

AGE NOVA

VERSION 3.5

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This paper contains rules for running non-fantasy, modern or futuristic campaigns with a relatively gritty feel using the 13th Age ruleset as a base. It also specifically references the Nova Praxis sci-fi game world, of which it aims to capture and deliver the spirit and feel – in terms of providing a free adaptation and interpretation, without attempting to be an accurate conversion of it.

RULESET & DIFFERENCES

These rules are based on [The Archmage Engine](#) system powering the [13th Age](#) game, developed by [Fire Opal Media](#) and published by [Pelgrane Press](#). Unless otherwise noted the rules from the 13th Age core book apply. Many inspirations, ideas and concepts have been borrowed from [Nova Praxis](#) by [Void Star Studios](#). Access to the core books for each of those two games is assumed for use of these rules.

Note that although this system is largely built upon the Archmage Engine framework, it also borrows and incorporates concepts from other systems and provides its own solutions for some areas, which may override the 13th Age core rules. Basically Age Nova is its own game: if you are looking for a 13th Age fully compatible ruleset, that's not what this is about.

CHANGELIST

Here is the list of additions and differences from the baseline 13th Age system.

- Damage and Hit Points don't scale with levels, but only with Tiers (at 5th and 8th level).
- Icon Relationships: the mechanics stay, but the actual icons have been re-defined to match organizations from the Nova Praxis campaign world.
- Extra background points automatically awarded upon reaching a new tier.
- Several status conditions added.
- Superiority/Hindrance system.
- Action Points system.
- 'Battle+' powers.
- Sustain mechanics.
- Damage Types: some types have been replaced and others added in. Refer to specific section.
- Firearms and Explosive weapons added, with specific attacks relative to them.
- Unarmed attacks revised.
- Grab mechanics.
- Disarm mechanics.
- Weapons swap with a single quick action.
- All ranged/firearm attacks drawing opportunity attacks from all engaged enemies.
- Opportunity attacks can be performed both melee and at range.
- Shields and Recoveries system.
- Cover system.
- 'Meshwalking' system.
- Reputation system, along the lines of the one presented in Nova Praxis.
- Social Contests system.
- Fragmentation system.
- Mass skirmish system.
- Vehicle chases system.
- New Classes ('Cores').
- New Races ('Sleeves').
- Proprietary Multiclassing system.
- Augmentations.
- Feats not available.
- Magic Items not available.
- Hit Points and Recovery die depending on the Sleeve rather than the Class.

GAME SETTING (NOVA PRAXIS)

GLOSSARY

- Apostates:** people with no Citizenship who have defaulted from the Coalition Reputation system.
- ARO (Augmented Reality Object):** virtual assets visible through a Mindset or an ARO display device.
- Backup:** a stored copy of a Core (legal by the HPA terms).
- Centurions:** the police enforcers of the Coalition.
- Church of Mimir (aka Mimirans):** a religious cult that considers Mimir as an ascended divinity.
- Coalition [The]:** the current established form of government. Ran jointly by the Houses.
- Compiler:** a device able to generate most items from basic atomic element.
- Core (or Ego):** the consciousness of a person, regardless of its actual form.
- Drone:** a robot device with autonomous mobility and limited AI, programmed to serve a specific master.
- ESP (Electronic Suspended Particles):** a swarm of nanomachines operating as a unit.
- Fork:** an active backup of an existing Core (illegal by the HPA terms).
- Fragmentation:** the effect of losing psychic cohesion due to re-sleeving or other body/mind alterations.
- Ghosting:** SIM holographic manifestation in the real word (mandatory by HPA terms).
- Houses:** the main economic/political conglomerates participating the Coalition. They grant Citizenship.
- HPA (Human Protection Act):** a compact of laws in place within the Coalition meant to define and regulate the boundaries of humanity with regard to technology and ethics.
- Legions [The]:** the military corps of the Coalition.
- Merge:** a fusion of two or more cores into a single psyche (illegal by the HPA terms).
- Mesh:** a cross-planetary extranet, navigable as a full 3D environment and provided with a dense network of sensors to constantly monitor and feed information back and forth with the real world.
- Mimir:** the only self-conscious AI ever known to have been created, which developed most of the cutting-edge technology available to date before disappearing after few months of existence only.
- Monitor (aka Spyder):** a complex AI monitoring a portion of the Mesh.
- Mindset:** a consciousness being translated into software and installed into a sleeve.
- Praetorians:** the elite forces of the Coalition, nominated and reporting directly to the Houses.
- Purifiers:** a political movement strongly opposing transhumanism.
- Remnants:** dissident groups belonging to pre-Coalition factions and actively opposing the Coalition.
- Reputation:** the virtual currency used in the post-monetary economic system established by the Coalition.
- SIM (Substrate Independent Mind):** a Mindset core with a virtual body only
- SINC (Self Interfacing Neural Code):** software code that can be executed through a Mindset.
- Sleeve (or State):** a biological, synthetic or virtual body that can host a Mindset Core. Basic sleeves are produced serially with the same look for each series. Custom ones are bespoke and have unique looks.
- Transhumanism:** the accelerated evolution process of the human upon technological development.
- Virtuality:** an immersive sensorial virtual environment, perceived as reality from within.
- Warframe:** a large-scale, bipedal roaming vehicle operated by a pilot. Usually armed for combat.

ICON RELATIONSHIPS

Here are suggestions for Icons in the Nova Praxis campaign setting, to use according to the icon relationships rules from 13th Age.

- Centurions
- Children of Dionysus
- Church of Mimir
- Elysium [restricted]
- House Cipriani
- House Dalianis
- House Jinzhan
- House Kimura
- House Silva
- House Tsarya
- 'House' Turin
- Legions (The)
- Purifiers
- Talons of Freedom (or Remnants)

The orientation of each of those forces with regard to the political establishment (as in maintaining the status quo) and in matter of transhumanism is broadly summarized in the diagram below:

<i>Establishment</i>			
House Cipriani House Dalianis House Jinzhan	Centurions House Tsarya	House Kimura House Silva Legions	
	'House' Turin	Elysium	
Purifiers	Children of Dionysus Talons of Freedom	Church of Mimir	<i>Transhumanism</i>

HOUSES RELATIONSHIP MATRIX

HOUSES	Cipriani	Dalianis	Jinzhan	Kimura	Silva	Tsarya
Cipriani		Negative	--	Conflicted	Positive	Positive
Dalianis	Negative		Positive	Positive	--	Conflicted
Jinzhan	--	Positive		--	--	--
Kimura	Conflicted	Positive	--		Positive	Negative
Silva	Positive	--	--	Positive		Conflicted
Tsarya	Positive	Conflicted	--	Negative	Conflicted	

ONE UNIQUE THING

This is a powerful concept for Age Nova as it is for 13th Age. It will need to be declined within the context of the game: if playing in the Nova Praxis world, the setting should provide plenty of inspiration to come up with engaging ideas for that.

GAMEPLAY

PROGRESSION CHARTS

CHARACTERS

LV	Atk & Def	Hit Points	Recovery Dice	Shield Dice	Damage Dice	Icon Dice	Rep	Bkg Points	Ability Scores
1	+1	(Base + Con) x4	2[R] + Con	2[S]	Base + 1[W]	3[I]	3	8	
2	+2								
3	+3								
4	+4								+1 to 3
5	+5	(Base + Con) x5	3[R] + Con	3[S]	Base + 2[W]	4[I]	+1	9	
6	+6								
7	+7								+1 to 3
8	+8	(Base + Con) x6	4[R] + Con	4[S]	Base + 3[W]	5[I]	+1	10	
9	+9								
10	+10								+1 to 3

ENEMIES AND NPCS

LV	Atk & Def	Health (HP/SP)	Damage	AC	Better Defense	Lesser Defense
0	+5	36 (27/9)	7 (2d6)	16	14	10
1	+6	45 (33/11)	10 (3d6)	17	15	11
2	+7			18	16	12
3	+8			19	17	13
4	+9			20	18	14
5	+10	54 (40/14)	14 (4d6)	21	19	15
6	+11			22	20	16
7	+12			23	21	17
8	+13	72 (54/18)	18 (4d8)	24	22	18
9	+14			25	23	19
10	+15			26	24	20
11	+16	90 (68/22)	22 (4d10)	27	25	21
12	+17			28	26	22
13	+19			29	27	23
14	+20	108 (80/28)	28 (5d10)	30	28	24

Shields (SP): most enemies don't refresh Shields. If they do that may happen 1/battle when Staggered.

Large/Double-strength enemies: multiply HP and damage by 2.

Huge/Triple-strength enemies: multiply HP and damage by 3.

Mooks: have ¼ of the Health and deal ½ damage of normal enemies.

OPTION 1: SQUISHY AND TOUGH MOOKS

Alternatively Mooks may have 1 (Squishy) or 2 (Tough) Hit Points and take 1 off from any damaging attack that hits, none on a miss and are slain directly on a crit.

OPTION 2: SMOOTHED PROGRESSION

When dealing with parties composed of characters with significantly different levels, you may consider increasing the level bonus to rolls and defenses every two levels only, for both characters and enemies.

DIFFICULTY RANGES AND TARGETS (DC)

Normal: 15; **Challenging:** 20; **Tough:** 25; **Daunting:** 30; **Extreme:** 35

A check surpassing the DC target by 5 or more points is a considered an overachievement (GM do adjudicate). A natural 20 roll always achieves at least a normal success, a natural roll of 1 always fails.

STATUS CONDITIONS

Status conditions from 13th Age all apply:

- **Confused:** can't take opportunity attacks or use limited powers; the next attack action will be a basic or at-will against a nearby ally, or no action if there are no allies nearby.
- **Dazed:** take -4 to attacks.
- **Feared:** is Dazed and cannot use the Escalation Die.
- **Hampered:** you can only do basic attacks. You can move normally.
- **Helpless:** can't take actions, takes -4 to all defenses and can be target of a *coup de grace*.
- **Staggered:** Hit Points left are equal or lower than half the maximum.
- **Stuck:** can't move, disengage, pop free, other than by means of a teleport.
- **Stunned:** can't take actions.
- **Vulnerable:** attacks against have critical range increased by 2.
- **Weakened:** takes -4 to attacks and defenses.

Additional ones have been introduced:

- **Blinded:** has Hindrance (or -4) on all attack rolls and perception or dexterity checks; has 50% up front miss chance with ranged attacks; grants Superiority (or +4) to attackers.
- **Hampered:** also prevents Shield Refresh attempts (but not Rally).
- **Invisible:** has Superiority (or +4) on stealth checks; gives attackers Hindrance (or -4) to attacks and up front 50% miss chance to ranged ones.
- **Prone:** stops moving and then is Slowed; grants attackers Superiority (or +4) to melee attacks. One move action needed to stand.
- **Slowed/Difficult Terrain:** requires a 11+ check to move nearby with a single action or two consecutive move actions if the check fails. If already engaged, the first disengage attempt in a turn gets Hindrance (or -4).

OPTION: ALTERNATIVE EFFECTS

Here are other alternative effects for some status conditions, to suit different preferences:

- **Dazed:** can only perform one action type in own turn (and free actions); doesn't have opportunity attacks or interrupt/reactions available either. Treat surprised targets as Dazed.
- **Feared:** has Hindrance (or -4) on attack rolls and cannot use the Escalation Die.
- **Weakened:** grants Superiority (or +4) to attackers and own attacks deal half damage.

SUPERIORITY, HINDRANCE & STEPS

SUPERIORITY & HINDRANCE

These are situational effects coming from the context or as a result of actions or status conditions.

- Superiority allows to use 2d20 for a d20 roll and take either result.
- Hindrance forces to use 2d20 for a d20 roll and take the lower result.

Superiority and Hindrance can offset each other, but do not stack with themselves: there is no further effect from applying two levels of Superiority or Hindrance to the same roll. Multiple instances of Superiority or Hindrance still count as one and can be offset by a single instance on the other side. In case of rerolls, keep the higher die and reroll the lower one only, using the new higher in case of Superiority and the new lower in case of Hindrance. Where it makes sense (and upon GM agreement) a standard action may be used to provide Superiority to an ally or Hindrance to an enemy.

OPTION: DICELESS SUPERIORITY/HINDRANCE

Superiority and Hindrance can also be represented as static modifier of +4 and -4 respectively. In this case it is still recommended to not let multiple instances of one or the other stack.

STEPS

Steps affect damage dice, increasing or decreasing them. Positive and negative steps even out.

[D+1] means increase to next die size, [D-1] means decrease to the previous die size. Dice cannot decrease below 1d3 or increase above 1d12, according to this progression:

- 1d3 -> 1d4 -> 1d6 -> 1d8 -> 1d10 -> 1d12

ACTION POINTS

Action Points (AP) are a blend of Fate Points as used in the FATE game system and Action Points as seen in D&D 4th Edition, Bennies from Savage Worlds and other similar methods from a number of games.

Amount: 1 to start with, retting to 1 after a full heal-up. Can have up to 3 (normally). No more than 1 AP can be gained per turn, but any number can be spent at a time (unless otherwise noted), as long as they are not employed for the same effect.

Gain from:

- Specific mechanics for each class (see Classes)
- Roleplay efforts, clever or fun ideas, etc. (up to GM, no precedents) – may exceed the AP cap.

Use for:

- Add 1d6 to a skill check roll total (declare before rolling)
- Reroll any one d20 roll, other than a natural 1 (once per battle or scene)
- Charge up Powers that require AP ('Battle+' powers)
- Improvisation effects on top of actions or attacks (up to GM discretion – no setting precedents)
- Specific mechanics for each class (see Classes).

Note1: as a general rule, Action Points cannot be used to gain more Action Points (such as upon rerolls or boosts from AP expenditures).

Note2: normal enemies don't have Action Points. Large/Double-strength ones may have one which they can use to reroll a d20 die once per Battle or Scene. Large/Double-strength ones may have two.

OPTION: PLAYING WITHOUT ACTION POINTS

If you'd rather not use Action Points, just disregard Features II and III for each class, as well as Talents and Powers that reference Action Points, and consider all Battle+ powers as Recharge 16+ instead. It may also be worth allowing characters one extra power from their class to make up for this.

FEATURES, TALENTS & POWERS

Characters get specific Features and select Talents and Powers available to them according to their class progression chart. Class Features are fixes for each class and structured this way:

- Layer I: the main feature of the class, in accordance to its main role
- Layer II: the feature that determines how Action Points are gained by the class
- Layer III: the feature that provides some specific methods for the class of using Action Points

Talents are special characteristics to pick for customizing a class according to play-styles.

Powers are specifically defined actions that require training to be performed. They are named according to the class they belong to (Maneuvers, Techs, Stunts, SINC, Tactics). They need to be declared before use and unless otherwise specified they normally affect a single target.

RESISTANCE & IMMUNITY

Resistance: attacks below a given Resistance have damage halved, including ongoing damage.

Stacking: multiple Resistances do not stack: only apply the higher one of each kind.

Conditions: Large/x2 enemies or targets 1 tier above the attacker have Immunity 12+ to conditions or controlling and impairing effects of sort; 16+ for Huge/x3 ones or targets 2 tiers above the attacker.

Saves: Huge/x3 enemies succeed at normal saves on 6+ (instead of 11+).

DAMAGE TYPES

Direct damage usually comes from attacks, while environmental damage or effects are the consequence of a context and as such are not affected by Shields. Unspecified direct damage is considered Impact.

Direct: Acid; Anti-matter; Ballistic; Cryo; Electricity; Fire; Force; Laser (Light); Poison; Software; Sonic.

Environmental: Cold; Gravity; Heath; Radioactive; Toxic; Void.

NEW MECHANICS

Aiming: taking one move action to aim right before a single target ranged attack increases critical range for it by 1, or by 2 with two consecutive move actions (even across turns).

Area: attack affecting multiple targets in a group within the area, according to the natural hit roll (divide and round down, minimum 1). Roll damage once only. Damage is not affected by critical hit results. Allies engaged to affected targets have 50% to be affected as well.

Autofire: weapon that allows firing to multiple targets in a group at the same time. It has two modes:

- **Burst:** perform a ranged area attack and divide the natural roll by 5 to figure out how many targets are affected. On hits deals half damage to each target. On a natural 3 or lower attack roll the weapon runs out of ammo.
- **Suppressive Fire:** perform a ranged area attack vs PD and divide the natural roll by 3 to figure out how many targets are affected. On hits targets can take half damage or be Dazed till the end of the next turn. On a natural 5 or lower attack roll the weapon runs out of ammo.

Disarm: unarmed Str or Dex attack vs PD with Hindrance to the roll. On a hit the target drops its weapon; on a critical hit you snatch the weapon. Requires both hands free and is subject to size/strength targets' Immunity level to conditions.

Draw/Sheathe/Swap Weapons: all take a single quick action.

Grab: unarmed Str or Dex attack vs PD of a target no more than one size larger. Grabbed targets cannot move away from the grabber till the start of its next turn or till escaping the grab. Ranged attacks on targets in a grab lock have Hindrance or 50% chance to hit either. Maintaining a grab takes a move action. Escaping a grab requires a successful 16+ disengage check (6+ for those one size larger).

Out of ammo: rolling a natural 1 on an attack with firearms means they run out of ammo, requiring reload. Rolling two 1s on either Superiority or Hindrance dice means the weapon is stuck or jammed and requires a standard action to unstuck.

Range: unless mentioned otherwise all ranged and firearms weapons suffer no penalties at nearby or far away range, but take -4 beyond that and can reach up to x2 faraway range. Ranged and firearm attacks normally provoke OA from all engaged enemies.

Reloading: normally take a move action, unless otherwise mentioned.

Sustain: some effects once active can be maintained till the end of the following turn (or till the ending condition for them manifests) by using a given action type. Only one sustainable effect can be active at once from the same subject. They terminate anyway at the end of a battle or scene.

