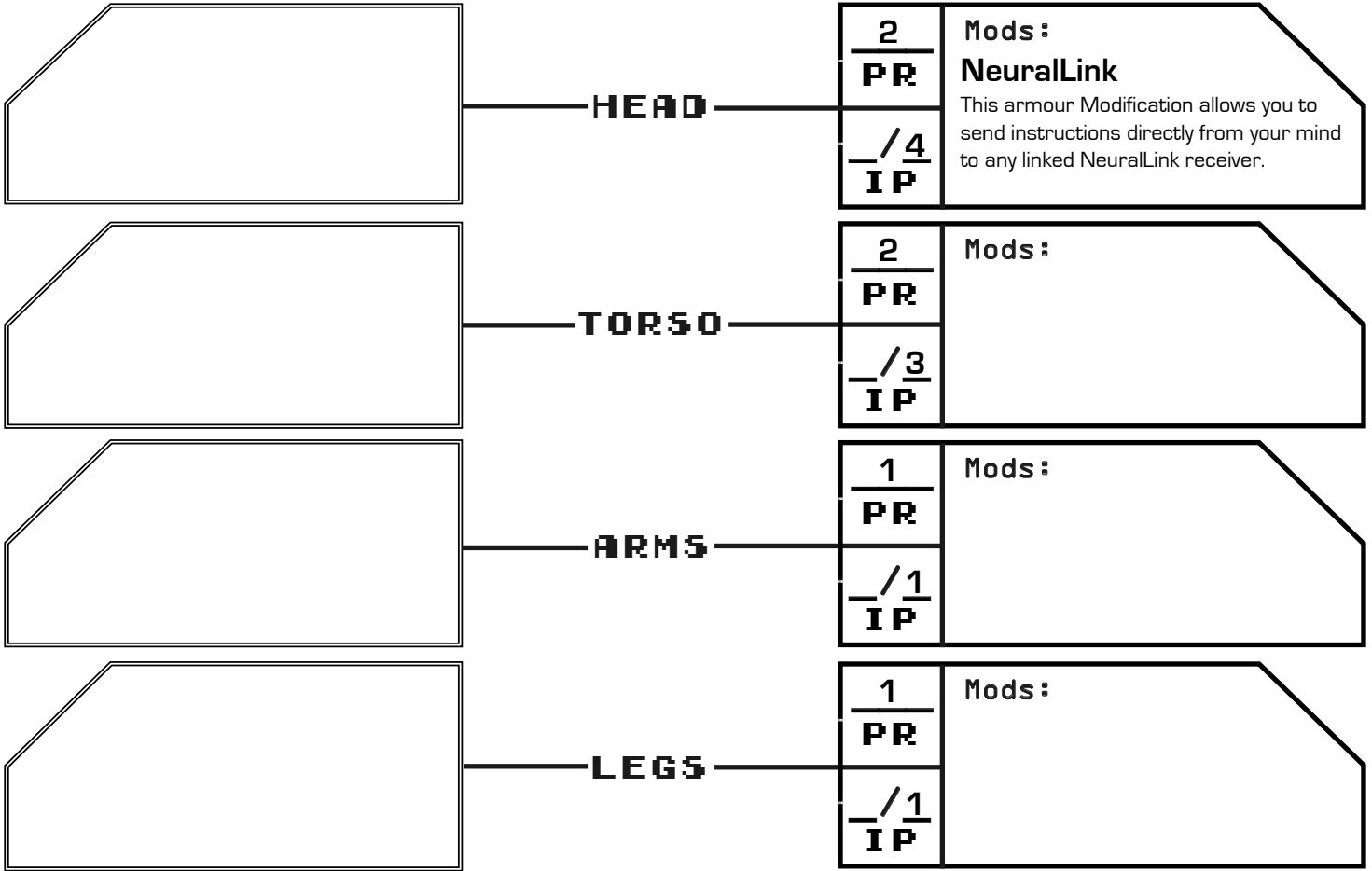
UPGRADE TWO: LACE

You can implant a false memory into the target.

