**Conditions:**

**Electromagnetic Pulse (EMP) Exposure:**

If you have any electrical device, cybernetics, etc. I may malfunction. As an action you can reboot them to get rid of the **EMP Exposure**. If you try to use any of them, they may malfunction. In this case roll Constitution save against DC 15. If you fail the device malfunctions and the action is wasted. On a success it functions as intended and the EMP effect is cured.

**Overridden**

Your electronic devices have been overridden and controlled by someone else. You can’t use any electronic device that is connected to you.

**Weakness**

Next attack is made with disadvangtage.