WEAPONS

SAMPLE WEAPONS CHART

Weapon	Type	Group	Base Damage & Effects	Roll	Vs	Properties
Unarmed	ML, 1hd	Simple, Light	0d4 + mod	Str	AC	
1D Knife	ML, 1hd	Simple, Light	1d4 + mod	Str/Dex	AC	Conceal; Finesse
1D Shiv	ML, 1hd	Simple, Light	1d6 + mod	Str/Dex	AC	Finesse
1D Blade	ML, 1hd	Martial, Heavy	1d8 + mod	Str	AC	1hd/2hd wield
1D Glaive	ML, 2hd	Martial, Heavy	1d10 + mod	Str	AC	
Compound Xbow	RN, 2hd	Simple, Light	1d6 + mod	Dex	AC	Close
Compound Bow	RN, 2hd	Martial, Heavy	1d8 + mod	Dex	AC	
Handgun	FA, 1hd	Simple, Light	1d6 + mod	Dex	AC	Conceal
Magnum Gun	FA, 1hd	Martial, Heavy	1d8 + mod	Dex	AC	1hd/2hd wield
Hunting Rifle	FA, 2hd	Simple, Light	1d8 + mod	Dex	AC	Sniper (-2 nearby)
Precision Rifle	FA, 2hd	Martial, Heavy	1d10 + mod	Dex	AC	Sniper (-2 nearby)
Shotgun	FA, 2hd	Simple, Heavy	1d6	Dex	AC	Close; Reload
SMG	FA, 2hd	Martial, Heavy	1d8 + mod	Dex	AC	Auto; 1hd: -2 far
Assault Rifle	FA, 2hd	Martial Heavy	1d10 + mod	Dex	AC	Auto
Grenade	EX, 1hd	Martial, Light	Per type	Dex		Area; -2 faraway
Concussion			2d8; Prone		PD	Force
Flashbang			Blinded & Dazed (1 turn)		PD	Light; Sonic
Fragment			2d10		AC	
Incendiary			1d8		PD	Fire; Ongoing: 1d8
Logic			1d8; Hampered (1 turn)		MD	Software
Tear Gas			Weak & Vulnerable (1t)		PD	Poison
RPG	EX, 2hd	Martial, Heavy	3d10	Dex/Str	AC	Reload; Still

TYPES

- Melee / Ranged / Firearm / Explosive
- One-handed / Two-handed

GROUPS

- Simple / Martial
- Light / Heavy

PROPERTIES

- **1hd / 2hd wield:** designates weapons that can be wielded both with one or two hands
- **Area:** area attack
- **Auto:** autofire weapon
- **Close:** doesn't provoke opportunity attack from engaged enemies upon shooting/firing.
- **Conceal:** grants Superiority on attempts to hide the weapon.
- **Damage type:** specifies the kind of damage dealt by the weapon.
- **Finesse:** designate weapons that can use either Str or Dex for attack and damage rolls.
- **Reload:** takes a given type of action to reload after each attack.
- **Sniper:** increase damage dice by one step with full aim (two moves). Take -2 to nearby attacks
- **Still:** requires a move action together with the standard one to perform an attack

SPECIAL WEAPONS

Grenades: perform a ranged area Dex attack (-2 at far away) and divide the natural roll by 3 to figure out how many targets are affected (or by 5 if targets are spread out). Those hit can immediately attempt a 11+ save to take half damage or avoid one effect. If thrown nearby, on a miss the grenade has 50% chance to affect the thrower as well as allies or enemies around. You are assumed to start with 3 grenades, of any kind, which normally refill upon a full heal-up.

- **Cooked Grenade:** use a quick action to 'cook' a grenade and throw it in your next turn (or it will explode on the spot then), so that it will detonate as soon as it lands, requiring a 16+ to save. Cooking and holding the grenade requires one free hand and you cannot have more than one cooked at once.
- **Grenade Launcher:** can be mounted on d10 firearm weapons, offsetting the -2 to Grenade attacks far away. Cannot shoot cooked Grenades.

RPG (Rocket-Propelled Grenade): firing an RPG takes a standard plus a move action in the same turn and a standard action to reload after each shot. Requires a far away or target. Perform a ranged attack using the lower between Dex and Str vs AC. On a hit deal damage to the target and have all nearby roll a 11+ save or take half damage too. You get 2 rockets with the RPG, which normally refill upon a full heal-up.

Shotgun: is considered a close range weapon (doesn't provoke OA when fired while engaged) and doesn't add mod to damage. When firing to a single engaged target it deals double damage (this can crit for triple damage). When firing nearby or far away it works as a ranged area attack (divide the natural roll by 5 to figure out the number of targets affected), dealing normal and half damage respectively. It doesn't allow aiming or performing opportunity attacks with. It takes a quick action to reload every two shots, but won't run out of ammo on a natural 1 roll.

Silencer: can be mounted on d6 or d8 firearm weapons to suppress noise upon shooting (DC 15 Wisdom check nearby, DC 25 far away). Decrease damage dice by one step.

Sleeping Darts: these can replace normal projectiles for d6 or d8 firearm weapons. They don't deal damage (therefore won't be able to bypass shields and armors), but on a hit vs PD inject a Toxic-factor that makes the target drowsy (Dazed, save ends). On a failed save the target falls unconscious for about five minutes (or save ends if during a battle) or till it takes any damage. Large creatures require a 12+ attack to be affected; Huge creatures require 16+.

ARMORS

SAMPLE ARMORS CHART

Armor	Type	Group	Properties
Dermal	NoPw	Light	
Battle	NoPw	Heavy	
Recon	Pw	Light	Shields; Vacuum sealing; Air pack; Zero-G suite; Thermal insulation
Assault	Pw	Heavy	Shields; Vacuum sealing; Air pack; Zero-G suite; Thermal insulation
Arm Guard	NoPw	Shield	+1 AC; Off-hand

TYPES

- Powered / Non-powered

GROUPS

- Light / Heavy / Shield

PROPERTIES

- **Air pack:** the armor has an air reserve of up to 4 hours.
- **Shields:** provide Shields to the wearer (for an amount defined by the class).
- **Thermal insulation:** protects the wearer from temperatures between -60° C and 140° C.
- **Vacuum sealing:** the armor protects the wearer from the effects of vacuum.
- **Zero-G suite:** the armor has thruster to move around in Zero-G electromagnetic boots.

HEALTH, SHIELDS & RECOVERIES

Health: Hit Points (HP) are the measure of a character's wounds and physical durability. When HP reach 0 the character is unconscious, when HP fall below 0 the character is dying (see below). A character that reaches negative hit points equal to his total hit points is immediately slain. Base Hit Points and HP Recovery die type are determined by the core (class).

Shields: a personal energy barrier that can absorb a certain quantity of damage before the subject takes any. They provide Shield Dice (SD) and Shield Points (SP). Shield Points function as temporary points, meaning they have no upper cap, but do not stack between them (the higher value is always used). They normally must be taken off before any Hit Point damage is taken.

Shield Recoveries represent the total number of Shield Refreshes available before a full heal-up.

A Shield Refresh allows to recover SP equal to a Shield Dice roll with quick action (once per turn) and a 11+ check. Failed attempts do not use any Shield Recovery. A natural 1 roll uses a Recovery anyway while a natural 2 doesn't cost any.

Shield die type and number of Shield Recoveries are determined by the Class (Core).

Resting and recovering: after a short rest, if at least 1 SP was left, Shield Points automatically reset to base value (the Shield Dice average), otherwise a Shield Recovery has to be spent for that (no need for Shield Refresh rolls when out of combat).

Note: for ease of use, *Dice Average* is considered to be half the maximum for each dice (so 3d6 average would be 9). The GM may allow players to take average for all or one die for damage and recoveries.

The Rally action allows to restore Hit Points once per day (intended as a full heal-up) as a standard action, healing HP equal to Recovery dice + Con mod roll. Rally recharges on a 16+ roll upon taking a short rest after a battle.

After a full heal-up, Hit Points and Shield Recoveries return to maximum (unless the 'lasting wounds' option is used – see below), while Shields Points reset to base value.

OPTION 1: DEATH AND DYING

In place of the standard 13th Age rules for dying characters, you may opt for these: the dying character is Helpless and has to make checks each round to survive. On a 10 or lower result the character moves one step closer to death (3 failed saves), on a 11+ he remains in the current state for the round, on a natural 20 he gets a free Rally that can be used immediately to regain consciousness with HP equal to the recovery roll. On a 16+ he can award an Action Point to one of his allies, as a way of 'Fighting in Spirit' alongside them. Stabilizing a Dying character takes a standard action by an adjacent ally and a DC 15 healing (Wis) check.

OPTION 2: LASTING WOUNDS

For a grittier feel, characters may not recover HP upon a full heal-up, but only get Rally back available.

COVERS

A cover is a barrier protecting 50% or more of the target. In order to take advantage of a cover you must be adjacent to it and it has to be in the line of effect of the attack (it normally doesn't apply to melee attacks).

Partial Cover: you can use a move action to go into partial cover or a quick action to keep it, if you were already behind it at the start of the turn. This grants +2 to defenses against all attacks that would be affected by it till the start of your next turn.

Total Cover: with a barrier providing 100% protection, you can use a move action to go into or keep total cover. This grants immunity against all attacks that would be affected by it till the start of your next turn. Attacks from behind total cover are done as Blinded. Coming out from total cover (or transitioning to partial) uses a move action and gives Hindrance to own ranged attacks for that turn.

Dive into Cover: when nearby or adjacent to a cover, on a hit by an attack it would provide protection from, as an immediate interrupt the target (if not surprised, not engaged and able to move) can attempt a 11+ save to dive into partial cover (+2 to defenses) against that attack. On a fail the dive still happens, but no protection is gained. On a natural 20 the target may also immediately use a ranged basic attack against the attacker; on natural 1 the target becomes Stunned till the end of its next turn.

Cover Type	Action	Outcome
Partial	Move (in); Quick (keep)	+2 Defense
Total	Move (in/out/keep)	Immune; Blinded; Hindrance (coming out)
Dive Into	Immediate Interrupt	11+=+2 Def vs attack; 20=free RBA; 1=Stunned

MASS SKIRMISH

This module is for handling large-scale battles, while still retaining focus on the party members and their actions. The assumption here is that the party is supported by a multitude of troops in their effort against the enemy. Combat works mostly as normal, with the following exceptions:

- Enemy units are considered as Mooks with 10 HP each (that can be assumed to correspond to as many individuals, but the scale may vary). They are considered as a single target
- For the sake of managing proximity, consider enemy units as all grouped together all the time
- Whoever has the higher initiative, sets their proximity from the enemy at the start of the battle
- Attacks from or to far away range take -2 to the hit roll
- When engaged, characters and enemies need a disengage check to move away without taking Opportunity Attacks
- Only use standard, move, free actions and OA; ignore quick actions and reactions/interrupts (swapping weapon is considered a free action here)
- Only use melee basic attacks, ranged basic attacks and at-will attacks; ignore other attack types and powers, as well as status condition effects
- Players characters can use class features if these apply, but not talents and augmentations
- Player characters' (and their respective units') can take up to 3 wound levels: Shield down; Staggered; Incapacitated. It is possible to perform a Shield Refresh as a move action (to bring shields back up) and Rally as a standard action (to remove the Staggered wound level)
- Enemies perform an attack against each of the characters, as long as there is a single unit left on the field. A character that is hit takes one wound level (two on a crit)

ENEMY'S SPECIAL ABILITIES

Some enemies may exhibit one or more of the following special abilities at cost of one unit at the end of the turn the ability is used (mostly).

1. **Charge:** all enemies can cover two proximity steps with one move action
2. **Flanking:** enemies get Superiority on one attack
3. **Frenzy:** enemies use the Escalation Die. Sacrifice one unit per point on the XD
4. **Kamikaze:** when one or more units are destroyed by an attack, engaged characters must roll a 11+ saving throw or take one wound level. Sacrifice one unit per engaged character
5. **Repair:** enemy units not completely destroyed by an attack take no damage from it. Sacrifice one unit at the end of the enemies' turn
6. **Secret weapon:** enemies perform one attack vs PD or MD instead of AC

VEHICLE CHASES

Vehicles in a chase are either nearby or far away. Normally the chase starts with vehicles being nearby. Each round pursuers and evaders perform opposed checks with relevant skills.

When nearby: if the pursuers win the opposed skill check they gain one chase point. If the evaders win the check they get far away.

When far away: if the evaders win the opposed skill check they gain one chase point. If the pursuers win the check they get nearby.

The goal of a chase is achieved by gaining 3 chase points, by either the pursuers or the evaders.

Driving/Piloting is a standard action, but passengers can operate normally. Consider attacks to have Hindrance when targeting far away vehicles.

MESHWALKING

This refers to the action of leaving your Sleeve behind and entering the Mesh with your Core. The process takes a move action and leaves the Sleeve unconscious and helpless (but you are aware of what's happening to it). Re-entering a Sleeve is referred to a 'Landwalking' instead and takes a move action as well (that's the same process employed by SIMs to transition to holographic state in the real world); if attempted during combat it requires a disengage check (11+).

The process comes natural to those with a Mindset, but it can be done also through an ARO device (which can be taken off anytime with a quick action, no need for checks), however only two actions per turn can be performed this way. Abilities are remapped like this in Meshwalking: Strength=Wisdom; Dexterity=Intelligence; Constitution=Charisma (does not affect Hit Points pool).

The Mesh appears as a two-dimensional plane (although it may not be flat) with a constant fall of data-snowflakes from above (with intensity according to mesh density). Visibility is up to far away distance. Mesh movement feels like sliding on a surface with a virtual gravity vector always normal to it. Distance is just conceptual, so any place you are aware of can be reached upon three consecutive move actions. Fleeing in the Mesh is accomplished by getting a distance of three moves from the chaser and maintaining it for one round.

As a quick action, Meshwalkers can conjure virtual versions of any weapon they are proficient with, matching the real ones for specs and operational parameters, but always targeting MD and with damage type turning to software. Powers are also mimicked the same way.

Similarly, Meshwalkers are considered to wear an armor they are proficient with, for the sake of determining Shields. Shield Points are carried across upon Meshwalking and Landwalking).

If reduced to 0 or negative Hit Points while Meshwalking, the subject returns to its sleeve in dying state (or unconscious if at 0 HP). A SIM instead starts dissolving into the Mesh (which means permanent death upon failing 3 consecutive death saves).

FRAGMENTATION

Fragmentation refers a progressive erosion of psychic cohesiveness which may occur upon re-sleeving or withstanding other traumatic psychophysical events. Normally upon creation a character doesn't have Fragmentation.

Re-sleeving reduces Recoveries by 1 till a week of rest is taken and requires a Fragmentation Check.

Fragmentation Check: roll a 11+ save (which cannot be rerolled or affected with Action Points). On a fail you get a Fragmentation Stage:

- **Stage 1:** MD increases by 1. When Staggered for the first time in a battle, or upon being subject to high levels of stress, roll a 6+ Cohesion check
- **Stage 2:** MD increases by 1. When Staggered for the first time in a battle, or upon being subject to high levels of stress, roll a 11+ Cohesion check
- **Stage 3:** MD increases by 1. When Staggered for the first time in a battle, or upon being subject to high levels of stress, roll a 16+ Cohesion check

Reaching Fragmentation Stage 4 means the character has become psychotic and must be retired.

Upon leveling up it is possible to attempt a Fragmentation check to recover one Fragmentation Stage.

It may be possible to roll back to a previous core backup to recover Fragmentation Stages, but that would result in a loss of memory (normally implying the characters dropping one level).

Some situations may affect the Fragmentation Check. As examples:

- Re-sleeve while recovering from a previous re-sleeving process: Hindrance
- Re-sleeve from a mnemonic core with the memory of dying: Hindrance
- Re-sleeve as a Merge: Hindrance (roll for each Core)
- Re-sleeve with no adequate equipment and/or support available: 16+
- Re-sleeve in top-notch facility with full support provided: 6+
- Re-sleeve into own original body/sleeve or custom-made biosleeve: Superiority

Cohesion Check: roll a save according to your Fragmentation Stage. On a fail trigger one of these:

- Panic:** the character is Feared (save ends)
- Frenzy:** the character is Hampered and compelled to attack the source of the stress (save ends both). If that's not possible, the character becomes Confused (save ends)
- Paralysis:** the character is Stunned (save ends)

Examples of other stressful situations that may trigger a Cohesion check:

- Become aware of an active Fork of yourself (roll with Superiority)
- Directly confront a Fork of yourself
- Kill a Fork of yourself (roll with Hindrance)

REPUTATION

Reputation is assumed as the normal currency in the game (but not the only one), as well as social station indicator. All Coalition citizens have a reputation rank, unless they have defaulted (set to rank 1 with no possibility of increase). Apostates have no reputation.

Reputation Rating: this goes from 0 (for apostates) to 11, with assets costs ranging from 1 to 20. Each rank is made of 20 notches. So a 'Rep 4.15' means the character's reputation rank is 4 and with 15 out of 20 notches filled up. When the notch-total reaches 20 a new rep rank is achieved, with notches in excess being ported to the next rank (so in the example above if that character gets an increase of 7 his rep will go from 4.15 to 5.2).

Citizen characters normally start at Reputation Rating 3.00 and can increase it by performing tasks and achieving objectives along the campaign; also upon leveling up a character normally gets a notch-bump equal to his new level, or a full rank upon reaching a new tier.

Purchasing: assets have costs from 1 to 20. Any asset with cost equal or lower than one's reputation rank can be automatically acquired. To purchase something above one's reputation rank (up to a rep x2 limit) roll a d20, add the character's reputation rank (R) and compare it with the item cost (C) + 10. On a result equal or above the value the acquisition is made without expenditure, on a lower result (other than a natural 1) the item is obtained, but the reputation takes a notch-hit equal to the cost of the item. The roll cannot be rerolled or affected with Action Points. As an example:

A Rep 2.10 character tries to obtain a cost 4 item. He rolls d20+R and compares it to 14 (C+10). The roll happens to be a natural 14, for a total of 16, so no Rep loss is incurred. If the roll would have been an 8, for a total of 10, the acquisition would have taken a hit of 4 notches thus dropping to Rep 2.6.

Two or more characters eligible for a purchase of a single item can join together in the transaction. This is resolved as a group check: if half or more of the participants succeed, the purchase happens without losses for anyone, otherwise those who fail each take a Rep hit according to their roll.

The same person (or group) attempting multiple purchases for the same type of assets have the costs for those stacking up (so that the cost of the first purchase is added to the second and so on), unless a cool down period is taken between purchases. So getting a second Rep 3 asset of a kind in one day would have a cost of Rep 6, getting a third would have a Rep 9 cost.

Reputation Bumps & Hits: it is possible for citizens to confer rep-bumps or rep-hits to others. Bumping/Hitting those with an equal or lower rank costs 1 rep notch for a notch hit/bump equal to 1 + [rank difference]. Conversely, to affect higher rep targets the cost is 1 + [rank difference] for a single bump/hit notch to the other's rep.

Asset Rating: this is a measure of physical wealth that can be used as an alternative to Reputation. Mechanically it works about in the same way, but to make any purchase a d20 roll is always needed: on a result equal or higher then C+10 the item is acquired without expenditure, on a lower result the cost is deducted from the Asset Rating. You may not attempt to acquire an item or service with a Cost rating higher than your Asset Rating, unless you take a Debt.

Citizen characters normally start at Asset Rating 1.00, but there is no automatic increase upon levelling: all needs to be earned in play. Apostates or characters without Reputation start at 3.00 (+1.00/tier).

Debts: for purchasing items with cost higher than your Asset Rating, your GM may allow you to go into debt and increase your Asset Rating temporarily for the sake of that purchase. The total of the Debt you are allowed to take cannot be more than your current Asset Rating. Debt can be paid off by purchasing it like any other item of the same Cost, but with the following limitations:

- The Debt must be paid off using Assets
- The Debts may not be paid off in the same week in which it was acquired
- Until you pay off the Debt, you suffer Hindrance to all your Assets purchase rolls (other than for extinguishing the Debt itself).

COSTS CHART SAMPLES

Cost	Sample Items	Cool Down
1	Food (1 day); Shelter (1 night)	1 day
2	1D Knife; ARO device	5 days
3	Light Armor; 1D Shiv; Light Pistol	10 days
4	1D Blade; Heavy Pistol; Shotgun; Pw. Light Armor; Drone	15 days
5	Heavy Armor; 1D Glaive; SMG; ESP	1 month
6	Assault Rifle; Precision Rifle; Pw. Heavy Armor; Sleeve (Tier 1)	1 and ½ month
7	Motorcycle	2 months
8	Car; RPG	2 and ½ months
9	Hovercraft	3 months
10	Helicraft; Sleeve (Tier 2); Shuttle	4 months
11	Recon Warframe (Tier 1); Light Tank	5 months
12	Large Shuttle; Heavy Tank	6 months
13	Warframe: Assault (Tier 1), Recon (Tier 2)	7 months
14	Cargo Shuttle; Sleeve (Tier 3)	8 months
15	Warframe: Assault (Tier 2), Recon (Tier 3)	9 months
16	Cargo Ship	10 months
17	Assault Warframe (Tier 3); Light Cruiser	11 months
18	Light Cruiser	1 year
19	Strike Carrier	18 months
20	Battle Cruiser	2 years

Note: for ease of play, you may allow starting characters to begin the game already with two weapons and, 3 grenades (of any type) and an armor of their choice, as well as their Sleeve. Replacement for those will then be acquired through reputation or other means.