THE PLASTIC

TRAUMA

ARMOUR



EQUIPMENT



SONIC RIFLE ●

Ranged Weapon

Range: 100 - 200m

Mods:

DMG

2

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.

PR2

_/3 IP

Move Speed - 4m

Drone's Slots: ●●○

PLASMA CUTTER ●●

Melee Weapon

DR4

RECONSTITUTE INJECTOR ●

Inject into any section of the body to heal one Trauma in that section by one degree.

THE QUANTOMANCER

Quantomancers manipulate quantum mechanics. Beware of shifting probabilities in reality, time dilation, the assumed tangibility of matter, and of revealing tactical information to their future selves.

"Time's a mercurial bastard, but even time can be made the sovereign subject of itself." - Chief Engineer Jirzak at their conviction hearing for the Red City quantum disaster

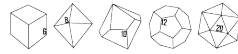
BODY : d6



Modifier

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 type="checkbox" value="1"/>

MIND : d10



Modifier

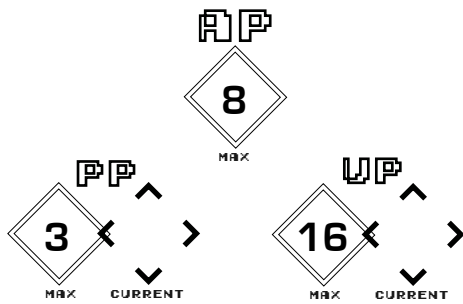
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Intuition	<input type="checkbox"/>
Logic	<input type="checkbox" value="4"/>
Memory	<input type="checkbox" value="1"/>
Mettle	<input type="checkbox" value="1"/>
Perception	<input type="checkbox"/>

SPEC : d8



Modifier

Culture	<input type="checkbox"/>
Engineering	<input type="checkbox" value="2"/>
Medical	<input type="checkbox"/>
Oddities	<input type="checkbox" value="2"/>
Piloting	<input type="checkbox"/>
Science	<input type="checkbox" value="1"/>
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

Full Movement - 5m

PROGRAM

CAUSAL EXCHANGE

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 can establish temporal links to branching timelines, which can be utilised to shift the quantum nature of your own.

Roll all Causal Dice to set their values.

For OUP, 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.

UPGRADE ONE: TIMESHARE

You can spend 2UP immediately after using a Causal Dice to return it to the pool with the target's original dice value.

