

Bonus Career Skills: Athletics, Mechanics, Medicine, Vigilance

CYBERNETICIST

Remove ■ per rank of Cyberneticist from checks to build, repair, and install Cybernetic implants. Cybernetics cost 50% less.

COST 5

MORE MACHINE THAN MAN

Increase cybernetic implant cap by 1 per rank of More Machine than Man.

COST 5

ENGINEERED REDUNDANCIES

Gain the ability to use emergency repair patches to heal. Additionally, can be healed with Mechanics check.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

EYE FOR DETAIL

After making a Mechanics of Computers check, may suffer strain up to ranks in Eye for Detail to convert that many ✨ to ⚙️.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 10

ENERGY TRANSFER

May suffer 1 strain to use Energy Transfer maneuver to power up an unpowered device or replenish exhausted ammunition for an energy weapon.

COST 10

CYBERNETICIST

Remove ■ per rank of Cyberneticist from checks to build, repair, and install Cybernetic implants. Cybernetics cost 50% less.

COST 10

OVERCHARGE

Once per encounter, may use the Overcharge action. Make a Hard (◆◆◆) Mechanics check. On success, one installed cybernetic provides additional benefits. on ⚡, overcharged cybernetic shorts out.

COST 15

MORE MACHINE THAN MAN

Increase cybernetic implant cap by 1 per rank of More Machine than Man.

COST 15

DURABLE

May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

COST 15

SURGEON

When making a Medicine check to help a character heal wounds, the target heals 1 additional would per rank of Surgeon.

COST 15

IMPROVED OVERCHARGE

May spend ⚡⚡ or ⚡ from Overcharge action to immediately take another action.

COST 20

UTILITY BELT

Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool belt or satchel.

COST 20

MORE MACHINE THAN MAN

Increase cybernetic implant cap by 1 per rank of More Machine than Man.

COST 20

SURGEON

When making a Medicine check to help a character heal wounds, the target heals 1 additional would per rank of Surgeon.

COST 20

MORE MACHINE THAN MAN

Increase cybernetic implant cap by 1 per rank of More Machine than Man.

COST 25

DURABLE

May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

COST 25

SUPREME OVERCHARGE

May perform the Overcharge action on any number of installed cybernetics. on ⚡, one overcharged cybernetic shorts out.