SOCIAL CONTESTS

A social contest may ensue when the party try to obtain something from an opposing side through social confrontation, using means like diplomacy, manipulation, rhetoric, smooth talking, bribery, intimidation, persuasion and so on.

The contest is normally handled with a series of three skill checks vs the target DC: each success awards one point to the party (two on a natural 20 roll), each failure awards one point to the opposing side (two on a natural 1 roll). The side with the higher margin of success at the end of the contest prevails, with the following possible outcomes:

Margin	Success	Failure
0	Null outcome, but it should be possible to attempt the contest again shortly	
1-2	The party just pulls it out, but the outcome is somehow underwhelming	The party doesn't achieve their goal and it won't be possible to repeat the contest anytime soon
3-4	The party obtains what they were shooting for	The party gets nothing and some form of compensation to the opposing side may be now due
5+	The party gets all they wanted and then some	The party doesn't achieve anything and suffers a campaign loss

Once per scene, on a failed check it may possible for one other character to intervene and try to offset the outcome with a successful check, but if that also fails the opposing side gets one more point (two on a natural 1).

Upon roleplay justification and GM agreement, the player or the GM may invoke each of the player's Icon Relationships once in the contest, if suitable: roll dice for the Icon before the check and if there is any 6, the party gets two points from a success on the next check (three with a 20); if there is any 5, the party gets two points from a success on the next check, but the opposing side gets two points from a failure (three with a 1).

CHARACTER CREATION STEPS

- Define character concept
- Choose a Core (Class)
- Choose a Sleeve
- Either roll for ability scores, use an array, or point-buy them, then apply modifiers (if any)
- Figure out the character One Unique Thing (optional)
- Determine Backgrounds and allocate points between them
- Pick Icon Relationships, their type (positive; negative; conflicted) and allocate dice to them
- Choose Citizenship (or Apostate state) and set Reputation/Assets accordingly
- Pick Talents and Powers from the Class
- Pick Augmentation(s) according to the Sleeve and Class
- Select gear and equipment
- Determine all derived Stats for the character

Here is general guidance about classes relative complexity, in incremental order:

- Professional
- Engineer
- Combatant
- Strategist
- Savant

CORES (CLASSES)

COMBATANT

Ability Bonus: +2 Strength or Dexterity

Armor Class: 15 (Heavy) or 13 (Light) + median Con/Dex/Wis

PD: 10 + median Str/Dex/Con

MD: 10 + median Int/Wis/Cha

Base Hit Points: 8

HP Recovery Die: d10

Shield Die: d10

Shield Recoveries: 8

Armor: Light, Heavy and Shield

Weapons:

- Melee: 1hd=d8; 2hd=d10
- Ranged: 1hd=d6; 2hd=d8
- Firearms: 1hd=d8; 2hd=d10
- Explosive: 1hd=d8; 2hd=d10

PROGRESSION

LV	Talents	Maneuvers	Augmentations	Ability Increases
1	3	3	1	
2	3	4	1	
3	3	4	2	
4	3	5	2	+1 to 3 abilities
5	4	5	3	
6	4	6	3	
7	4	6	4	+1 to 3 abilities
8	5	7	4	
9	5	7	5	
10	5	8	5	+1 to 3 abilities

FEATURES

Marksman [Layer I]: after you perform an attack against a target, if it deliberately makes an attack that doesn't include you before the start of your next turn, as an immediate interrupt you can perform a basic attack against it. Multiple Marksman instances on the same target supersede each other.

Combat Surge [Layer II]: once per turn, when you hit with a natural 16+ you gain one Action Point. Every time the Escalation Die increases, the range expands by one as well.

Battle Hardened [Layer III]: using an Action Point you can reroll any number of dice once in a damage, Rally or Shield Refresh roll. Keep the new results.

TALENTS

Bulletstorm (Bladestorm): your damage dice with weapon area attacks (not Explosives) increase by one step. You run out of ammo only on a natural 1 with an autofire burst and 1-3 with suppressive fire.

Close Combat Expert: enemies need 16+ to disengage from you and when you hit with a melee Opportunity attack you also make the target Prone (requires natural 12+ for Large/x2 and 16+ for Huge/x3). Add 1[W] to unarmed damage.

Explosives Chef: you can cook grenades as a free action. You have 5 grenades as a base and 3 rockets (for RPG). On a nearby miss with a grenade you only have 25% chance of it backfiring.

Get Off My Lawn: all your reload actions decrease to the lower next action rank (standard to move, move to quick, quick to free). You can draw weapons as part of an attack and swap them as a free action.

Heavy Duty: when rolling d8 or higher dice for damage with two-handed weapons you can consider any 1 or 2 as a 3 instead (this can affect minimum values too).

Last Stand: you can Rally as a quick action (instead of a standard action).

Quick to Anger: as soon as the battle starts you are considered to be at Escalation=1 already and when the XD is even add +1 to it, which can bring it above its maximum for you.

Spec Ops: your first successful Shield Refresh attempt in a battle only requires a 6+ check (instead of 11+).

Unconquerable: when you roll a natural 16+ for a Shield Refresh, the Shield Dice for it increase by one step.

Unforgiving: when you drop a non-mook enemy to 0 Hit Points or less, once per turn you get a free basic attack against another enemy within reach. This attack cannot generate Action Points.

MANEUVERS

Agony Strike (requires one Action Points): once per battle, on a hit deal damage and the target is Weakened till the end of its next turn. On a miss it still deals minimum damage.

Center Mass Strike (flexible attack): at-will, on a natural even miss deal $2 + 1/\text{tier}$ damage.

Crippling Strike (flexible attack): at-will, on a natural even hit deal damage and the target is Prone (Large/x2 creatures require a 12+ attack roll, Huge/x2 ones require 16+).

Flanking Strike (flexible attack): at-will, on a natural 11+ roll with a ranged attack you may keep Partial Cover till the start of your next turn as a free action.

One for the Team: once per battle, as an immediate interrupt when a nearby ally you can reach is hit by an attack, you can move adjacent to him and take the attack in his place, but sustaining half damage only for it. The movement doesn't provoke opportunity attacks.

Peripheral Vision: once per battle, as a quick action you can target one enemy you can see. The target is considered engaged with you till the end of your next turn: if it moves away from its position without disengaging from you, you get an opportunity attack against it and the effect ends. Sustain as a quick action.

Pinning Strike (requires one Action Point): once per battle, on a hit deal damage and the target is Stuck (save ends). On a miss it still deals minimum damage.

Pushback Strike (flexible attack): at-will, on a natural odd hit with a melee attack deal damage and you can push the target nearby and follow it immediately (Large/x2 creatures require a 12+ attack roll, Huge/x2 ones require 16+).

Resurgence Strike (flexible attack): at-will, on a natural 5, 10, 15, 20 attack roll you can immediately use a Recovery to perform a Shield Refresh.

Shifty Stance: at-will, activate as a quick action, till the end of your next turn you take half damage from attacks you intercept and, once per round, with a 11+ check you can intercept even when engaged, without provoking opportunity attacks. Sustain as a quick action.

Solid Stance: at-will, activate as a quick action, till the end of your next turn you can reduce damage from attacks vs AC you take by 1 + 1/tier Hit Points (this doesn't affect Shield Points). Sustain as a quick action.

Splinter Strike: at-will, roll a single attack and check result against each target defense. On a hit do not add any mod to damage, but you can spread damage dice across as many hit enemies as you have damage dice.

Steely Stance: at-will, activate as a quick action, till the end of your next turn enemies that attempt to disengage from you take 1 + 1/tier damage. Sustain as a quick action.

Swerve Strike (flexible attack): at-will, on a natural odd attack roll immediately attempt a save for a 'save ends' effect.

Turning Tide: once per battle, as an immediate interrupt when you are hit by an attack, you can force the enemy to reroll it. If the result is still a hit, but lower than the original roll you take half damage from the attack.

Whirling Strike (flexible attack): at-will, on a natural 11+ roll with a melee attack you can target all enemies around you within reach as an area attack, dealing half damage on hits.

ENGINEER

Ability Bonus: + 2 Dexterity or Intelligence

Armor Class: 14 (Heavy) or 12 (Light) + median Con/Dex/Wis

PD: 10 + median Str/Dex/Con

MD: 10 + median Int/Wis/Cha

Base Hit Points: 6

HP Recovery Die: d6

Shield Die: d8

Shield Recoveries: 8

Armor: Light or Heavy

Weapons:

- Melee: 1hd=d6; 2hd=d8
- Ranged: 1hd=d6; 2hd=d8
- Firearms: 1hd=d6; 2hd=d8
- Explosive: 1hd=d8; 2hd=d10

PROGRESSION

LV	Talents	Techs	Augmentations	Ability Increases
1	3	2	2	
2	3	3	2	
3	3	3	3	
4	3	4	3	+1 to 3 abilities
5	4	4	4	
6	4	5	4	
7	4	5	5	+1 to 3 abilities
8	5	6	5	
9	5	6	6	
10	5	7	6	+1 to 3 abilities

FEATURES

Energy Conservation (Layer I): when you hit with an attack or perform a shield refresh, on a 18+ natural roll you get additional damage (not subject to critical hits) or Shield Points to apply to a single roll: 18=+2, 19=+3, 20=+4 (Lv 5: 17+; Lv 8: 16+).

Dynamo Charger (Layer II): after a full heal-up your AP are up to the cap. After a battle, at the end of a quick rest, roll a d20 check for each AP below the cap and on each 11+ result recharge one.

Power Source (Layer III): once per turn as a free action you can spend an Acton Point to refresh any one of yours or an adjacent ally's used Battle or Battle+ powers.

TALENTS

Choose three from the list at level 1. Choose another one at Lv 5 and Lv 8.

Armorsmith: when rolling for Shield Refresh attempts, on a fail you still get 1 + 1/tier Shield Points. After a battle, at the end of a quick rest you can allow yourself or an ally who is with you to get back a used Recovery with a 11+ save.

Energy Affinity: choose one energy type between Anti-Matter, Cryo, Fire, Force or Electricity, Laser. As a free action you can change your weapon damage to the chosen energy type. You also gain resistance 16+ against that type of damage. This Talent can be selected once per Tier.

Energy Transmute: you can take off half or all of the current SP from your Shields and add them to damage after a hit attack (subject to resistances/immunities, but not to crits or other increases).

Gear Head: increase your AP cap by 1.

Hardware Expertise: when using weapons, you can make attacks as Int vs AC with them, but applying the normal mod to damage.

Puppet Master: you gain a personal drone of your choice synched to you. You can get into Active Mode control of it. You can use your Augmentation slots for the drone instead, applying general and cybersleeve ones to it.

Spark: when you have no Action Points left you can spend a Recovery to get one immediately. If you attempt this again in the same battle or scene it costs two Recoveries per Action Point.

Tech Retriever: choose a specific enemy type from the list: biosleeve, cybersleeve, drone, SIM. The chosen enemy type is Vulnerable to your attacks and you gain Superiority on all tracking attempts against it. You can select this talent once per tier picking a new enemy type each time.

Tinkerer: you can perform temporary repairs and assemble simple constructions or gadgets even with improvised tools and materials. After a battle, at the end of a quick rest you can refill one grenade (of any kind) for yourself or one of your allies.

Weaponsmith: when rolling for damage you can consider any 1 as a 2 instead (this can affect minimum values too). You can create a makeshift weapon from basic materials in about 5 minutes, with damage dice reduced by one step compared to the standard version.

TECHS

Biohazard Field: at-will, activate as a quick action, till the end of your next turn all creatures that finish their turn adjacent to you take 1 + 1/tier radioactive damage. Sustain as a quick action.

Cornering Aim: at-will, as a quick action select a target you can see to make your next (non-area) attack before the end of the turn bypass any partial cover it may have.

Cryo Gun: at-will, perform a ranged Int vs PD attack on a single enemy. On a hit deal 1d8 + 1d8/tier cold damage and the target is slowed.

Electrocution Circuit (requires 1 AP): once per battle, perform a ranged Int vs PD attack on a single enemy. On a hit deal 1d8 + 1d8/tier + Int mod lightning damage and on a hit perform the attack again at -2 on another target nearby the first one, and so on with a cumulative -2 till a miss or all nearby enemies have been hit. Roll damage once for all hits. On a miss deal minimum damage. Attacks after the first one cannot generate Action Points.

EMP Nova (requires 1 AP): once per battle, perform a ranged Int vs PD area attack and divide the natural roll by 3 to figure out how many targets are involved. On hits targets with a mindset or augmentations are Hampered, cybersleeves and cybernetics are Stunned and SIMs are Blinded till the end of their next turn. On a miss (other than a natural 1) the AP is not expended.

Entropy Ward (requires 1 AP): once per battle, when you take damage from an attack, as an immediate interrupt roll a save: on a 6+ result you take half-damage, on a 11+ result you take half damage and the attacker takes the other half; on a 16+ result you take no damage and the attacker takes the whole damage. Apply resistances after the save roll.

Flame Jet: at-will, perform a close Int vs PD area attack and divide and divide the natural roll by 5 to figure out how many targets are involved. On a hits deal 1d6/tier + 1d6 ongoing fire damage to each target.

Gravity Bomb: once per battle, as a standard action you can designate a position you can see nearby or far away and make the area nearby it difficult terrain till the end of your next turn. Sustain as a quick action.

Gravity Gun: at-will, perform a close Int vs PD attack on a single enemy nearby. On a hit the target is moved to a position of your choice nearby that can be reached with a straight land movement. If the targets hits a solid surface along the movement it stops moving and takes 1d6 + 1d6/tier force damage, if it hits another creature both take half damage. Alternatively you can hurl a solid object within reach to a nearby target and on a hit deal damage.

Magnetic Field: at-will, activate as a quick action, till the end of your next turn all creatures adjacent to you are considered to be on difficult terrain. Sustain as a quick action.

Pocket Jumpgate: once per battle, as a quick action you can open a jumpgate portal that lasts till the end of your next turn, with exit point anywhere nearby and you can step through it as part of a move action. Other creatures (no bigger than large size) can go through as well while it's open. Sustain as a quick action.

Safety Field: at-will, activate as a quick action, till the end of your next turn you and nearby creatures gain immunity from one environmental damage type (Cold, Gravity, Heath, Radioactive, Sonic, Toxic, Void). This uses a Recovery the first time it's activated in a Battle or Scene. Sustain as a quick action.

Shield Transfer: once per battle, as a quick action you can transfer half or all of the current Shield Points from a willing nearby ally to you, or transfer half or all of your current Shield Points to him.

Solid Force: once per battle, as a quick action create a straight, vertical, semi-transparent force wall nearby providing cover to those nearby it and preventing movement through it that lasts till the end of your next turn or till the wall is destroyed (upon taking direct damage up to your Shield Dice maximum). If used as total cover it doesn't give Hindrance upon moving out. Sustain as a quick action.

Solvent Splash: at-will, perform a ranged area Int vs PD attack and divide the natural roll by 3 to figure out how many targets are involved. On a hits deal 1d6 + 1d6/tier acid damage and divide the total by the number of targets hit.

Sonic Whip: once per battle, perform a single close area Int vs PD attack against creatures nearby in a group and divide the natural roll by 5 to figure out how many targets are involved. On hits deal 1d6 + 1d6/tier sonic damage and the target is Dazed till the end of its next turn.

PROFESSIONAL

Ability Bonus: +2 Dexterity or Charisma

Armor Class: 12 (Light) + median Con/Dex/Wis

PD: 12 + median Str/Dex/Con

MD: 10 + median Int/Wis/Cha

Base Hit Points: 7

HP Recovery Die: d8

Shield die: d8

Shield Recoveries: 8

Armor: Light

Weapons:

- Melee: 1hd=d8; 2hd=d10
- Ranged: 1hd=d6; 2hd=d8
- Firearms: 1hd=d8; 2hd=d10
- Explosive: 1hd=d8; 2hd=d8

PROGRESSION

LV	Talents	Stunts	Augmentations	Ability Increases
1	3	3	1	
2	3	4	1	
3	3	4	2	
4	3	5	2	+1 to 3 abilities
5	4	5	3	
6	4	6	3	
7	4	6	4	+1 to 3 abilities
8	5	7	4	
9	5	7	5	
10	5	8	5	+1 to 3 abilities

FEATURES

Shockwave [Layer I]: when you roll maximum result on a damage die, it explodes: roll it again and add to the result to the damage total. The effect can trigger multiple times per die.

Combat Flow [Layer II]: once per turn, when you hit with a natural 16+ or reduce a non-mook enemy to 0 HP or less, you gain one Action Point.

Onslaught [Layer III]: you can spend an Action Point to add d6 damage dice to an attack that hits: Lv 1: +1d6; Lv 5: 2d6 and add the best one; Lv 8: +2d6. Use after the attack, but before the damage roll (this is not subject to critical or other effects, but the dice may explode).

TALENTS

Cold Weapons Master: you can consider all one-hand melee weapons and unarmed attacks as having the *Finesse* property. An actual *Finesse* weapon has critical range expanded by 2 for you. Ranged weapons damage dice increase by one step.

Do Stuff, See People: you can make up a story for getting a temporary relationship with an Icon outside the ones you already have. If the GM agrees, once per game session you can roll a d20 adding your

Cha mod to the result: on a 11+ you get a 2 points positive relationship (or negative if you so wish) which may last till the end of the session (or till the GM decides); on 10 or less you get a 2 points conflicted relationship. Should an icon roll for this temporary relationship come out as a 5 it will blow the story, turning into a 2 points negative relationship till the GM says otherwise. You can only have one temporary relationship at a time. Your Social Contest rolls crit range increases by 1.

Dual-Slinger: when you wield a 1-hd weapon in each hand (or unarmed), once per turn on a natural even roll you can perform a secondary attack with the off-hand weapon. The secondary attack is a basic attack that deals half damage on a hit (none on a miss) and cannot generate Action Points.

Elusive: you have Superiority to checks or saves for disengaging, escaping explosion damage, diving into cover and freeing from grabs. You can stand up from Prone with a quick action.

Ghost Walk: if you didn't get hit since the end your previous turn; at the start of your turn roll a d20: on a 11+ result you can place yourself nearby in a position you can reach (you need to be able to move, but this doesn't count as a move action). Once per round when you hit with a melee attack on a target engaged with one of your allies or surprised your damage dice increase by one step.

Harrier: at the end of a full movement, your first melee attack in the turn has damage dice increased by one step and on a hit you can automatically disengage from the target and continue movement to a nearby position of your choice that is reachable. When being intercepted you can make a disengaging check against each intercepting enemy as a free action.

Hawkeye: you can use a single quick action in place of a move action to aim (but not across turns).

Shock Trooper: when you wield a 1hd weapon with two hands or the other hand free and roll d6 or higher damage dice with it, you can reroll once any that comes up as a 1. Keep the second result.

