

Description:

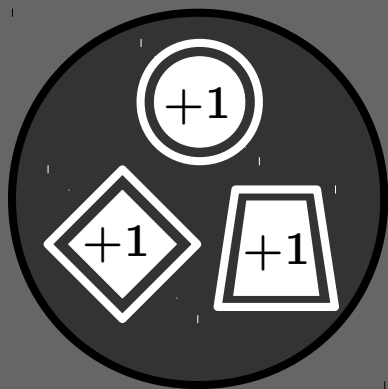
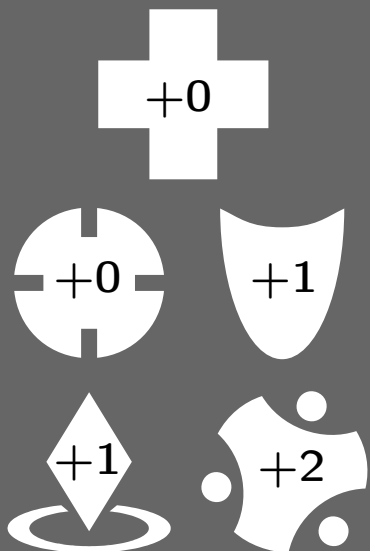
There's nothing like a bit of industrial sabotage to get the morning off to a good start. Jinxes were created by the geneticists as specialists in high tech combat- undermining both biotech and nanotech users alike.

Strategy:

The Jinx class specializes in messing with its enemies in combat, rather than either dealing damage, or absorbing it. You'll need to be at close range, so pairing with with either a logistic class such as free-runner or infiltrator, or something to help keep you standing (either health or defence) could be a good idea.

Starting Bonuses:

- ☐ +1 Biotech Gland.
- ☐ +2 Squirm, Biotech, Engineering, People, Manipulation and Computing.
- ☐ +1 on attack rolls for unarmed attacks (for example touch attacks used to deliver biotech abilities)
- ☐ **Equipment:** A pair of loaded dice.
- ☐ **Equipment:** Good luck charm. Single use: expend to re-roll one of your dice... AFTER hearing the result.



Character details:

Answer one or more of the following backstory details.

What kind of tech users do you most often find yourself against? Robots? Beast masters? Poisonous assassins? _____

What is the funniest stuff up or failure you have caused? _____

What is your favorite book? What is it about? Why do you like it? _____

Do you trust yourself? Do you think other people should trust you? _____

Have you ever betrayed someone? _____

Make a bet with one of your teammates at the start of your adventure.

Write it down here: _____

Fortune's Favor

Prep: 15 mins

Sometimes things go wrong. Sometimes you just can't avoid that life threatening blast of fire. HA HA HA HA- that's stupid- sometimes OTHER PEOPLE can't avoid things. Expend one use of this ability to automatically pass any single saving throw of your choice. You must decide before rolling.

Torpor

Prep: 3 rounds

Make a unarmed attack against a single target- if successful, expend one use of this ability: your target can no longer use abilities or make attacks during other players turns (that is, turns other than their own).

At the start of each of their turns, your target may make a DC20 will save to shake off these effects. This DC goes down by 3 each turn.

Sixth Sense

Spend a beat studying an individual to determine if they have nanotech or biotech abilities. Two beats of study will tell you what types of ability they have access to (either knowing their class, if your GM is using player classes, or other general information otherwise). Gain +5 on perception checks to find tech users, and a +5 people reading bonus to determine if tech is being used, or determine a tech users weaknesses. This ability uses no glands.

Instability

Requires: 3 Jinx feats Prep: 3 rounds

Make a unarmed attack against a single target- if successful, expend one use of this ability: for the next three rounds your victim must make a DC 15 will save before using any tech abilities. If they fail, all the usual resources are used up, to no effect. If they fail by 5 or more, then their ability backfires in some way.

Minor Mischief

Prep: 15 mins

Each use of this ability allows you to produce brightly glowing paint, change the flavor of food, make an area smell like cinnamon, or any other kind of harmless mischief and creation. Minor mischief damages neither HP nor stats, nor does it create any permanent object. It can grant ± 2 on various skill checks.

Corrode

Requires: 1 Jinx feat Prep: 3 rounds

Each use of this ability allows you to increase the critical failure chance on a single touched machine by 3. If applied to a robot, you must make a touch attack against that robot. Similarly when applied to weapons. If applied to a ships systems, increase the DC of all skill checks to repair that system by 5. Corrode can only be applied to each target once. One hour of repair removes these effects.

Aurora Flame

Requires: 1 Jinx feat Prep: 3 rounds

You may spend a beat and one use of this ability to make a melee attack with the aurora flame. If successful, this flame deals 2d4 damage: the damage counts as any and all elemental types of your choosing (That is, it counts as fire, ice, acid, lightning, radiation, sonic, magnetism, etc). When applied to inanimate objects, no attack roll is needed.

Misdirection

Requires: 3 Jinx feats Prep: 1 hr

As a reaction, expend one use of this ability to redirect a tech ability or elemental attack within arms reach. For example steal a healing attempt, redirect a beam attack, or return poison to its source.

Reynardine's Blessings

Requires: Minor Mischief Prep: 1 hr + one other Jinx feat

Make a touch attack against a single biological character (or just touch them, if they are non-hostile). If successful, expend one use of this ability: your target must make a DC 15 fort save or be afflicted by up to five "Mischief" type effects until they recover. They take -5 to Stealth and Command until they pass a DC 10 fort save (rolled once each night).

Example affliction: your target turns bright green, and is exceedingly interesting to local wildlife. They hiccup bubbles, and sweat bright pink apple scented droplets.

Intoxicating Cloud

Requires: 1 Jinx feat Prep: 10 mins

Spend two beats and one use of this ability: all biological characters within 5 meters must make a DC 15 will save. Those who fail take a -3 penalty to will, reflexes, people reading, perception, and knowledge checks for the next 1d4 minutes. You are unaffected.

Linaya's Erasure

Requires: 4 jinx feats Prep: 1 hr

As a touch effect (rolling an attack roll if the target is unwilling), you may remove all tech effects from a single target. This includes all poisons, buffs, shapechanges etc. You may target yourself using a Reaction. You may also target physical items (eg. a Swarmmaster's web) rather than a character.

Improvisation

Requires: 5 Jinx feats Prep: 1 hr

Spend one beat, to greatly accelerate the prep time of whichever biotech ability you use in this gland next. X hr \rightarrow X mins. X mins \rightarrow 1 round. X rounds \rightarrow instantly ready. Overnight prep times can not be accelerated in this way.