COST 25

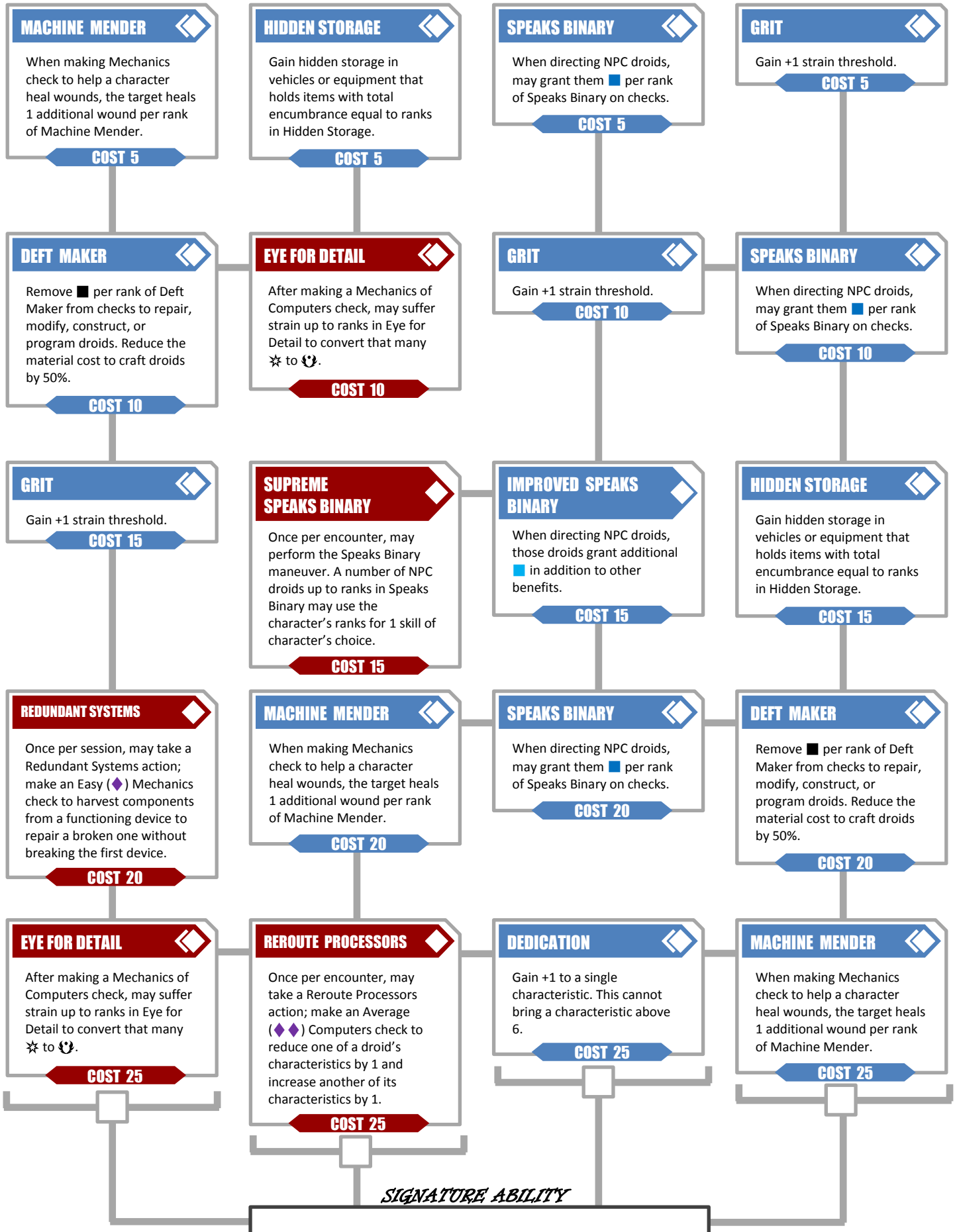
DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