Skill Monkey: when succeeding on a relevant skill check with a natural 15+ roll (or two 10+ with Superiority or Hindrance) you get an Action Point. When using an Action Point on a skill check you add 1d8 (instead of 1d6) to the total.

Trigger Happy: you have Superiority on Initiative rolls and can draw weapons as part of an attack. If your initiative result is higher than all your enemies you gain an Action Point.

STUNTS

Blind Spot: once per battle, on a hit deal damage and become invisible to the target till the start of your next turn.

Chakra Pressure Grip: once per battle, make a Dex melee attack vs PD against a Surprised or Staggered enemy; on a hit deal no damage, but the target has to immediately attempt a 11+ save roll or fall unconscious and helpless (save ends or till it takes damage).

Clean Strike: at-will, make a weapon attack vs PD instead of AC and on a hit decrease damage dice by one step. On a natural 1 ranged miss you don't risk hitting allies engaged with the target.

Dance of Ice and Fire (requires one Action Point): once per battle, when the XD is 3+, on hit you deal maximum damage (you can still roll dice, for the sake of triggering additional effects if any), on a miss deal minimum damage.

Disabling Strike (requires one or two Action Points): once per battle, on a hit deal half damage and make the target Stunned till the end of its next turn. You can deal normal damage by spending a second Action Point before the damage roll. On a miss it still deals minimum damage.

Escaping Strike: at-will, on a melee hit against an enemy you are engaged with you pop free from it. Other enemies you are engaged with still require checks to disengage from.

Floating Stance: at-will, activate as a quick action, till the end of your next turn you gain Resistance 12+ to attacks vs PD. Sustain as a quick action.

Lingering Strike: at-will, on a hit you deal $[W] + [W]/\text{tier} + \text{mod}$ damage and your next (non-area) attack that hits the target before the end of your next turn will have damage dice increased by one step.

Liquid Stance: at-will, activate as a quick action, till the end of your next turn you gain Resistance 12+ to attacks vs MD. Sustain as a quick action.

Lunging Strike: at-will, your melee attack becomes a close attack, but damage dice are decreased by one step.

Misdirection: once per battle, as an immediate interrupt when you are hit by a ranged attack, roll a Wis or Cha attack vs the enemy's MD: on a hit you take half damage only and a nearby enemy (other than the attacker) takes the other half.

Riposte: once per battle, as an immediate interrupt when an enemy you are engaged with misses you with a melee attack, you can perform a basic melee attack against the attacker.

Trickster Stance: at-will, activate as a quick action, till the end of your next turn when you take damage from melee attacks the attacker takes $1 + 1/\text{tier}$ damage from you. Sustain as a quick action.

Twitch: once per battle, as a quick action you get a move action to use before the end of the turn.

Unbalancing Slide: once per battle, as an immediate interrupt when an enemy hits you with a melee attack, roll a Str or Dex attack vs the enemy's PD. On a success you avoid all damage and the target falls Prone (Large creatures require a 12+ hit roll, Huge ones require 16+).

Weak Spot: at-will, as a quick action select a target you can see to make your next (non-area) attack before the end of the turn bypass 4 points of any damage resistance it may have.

SAVANT

Ability Bonus: +2 Constitution or Intelligence

Armor Class: 11 (Light) + median Con/Dex/Wis

PD: 10 + median Str/Dex/Con

MD: 12 + median Int/Wis/Cha

Base Hit Points: 6

HP Recovery Die: d6

Shield die: d6

Shield Recoveries: 8

Armor: Light

Weapons:

- Melee: 1hd=d4; 2hd=d6
- Ranged: 1hd=d4; 2hd=d6
- Firearms: 1hd=d6; 2hd=d6
- Explosive: 1hd=d6; 2hd=d6

PROGRESSION

LV	Talents	SINC Apps	ESP Configs	SINC Utilities	Augmentations	Ability Increases
1	2	3	2	2	1	
2	2	3	3	2	1	
3	2	3	3	2	2	
4	2	4	3	3	2	+1 to 3 abilities
5	3	4	3	3	3	
6	3	4	4	3	3	
7	3	4	4	4	4	+1 to 3 abilities
8	4	5	4	4	4	
9	4	5	4	4	5	
10	4	5	5	5	5	+1 to 3 abilities

FEATURES

ESP [Layer I]: you have control on a swarm of nanomachines (Electronic Suspended Particles) as long as they stay within far away reach from you. It acts on the same initiative as the controller, can move (hovering) in his move action and, once per round, can add its damage (or effect) to a single target hit by an attack from the controller.

The ESP has the following stats:

Attack: Int vs AC (can be made on its own, as a standard action)

Damage: 1 d4 [Lv5=1 d6; Lv 8=1 d8] (cannot crit, get maximized, get increased, explode)

AC: 16; *PD:* 14; *MD:* 10 [+1 to all per LV]

HP: N/A

Properties: Immunities: any physical damage. Vulnerabilities: may be temporarily disabled by EMP, Sonic burst or Software null field. It always recovers full functionality upon a quick rest.

Other ESP capabilities:

- **Dash:** as a quick action the ESP can perform one extra move.
- **Manipulate:** as a quick action the ESP can be ordered to wrap around a small object and manipulate it till the start of your next turn. Complex manipulation tasks require checks by the controller.
- **Sensory Feed:** as a quick action you can see and hear through the ESP till the start of your next turn, but won't be able to use his own senses or actions in the meantime.
- **Template:** as a quick action, the ESP can be ordered to assume the shape of any object the controller has a fabrication template for, from 5cm³ to 1m³ volume. The ESP can maintain this shape until instructed to change form. The ESP is incapable of taking the form of another type of electronic device, such as a computer system. It also cannot take the form of an object that requires power to function.

Mesh Tap [Layer II]: as a standard action, you can reach out into the Mesh to gather resources from it. When you do that roll a Mesh density check:

- Normal density (an average urban, civilized environment, public virtualities, etc): 6+
- Low density (wilderness, low tech environments, private virtualities, etc): 11+
- High density (high security, restricted areas, secured virtualities, etc): 16+

On a success you gain an Action Point and your next SINC App attack before the end of the battle gets Superiority. On a failure your next Mesh Tap attempt in the same battle or scene gets Hindrance. A natural 20 roll turns the attempt into a free action, while a natural 1 roll provokes a Fragmentation check.

Alternatively with a successful check above Mesh density, instead of gaining an AP you may query the Mesh for some specific piece of information (up to GM adjudication).

Boost [Layer III]: upon hitting a target you can spend an Action Point to achieve one of the following outcomes:

- Turn an 'end of next turn' condition effect into 'save ends'
- Decrease the target Resistance to software by 2
- Maximize the ESP roll

TALENTS

ESPER Lord: gain one extra ESP Configuration and increase ESP damage die to the next size.

Gizman: after a full heal-up you can select 1/tier among the Battle or Battle+ powers (which still require AP expenditure) you know and get one extra use for each of them before the next full heal-up.

Mesh Guru: gain one extra SINC Utility and decrease the target of all your Mesh density checks by 1.

Mesh Madness: add your Fragmentation Stage to your Intelligence score. Your default and minimum Fragmentation Stage is 1.

Mesh Warrior: when Meshwalking your damage increases to the next die size.

Mindcrasher: gain one extra SINC App and you can use Int instead of Dex for Initiative checks.

SINC Fist: you can use your ranged SINC Apps as close instead, but only reach nearby targets like this.

Time Slicer: you can Meshwalk or Landwalk with a quick action. While Meshwalking you can split your actions between your core and your sleeve (or drone in active control). You can assume SIM state with a quick action and split actions between that and your physical sleeve (or drone in active control).

SINC

SINC stands for Self-Interfacing Neural Code and refers to Software attack and utility powers.

APPS

SINC Apps require line of sight and are affected covers. Targets without a Mindset and not wearing any kind of ARO device or Augmentation are Immune to Software; if wearing an ARO they get Resistance 12+ to Software; those with Augmentations only get Resistance 16+ to Software.

Augmented Unreality: once per battle, make a close Int vs MD attack against one nearby or far away target. On a hit you can create an augmentation of about human size or smaller that lasts till the end of your next turn (or the end of the battle on a critical hit) unless you sustain it as a quick action. Choose one of the following effects:

- a) **Background Subtraction:** turn yourself or an ally invisible to the target as long as the subject doesn't attack or interact with the target
- b) **Clone Simulacrum:** manifest two nearby copy images of yourself or an ally to the target, which disappear if the target hits them (have the same chance to be targeted as the real one)

Note: when used out of combat this SINC may allow to conjure more elaborated augmentations to deceive the target (propose ideas to the GM).

Feedback Loop: once per battle, make a ranged Int vs MD attack against one nearby or far away target. On a hit deal $1d6 + 1d6/\text{tier} + \text{Int mod software damage}$ and if the target attacks you before the end of your next turn it takes $1d6/\text{tier}$ software damage, ending the effect. Sustain as a quick action.

ICEwall: once per battle, as a quick action create a straight, vertical, semi-transparent virtual wall nearby that last till the end of your next turn, providing resistance 16+ vs software attacks from the other side (not adjacent) till the resistance is pierced by an attack that hits above it. The wall is difficult terrain for software entities that try to go through it. Sustain as a quick action.

Lag Spike: once per battle, make a ranged Int vs MD attack against one nearby or far away target. On a hit deal $1d6 + 1d6/\text{tier} + \text{Int mod software damage}$ and push the target's initiative one step down in the initiative order (one point below the following enemy or ally).

Malware: once per battle, make a ranged Int vs MD attack against one nearby or far away target. On a hit deal $1d6 + 1d6/\text{tier} + \text{Int mod software damage}$ and the target is Dazed till the end of its next turn.

Memory Hack: once per battle, make a close Int vs MD attack against one nearby or far away target. On a hit choose one of following effects (or both on a crit):

- a) **Amnesia:** the target loses memory of any event in the past 5 minutes and won't attack anyone till the end of its next turn unless attacked.
- b) **Probe:** you gain a single-word answer to a question of your choosing that the target knows.

Mindstream (requires one Action Point): once per battle, as a quick action you gain one (class) power from a nearby or far away ally you can see till the end of the battle.

Neural Blackout (requires one Action Point): once per battle, make a ranged Int vs MD attack against one nearby or far away target. On a hit the target takes $1d6 + 1d6/\text{tier} + \text{Int mod software damage}$ and the target visual input is disrupted, making it Blinded. On a miss deal minimum damage.

Spam: at-will, make a ranged Int vs MD attack against a nearby or far away target. On a hit the attack causes $1d6 + 1d6/\text{tier}$ software damage. May target multiple enemies with a single attack by splitting damage dice between them. Can be used as a ranged basic attack, against a single target.

Spook: at-will, perform a close Int vs MD attack against one nearby enemy and on a hit deal $1d6 + 1d6/\text{tier}$ software damage. On a natural 16+ hit the target is also Feared against yourself till the end of its next turn.

Synaptic Flyer: once per battle, make a ranged Int vs MD attack against one nearby or far away target. On a hit the target takes 1d6 + 1d6/tier + Int mod software damage and the target is Hampered till the end of its next turn.

System Override: (requires one Action Points): once per battle, make a close Int vs MD attack against one nearby or far away target. On a hit the target is Confused till the end of its next turn. On a miss the target gets Hindrance on attacks against you till the end of its next turn.

UTILITIES

Utilities require concentration and a bit of time, which makes them unsuitable for use in combat. Difficulty ranges for Mesh checks are determined by the GM, according to the local Mesh density, with Superiority/Hindrance if there is any tier of difference from the target. It may be possible to emulate a SINC Utility via Mesh Tap, upon GM approval, but with Hindrance on the check.

- Normal: 6+
- Low: 11+
- High: 16+

Backdoor: once per day, make a Mesh check directed at one nearby or far away target to gain a specific info about the subject which is not public domain. On a success by 5+ or a natural 20 roll you can get two info. On a natural 1 roll you have to perform a Fragmentation check.

Eminent Domain: once per day, make a Mesh check directed at a non-sentient software operated entity (not a mindset, SIM or Gamma level AI) to seize control, forcing it to obey a single command from you till the end of the scene. You can unlock computer-controlled doors, close gates, fire sentry guns, surge gravity generators, cause environmental systems to vent room atmospheres, and more. On a success by 5+ or a natural 20 you can issue multiple commands for the duration of the scene. On a natural 1 roll you have to perform a Fragmentation check.

Identity Theft: once per day, make a Mesh check to acquire generic credentials of your choice for yourselves for the duration of the Scene. On a success by 5+ or natural 20 you may assume a specific person identity. On a natural 1 roll you have to perform a Fragmentation check.

Leverage Point: once per day, make a Mesh check directed at one nearby or far away non-hostile target to get some kind of leverage over him. On a success your next social interaction check with the target in the scene gets Superiority. On a success by 5+ or a natural 20 the next two social checks with the target in the scene get Superiority. On a natural 1 roll your social interaction checks with the target get Hindrance till the end of the scene.

Microtransaction: once per day, make a Mesh check before Rep transaction. On a success the following Rep check in the scene gets Superiority. On a success by 5+ or a natural 20 your Reputation will be considered one Rank higher till the end of the scene. On a natural 1 roll you take a Reputation hit of 1d6 notches.

Oracle Patterning: once per day, make a Mesh check to recover events happened nearby your current position at a given moment during the day and 5 minutes around it, or predict with a fair degree of accuracy one upcoming local event relevant to you that is going to happen in the next 5 minutes. On a success by 5+ or a natural 20 you can also erase the record of those 5 minutes from the Mesh or delay a future event from happening. On a natural 1 roll you have to perform a Fragmentation check.

Security Skim/Security Veil: once per day, make a Mesh check to locate the general whereabouts of a person or item you know in the local Mesh and track it for 5 minutes or a scene. On a success by 5+ or a natural 20 roll you can track for up to 1 hour. On a natural 1 roll the target becomes aware of the attempt and its source, being able to track it for the next 5 minutes. Alternatively it is also possible to use this utility to conceal up to 5 persons or items in the same location from Spydors or other forms of digital surveillance for the duration of the scene (on a natural 1 roll the location of those is broadcasted to everyone in the local Mesh).

Stream of Consciousness: once per day, make a Mesh check to be able to see and hear through a nearby or far away p.o.v. for the duration of a scene or 5 minutes. On a success by 5+ or a natural 20 roll the duration becomes up to 1 hour. On a natural 1 roll you have to perform a Fragmentation check.

ESP CONFIGURATIONS

ESP Configurations often follow up on an attack against a target, but not necessarily so. Only one Configuration can be used at a time.

Barrier: once per battle, when you or an ally nearby the ESP take damage, as an immediate interrupt the ESP can dash in front of the target of the attack to absorb the damage. Roll a d20: on 6+ result the ESP absorbs half of the damage, on a 16+ it absorbs all of it.

Broadcast: at-will, the controller is able to cast one SINC App from the ESP position as a close attack, for the sake of determining range, cover and line of effect. While in this configuration the ESP becomes unavailable for any other use till the end of the turn. Requires line of sight of the controller on both the ESP and the target.

Devour: at-will, you can convert 1[D] ESP damage into ongoing damage (save ends).

Equalize: you can apply ESP damage on a miss instead of a hit. Declare before the attack roll is made.

Optimize: at-will, on a successful Shield Refresh check you can add 1[D] ESP to the SP recovery roll. This uses the ESP die for the round.

Plague: at-will, you can convert 1[D] ESP damage to give the target Hindrance to attacks till the end of its next turn or till it moves away from the current position. The target of the attack must be an enemy within your Tier or higher.

Restrain: at-will, you can convert 1[D] ESP damage to make the target Slowed till the end of its next turn.

Scatter: at-will, deal ESP damage to an enemy nearby the target rather than to the target itself.

Slash: at-will, as a quick action conjure a monofilament edge from the ESP, function as a 1hd weapon and allowing you to perform Int vs AC melee attacks with it dealing 1d8 + 1d8/tier + Str mod damage. This doesn't use the ESP die. The edge can be dismissed anytime as a free action. This doesn't use the ESP die.

Wear: at-will, as a quick action the ESP wraps around you as a liquid metal skin armor, providing resistance 12+ to damage against AC till the end of your next turn. Sustain as a quick action. Activating or sustaining this uses the ESP die for the round.

STRATEGIST

Ability Bonus: +2 Wisdom or Charisma

Armor Class: 13 (Light) + median Con/Dex/Wis

PD: 11 + median Str/Dex/Con

MD: 11 + median Int/Wis/Cha

Base Hit Points: 7

HP Recovery Die: d8

Shield die: d8

Shield Recoveries: 8

Armor: Light and Shield

Weapons:

- Melee: 1hd=d6; 2hd=d8
- Ranged: 1hd=d6; 2hd=d8
- Firearms: 1hd=d6; 2hd=d8
- Explosive: 1hd=d8; 2hd=d8

PROGRESSION

LV	Talents	Tactics	Augmentations	Ability Increases
1	3	3	1	
2	3	4	1	
3	3	4	2	
4	3	5	2	+1 to 3 abilities
5	4	5	3	
6	4	6	3	
7	4	6	4	+1 to 3 abilities
8	5	7	4	
9	5	7	5	
10	5	8	5	+1 to 3 abilities

FEATURES

Tactical Focus [Layer I]: at-will, once per turn as a free action you can roll a d12 for a single target you can see or a task you can contribute to: till the start of your next turn you or one of your allies can use the result in place of an attack or skill check roll for it (other than a natural 1). Treat a matching result as a success and a matching success as a critical (both use the focus). Once used the focus disappears. A new Focus placed on the same target supersedes the previous one.

Master Planner [Layer II]: during a battle you can get Action Points by spending time planning ahead. Once per turn you can use a quick action to roll a d20; on a result of 11+ you gain one Action Point. On a natural 20 roll you also bump the XD by 1; if it is already maxed also increase its size by one step till the end of the battle (max: d12).

Contingency [Layer III]: once per turn, as a free reaction you can use one Action Point to add +2 to one of yours or an ally's d20 roll, after seeing the result. Once per turn as a free action you can also pass one AP from your pool to an ally you can see.

TALENTS

Battleborn: when using weapons, you can make attacks as Wis vs AC with them, but applying the normal mod to damage.

Guerrilla Warfare: when ambushing enemies you can elect three allies (instead of two) to be part of the surprise attack and allow the designated ambusher Superiority for approach checks during the Surprise round. You can also use Cha instead of Dex for your Initiative checks.

Lateral Thinking: if at some point you realize there was something in your power that would have turned useful but was overlooked, by spending an Action Point and providing a brief explanation you can retrospectively make so it was taken care of appropriately. If the GM takes your point this turns out to be what actually happened. At the start of a battle, if you are not surprised, before the initiative is rolled you can place yourself in a position nearby that you can reach with a move action.

Lead by Example: you gain one extra Tactic. Allies that can see and communicate with you may use any of your available Battle or Battle+ attacks in their turn (adding half your Cha mod to the attack roll too). The power is used normally this way, but Action Points for it – if needed – may come from either of you.

Promptness: you give Hindrance to attempts of getting surprise on you and nearby allies (or gain and grant Superiority to them to avoid being caught by surprise). You can also use Wis instead of Dex for your Initiative checks.

Pulling Strings: you gain one extra Icon Relationship die. When you roll a 1 on a Icon Relationship die you can reroll it once by providing an explanation for that in a couple of sentences (keep the new result). If you roll a 5 you gain an Action Point (once per roll).

Reserve: at the start of each session roll a d20 and keep the result. At any point once during the session you can swap the result for a d20 roll by either an ally, an enemy or yourself.