OR

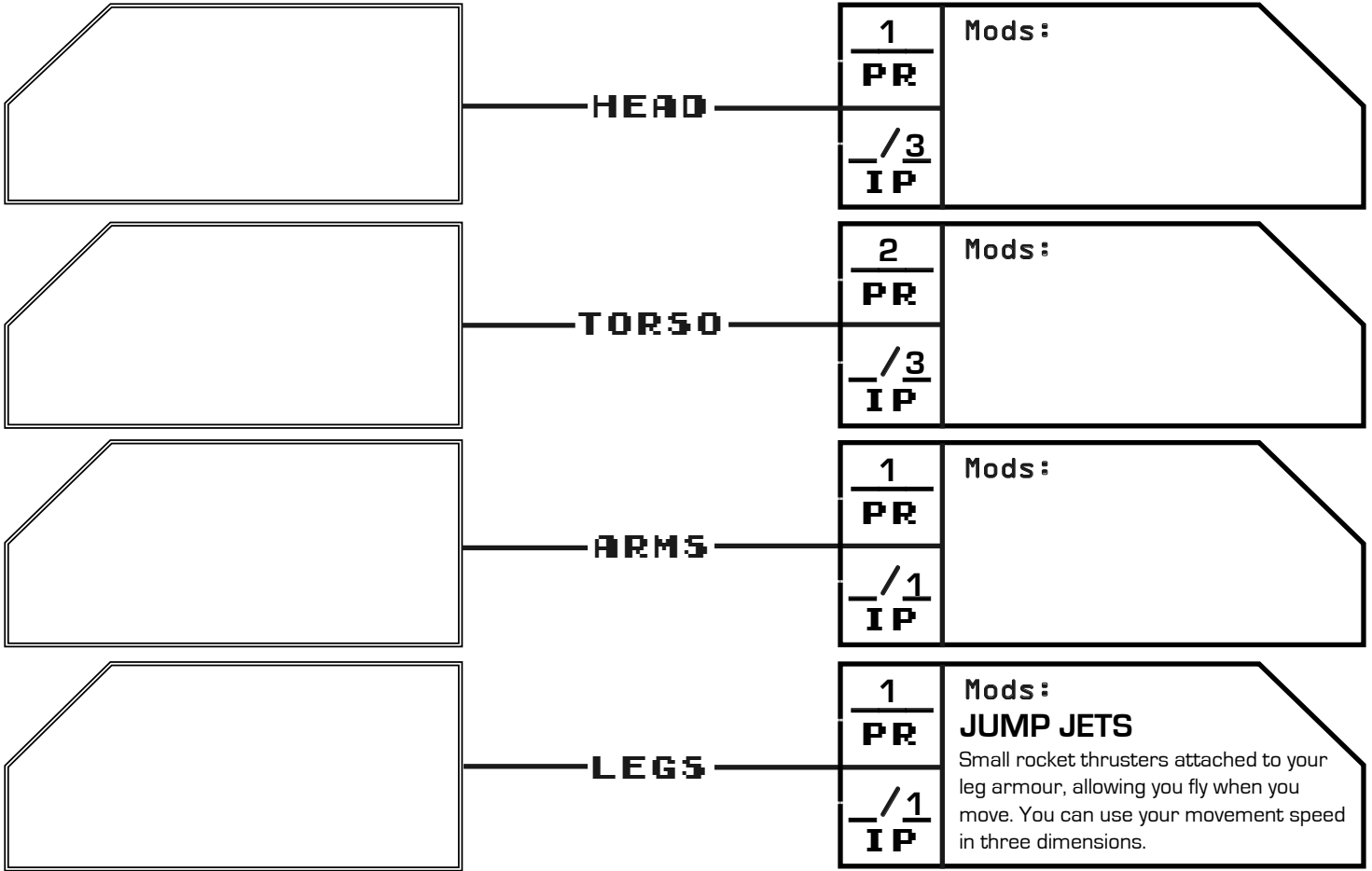
UPGRADE TWO: INSIDER TRADING

You can spend 2UP immediately after using a Causal Dice to send it back to the pool with the same value.

THE QUANTOMANCER

TRAUMA

ARMOUR



EQUIPMENT



PLASMA SHOTGUN ◆◆

Ranged Weapon

Range: 50 - 100m

DMG

3

Mods:

Knockback

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

RECONSTITUTE INJECTOR x2 ◆◆

Inject into any section of the body to heal one Trauma in that section by one degree.

NEUROTOXIN INJECTOR ◆

If ingested or injected, this agent causes an escalating Trauma to the Neural Centre that will worsen by one degree every 15 minutes.

BASIC ENGINEERING TOOLS ◆

The basic tools of your Engineering Specialty that may be required to effectively perform relevant Expertise Checks.

THE SHOWSTOPPER

Showstoppers augment their bodies into astonishing instruments of talent and luck. Beware of ridiculously long chains of improbably linked death defying acts, precisely placed projectiles ricocheting around corners, and indisputably breathtaking displays of lethal panache.

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

BODY : d12



Modifier

Brawn	<input type="checkbox"/>
Coordination	<input type="checkbox" value="4"/>
Flexibility	<input type="checkbox" value="3"/>
Immunity	<input type="checkbox"/>
Precision	<input type="checkbox" value="2"/>
Reflexes	<input type="checkbox" value="2"/>
Stamina	<input type="checkbox" value="1"/>

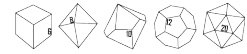
MIND : d6



Modifier

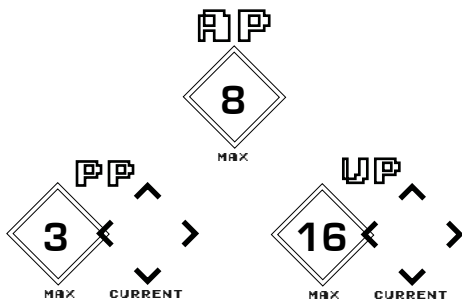
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Logic	<input type="checkbox"/>
Memory	<input type="checkbox"/>
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Perception	<input type="checkbox"/>

SPEC : d6



Modifier

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"/>



ACTIONS

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

Full Movement - 12m

PROGRAM

FREAK

With this program installed your body is perpetually augmented into a highly refined, lightning-fast instrument of astonishing skill. Your Spectrum of Plausibility when performing physical acts of an acrobatic or artful nature is comically enhanced.