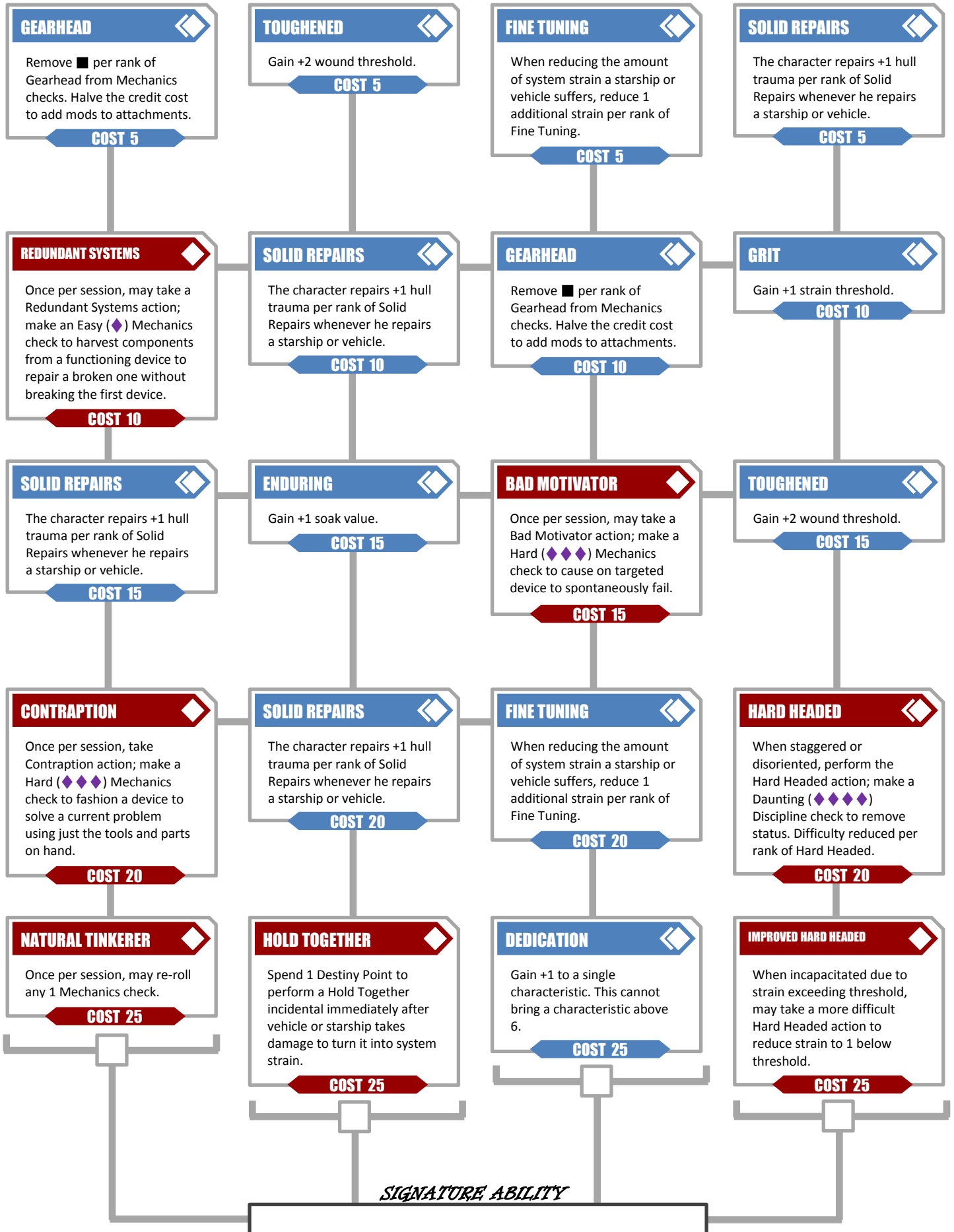
SIGNATURE ABILITY

Bonus Career Skills: Computers, Cool, Mechanics, Leadership