Selective Meddler (you can pick this Talent once only and it cannot be for a class you are multiclassing into): choose a secondary core (class). You gain the following benefits accordingly:

- **Combatant:** you can pick one of your Talents from the Combatant class and up to one Maneuver per tier from the class in place of Tactics.
- **Engineer:** you can pick one of your Talents from the Engineer class and up to one Tech per tier from the class in place of Tactics.
- **Professional:** you can pick one of your Talents from the Professional class and up to one Stunt per tier from the class in place of Tactics.
- **Savant:** you can pick one of your Talents from the Savant class and up to one SINC App or SINC Utility per tier from the class in place of Tactics.

Sensei: you can allow other characters to use one of your backgrounds at half effectiveness (round down) as long as you are able to communicate with them. This cannot stack with any other background on checks.

Tactical Acumen: after taking a full heal-up you have two Action Points.

TACTICS

Tactics effects are not affected by Immunities to conditions from Large/x2 or Huge/x3 targets.

Alpha Strike (requires one Action Point): once per battle, roll a Wis or Cha vs AC attack against a single target (but still use the normal mod for damage) and on a hit deal damage. Following attacks on the target add the Escalation Die to their critical range, till one scores a crit in the extended range or the end of your next turn; if none does, the power is not expended (but the AP is).

Commanding Presence: at-will, activate as a quick action, till the end of your next turn you can use one Action Point of a willing nearby ally in your turn and they can each use one of yours in their turn. Sustain as a quick action.

Cunning Presence: at-will, activate as a quick action, till the end of your next turn you and nearby allies may apply the Escalation Die to Shield Refresh checks instead of attack rolls (declare before rolling for any of those in a turn). Sustain as a quick action.

Decoy: once per battle, as an immediate interrupt when one of your allies or yourself are hit by an attack you can make a (willing) nearby ally within range of the attack be hit by the attack instead, but taking half damage.

Inspiring Presence: at-will, activate as a quick action, till the end of your next turn you and nearby allies can roll for saves at the start of your respective next turns rather the end. Sustain as a quick action.

Intel Gather: at-will, as a standard action roll a Wis or Cha vs MD close attack against an enemy you can see. On a hit you figure out one useful piece of information about the target (resistances, vulnerabilities, attack types...) and the target becomes Vulnerable to the first attack that hits it before the end of your next turn.

Main Assist: once per battle, roll a Wis or Cha vs AC attack against a single target (but still use the normal mod for damage). On a hit deal damage and the next attack against the target before the start of your next turn has Superiority to it.

Offload / Tackle: at-will, roll a Wis or Cha vs AC attack against a single target (but still use the normal mod for damage). On a hit deal damage and allow one of your allies engaged with the target to pop free from it, or a not engaged ally nearby the target to intercept it.

One Step Ahead: at-will, roll a Wis or Cha vs AC attack against a single target (but still use the normal mod for damage). You can bump or lower your starting initiative result by 5 for the next round.

On My Mark: at-will, as a standard action you can allow one ally to perform a basic attack on a target you can see.

Override (requires one Action Point): once per battle, as a quick action you can allow an ally nearby or far away you can see to immediately perform a standard action.

Point Break: at will, roll a Wis or Cha vs AC attack against a single target (but still use the normal mod for damage). The next attack against the target before the start of your next turn has damage dice increased by one step.

Practice Makes Perfect: once per battle, as an immediate reaction when you or an ally miss or fail the check on a battle power, the power is not expended, but no effect from it occurs either.

Rescue Mission: once per battle, as a quick action once per turn you can allow an ally that you can see to immediately attempt a Shield Refresh.

Scram: once per battle, as a move action either you and an ally, or two allies you can see, move.

Shake Off: once per battle or scene, as a quick action you can allow one ally to roll a save, even if the effect wouldn't normally allow for one. If the save roll had already been tried this new attempt gains Superiority.

MULTICLASSING

This option allows combining two classes into one. It's not possible to multiclass more than once.

CLASS COMBINATIONS AND STATS

Class Combos	Combatant	Engineer	Professional	Savant	Strategist
Combatant	Def: 15, 10, 10 Base HP: 8 Rec/Shield: d10	Def: 14, 10, 10 Base HP: 7 Rec/Shield: d8	Def: 13, 11, 10 Base HP: 7.5 Rec/Shield: d8	Def: 13, 10, 11 Base HP: 7 Rec/Shield: d8	Def: 14, 10, 10 Base HP: 7.5 Rec/Shield: d8
Engineer	Sapper	Def: 14, 10, 10 Base HP: 6 Rec/Shield: d6/d8	Def: 13, 11, 10 Base HP: 6.5 Rec/Shield: d6/d8	Def: 12, 10, 11 Base HP: 6 Rec/Shield: d6	Def: 13, 10, 10 Base HP: 6.5 Rec/Shield: d6/d8
Professional	Operative	Artificer	Def: 12, 12, 10 Base HP: 7 Rec/Shield: d8	Def: 11, 11, 11 Base HP: 6.5 Rec/Shields: d6	Def: 12, 11, 10 Base HP: 7 Rec/Shield: d8
Savant	Saboteur	Technomancer	Meshlock	Def: 11, 10, 12 Base HP: 6 Rec/Shield: d6	Def: 12, 10, 11 Base HP: 6.5 Rec/Shield: d6
Strategist	Officer	Quartermaster	Mastermind	Cypher	Def: 13, 11, 11 Base HP: 7 Rec/Shield: d8

Ability bonus: +2 to one stat from either classes

Defenses: take the average of the two classes (round down)

Base Hit Points: take the average of the two classes (round down)

Recovery & Shield Die: take the average of the two classes (round down)

Shield Recoveries: 8

Armor: consider the more restrictive between the two classes

Weapons: get the best range from each class

Features: you get both 'Layer I' features and you can swap between them once per turn with a quick action, but you can only use one in the same turn (the swap also cancels any persisting effect from the feature left). You must pick one 'Layer II' feature and one 'Layer III' feature from either class.

Talents: pick one from each class. You can never have more than one Talent from a class then the other (save for bonus Talents).

Powers: choose from either class. You can never have more than one Power from a class than the other (save for bonus Powers). Multiclass Savants also get one ESP Stunt and one SINC Utility per Tier.

PROGRESSION

LV	Talents	Powers	Augmentations	Ability Increases
1	2	3	1	
2	2	4	1	
3	2	4	2	
4	2	5	2	+1 to 3 abilities
5	3	5	3	
6	3	6	3	
7	3	6	4	+1 to 3 abilities
8	4	7	4	
9	4	7	5	
10	4	8	5	+1 to 3 abilities

SLEEVES

TRUE BORN

+1 to any two ability scores (may not stack with class bonus)

Without Mindset:

- Starts with one extra Talent from the class
- ARO viewer equipped: Resist 12+ vs Software
- No ARO viewer, but Augmentations implanted or devices worn: Resist 16+ vs Software
- No ARO viewer, no Augmentations implanted or electronic devices worn: Immune to Software
- Cannot be a Savant, use SINCs, perform memory core backups

With Mindset:

- Starts with one extra Power from the class

BIOSLEEVE

+2 Dexterity or Constitution (may not stack with class bonus)

- Requires Mindset
- Starts with one free Augmentation from the General or Biosleeve selection
- Needs half the food, water and air than a normal body

CYBERSLEEVE

+2 Strength or Constitution (may not stack with class bonus)

- Requires Mindset
- Resistant (half damage) to environmental damage and immune to Radioactive, Toxic, Void
- No need to breathe, drink and eat and is not affected by fatigue and physical exhaustions
- Cannot pass for a biological person

SIM

+2 Intelligence or Wisdom (may not stack with class bonus)

- Requires Mindset and Mesh, or Closed Area Mesh (CAM) between 2 or more Mindsets
- Starts with one Drone Companion or one free Augmentation from the SIM selection
- Immune to all non-software damage and vulnerable to software (unless in a Virtuality)
- 'Ghosting': no physical interaction, but still subject to other real world limitations (as per HPA)
- Mesh persistence: still subject to attacks from the Mesh when Ghosting
- Can Meshwalk/Landwalk as a quick action and while Meshwalking can move as a quick action
- No need to breathe, drink and eat and is not affected by fatigue and physical exhaustions
- Cannot die unless killed in the Mesh. Cannot pass for a real person

SLEEVE SERIAL MODELS

These are Bio and Cybersleeves made in series and designed for specific purposes. Each has a set of augmentations it is optimized for. They can be acquired either through purchase or upon reaching the Tier they belong to and gain additional benefits according to their Tier upon reaching it:

- Tier 1: must take a set augmentation; add +1 to skill checks related to its main purpose
- Tier 2: must take or enhance a set augmentation; get an extra one from the set list
- Tier 3: must take or enhance a set augmentation; free enhance of a set augmentation you have

BIOSLEEVES

TIER 1 MODELS

Atlantean

- +2 Dex
- *Main purpose:* Aquatic
- *Augmentations set:* Endurance Suite [Cold]; Gills Gene-Graft

Ingot

- +2 Con
- *Main purpose:* Mining
- *Augmentations set:* Endurance Suite [Gravity or Radioactive]; Flexi-Muscle Waive

Vixen/Satyr

- +2 Dex
- *Main purpose:* Socialite
- *Augmentations set:* Glamour Suite; Pheromone Control & Sensitivity Implant

TIER 2 MODELS

Justicar

- +2 Con
- *Main purpose:* Investigation
- *Augmentations set:* Analysis Suite; Pheromone Control & Sensitivity Implant; Prehensile Whiptail; Retinal Implant

Shinobi

- +2 Dex
- *Main purpose:* Infiltration
- *Augmentations set:* Alter Features; Gravity Warp Module; Light Screen Camo; White Noise Field

Strife

- +2 Dex
- *Main purpose:* Warfare
- *Augmentations set:* Adrenal Booster; Claws Implant; Fast-Heal Booster; Reinforced Skeleton

Ursus

- +2 Con
- *Main purpose:* Survival
- *Augmentations set:* Auditory Amp & Filter Implant; Endurance Suite [any]; Hulking Size; Reinforced Skeleton

TIER 3 MODELS

Paragon

- +2 Con
- *Main purpose:* Executive
- *Augmentations set:* Companion Drone; Cortex Plug-in; Custom-made; Endurance Suite [Toxic]; Fast-Heal Booster; Glamour Suite

CYBERSLEEVES

TIER 1 MODELS

Arachnoid

- +2 Str
- *Main purpose:* Climbing
- *Augmentations set:* Prehensile Whiptail; Wall Walk Module

Domus

- +2 Con
- *Main purpose:* Domestic
- *Augmentations set:* Cortex Plug-in; White Noise Field

Golem

- +2 Str
- *Main purpose:* Heavy-duty
- *Augmentations set:* Fibro-Muscle Waive; Hulking Size

Leash

- +2 Con
- *Main purpose:* Pleasure
- *Augmentations set:* Beauty Case; Prehensile Whiptail

TIER 2 MODELS

Bushi

- +2 Str
- *Main purpose:* Combat
- *Augmentations set:* Auxiliary Power Module; Perpetual Motion Engine; Reinforced Skeleton; Shield Generator Backup

Courier

- +2 Con
- *Main purpose:* Delivery/Extraction
- *Augmentations set:* Bulletproof Case; Gravity Warp Module; Hidden Armory Suite; Strider Mode

Sentinel

- +2 Con
- *Main purpose:* Bodyguard
- *Augmentations set:* Auditory Amp & Filter Implant; Bulletproof Case; Reinforced Skeleton; Retinal Implant

TIER 3 MODELS

Jinsoku

- +2 Str
- *Main purpose:* Assassination
- *Augmentations set:* Claws Implant; Light Screen Camo; Overclock; Shield Generator Backup; Stride Mode; Wall Walk Module

AUGMENTATIONS

Characters start with a given number of Augmentations, according to their class and the sleeve and gains more along progression, choosing from selections allowed by their sleeve. Enhanced augmentations take one additional augmentation slot. Installing more augmentations may be possible, but at high risk of both physical and psychological instability.

Some augmentations are 'restricted' by the Human Protection Act (HPA), meaning they require special licenses (GM approval) to be chosen legally. At 1st level characters may have 1 restricted item, at 5th level another one and at 8th level a third; restricted items beyond this limit cost two augmentation slots.

Mindset: characters with a Mindset get 2 extra background points (not stacking with backgrounds they already have) that can be reassigned once per day.

In order to see virtual elements and to Meshwalk, characters without a Mindset need an ARO viewer, available either as a device or eye implant (as a slot-free Augmentation). After death it may be still possible to extract the Mindset memory core from the body for the sake of re-sleeving it.

ALL SLEEVES

Adrenal Booster/Overclock Module: you gain an extra quick action. After taking it roll a d20: on a 16+ you can take it again in following turns, on a fail you cannot use this anymore for the rest of the battle or scene. **Enhanced:** the roll becomes 11+.

Auditory Amp & Filter Implant: you get Superiority to perception checks based on hearing and to avoid being surprised. You can also hear ultrasounds and possess a sonar-like sense to 'see' shapes, volumes and detect movement nearby you even when blinded.

Claws Implant (restricted): you can extract or retract razor claws from your hands or forearms as a free action. These work as 1d8 base damage one-handed weapons with the *finesse* property.

Companion Drone: you own a drone which you are synched with. This can be selected more than once for getting multiple models, but only one drone can be used at a time.

Cortex Plug-in (requires Mindset): you can reallocate your Mindset background one more time per day, and again as long as you roll a 16+ check upon the switch. **Enhanced:** only requires a 11+ to re-use the same day.

Custom-made (Bio & Cybersleeves only): the sleeve is tailored for a specific user for whom Fragmentation checks to re-sleeve into it gain Superiority and it takes just one day to settle in. Its +2 bonus can be set to either Str, Dex or Con or split into +1 to two of those (does not stack with bonus from the core). Look can be designed to match specific likelihoods (on demand).

Gravity Warp Module: you can perform uninterrupted movement on a vertical or liquid surface as long as you land on a solid horizontal surface at the end of your turn (otherwise you fall off).

Hulking Size (restricted; Bio & Cybersleeves only): the sleeve size grants resistance 12+ to physical effects (pushing, grabbing, making prone...) by smaller creatures and increases its unarmed damage dice by one step. Can only be applied to a new sleeve.

Light Screen Camouflage/Transparency (restricted): you can make yourself (almost) invisible if you stand still (not taking any action during your turn). You can get Superiority to Stealth checks while moving: if you take the higher result you won't be able to use this again in the same battle or scene. If you attack or are hit while this augmentation is active the effect wears off till the end of the scene. **Enhanced:** you can use the higher Superiority roll twice per battle/scene.

Prehensile Whiptail: a controllable retractile appendix that can sustain your weight hanging and can be used to grab and hold items. Gain Superiority to climbing checks.

Reinforced Skeleton/Frame/Firmware: increase Hit Points by 3 + 1/tier.

Retinal Implant: you can zoom in at x20 distance and detect infrared and ultraviolet ranges (including Light Screen Camouflage/Transparency), as well as heat sources within nearby range. You can see normally in low light conditions.

Wall Walk Module: you can stand attached to any inclination or move at half your speed over them.

White Noise Field: you can generate a bubble around you (about 1.5m radius) that prevents any sound from escaping. **Enhanced:** radius expands to nearby.

NPCS ONLY

Diminutive Size (restricted – NPC only): you are considered a small or tiny creature. Requires a 16+ Fragmentation check upon (re-)sleeving into.

Massive Size (restricted – NPC only): you are considered a large or huge creature. Requires a 16+ Fragmentation check upon (re-)sleeving into.

BIOSLEEVES & TRUE BORN ONLY

Alter Features (restricted): you can change your facial and body features to match those of another person you have seen and heard, including the voice, for the duration of a scene. Roll Charisma checks to impersonate upon need.

Analysis Suite: you can attempt to figure out the chemical composition of any substance you inhale, touch or taste. Gain Superiority to tracking checks involving those.

Endurance Suite: provides twice the stamina of a standard body and resistance (half damage) from one type of environmental damage (Cold, Gravity, Heat, Radioactive, Toxic, Void). Can be selected multiple times for additional environments.

Fast-Heal Booster: your Rally dice increase by one step.

Flexi-Muscle Waive: you can compress or stretch your body mass by 50%. You take half damage from falling and have Resistance 16+ to Force damage.

Gills Gene-Graft: underwater breathing, water movement at land speed, can withstand up to 100 atm.

Glamour Suite: provides +2 to Charisma (does not stack with other bonus from the sleeve or core) and comes with a unique look (on demand).

Pheromone Control & Sensitivity Implant (restricted): you are able to control your pheromones, subtly influencing emotions of those around you, as well as sensing other's pheromones. When interacting with a biological, sentient creature nearby, you can get Superiority on social checks: if you take the higher result you won't be able to use this again in the same battle or scene. **Enhanced:** you can use the higher Superiority roll twice per battle/scene.

CYBERSLEEVES ONLY

Auxiliary Power Module: grants one additional Recovery.

Beauty Case (restricted): you can pass for human, even at close, naked-eye inspection and touch. You are allowed to pick one of your Augmentations from the Biosleeves selection too.

Bulletproof Case: grants Resistance 12+ to ballistic damage.

Fibro-Muscle Waive: provides Superiority to Strength checks for moving and lifting weights. Unarmed damage dice increase by one step.

Hidden Armory Suite (restricted): when unarmored you are considered as wearing a light armor (not powered). You have up to two 1hd light weapons or one 1hd heavy weapon hidden into undetectable internal compartments).

Perpetual Motion Engine: upon reaching 0 HP or lower for the first time in a battle or scene, roll a 16+ save. On a success you can immediately Rally for free: if this brings you back to positive HP, you stand. **Enhanced:** only requires a 11+ save.

Shield Generator Backup: when you fail on a Shield Refresh roll, you may still recover half of your Shield Dice roll, consuming the Refresh attempt.

Strider Module: you can propel yourself to any place nearby as a move action.

SIM ONLY (OR SAVANT)

Disguise Self (restricted)*: you can make yourself appear like a real person to those who can see ARO. This can look like any generic or specific person. You still don't have any solid substance, which can give away the trick. Roll Cha checks to pretend upon need.

Drone Direct Control: you can enter Active Mode for controlling a personal drone you are synched to.

Ego-cryption: not Vulnerable to Software damage while Meshwalking.

Flight* (restricted): as a move action you can fly at your speed or hover in place. Roll for a Mesh Density check and on a fail lose a Recovery.

Passwall* (restricted): as a move action you can pass through solid walls. Roll for a Mesh Density check: on a fail lose a Recovery and you won't be able to attempt this again in the same battle or scene.

Teleport* (restricted): as a move action you can disappear and reappear in a position of your choice you can see nearby. Roll for a Mesh Density check: on a fail lose a Recovery and you won't be able to attempt this again in the same battle or scene.

*Also available to Savants, for use in SIM State, while Meshwalking or within Virtualities.

DRONES

Drones are generally small size servant robots. They are considered to be the same level as their master and can operate in two alternative modes:

Passive Mode: drones feature a narrow AI capable of fulfilling most simple commands and tasks to the best of their ability. The controller has access to the p.o.v. and live-feed of the drone he is synched with and can command it to move or follow as a free action once per turn. He can also issue more complex commands as a quick action once per turn, such as: attack, move, pickup, guard (ongoing). The controller can also let the drone perform Opportunity Attacks in his place when the trigger for it occurs for the drone.