Once Freak is installed, it is considered to be always running. If your Core Cybernetic stops, your skill will immediately falter and will take several hours before you revert back to standard capability.

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. You can also cause yourself to land in an unlikely or seemingly impossible manner.

OR

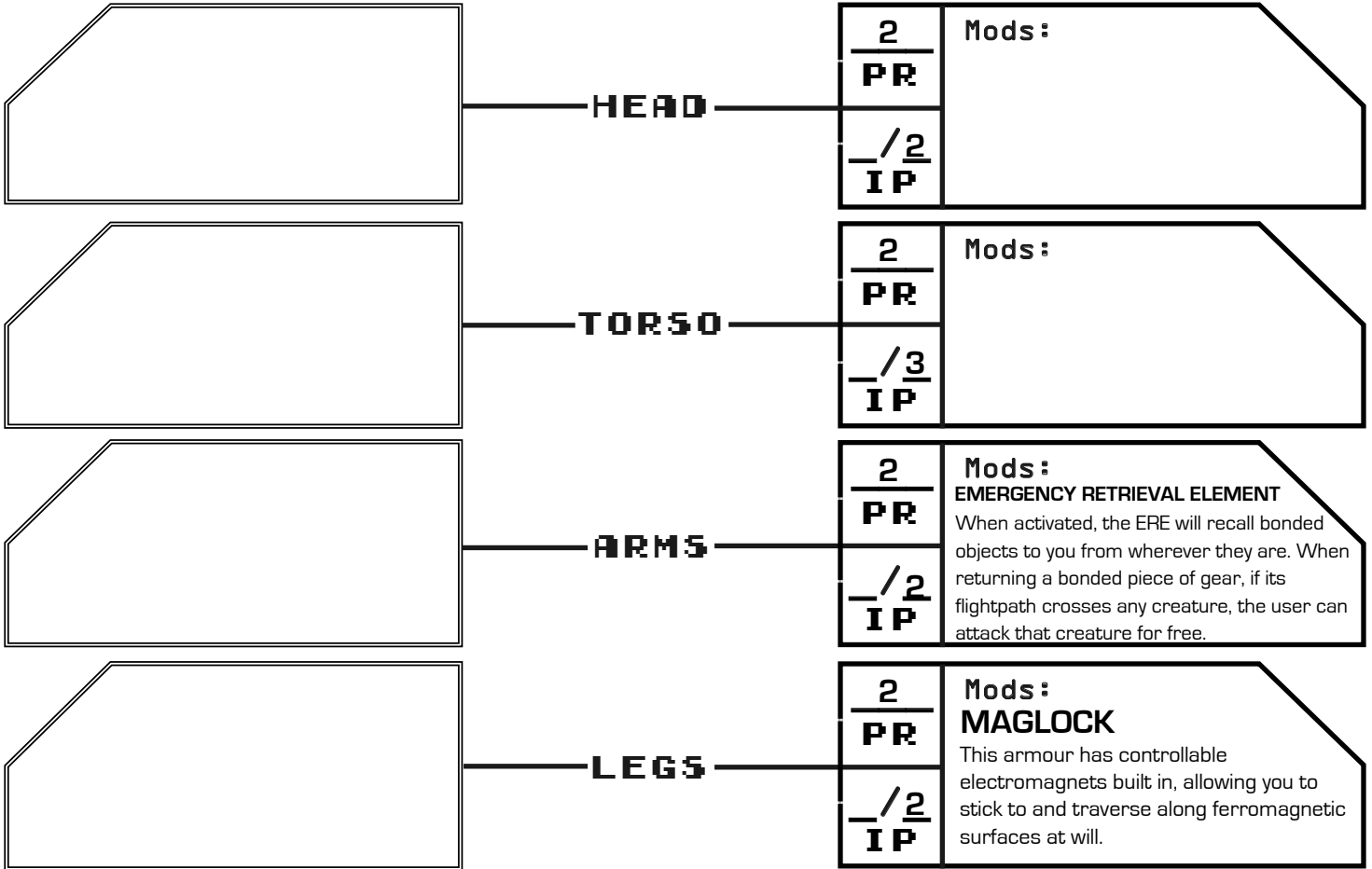
UPGRADE TWO: SOME AVANT-GARDE SHIT

You can glance projectiles off of any surface to dramatically change their flightpaths and you can cause projectiles to land or hit a target in an unlikely, spectacular, or seemingly impossible manner.

THE SHOWSTOPPER

TRAUMA

ARMOUR



EQUIPMENT



ENERGY BLADE x2

Melee/Thrown Weapon

DMG

2

Mods:
ERE Bonded

RECONSTITUTE INJECTOR x2

Inject into any section of the body to heal one Trauma in that section by one degree.

STEROID 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.

DISTORT INJECTOR

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

THE TECHROMANCER

Techromancers deploy swarms of nanobots to puppeteer and siphon data from organic and inorganic hosts. Keep all orifices sealed. Beware of corpses, hostile takeovers of your consciousness, and being disassembled by a nanobot swarm.

"Mother always said I'd make a good pilot." - Irix Nye ad-Taros, The #7 Bastard

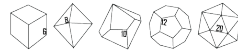
BODY : d8



Modifier

Brawn	<input type="checkbox"/>
Coordination	<input type="checkbox"/>
Flexibility	<input type="checkbox"/>
Immunity	<input type="checkbox"/> 1
