

Description:

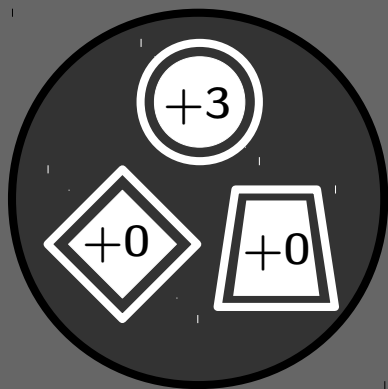
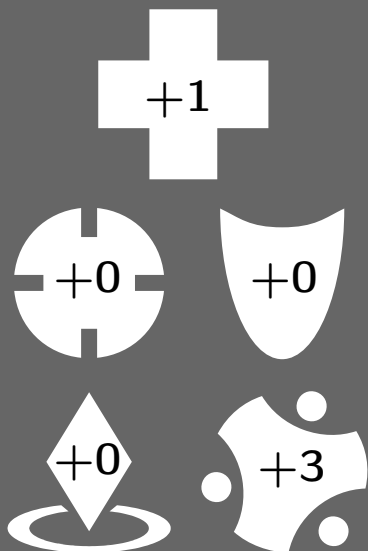
There are those who use their nanites for purely physical manipulation- medicine, weapons, augmentation. Yet for all their power they ignore the most potent resource of all: information. Through years of focus and training you have fully integrated your implants with your very mind- allowing you direct access to variety of electromagnetic and computational resources.

Strategy:

The Conduit is primarily a trickery and utility class, with some limited combat abilities when facing robots. Combine with combat classes in order to balance your character, or with classes such as Con Artist or Infiltrator which will let you make optimal use of the information available.

Starting Bonuses:

- ☐ +3 charges per day.
- ☐ +4 ranks in computing.
- ☐ +2 ranks in deceive, persuade, piloting and research.
- ☐ **Direct interface:** Your mind is able to interface directly with a variety of technology. This lets you interact with them with inhuman speed, but also allows such technologies to interact more directly with you... a communications channel not without risk.



Character details:

Answer one or more of the following backstory details.

Describe the sensation of receiving information via your nanites - does information feel like memories? A blur of rushed experience? An external voice? _____

List three secrets you have stumbled across while listening in with your nanites- of varying severity. Does your knowledge of this prompt you to action, or prompt others to action against you? _____

Have you ever experienced backlash or unintended consequences due to the integration of your nanites and your mind? Has the direct integration had effects on your personality, or how you perceive reality? _____

What radio stations do you use your nanites to listen to? _____

Websearch

You may spend a charge to search the interwebs at any time, rolling a Research check with access to all publicly available information. Doing so takes only one beat in combat, as opposed to the several hours of time that doing the research manually would take. This ability prompts AoO.

Whenever you have access to a specific terminal or computer system, you may use this ability to run Research on that system at a similarly accelerated pace without spending charge.

Anonymous

Requires: any two Conduit feats

Anyone trying to collect information on you, or track you online must roll a computing check (DC = 10 + your computing skill). If they fail, they receive no information that you have not chosen to make public, and you are informed of their efforts.

Blackwebs Enabled

Requires: Websearch +2 other feats

You have access to the hidden Blackwebs. This translates to a +4 Research bonus, and access to slightly more confidential information. While searching you may offer up either secrets or funds in order to extend this bonus further.

Gateway Protocol

Whenever you spend charge to access a system (Websearch, Remote, Static Maelstrom etc), you may attempt to maintain your connection indefinitely. Doing so requires your full concentration, using up your entire turn and prompting AoO for every turn it is maintained. Role a Will save each turn to maintain the link. For each turn you are successful, you may repeat the initial effect without spending charge (further research, more remote commands, etc). Will DC will depend on how distant and hostile the system in question is.

Traceless Mind

Gain a +8 bonus to all skill checks made to cover your tracks and obfuscate your location when accessing networks.

In addition, you may now choose to suppress your nanites- losing access to all nanotech abilities for the duration, but rendering yourself undetectable to systems and persons who might attempt to track such abilities. Doing so takes a full round to take effect and/or recover from. While suppressed, your nanites can not be manipulated in any way to harm you.

Universal Remote

At the cost of a charge and two beats (prompting AoO), you may issue a SINGLE command to a nearby electronic device- this includes opening or closing doors, or ordering the Goliath robot to drop your friend.

For Intelligent or well secured systems, roll a contested will save against your target to determine your commands effectiveness.

If giving a particularly self destructive order, your target may receive a Will bonus to resist you.

Contingency

Requires: two Conduit Feats

You may spend one charge to program a contingency program - either into your nanites or into some external system. Such programs can be activated by any simple condition knowable by the system in question (When a door is opened, when your HP drops below 0). Upon activation they perform a single action of your choice, for example turning off all lights, or activating one of your nanotech abilities, assuming sufficient charge remains to do so. Your nanites can store up to three contingency plans in your body at a time. Plans last until activated or erased.

Patching In

While on a friendly ship, you may spend a charge to assume control of any unoccupied ship module, regardless of your location.

Interceptor

You may spend a charge to listen in on local radio communications traffic. Gain a +5 computing bonus to any decryption attempts needed. The time taken will be at least two beats (prompting AoO), possibly more, depending on the length of the transmission you are listening in on.

Splicer

Requires: Interceptor

When intercepting, you may choose to alter the outgoing message in some way- or splice in messages of your own. Doing so requires both computing and deception checks, along with potentially other social checks, depending on the message you are trying to add.

Failure on either of the first two indicates that your interference has been detected.

Static Maelstrom

Requires: any two conduit feats

At the cost of one charge you can unleash a static maelstrom- blocking local communications and confusing devices that rely on such. Until your next turn, other nanotech users or similarly connected individuals in the area require will saves (DC 10) in order to perform any complex action, DC 20 if the action involves using their internal tech.

Ascension

Requires: any five Conduit feats

If your character would be killed, instead they are uploaded into the information stream, free to be downloaded into a new body as soon as one becomes available. Ascended players may use Conduit abilities without expending charge.