In this mode a drone has 1 HP and 1 SP. Any attack with a roll that hits it takes away the SP first and the HP then. A critical hit reduces the drone to 0 SP and 0 HP immediately.

Active Mode: as a quick action, an adept master can directly takeover the drone control (or release it). The host character may perform all his actions and, upon appropriate contextualization, use all his class capabilities and powers through the drone. The drone gets the host's Hit Points, Shield Points and MD. If the drone takes HP damage while in active mode, the host takes that damage as well.

If a drone is reduced to 0 HP or below it is disabled, requiring a short rest to recover at basic functionality (allowing just to move and follow) and a full heal-up to return at full efficiency. If it is utterly destroyed or unrecoverable a new one will have to be purchased as replacement (using the same augmentation as the previous one to synch to the controller).

Drones have the following base stats:

- AC: 15; PD: 13; MD: 9 (or host's MD in active mode); +1/Lv
- Attack:
 - Passive mode: +4; +1/Lv (no Escalation Die)
 - Active mode: host's attack bonus (use Escalation Dice)
- Damage:
 - Passive mode (melee only): 5 / 7 (Lv 5) / 9 (Lv 8)
 - Active mode (base): 1d8 + 1d8/tier (no mod)
- Hit Points:
 - Passive mode: 1
 - Active mode: host's Hit Points (and Recoveries)
- Shield Points:
 - Passive mode: 1 (cannot refresh during a battle)
 - Active mode: use host's
- Properties: immune to Toxic, Radioactive and Void damage

Drones can be equipped with most of the Augmentations from the General and Cybersleeve selections. Each takes one Augmentation slot from the controller. Cosmetic mods may be available upon request.

DRONE MODELS

Aegis System S-11 Wasp: the wasp is generally used in personal defence, but also has some surveillance capabilities. It looks like a synthetic wasp, measuring a little less than a third of a meter in height and weighing in at about 1.5 kg. It can be programmed with a number of basic behavioural routines, and can be given orders via voice in addition to direct control with a neural link or mindset. It flies and can hover in mid-air. Due to the diminutive size, damage per tier is 4/6/8 in passive mode and base damage die is 2d6 in active mode. It comes equipped with Retinal Implant.

Ardent LS-7 "Lonestar" Armed Responder (restricted): this drone has a humanoid shape. It was designed to provide active security to locations that are either too inhospitable or too dangerous for living security forces, or to bolster their numbers. The Lonestar is about 2 meters tall, features heavy armor plating, and has hands capable of using human weapons. Damage in active mode is according to weapons used.

Black Gate Series III Cerberus Guardian: resembles a large dog. Normally employed for watch and patrolling duties. The Cerberus Guardian stands a meter high at the shoulder. Its synthetic musculature makes it look much like a large skinless dog with shiny black muscles. Its "skeleton" is usually gun-metal grey or chrome. It comes equipped with Analysis Suite.

Black Gate Series V Bast Stalker: a variant of the Series III with a feline-shaped frame and tweaked operational parameters. Normally employed for hunting or scouting duties. It comes equipped with Light Screen Camouflage.

Imex V44 Case Spider: this relatively small drone folds up into what appears to be a small briefcase. When activated, it transforms into a spider-like drone designed for infiltration and surveillance. When attacking in melee, it does so by latching onto a target and stabbing it with a piercing spike that ejects from its abdomen, dealing 4/6/8 damage per tier in passive mode and 2d6 base damage die in active mode. It comes equipped with Wall Walk Module and Flexi-Muscle Waive.

Orbis α Mole Excavator: although it actually looks more like big metal badger, this drone is aptly named for its capability to dig and move underground at relatively fast pace (according to terrain), at price of a reduced overland speed (no more than a single move action per turn). It comes equipped with Auditory Amp & Filter Implant.

Orbis β Squid Navigator: this drone is specifically designed to operate underwater, resembling a large mechanical squid. It can withstand massive amounts of pressure and can effectively navigate even total darkness. It comes equipped with Auditory Amp & Filter Implant.

STANDARD FRAME

- Size: Huge (Immunity 16+ to status conditions; saves with 6+)
- AC: 16; PD: 14; MD: [pilot's] (all +1/Lv)
- HP (/tier): 80 / 96 / 108 (pilot takes 1/2 HP damage too)
- SP (/tier): 27 / 40 / 54 (refresh 1/battle: 11+; quick action)
- Initiative: pilot background + half pilot level
- Attack: piloting background + pilot level (-2 vs targets one size smaller; -4 vs 2 sizes smaller)
- Damage: 1hd = (1d6 + 1d6/tier) x3; 2hd = (1d8 + 1d8/tier) x3
- Weapons: 3 slots or 2 slots + Shield (+1 AC & PD); swap weapons as a move action
- Immunities: Radioactive, Toxic, Void
- Recoveries: none (requires about 24h in doc station to repair)
- Movement: nearby & far away ranges doubled. One move action to take-off or stay airborne

SPECIAL ACTIONS

Eject (pilot): quick action

Get in/out (pilot): move action

Lock-on: at-will, once per turn as a quick action you can target a large or huge enemy in sight within weapon range to lock it till the end of the battle or till the target goes out of range. The target can try to disengage from locks with a move action and a 11+ check for each lock. You can only have one locked target at a time. Additional effects vary according to the Firmware installed.

Piloting: Piloting a warframe requires at least 1 point in a relevant piloting background. It takes as many actions from the pilot as the ones the Warframe performs. Remaining actions can be used by the pilot too, but not powers

CHASSIS TYPES

Choose one of the following options. Differences from the base are noted for each one.

Delinger

- Size: Large (Immunity 12+ to status conditions)
- HP: 54 / 63 / 72
- SP: 18 / 27 / 36
- Damage: x2
- Special: can stay airborne as a free action; Superiority on disengage checks from a Lock-on.

Garrison

- HP: standard
- SP: 30 / 45 / 60

Kaiju

- HP: 88 / 106 / 120
- SP: standard
- Special: melee damage dice increased by one step

Shyaa

- HP & SP: standard
- Special: ranged damage dice increased by one step

FIRMWARE OPTIONS

Choose one among the following options to flash the Warframe with.

Containment: targets under your Lock-on take Hindrance to attacks that don't include you as a target.

Dogfight: you gain Resistance 12 to ranged attacks from targets under your Lock-on.

Surgical Strike: targets under your Lock-on are Vulnerable to your ranged attacks.

APPENDIX: CARDS

GENERAL

Rally Daily Standard Action Recharge: 16+ upon taking a quick rest after a battle Effect: gain Hit Points equal to a Recovery Dice roll + Con mod, up to the maximum value	Shield Refresh At-will Quick Action Effect: once per turn, with a 11+ check you can gain Shield Points equal to a Shield Dice roll and spend a Shield Recovery. Failed attempt do use Shield Recoveries. A natural 1 roll uses a Recovery anyway while a natural 2 doesn't cost any
Burst At-will Standard Action Range: ranged (area) Target: [natural hit roll /5] creatures in a group Attack: Dex vs AC Hit: half [W] + [W]/tier + Dex mod ballistic damage Notes: requires an Autofire weapon. On a natural 3 or less attack roll the weapon runs out of ammo	Suppressive Fire At-will Standard Action Range: ranged (area) Target: [natural hit roll /3] creatures in a group Attack: Dex vs PD Hit: targets may either take half damage or become Dazed till the end of their next turn (or till the suppression ends) Notes: requires an Autofire weapon. On a natural 5 or less attack roll the weapon runs out of ammo
Grenade At-will Standard Action Range: ranged (area; -2 far away) Target: [natural hit roll /3] creatures in a group (/5 if spread out) Attack: Dex vs [per grenade type] Hit: per grenade type. 11+ save for ½ damage or avoid 1 effect Notes: if thrown nearby, on a miss it has 50% chance to affect the thrower as well as allies or enemies around	Cooked Grenade At-will Quick Action Effect: if the grenade is thrown at the end of your following turn it explodes immediately upon landing, requiring hit targets to roll a 16+ save for ½ damage or avoid 1 effects Notes: cooking and holding the grenade requires one free hand and you cannot have more than one cooked at once
Shotgun At-will Standard Action Range: close (area) Target: [natural hit roll /5] creatures in a group (area) or 1 engaged Attack: Dex vs AC Hit: 1d6 + 1d6/tier damage (no mods). Double damage when firing to a single engaged enemy. Half damage when firing far away Notes: doesn't allow aiming. Requires a quick action to reload every 2 shots, but no out of ammo on a 1. Cannot be used for opportunity attacks	Sleeping Darts At-will Standard Action Range: ranged Target: 1 enemy Attack: Dex vs PD Hit: the target is Dazed (save ends) Effect: on a failed Dazed save the target falls unconscious till the end of the scene or till it takes damage (or save ends if in battle)
Aim At-will Move Action Range: ranged Target: 1 enemy Effect: increase critical range for the next ranged attack by 1 or by 2 with two consecutive move actions (even across turns). The move action(s) must be taken immediately before the attack Notes: two moves aim with Sniper weapons increases damage dice by one step on far away targets	RPG At-will Standard Action Range: ranged Target: 1 enemy Attack: Dex or Str (the lower one) vs AC Hit: 3d10 + 1d10/tier damage and all nearby need to roll a 11+ save or take half damage Notes: firing takes a standard and a move action in the same turn; reloading takes a standard action
Grab At-will Standard Action Range: melee Target: 1 enemy (up to one size larger) Attack: Str vs PD Hit: the target cannot move away from you till escaping the grab or the start of your next turn Notes: maintaining an established grab take a move action and one grab only can be maintained at a time	Escape a Grab At-will Move Action Effect: perform a 16+ Disengage check to escape a grab Notes: 11+ for larger creatures
Disarm At-will Standard Action Range: melee (unarmed) Target: 1 armed enemy Attack: Str or Dex vs PD, with Hindrance Hit: the target drops its weapon. On a critical hit you snatch the weapon Notes: requires both hands free and is subject to size/strength targets' resistance to conditions	Dive Into Cover At-will Immediate Interrupt Trigger: you are nearby a cover and hit by an attack it would protect you from Effect: you can dive into cover and on a 11+ save get +2 to your defense against that attack. On natural 20 you can also immediately use a ranged basic attack against the attacker; on a natural 1 you are Stunned till the end of your next turn Notes: you must be able to move, not surprised and not engaged
Partial Cover At-will Move Action or Quick Action Effect: gain +2 to defense against ranged attacks till the start of you next turn Notes: if already behind partial cover, keeping it takes a quick action	Total Cover At-will Move Action Effect: gain immunity to ranged attacks till the start of you next turn. Attacks from Total Cover are done as Blinded Notes: coming out of Total Cover takes a move action and gives Hindrance to your ranged attacks till the end of the turn

FEATURES

Marksman	Feature I
Immediate Interrupt Trigger: an enemy you have attacked since your previous turn deliberately performs an attack that doesn't include you Effect: perform a basic attack on the /enemy Notes: multiple instances of Marksman on the same target supersede each other	
Combat Surge	Feature II
No Action Effect: once per turn, when you hit with a natural 16+ you gain one Action Point. Every time the Escalation Die increases, the range expands by one.	
Battle Hardened	Feature III
No Action AP: 1 Effect: you can reroll any number of dice once in a damage, Rally or Shield Refresh roll. Keep the new results.	

TALENTS

Bulletstorm (Bladestorm)	Talent	Close Combat Expert	Talent
Your damage dice with weapon area attacks (not Explosives) increase by one step. You run out of ammo only a natural 1 with an autofire burst and 1-3 with suppressive fire.		Enemies need 16+ to disengage from you and when you hit with a melee Opportunity attack you also make the target Prone (requires natural 12+ for Large/x2 and 16+ for Huge/x3). Add 1[W] to unarmed damage.	
Explosives Chef	Talent	Get Off My Lawn	Talent
You can cook grenades as a free action. You have 5 grenades as a base and 3 rockets (for RPG). On a nearby miss with a grenade you only have 25% chance of it backfiring.		All your reload actions decrease to the lower next action rank (standard to move, move to quick, quick to free). You can draw weapons as part of an attack and can swap them as a free action.	
Heavy Duty	Talent	Last Stand	Talent
When rolling d8 or higher dice for damage with two-handed weapons you can consider any 1 or 2 as a 3 instead (this can affect minimum values too).		You can Rally as a quick action instead of a standard action.	
Quick to Anger	Talent	Spec Ops	Talent
As soon as the battle starts you are considered to be at Escalation=1 already. When the XD is even add +1 to it, which can bring it above its maximum for you.		Your first successful Shield Refresh attempt in a battle only requires a 6+ check (instead of 11+).	
Unconquerable	Talent	Unforgiving	Talent
When you roll a natural 16+ for a Shield Refresh, the Shield Dice for it increase by one step.		When you drop a non-mook enemy to 0 Hit Points or less, once per turn you get a free basic attack against another enemy within reach. This attack cannot generate Action Points.	

MANEUVERS

Agony Strike Battle+	Center Mass Strike (flexible) At-will
Standard Action Range: per weapon Target: 1 enemy Attack: per weapon Hit: [W] + [W]/tier + mod damage and the target is Weakened till the end of its next turn Miss: minimum damage	Standard Action Trigger: natural even miss Effect: 2 + 1/tier damage Range: per weapon Target: 1 enemy Attack: per weapon
Crippling Strike (flexible) At-will	Flanking Strike (flexible) At-will
Standard Action Trigger: natural even hit Effect: the target becomes Prone Range: per weapon Target: 1 enemy Attack: per weapon Hit: [W] + [W]/tier + mod damage Notes: 12+ for Large/x2 targets; 16+ for Huge/x3 targets	Standard Action Trigger: natural 11+ attack roll Effect: you may keep Partial Cover till the start of your next turn as a free action Range: ranged Target: 1 enemy Attack: per weapon Hit: [W] + [W]/tier + mod damage
One for the Team Battle	Peripheral Vision Battle
Immediate Interrupt Trigger: an ally nearby is hit by an attack Effect: you can move adjacent to him and take the attack in his place, but sustaining half damage only for it. The movement doesn't provoke opportunity attacks	Quick Action Range: close Target: 1 nearby or far away enemy Effect: the target is considered engaged with you till the end of your next turn. If it moves away from its position without disengaging from you, you get an opportunity attack against it and the effect ends Sustain: quick
Pinning Strike Battle+	Pushback Strike (flexible) At-will
Standard Action Range: per weapon Target: 1 enemy Attack: per weapon Hit: [W] + [W]/tier + mod damage and the target is Stuck (save ends) Miss: minimum damage	Standard Action Trigger: natural odd hit Effect: you can push the target nearby and follow it Range: melee Target: 1 enemy Attack: per weapon Hit: [W] + [W]/tier + mod damage Notes: 12+ for Large/x2 targets; 16+ for Huge/x3 targets
Resurgence Strike (flexible) At-will	Shift Stance At-will
Standard Action Trigger: natural 5, 10, 15, 20 attack roll Effect: immediately spend a Recovery to use a Shield Refresh Range: per weapon Target: 1 enemy Attack: per weapon Hit: [W] + [W]/tier + mod damage	Quick Action Range: personal Effect: till the end of your next turn you take half damage from attacks you intercept and, once per round, you can attempt to disengage for intercepting Sustain: quick
Solid Stance At-will	Splinter Strike At-will
Quick Action Range: personal Effect: till the end of your next turn you can reduce damage you take from attacks vs AC by 1 + 1/tier Hit Points Sustain: quick	Standard Action Range: per weapon Target: 1+ enemies Attack: per weapon (single attack against all targets) Hit: [W]/target Notes: you can target with the attack as many enemies as you have damage dice and on hits allocate damage dice between targets
Steel Stance At-will	Swerve Strike (flexible) At-will
Quick Action Range: personal Effect: till the end of your next turn enemies that attempt to disengage from you take 1 + 1/tier damage Sustain: quick Notes: this doesn't affect Shield Points	Standard Action Trigger: natural odd attack roll Effect: immediately attempt a save for a 'save ends' effect Range: per weapon Target: 1 enemy Attack: per weapon Hit: [W] + [W]/tier + mod damage
Turning Tide Battle	Whirling Strike (flexible) At-will
Immediate Interrupt Trigger: you are hit by an attack Effect: you can force the enemy to reroll the attack. If the result is still a hit, but lower than the original roll you take half damage from the attack	Standard Action Trigger: natural 11+ attack roll Effect: target all enemies around within melee reach Range: melee Target: all enemies within melee reach Attack: per weapon Hit: half [W] + [W]/tier + mod damage

FEATURES

Energy Conservation	Feature I
No Action Effect: when you hit with an attack or perform a shield refresh, on a natural 18+ roll you get additional damage (not subject to critical hits) or Shield Points to apply to a single roll: <ul style="list-style-type: none"> ▪ Lv 1: 18=+2; 19=+3; 20=+4 ▪ Lv 5: 17=+2; 18=+3; 19=+4; 20=+5 ▪ Lv 8: 16=+2; 17=+3; 18=+4; 19=+5; 20=+6 	
Dynamo Charger	Feature II
No Action Effect: after a full heal-up your AP are up to the cap. After a battle, at the end of a quick rest, roll a d20 check for each AP below the cap and on each 11+ result recharge one.	
Power Source	Feature III
Free Action AP: 1 Effect: once per turn you can spend an Action Point to refresh any one of yours or an adjacent ally's used Battle or Battle+ powers.	

TALENTS

Armorsmith	Talent	Energy Affinity	Talent
When rolling for Shield Refresh attempts, on a fail you still get 1 + 1/tier Shield Points. After a battle, at the end of a quick rest you can allow yourself or an ally who is with you to get back a used Recovery with a 11+ save.		Choose one energy type between Anti-Matter, Cryo, Fire, Force or Electricity, Laser. As a free action you can change your weapon damage to the chosen energy type. You also gain resistance 16+ against that type of damage. This Talent can be selected once per Tier.	
Energy Transmute	Talent	Gear Head	Talent
You can take off half or all of the current SP from your Shields and add them to damage after a hit attack (subject to resistances/immunities, but not to crits or other increases).		Increase your Action Points cap by 1.	
Hardware Expertise	Talent	Puppet Master	Talent
When using weapons you can make attacks as Int vs AC with them, but applying the normal mod to damage.		You gain a personal drone of your choice synched to you. You can get into Active Mode control of it. You can use your Augmentation slots for the drone instead, applying general and cybersleeve ones to it.	
Spark	Talent	Tech Retriever	Talent
When you have no Action Points left you can spend a Recovery to get one immediately. If you attempt this again in the same battle or scene it costs two Recoveries per Action Point.		Select a specific enemy type from the list: biosleeve, cybersleeve, drone, SIM. The chosen enemy type is Vulnerable to your attacks and you gain Superiority on all tracking attempts against it. You can select this talent once per tier picking a new enemy type each time.	
Tinkerer	Talent	Weaponsmith	Talent
You can perform temporary repairs and assemble simple constructions or gadgets even with improvised tools and materials. After a battle, at the end of a quick rest you can refill one grenade (of any kind) for yourself or one of your allies.		When rolling for damage you can consider any 1 as a 2 instead (this can affect minimum values too). You can create a makeshift weapon from basic materials in about 5 minutes, with damage dice reduced by one step compared to the standard version.	