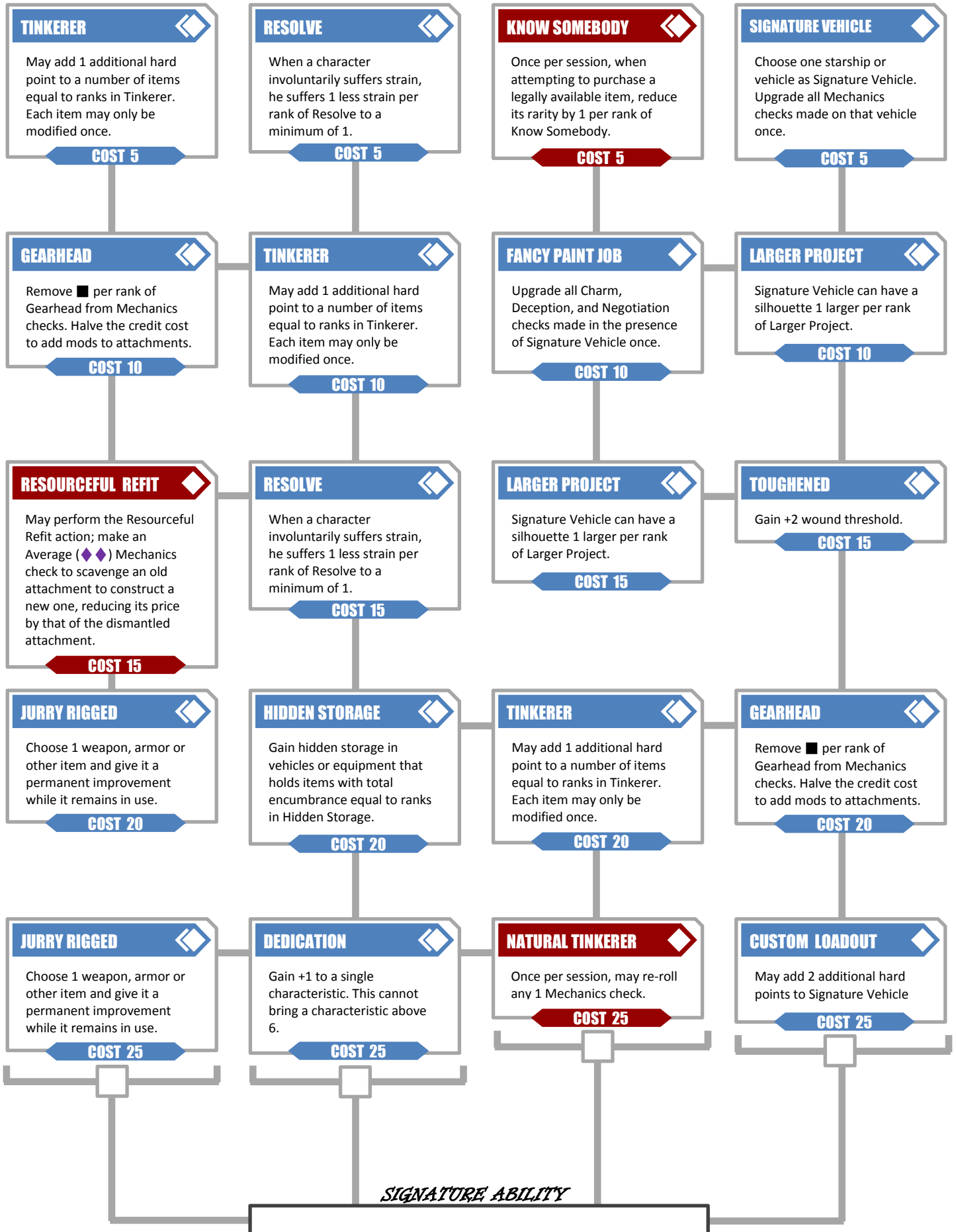




Mechanic Bonus Career Skills: **Brawl, Mechanics, Piloting (Space), Skulduggery**