Precision	<input type="checkbox"/> 2
Reflexes	<input type="checkbox"/>
Stamina	<input type="checkbox"/> 1

MIND : d6



Modifier

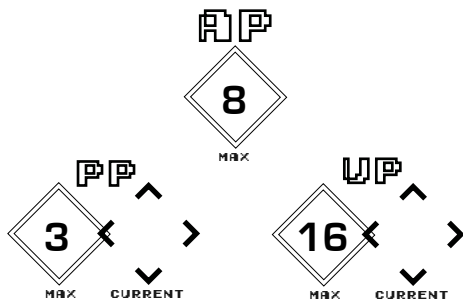
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Logic	<input type="checkbox"/> 1
Memory	<input type="checkbox"/>
Mettle	<input type="checkbox"/>
Perception	<input type="checkbox"/>

SPEC : d10



Modifier

Culture	<input type="checkbox"/>
Engineering	<input type="checkbox"/>
Medical	<input type="checkbox"/> 1
Oddities	<input type="checkbox"/>
Piloting	<input type="checkbox"/> 4
Science	<input type="checkbox"/>
Software	<input type="checkbox"/> 3



ACTIONS

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

Full Movement - 6m

PROGRAM

MOTHERLOAD

For 1UP you turn a creature or object into a Loaded Target by loading them 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 1/4 your Core Aptitude Dice. You can unload a target at any time for OUP.

Your nanobots have a rudimentary ability to siphon and deliver signals from a Loaded Target. You will receive simplistic vitals or mechanical data from the target, and discover any useful structural information, including evidence of faults.

UPGRADE ONE: SELF DISCOVERY

You can spend 2UP to have your nanobots provide a perpetual stream of real-time information from a Loaded Target for a number of seconds up to three times your Core Aptitude Dice. You can track the precise movements of the target, gain detailed biometric or mechanical data, and selectively perceive their sensorial inputs as if they were your own.