TECHS

Biohazard Field At-will Quick Action Range: personal Effect: generate a field centered and moving with you till the end of your next turn. Creatures that finish their turn adjacent to you take 1 + 1/tier radioactive damage Sustain: quick	Cornering Aim At-will Quick Action Range: close Target: 1 enemy you can see Effect: make your next (non-area) attack before the end of the turn bypass any partial cover the target may have
Cryo Gun At-will Standard Action Range: ranged Target: 1 enemy Attack: Int vs PD Hit: 1d8 + 1d8/tier cold damage and the target is Slowed till the end of its next turn	Electrocution Circuit Battle+ Standard Action AP: 1 Range: ranged Target: 1 enemy Attack: Int vs PD Hit: 1d8 + 1d8/tier + Int mod lightning damage and perform the attack again at -2 on a new target nearby the first, and so on with a cumulative -2 Miss: minimum damage Notes: attacks after the first one cannot generate Action Points
EMP Nova Battle+ Standard Action AP: 1 Range: ranged (area) Target: [natural hit roll /3] creatures in a group Attack: Int vs PD Hit: targets with a mindset or augmentations are Hampered, cybersleeves, cybernetics are Stunned and SIMs are Blinded till the end of their next turn Miss: the Action Point is not expended	Entropy Ward Battle+ Immediate Interrupt AP: 1 Trigger: you take damage from an attack Effect: roll a save: on a 6+ result you take half-damage, on a 11+ result you take half damage and the attacker takes the other half; on a 16+ result you take no damage and the attacker takes the whole damage Notes: apply resistances after the save is rolled
Flame Jet At-will Standard Action Range: close (area) Target: [natural hit roll /5] creatures nearby in a group Attack: Int vs PD Hit: 1d6/tier + 1d6 ongoing fire damage to each target	Gravity Bomb Battle Standard Action Range: close (area) Target: a position nearby or far away that you can see Effect: the zone nearby the target position becomes difficult terrain till the end of your next turn Sustain: quick
Gravity Gun At-will Standard Action Range: close Target: 1 nearby enemy Attack: Int vs PD Hit: the target is moved to a position of your choice nearby that can be reached with a straight land movement. If it hits a solid surface it takes 1d6 + 1d6/tier force damage if it hits another creature both take half damage. Or you may hurl a solid object within reach the target and on a hit deal damage	Magnetic Field At-will Quick Action Range: personal Effect: generate a field centered and moving with you till the end of your next turn. The field is difficult terrain for all creatures adjacent to you Sustain: quick
Pocket Jumpgate Battle Quick Action Effect: open a jumpgate portal nearby with exit point anywhere nearby. The gate lasts till the end of your next turn (unless you close it before, as a free action) and you can step through it as part of a move action. Other creatures, no bigger than large size, can go through while it is open Sustain: quick	Safety Field At-will Quick Action Range: personal Effect: generate a field centered and moving with you till the end of you next turn. You and nearby creatures gain immunity from one environmental damage type (Cold, Gravity, Heath, Radioactive, Sonic, Toxic, Void). This uses a Recovery the first time it's activated in a Battle or Scene Sustain: quick
Shield Transfer Battle Quick Action Range: close Target: 1 nearby willing ally Effect: transfer half or all of the current Shield Points from a willing nearby ally to you, or transfer half or all of your current Shield Points to him	Solid Force Battle Quick Action Range: close Effect: create a straight, vertical, semi-transparent force wall nearby that lasts till the end of your next turn or till destroyed, providing cover for those nearby it and preventing movement through it. If used as total cover it doesn't give Hindrance upon moving out. The wall is destroyed upon taking damage equal to your Shield Refresh maximum value Sustain: quick
Solvent Splash At-will Standard Action Range: ranged (area) Target: [natural hit roll /3] creatures in a group Attack: Int vs PD Hit: 1d6 + 1d6/tier acid damage. Divide the damage total by the number of targets hit	Sonic Whip Battle Standard Action Range: ranged (area) Target: [natural hit roll /5] creatures nearby in a group Attack: Int vs PD Hit: 1d8 + 1d8/tier sonic damage and the target is Dazed till the end of its next turn

FEATURES

Shockwave	Feature I
No Action Effect: when you roll maximum result on a damage die, the die explodes: roll it again and add the result to the damage total Note: the effect can trigger multiple times per die	
Combat Flow	Feature II
No Action Effect: once per turn, when you hit with a natural 16+ or reduce a non-mook enemy to 0 HP or less, you gain one Action Point	
Onslaught	Feature III
No Action Effect: add d6 damage dice to an attack that hits. ■ Lv 1: +1d6 ■ Lv 5: 2d6 and add the best one ■ Lv 8: +2d6 Use after the attack, but before the damage roll (this is not subject to critical or other effects, but the dice may explode).	

TALENTS

Cold Weapons Master	Talent	Do Stuff, See People	Talent
You can consider all one-hand melee weapons and unarmed attacks as having the <i>Finesse</i> property. An actual <i>Finesse</i> weapon has critical range expanded by 2 for you. Ranged weapons damage dice increase by one step.		You can make up a story for getting a temporary Icon Relationship outside the ones you already have. If the GM agrees, once per session you may roll a d20 adding your Cha mod to the result: on a 11+ you get a 2 points positive relationship (or negative if you wish) which lasts till the end of the session; on 10 or less you get a 2 points conflicted relationship. Should a roll for this temporary relationship come out as a 5, the story will blow, turning into a 2 points negative relationship till the GM says otherwise. You can only have one temporary relationship at a time. Your Social Contest rolls crit range increases by 1.	
Dual Slinger	Talent	Elusive	Talent
When you attack wielding a one-handed weapon in each hand (or unarmed), once per turn on a natural even roll you can perform a secondary attack with the off-hand weapon. The secondary attack is a basic attack that deals half damage on a hit (none on a miss) and cannot generate Action Points.		You have Superiority to checks or save rolls for disengaging, escaping explosion damage, diving into cover and freeing from grabs. You can stand up from Prone with a quick action.	
Ghost Walk	Talent	Harrier	Talent
At the start of your turn roll a d20: on a 11+ result you can place yourself nearby in a position you can reach (you need to be able to move, but this doesn't count as a move action). Once per round when you hit with a melee attack on a target engaged with one of your allies or Surprised your damage dice increase by one step.		At the end of a full movement, your first melee attack in the turn has damage dice increased by one step and on a hit you can automatically disengage from the target and continue movement to a nearby position of your choice that is reachable. When being intercepted you can make a disengaging check against each intercepting enemy as a free action.	
Hawkeye	Talent	Shock Trooper	Talent
You can aim as a quick action instead of a move action.		When you wield a 1hd weapon with two hands or the other hand free and roll d6 or higher damage dice with it, you can reroll once any that comes up as a 1. Keep the second result.	
Skill Monkey	Talent	Trigger Happy	Talent
When succeeding on a relevant skill check with a natural 15+ roll (or two 10+ with Superiority or Hindrance) you get an Action Point. When using an Action Point on a skill check you add 1d8 (instead of 1d6) to the total.		You have Superiority on Initiative rolls and can draw weapons as part of an attack. If your initiative result is higher than all your enemies you gain an Action Point.	

STUNTS

Blind Spot Battle	Chakra Pressure Grip Battle
Standard Action Range: per weapon Target: 1 enemy Attack: per weapon Hit: [W] + [W]/tier + mod damage and you become Invisible to the target till the start of your next turn	Standard Action Range: melee Target: 1 surprised or staggered enemy Attack: Dex vs PD Hit: the target has to immediately attempt a 11+ save or fall unconscious and helpless (save ends or till it takes damage)
Clean Strike At-will	Dance of Ice and Fire Battle+
Standard Action Range: per weapon Target: 1 enemy Attack: per weapon vs PD Hit: [W-1] + [W-1]/tier + mod damage Notes: you don't risk to hit allies engaged with the target on a natural 1 miss	Standard Action (XD 3+) AP: 1 Range: per weapon Target: 1 enemy Attack: per weapon Hit: maximum damage Miss: minimum damage Notes: you may still roll the dice on a maximum damage, for the sake of triggering additional effects if any
Disabling Strike Battle+	Escaping Strike At-will
Standard Action AP: 1 or 2 Range: per weapon Target: 1 enemy Attack: per weapon Hit: half damage and the target is Stunned till the end of its next turn Miss: minimum (normal) damage Notes: you can do normal damage on hit by spending a second Action Point before the damage roll	Standard Action Range: melee Target: 1 enemy Attack: per weapon Hit: [W] + [W]/tier + mod damage and you pop free from the enemy Notes: other enemies you are engaged with still require checks to disengage from
Floating Stance At-will	Lingering Strike At-will
Quick Action Range: personal Effect: you gain Resistance 12+ to attacks vs PD till the end of your next turn Sustain: quick	Standard Action Range: per weapon Target: 1 enemy Attack: per weapon Hit: [W] + [W]/tier + mod damage and your next (non-area) attack that hits the target before the end of your next turn will have damage dice increased by one step
Liquid Stance At-will	Lunging Strike At-will
Quick Action Range: personal Effect: you gain Resistance 12+ to attacks vs MD till the end of your next turn Sustain: quick	Standard Action Range: close Target: 1 nearby enemy Attack: per weapon (melee) Hit: [W-1] + [W-1]/tier + mod damage
Misdirection Battle	Riposte Battle
Immediate Interrupt Trigger: an enemy hits you with a ranged attack Target: the attacking enemy Effect: roll a Wis or Cha vs MD attack vs the target. On a hit you take half damage and an enemy nearby (other than the attacker) takes the other half	Immediate Reaction Trigger: an enemy you are engaged with misses you with a melee attack Effect: you can perform a basic melee attack against the attacker
Trickster Stance At-will	Twitch Battle
Quick Action Range: personal Effect: till the end of your next turn when you take damage from melee attacks the attacker takes 1 + 1/tier damage Sustain: quick	Quick Action Effect: you gain a move action to use before the end of the turn
Unbalancing Slide Battle	Weak Spot At-will
Immediate Interrupt Trigger: an enemy hits you with a melee attack Target: the attacking enemy Effect: roll a Str or Dex vs PD attack vs the target. On a hit you avoid all damage and the target falls Prone Notes: Prone subject to 12+ for Large/x2 targets and 16+ for Huge/x3 ones	Quick Action Range: close Target: 1 enemy you can see Effect: make your next (non-area) attack before the end of the turn bypass 4 points of any damage resistance from the target

FEATURES

ESP	Item	ESP	Feature I
HP: N/A AC: 16; PD: 14; MD: 10 [+1 to all per Lv] Attack (if made to attack on its own, as a standard action): Int vs AC Damage: 1d4 damage [Lv5=1d6; Lv 8=1d8] Properties: Immunities: all physics damage. Vulnerabilities: may be temporarily disabled by an EMP, Sonic burst or Software null field. It always recovers full functionality upon a quick rest		No Action Effect: the ESP acts on the same initiative as the controller, can move (hovering) in his move action and, once per round, can add its damage (or effect) to an adjacent target hit by an attack from the controller	
Mesh Tap	Feature II	Boost	Feature III
Standard Action Effect: roll a Mesh density check: on success gain an Action Point and your next SINC App attack before the end of the battle gets Superiority. On a failure your next Mesh Tap attempt in the same battle or scene gets Hindrance. A natural 20 roll turns the attempt into a free action, while a natural 1 roll provokes a Fragmentation check. Alternatively with a successful check above Mesh density, instead of gaining an AP you may query the Mesh for some specific piece of information		No Action AP: 1 Effect: upon hitting a target you can spend an Action Point to achieve one of the following outcomes: <ul style="list-style-type: none"> Turn an 'end of next turn' condition effect into 'save ends' Decrease the target Resistance to software by 2 Maximize the ESP roll 	
Dash (ESP)	At-will	Manipulate (ESP)	At-will
Quick Action Effect: the ESP performs one extra move		Quick Action Effect: the ESP wraps around a small object to manipulate it till the start of the controller's next turn Notes: complex manipulation tasks require checks by the controller	
Sensory Feed (ESP)	At-will	Template (ESP)	At-will
Quick Action Effect: the controller can see and hear through the ESP till the start of his next turn, but won't be able to use his own senses or actions in the meantime.		Quick Action Effect: the ESP assumes the shape of any object the controller has a fabrication template for, from 5cm ³ to 1m ³ volume. It can maintain this shape until instructed to change form. Notes: The ESP is incapable of taking the form of another type of electronic device or something that requires power to function	

TALENTS

ESPER Lord	Talent	Gizman	Talent
Gain one extra ESP Configuration and increase ESP damage die to the next size.		After a full heal-up you can select 1/tier among Battle or Battle+ powers you know and get one extra use for each of them before the next full heal-up (Battle+ still require AP expenditure).	
Mesh Guru	Talent	Mesh Madness	Talent
Gain one extra SINC Utility and decrease the target of all your Mesh density checks by 1.		Add your Fragmentation Stage to your Intelligence score. Your default and minimum Fragmentation Stage is 1.	
Mesh Warrior	Talent	Mindcrasher	Talent
When Meshwalking your damage increases to the next die size.		Gain one extra SINC App and you can use Int instead of Dex for Initiative checks.	
SINC Fist	Talent	Time Slicer	Talent
You can use your ranged SINC Apps as close instead, but only reach nearby targets this way.		You can Meshwalk or Landwalk with a quick action. While Meshwalking you can split your actions between your core and your sleeve (or drone in active control). You can assume SIM state with a quick action and split actions between that and your physical sleeve (or drone in active control).	

SINC APPS

Augmented Unreality	Battle	Feedback Loop	Battle
Standard Action Range: close Target: 1 nearby or far away enemy Attack: Int vs MD Hit (choose one): Background Subtraction: you or an ally become invisible to the target till attacking or interacting with it; Clone Simulacrum: the target sees two copy images of yourself or an ally, which disappear if hit or touched by it Sustain: quick (or till the end of your next turn / end of the battle on a critical)		Standard Action Range: ranged Target: 1 enemy Attack: Int vs MD Hit: 1d6 + 1d6/tier + Int mod software damage and if the target attacks you before the end of your next turn it takes 1d6/tier software damage and the effect ends Sustain: quick	
ICEwall	Battle	Lag Spike	Battle
Quick Action Range: close Effect: create a straight, vertical, semi-transparent virtual wall nearby that lasts till the end of your next turn, providing resistance 16+ to software attacks from the other side (not adjacent) that persists till the resistance is pierced by an attack that hits above it. The wall is difficult terrain for software entities that try to go through it Sustain: quick		Standard Action Range: ranged Target: 1 enemy Attack: Int vs MD Hit: 1d6 + 1d6/tier + Int mod software damage and push the target's initiative one step down in the initiative order (one point below the following enemy or ally)	
Malware	Battle	Memory Hack	Battle
Standard Action Range: ranged Target: 1 enemy Attack: Int vs MD Hit: 1d6 + 1d6/tier + Int mod software damage and the target is Dazed till the end of its next turn		Standard Action Range: close Target: 1 nearby or far away enemy Attack: Int vs MD Hit (choose one – or both on a crit): a) Amnesia: the target loses memory of any event in the past 5 minutes and won't attack till the end of its next turn unless attacked b) Probe: gain a single-word answer to a question the target is able to answer	
Mindstream	Battle+	Neural Blackout	Battle+
Quick Action Target: 1 nearby or far away ally Attack: you gain one (class) power from the ally till the end of the battle	AP: 1	Standard Action Range: ranged Target: 1 enemy Attack: Int vs MD Hit: 1d6 + 1d6/tier + Int mod software damage and the target is Blinded till the end of its next turn Miss: minimum damage	AP: 1
Spam	At-will	Spook	At-will
Standard Action Range: ranged Target: 1+ enemies Attack: Int vs MD Hit: 1d6 + 1d6/tier software damage. If used against multiple targets roll the attack once and on hits allocate damage dice between them Notes: can be used as a ranged basic attack		Standard Action Range: close Target: 1 nearby enemy Attack: Int vs MD Hit: 1d6 + 1d6/tier software damage and on a 16+ hit the target is also Feared against yourself till the end of its next turn	
Synaptic Flayer	Battle	System Override	Battle+
Standard Action Range: ranged Target: 1 enemy Attack: Int vs MD Hit: 1d6 + 1d6/tier + Int mod software damage and the target is Hampered till the end of its next turn		Standard Action Range: close Target: 1 nearby or far away enemy Attack: Int vs MD Hit: the target is Confused till the end of its next turn Miss: the target has Hindrance to attacks against you till the end of its next turn	AP: 1

ESP CONFIGURATIONS

Barrier (ESP)	Battle	Broadcast (ESP)	At-will
Immediate Interrupt Trigger: you or an ally nearby the ESP take damage Effect: the ESP dashes in front of the target of the attack to absorb the damage. Roll a d20: on 6+ result the ESP absorbs half of the damage, on a 16+ it absorbs all of it		Free Action Effect: the controller is able to cast a SINC App from the ESP (as a Close attack), for the sake of determining range, cover and line of effect. While in this configuration the ESP becomes unavailable for any other use till the end of the turn Notes: requires line of sight of the controller on both the ESP and the target	
Devour (ESP)	At-will	Equalize (ESP)	At-will
Free Action Effect: convert 1[D] ESP damage into ongoing damage		Free Action Effect: apply ESP damage on a miss instead of a hit. Declare before the attack roll is made	
Optimize (ESP)	At-will	Plague (ESP)	At-will
Free Action Effect: on a successful Shield Refresh check you can add 1[D] ESP to the Shield recovery roll. This uses the ESP die for the round		Free Action Effect: convert 1[D] ESP damage to give the target Hindrance to attacks till the end of its next turn or till it moves away from the current position	
Restrain (ESP)	At-will	Scatter (ESP)	At-will
Free Action Effect: trade the ESP damage to make the target Slowed till the end of its next turn		Free Action Effect: deal ESP damage to an enemy nearby the target rather than to the target itself	
Slash (ESP)	At-will	Wear (ESP)	At-will
Quick Action Effect: as a quick action conjure a monofilament edge from the ESP, function as a 1hd weapon and allowing you to perform Int vs AC melee attacks with it dealing 1d8 + 1d8/tier + Str mod damage. The edge can be dismissed anytime as a free action Notes: this doesn't use the ESP die		Quick Action Range: personal Effect: the ESP wraps around you as a liquid metal skin armor, providing damage resistance 12+ to attacks against AC till the end of your next turn. Activating or sustaining this uses the ESP die for the round Sustain: quick	

SINC UTILITIES

Backdoor	Daily	Eminent Domain	Daily
SINC Utility Effect: make a Mesh check directed at one nearby or far away target to gain a specific info about the subject which is not public domain. On a success by 5+ or a natural 20 roll you can get two info. On a natural 1 roll you have to perform a Fragmentation check.		SINC Utility Effect: make a Mesh check directed at one nearby or far away non-sentient software operated entity (not a mindset, SIM or Gamma level AI) to seize control, forcing it to obey a single command from you till the end of the scene. On a success by 5+ or a natural 20 you can issue multiple commands for the duration of the scene. On a natural 1 roll you have to perform a Fragmentation check.	
Identity Theft	Daily	Leverage Point	Daily
SINC Utility Effect: make a Mesh check to acquire generic credentials of your choice for yourselves for the duration of the Scene. On a success by 5+ or natural 20 you may assume a specific person identity. On a natural 1 roll you have to perform a Fragmentation check.		SINC Utility Effect: once per day, make a Mesh check directed at one nearby or far away non-hostile target to get some kind of leverage over him. On a success your next social interaction check with the target in the scene gets Superiority. On a success by 5+ or a natural 20 the next two social checks with the target in the scene get Superiority. On a natural 1 roll your social interaction checks with the target get Hindrance till the end of the scene.	
Microtransaction	Daily	Oracle Patterning	Daily
SINC Utility Effect: make a Mesh check before Rep transaction. On a success the following Rep check in the scene gets Superiority. On a success by 5+ or a natural 20 your Rep will be considered one Rank higher till the end of the scene. On a natural 1 roll you take a Reputation hit of 1 d6 notches.		SINC Utility Effect: make a Mesh check to recover events happened nearby your current position at a given moment during the day and 5 minutes around it or predict with a fair degree of accuracy one upcoming local event relevant to you that is going to happen in the next 5 minutes. On a success by 5+ or a natural 20 you can also erase the record of the last 5 minutes from the Mesh or delay a future event happening. On a natural 1 roll you have to perform a Fragmentation check.	
Security Skim/Veil	Daily	Stream of Consciousness	Daily
SINC Utility Effect: make a Mesh check to locate the general whereabouts of a person or item in the local Mesh and track it for the scene. On a success by 5+ or a natural 20 roll you can track for up to 1 hour. On a fail by 5+ or a natural 1 roll the target becomes aware of the attempt and the locations of its source. Alternatively it is also possible to use this utility to conceal up to 5 persons or items in the same location from digital surveillance for the duration of the scene (on a natural 1 roll their location is broadcasted to everyone in the local Mesh).		SINC Utility Effect: make a Mesh check to be able to see and hear through a nearby or far away p.o.v. for the duration of a scene or 5 minutes. On a success by 5+ or a natural 20 roll the duration becomes up to 1 hour. On a natural 1 roll you have to perform a Fragmentation check.	