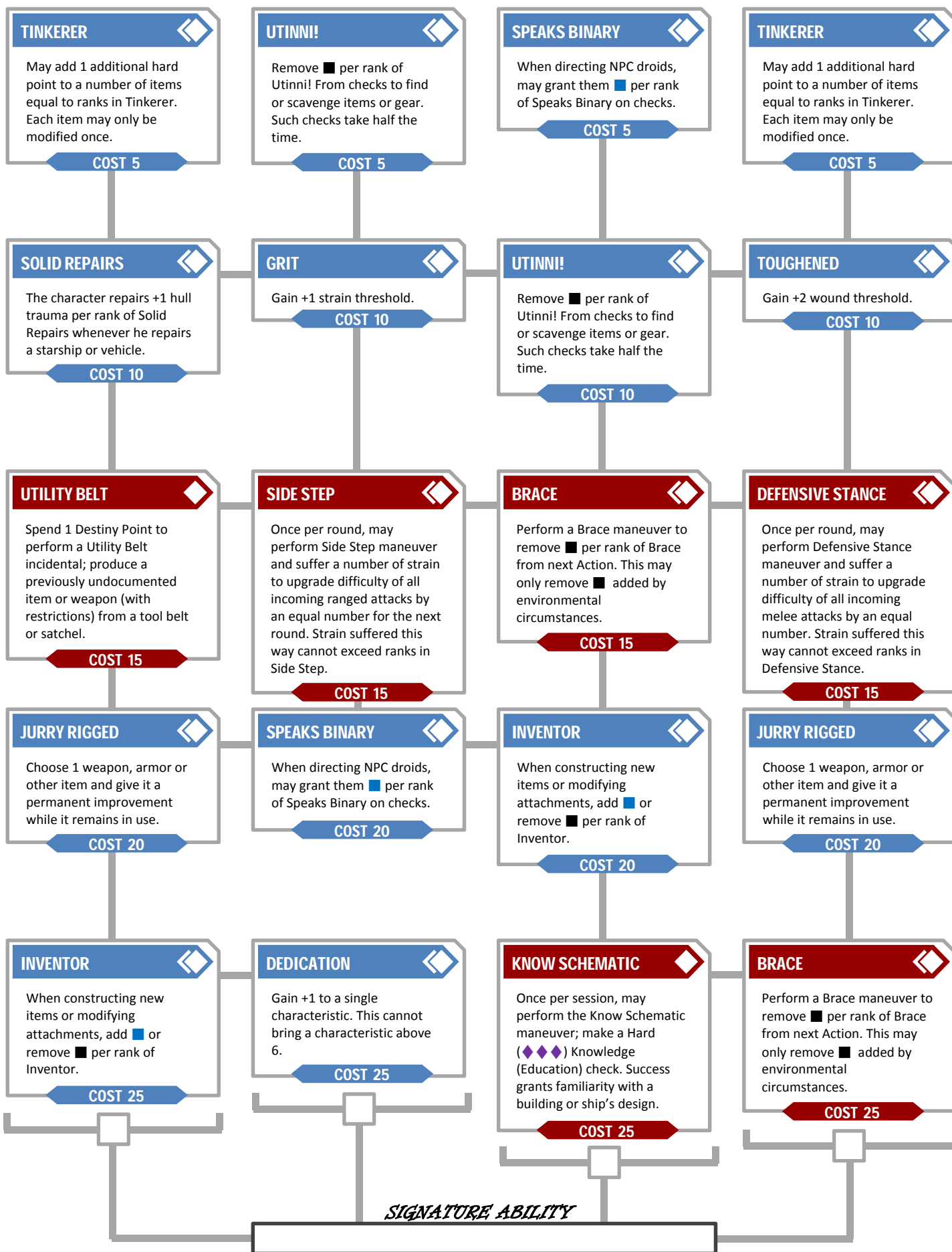


Bonus Career Skills: Gunnery, Mechanics, Piloting (Space), Streetwise

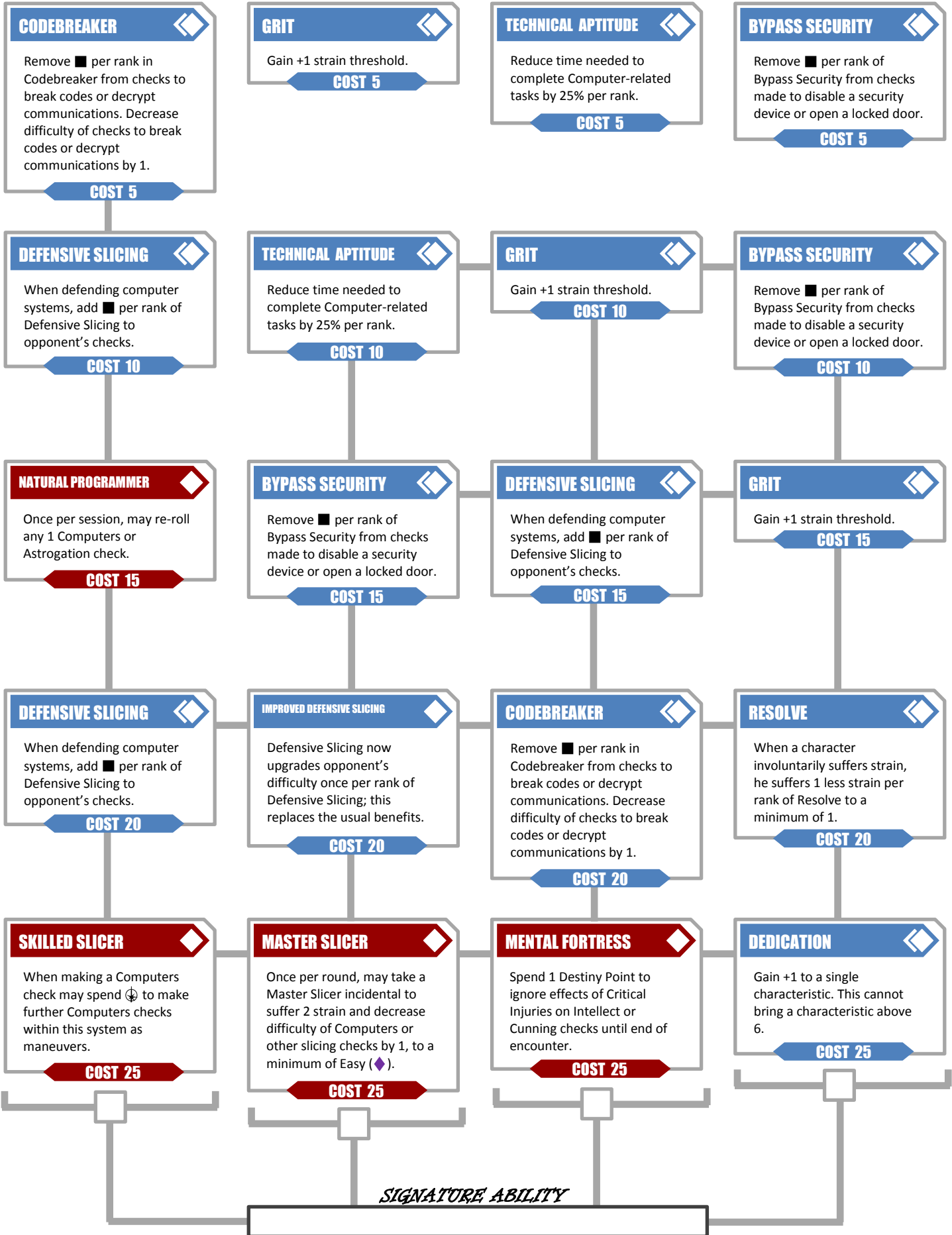




Outlaw Tech Bonus Career Skills: Knowledge (Education), Knowledge (Underworld), Mechanics, Streetwise

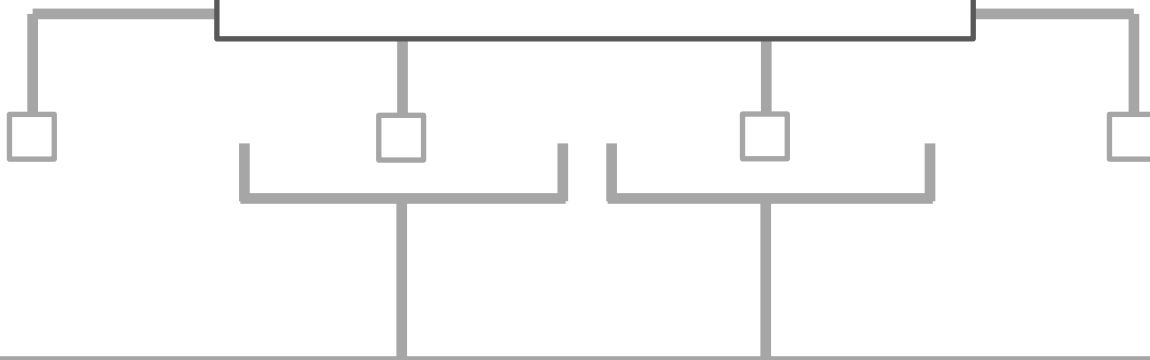


Slicer Bonus Career Skills: **Computers, Knowledge (Education), Knowledge (Underworld), Stealth**



SIGNATURE ABILITY

ATTACHED TO



INVENTIVE CREATION BASE ABILITY

Once per game session, as an action, the character may spend 2 Destiny Points and make a Daunting (◆◆◆◆) Mechanics check. If he succeeds, the character immediately uses available parts to build a device that functions as an item of his choice with a rarity of 5 or lower. The item functions until the end of the encounter, at which point it falls apart, shorts out, or otherwise ceases to function permanently. The exact nature of the device the character is trying to construct, as well as the end results, must be approved by the GM.