OR

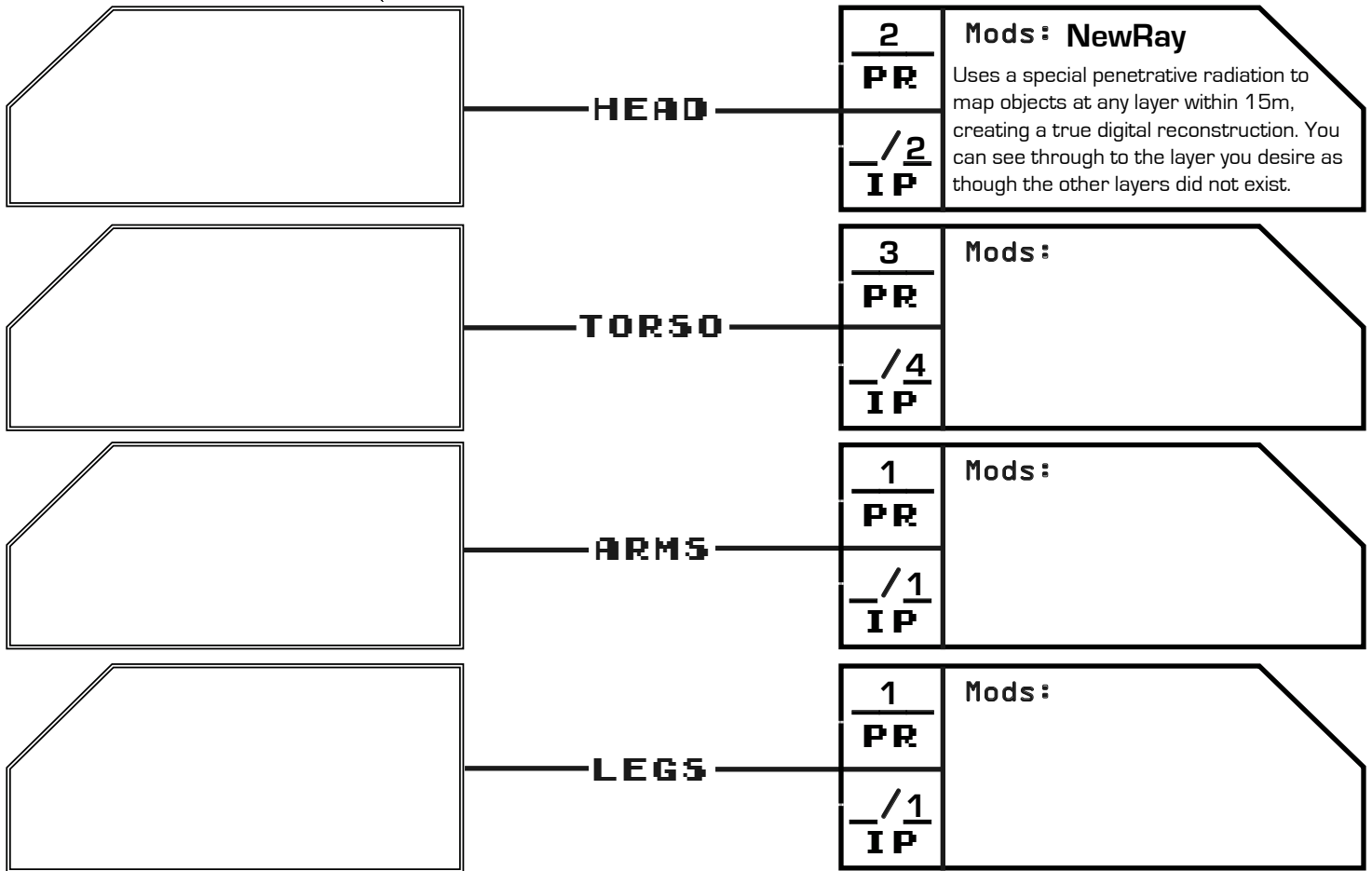
UPGRADE TWO: SMALL MAIMS COURT

You can use your nanobots as a tool to perform Specialty Expertise actions within a Loaded Target.

THE TECHROMANCER

TRAUMA

ARMOUR



EQUIPMENT



SECRET KINETIC MACHINE GUN

Ranged Weapon

Range: 100 - 200m

DMG

3

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 goopy 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 MEDICAL TOOLS

The basic tools of your Medical Specialty that can be required to effectively perform relevant Expertise Checks.