FEATURES

Tactical Focus	Feature I
Free Action Range: close Target: one nearby or far away enemy or task Effect: once per turn as a free action you can roll a d12 for a single target you can see or a task you can contribute to: till the start of your next turn you or one of your allies can use the result in place of an attack or skill check roll for it (other than a natural 1). Treat a matching result as a success and a matching success as a critical (both use the focus). Once used it disappears	
Master Planner	Feature II
Quick Action Effect: once per turn roll a d20; on a result of 11+ you gain one Action Point. On a natural 20 roll you also bump the XD by 1; if it's already maxed also increase its size by one step till the end of the battle (max: d12)	
Contingency	Feature III
Free Reaction Trigger: you or an ally perform a d20 roll Effect: once per turn, by spending an Action Point you can add +2 to the roll (after seeing the result)	AP: 1
Free Action Effect: once per turn you can transfer one AP from your pool to an ally you can see	

TALENTS

Battleborn	Talent	Guerrilla Warfare	Talent
When using weapons, you can make attacks as Wis vs AC with them, but applying the normal mod to damage.		When ambushing enemies you can elect three allies (instead of two) to be part of the surprise attack and allow the designated ambusher Superiority for approach checks during the Surprise round. You can also use Cha instead of Dex for your Initiative checks.	
Lateral Thinking	Talent	Lead By Example	Talent
If at some point you realize there was something in your power that would have turned useful but was overlooked, by spending an Action Point and providing a brief explanation you can retrospectively try to make it right: if the GM takes your point this turns out to be what actually happened. At the start of a battle, if you are not surprised, before the initiative is rolled you can place yourself in a position nearby that you can reach with a move action.		You gain one extra Tactic. Allies that can see and communicate with you may use any of your available Battle or Battle+ attacks in their turn (adding half your Cha mod to the attack roll too). The power is used normally this way, but Action Points for it – if needed – may come from either of you.	
Promptness	Talent	Pulling Strings	Talent
You give Hindrance to attempts of getting surprise on you and nearby allies (or gain and grant Superiority to them to avoid being caught by surprise). You can also use Wis instead of Dex for your Initiative checks.		You gain one extra Relationship die. When you roll a 1 on a Icon Relationship die you can reroll it once by providing an explanation for that in a couple of sentences (keep the new result). If you roll a 5 you gain an Action Point (once per roll).	
Reserve	Talent	Selective Meddler	Talent
At the start of each session roll a d20 and keep the result. At any point once during the session you can swap the result for a d20 roll by either an ally, an enemy or yourself.		Choose a secondary core (class) other than your own and gain benefits accordingly. You can only pick this Talent once.	
Sensei	Talent	Tactical Acumen	Talent
You can allow other characters to use one of your backgrounds at half effectiveness (round down) as long as you are able to communicate with them. This cannot stack with any other background on checks.		After taking a full heal-up you have two Action Points.	

TACTICS

Alpha Strike Battle+ Standard Action AP: 1 Range: per weapon Target: 1 enemy Attack: Wis or Cha vs AC Hit: [W] + [W]/tier + weapon mod damage Effect: till the end of your next turn following attacks on the target add the Escalation Die to their crit range till one scores a crit in the extended range; if none does, the power is not expended (but the Action Point is)	Commanding Presence At-will Quick Action Range: personal Effect: till the end of your next turn you can use one Action Point of a willing nearby ally in your turn and they can each use one of yours in their turn Sustain: quick
Cunning Presence At-will Quick Action Range: personal Effect: till the end of your next turn you and nearby allies may apply the Escalation Die to Shield Refresh checks instead of attack rolls (declare before rolling for any of those in a turn) Sustain: quick	Decoy Battle Immediate Interrupt Trigger: one of your allies or yourself are hit by an attack Target: a (willing) nearby ally within range of the attack Effect: the target takes the hit instead, but only sustains half damage from it
Inspiring Presence At-will Quick Action Range: personal Effect: till the end of your next turn you and nearby allies can roll for saves at the start of your respective turns rather the end Sustain: quick	Intel Gather At-will Standard Action Range: close Target: 1 enemy you can see Attack: Wis or Cha vs MD Hit: you figure out one useful piece of information about the target (resistances, vulnerabilities, attack types...) and the target becomes Vulnerable to the first attack that hits it before the end of your next turn
Main Assist Battle Standard Action Range: per weapon Target: 1 enemy Attack: Wis or Cha vs AC Hit: [W] + [W]/tier + weapon mod damage and the next attack on the target before the start of your next turn has Superiority to it	Offload / Tackle At-will Standard Action Range: per weapon Target: 1 enemy Attack: Wis or Cha vs AC Hit: [W] + [W]/tier + weapon mod damage and allow one of your allies engaged with the target to pop free from it, or a not engaged ally nearby the target to intercept it
One Step Ahead At-will Standard Action Range: per weapon Target: 1 enemy Attack: per weapon Hit: [W] + [W]/tier + mod damage Effect: you can bump or lower your starting initiative result by 5 for the next round	On My Mark At-will Standard Action Range: close Target: 1 enemy you can see Effect: allow one ally to perform a basic attack against the target
Overrule Battle+ Quick Action AP: 1 Effect: allow an ally nearby or far away you can see to immediately perform a standard action	Point Break At-will Standard Action Range: per weapon Target: 1 enemy Attack: Wis or Cha vs AC Hit: [W] + [W]/tier + weapon mod damage Effect: the next attack on the target before the start of your next turn has damage dice increased by one step
Practice Makes Perfect Battle Immediate Reaction Trigger: you or an ally miss or fail with a battle power Effect: the power is not expended, but no effect from it occurs either	Rescue Mission Battle Quick Action Range: close Target: 1 nearby or far away ally you can see Effect: once per turn allow a target to immediately attempt a Shield Refresh
Scram Battle Move Action Effect: either you and an ally, or two allies you can see, move	Shake Off Battle Quick Action Target: 1 nearby or far away ally Effect: the target can perform a save roll, even if the effect wouldn't normally allow for one. If the save had already been tried this new attempt gains Superiority

ALL SLEEVES

Adrenal Booster/Overclock Module AGM You gain an extra quick action. After taking it roll a d20: on a 16+ you can take it again in following turns, on a fail you cannot use this anymore for the rest of the battle or scene. <i>Enhanced:</i> 11+ roll	Auditory Amp & Filter Implant AGM You get Superiority to perception checks based on hearing and to avoid being surprised. You can also hear ultrasounds and possess a sonar-like sense to 'see' shapes, volumes and detect movement nearby you even when blind.
Claws Implant (restricted) AGM As a free action you can extract or retract razor claws from your hands or forearms, working as 1d8 base damage one-handed weapons with the <i>finesse</i> property.	Companion Drone AGM You own a drone which you are synched with. This can be selected more than once for getting multiple models, but only one drone can be used at a time.
Cortex Plug-in (Mindset only) AGM You can reallocate your Mindset background one more time per day, and again as long as you roll a 16+ check upon the switch. <i>Enhanced:</i> only requires a 11+ to re-use the same day.	Custom-made (Bio & Cyber only) AGM The sleeve is tailored for a specific user for whom Fragmentation checks to re-sleeve into it gain Superiority and it takes just one day to settle in. Its +2 bonus can be set to either Str, Dex or Con or split into +1 to two of those (does not stack with bonus from the core). Look can be designed to match specific likelihoods (on demand).
Gravity Warp Module AGM You can perform uninterrupted movement on a vertical or liquid surface as long as you land on a solid horizontal surface at the end of your turn (otherwise you fall off).	Hulking Size (Bio & Cyber only; restricted) AGM The sleeve size grants resistance 12+ to physical effects (pushing, grabbing, making prone...) by smaller creatures and increases its unarmed damage dice by one step. Can only be applied to a new sleeve.
Light Screen Camo/Transparency (restricted) AGM You can make yourself (almost) invisible if you stand still (not taking any action during your turn). You can get Superiority to Stealth checks while moving: if you take the higher result you won't be able to use this again in the same battle or scene. If you attack or are hit while this augmentation is active the effect wears off till the end of the scene. <i>Enhanced:</i> you can use the higher Superiority roll twice per battle/scene.	Reinforced Skeleton/Frame/Firmware AGM Increase Hit Points by 3 + 1/tier.
Prehensile Whiptail AGM A controllable retractile appendix that can sustain your weight hanging and can be used to grab and hold items. Grants Superiority to climb checks.	Retinal Implant AGM You can zoom in at x20 distance and detect infrared and ultraviolet ranges (including Light Screen Camouflage/Transparency), as well as heat sources within nearby range. You can see normally in low light conditions.
Wall Walk Module AGM You can stand attached to any inclination or move at half your speed over them.	White Noise Field AGM You can generate a bubble around you (about 1.5m radius) that prevents any sound from escaping. <i>Enhanced:</i> radius expands to nearby

BIOSLEEVE & TRUEBORN

Alter Features (restricted) AGM	Analysis Suite AGM
You can change your facial and body features to match those of another person you have seen and heard, including the voice, for the duration of a scene. Roll Charisma checks to impersonate upon need.	You can attempt to figure out the chemical composition of any substance you inhale, touch or taste. You get Superiority to tracking checks involving those.
Endurance Suite AGM	Fast-Heal Booster AGM
Provides twice the stamina of a standard body and resistance (half damage) from one type of environmental damage (Cold, Gravity, Heat, Radioactive, Toxic, Void). Can be selected multiple times for additional environments.	Your Rally dice increase by one step.
Flexi-Muscle Waive AGM	Gills Gene-Graft AGM
You can compress or stretch your body mass by 50%. You take half damage from falling and have Resistance 16+ to Force damage.	Allows to breathe underwater, moving into water at land speed and survive at depth up to 100 atm.
Glamour Suite AGM	Pheromone Control & Sensitivity (restricted) AGM
The sleeve provides +2 to Charisma (does not stack with other bonus from the sleeve or core) and comes with a unique look (on demand).	<p>You are able to emit the types of pheromones you desire, subtly influencing emotions of those around you, as well as sensing other's pheromones. When interacting with a biological, sentient creature nearby, you can get Superiority on social checks: if you take the higher result you won't be able to use this again in the same battle or scene.</p> <p><i>Enhanced:</i> you can use the higher Superiority roll twice per battle/scene.</p>

CYBERSLEEVE

Auxiliary Power Module AGM	Beauty Case (restricted) AGM
Grants one additional Recovery.	You can pass for human, even at close, naked-eye inspection and touch. You can pick one of your Augmentations from the Biosleeves selection.
Bulletproof Case AGM	Fibro-Muscle Waive AGM
Grants Resistance 12+ to ballistic damage.	Provides Superiority to Strength checks for moving and lifting weights. Unarmed damage dice increase by one step.
Hidden Armory Suite (restricted) AGM	Perpetual Motion Engine AGM
When unarmored you are considered as wearing a light armor (not powered). You have up to two 1hd light weapons or one 1hd heavy weapon hidden into undetectable internal compartments).	<p>Upon reaching 0 HP or lower for the first time in a battle or scene, roll a 16+ save. On a success you can immediately Rally for free: if this brings you back to positive HP, you stand.</p> <p><i>Enhanced:</i> only requires a 11+ save.</p>
Strider Module AGM	Shield Generator Backup AGM
You can propel yourself to any place nearby as a move action.	When you fail on a Shield Refresh roll, you may still recover half of your Shield Dice roll, consuming the Refresh attempt.

SIM

Disguise Self (restricted)	AGM	Drone Direct Control	AGM
You can make yourself appear like a real person to those who can see ARO. This can look like yourself or any generic or specific person. You still don't have any solid substance, which can give away the trick. Roll Cha checks to pretend upon need.		You can enter Active Mode for controlling a personal drone you are synched with.	
Ego-cryption	AGM	Flight (restricted)	AGM
Not Vulnerable to Software damage while Meshwalking.		As a move action you can fly at your speed or hover in place. Roll for a Mesh Density check and on a fail lose a Recovery.	
Passwall (restricted)	AGM	Teleport (restricted)	AGM
As move action you can pass through solid walls. Roll for a Mesh Density check: on a fail lose a Recovery and you won't be able to attempt this again in the same battle or scene.		As a move action you can disappear and reappear in a position of your choice that you can see nearby. Roll for a Mesh Density check: on a fail lose a Recovery and you won't be able to attempt this again in the same battle or scene.	

DRONES

Drone [stats]	Item	Aegis System S-11 Wasp	Item
Hit Points: passive mode: 1; active mode: host's Shield Points: passive mode: 1; active mode: host's AC: 15; PD: 13; MD: 9 (+1/Lv to all) Attack: passive mode: +4; +1/Lv (no XD); active mode: host's Damage: passive mode: 5/7/9; active mode: 1d8 + 1d8/tier (no mod) Properties: immune to toxic, radioactive and void damage		The wasp is generally used in personal defence, but also has some surveillance capabilities. It looks like a synthetic wasp, measuring a little less than a third of a meter in height and weighing in at about 1.5 kg. It can be programmed with a number of basic behavioural routines, and can be given orders via voice in addition to direct control with a neural link or Mindset. It flies and can hover in mid-air. Due to the diminutive size, damage per tier is 4/6/8 in passive mode and base melee damage is 2d6 in active mode. It comes equipped with Retinal Implant.	
Ardent LS-7 "Lonestar" Armed Responder (rst.)	Item	Black Gate Series III Cerberus Guardian	Item
This drone has a humanoid shape. It was designed to provide active security to locations that are either too inhospitable or too dangerous for living security forces, or to bolster their numbers. The Lonestar is about 2 meters tall, features heavy armor plating, and has hands capable of using human weapons. Damage in active mode is according to weapons used.		Resembles a large dog. Normally employed for watch and patrolling duties. The Cerberus Guardian stands a meter high at the shoulder. Its synthetic musculature makes it look much like a large skinless dog with shiny black muscles. Its "skeleton" is usually gun-metal gray or chrome. It comes equipped with Analysis Suite.	
Black Gate Series V Bast Stalker	Item	Imex V44 Case Spider	Item
A variant of the III model with a feline-shaped frame and tweaked operational parameters. Normally employed for hunting or scouting duties. It comes equipped with Light Screen Camouflage.		This relatively small drone folds up into what appears to be a small briefcase. When activated, it transforms into a spider-like drone designed for infiltration and surveillance. When attacking in melee, it does so by latching onto a target and stabbing it with a piercing spike that ejects from its abdomen dealing 4/6/8 damage per tier in passive mode and 2d6 base damage die in active mode. It comes equipped with Wall Walk Module and Flexi-Muscle Waive.	
Orbis α Mole Excavator	Item	Orbis β Squid Navigator	Item
Although it actually looks more like big metal badger, this drone is aptly named for its capability to dig and move underground at relatively fast pace (according to terrain), at price of a reduced overland speed (no more than a single move action per turn). It comes equipped with Auditory Amp & Filter Implant.		This drone is specifically designed to operate underwater, resembling a large mechanical squid. It can withstand massive amounts of pressure and can effectively navigate even total darkness. It comes equipped with Auditory Amp & Filter Implant.	

WARFRAMES

Delinger	Item	Garrison	Item
Size: Large (resistance 12+ to status conditions) Hit Points (/tier): 54/63/72 (pilot takes ½ HP damage too) Shield Points (/tier): 18/27/36 (refresh 1/battle: 11+; move action) AC: 16; PD: 14; MD: [pilot's] (+1/Lv to all) Attack: pilot level + piloting background (-2 vs normal size targets) Damage: [W] x2 Properties: immune to toxic, radioactive and void damage Special: stay airborne as a free action; Superiority to Lock-on disengage checks		Size: Huge (resistance 16+ to status conditions; saves with 6+) Hit Points (/tier): 80/96/108 (pilot takes ½ HP damage too) Shield Points (/tier): 30/45/60 (refresh 1/battle: 11+; move action) AC: 16; PD: 14; MD: [pilot's] (+1/Lv to all) Attack: pilot's level + piloting background (-2 vs large size; -4 vs normal size) Damage: [W] x3 Properties: immune to toxic, radioactive and void damage	
Kaiju	Item	Shyaa	Item
Size: Huge (resistance 16+ to status conditions; saves with 6+) Hit Points (/tier): 88/106/120 (pilot takes ½ HP damage too) Shield Points (/tier): 27/40/54 (refresh 1/battle: 11+; move action) AC: 16; PD: 14; MD: [pilot's] (+1/Lv to all) Attack: pilot level + piloting background (-2 vs large size; -4 vs normal size) Damage: [W] x3; melee: +1 dice step Properties: immune to toxic, radioactive and void damage		Size: Huge (resistance 16+ to status conditions; saves with 6+) Hit Points (/tier): 80/96/108 (pilot takes ½ HP damage too) Shield Points (/tier): 27/40/54 (refresh 1/battle: 11+; move action) AC: 16; PD: 14; MD: [pilot's] (+1/Lv to all) Attack: pilot level + piloting background (-2 vs large size; -4 vs normal size) Damage: [W] x3; ranged: +1 dice step Properties: immune to toxic, radioactive and void damage	
Lock-on	At-will	Containment	At-will
Quick Action Range: Close Target: 1 large or huge enemy Effect: the target is target-locked till the end of the battle or till it moves out of range. The target can try to disengage from Lock-on with a move action and a 11+ check for each lock. You can only have one active Lock-on at a time		Immediate Interrupt Target: an enemy under your Lock-on Trigger: the target performs an attack that doesn't include you Effect: the attack has Hiindrance	
Dogfight	At-will	Surgical Strike	At-will
Free Action Target: an enemy under your Lock-on Effect: you have Resistance 12+ to ranged attacks from the target		Free Action Target: an enemy under your Lock-on Effect: the target is Vulnerable to your ranged attacks	