COST 30

REDUCE SETBACK

Remove ■ from skill check to activate Inventive Creation.

COST 10

INCREASE RARITY

Increase the rarity of the device the character can build by 1.

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Remove ■ from skill check to activate Inventive Creation.

COST 10

INCREASE RARITY

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COST 10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Inventive Creation to Hard (◆◆◆).

COST 15

INCREASE RARITY

Increase the rarity of the device the character can build by 1.

COST 15

DESTINY

Inventive Creation costs 1 Destiny Point instead of 2.

COST 15

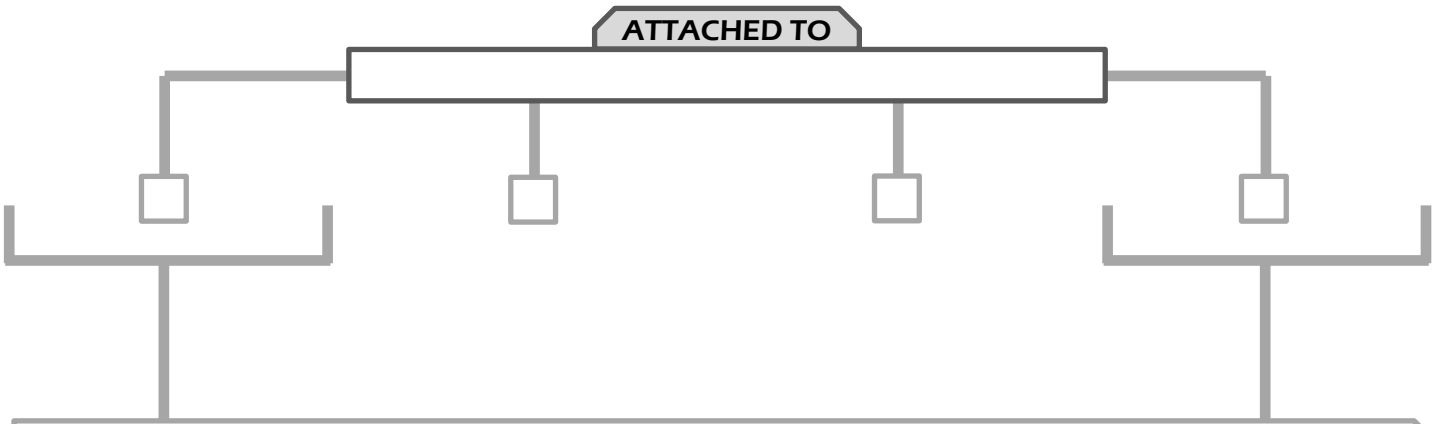
CHANGE SCALE

May create a vehicle of Silhouette 2 or smaller using Inventive Creation.


COST 15

SIGNATURE ABILITY

ATTACHED TO




UNMATCHED CALIBRATION BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to reroll up to two dice in the character's dice pool. Unmatched Calibration cannot be used on .

COST 30

REMOVE SETBACK

May remove  instead of rerolling it.

COST 10

INCREASE NUMBER

Unmatched Calibration affects one additional die per Increase Number upgrade purchased.

COST 10

FREQUENCY

Unmatched Calibration can be used one additional time each game session per Frequency upgrade purchased.

COST 10

INCREASE NUMBER

Unmatched Calibration affects one additional die per Increase Number upgrade purchased.



COST 10

DESTINY

Unmatched Calibration costs 1 Destiny Point instead of 2.



COST 15

MINIMIZE RISK

Downgrade one  to be rerolled with Unmatched Calibration to .

COST 15

OPTIMIZATION

Upgrade one  to be rerolled with Unmatched Calibration to .

COST 15

SHARED ACUMEN

Unmatched Calibration can also be used on the dice pool of a willing ally within short range.

COST 15