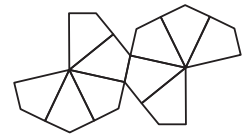


THE NEO



YOUR NAME:

CLASS DICE: D10

Adventurers' lust for gold makes them all thieves, which makes the prejudice against rogues a little odd. They *all* do it. But everyone knows why people are suspicious about Neo...

The Neo's magical technology needs to be activated by Fair Gold every day. It disappears every dawn. If they can't find enough then all their gifts means nothing. They chase it. Some practically, some obsessively, most selfishly.

Adventurers all want gold but only Neo need it.

DON'T READ THIS BIT ALOUD. Hey, Player. You can make choices as the player or persona or both. No matter what, please select options as the sheet describes.



STATS

Assign to your stats: 4, 4, 3, 3, 2 and 2.

Underlined statistics are the ones most associated with this class.

STRENGTH Physicality, hand-to-hand combat, etc.	<u>DEXTERITY</u> Dodging, ranged combat, initiative, etc.	CONSTITUTION Health, amount of damage you take, etc.
WISDOM Understanding, miracles, willpower, etc	<u>INTELLIGENCE</u> Education, perception, spells, willpower, etc	CHARISMA Personal skills, attractiveness, etc.

EQUIPMENT

You start with all the following:

- A Dagger (or any pointy thing which stabs)
- Another Close Weapon (short sword, a second dagger or
-----)
- A Ranged Weapon (shortbow, crossbow, pistol or
-----)
- Leather Armour (Defence 1)

YOUR LOOK

Choose **one** of the following:

- ☐ Black Leather, studs and chrome
- ☐ White leather, bleach and catsuits
- ☐ Billowing black cloak and sinister scarlet eyes
- ☐ Exposed metallic exoskeleton and vat grown muscle
- ☐ Your own idea:

DEFENSIVE STATS

GUARD Guard = Dexterity	HEALTH Health = Constitution
RESETS AT START OF COMBAT	LOSE GUARD BEFORE HEALTH
DEFENCE Set from Equipment	WILLPOWER Willpower = Intelligence
DIFFICULTY TO BE HIT	EMOTIONAL RESILIENCE

CORE MECHANIC REDUX

- Roll a number of normal D6 equal to your statistic plus (if directed) your class dice.
- Each 4+ is a success.
- If the number of successes match or exceed the set difficulty you fully succeed.
- Each 6+ can also activate a single relevant **Special**. These abilities are marked on your sheet with a bold **Special**.

COMBAT

- Generate Initiative: roll Dexterity Dice Pool. Characters with most successes act first.
- Combat Round: in initiative order, everyone does an action.

For more see Cheat Sheet or ask GM.

THE NEO IN BRIEF

Collect Fair Gold to spend to activate your fancy tech equipment and then spend more to use its fancier abilities.

GIFTS OF THE FAIR

You always have an **AI system** and ability to access the Fair Field.

In addition, select **three** cybernetic gifts. Each is a tool which, as with other stated abilities, allows you to do anything that the gift would logically let you do. However, each must be activated with Fair Gold before it can be used.



Gun

Active



[Replaces Ranged Weapon from Equipment. As in, can be fired as a normal gun before being activated.]

You are in possession of an arcane gun, gifted to you from the Fair.

Define its appearance: _____

Choose one of the below. When activated, you gain this special ability on its attacks.



Explosive

(Special: apply individual hit – not whole attack – to another target in the vicinity.)



Homing

(Special: this individual hit – not the whole attack – bypasses Guard.)



AI-Aided Targeting

(Never has any disadvantages on a hit roll.)



Energy Blade

Active



[Replaces close combat weapon from Equipment. As in, can be used as a normal blade before being activated.]

You have a searing energy blade, Luke Skywalker. You may use Dexterity for its dice pool instead of Strength.

Define its appearance: _____

Choose one of the below. When activated, you gain this special ability on its attacks.



Intangible

(Special: this individual hit – not the whole attack – bypasses Guard.)



Searing

(Special: if hit wounds, ignites target causing 1 wound per round until extinguished.)



Neurosleep

(Special: target is hit by a sedative. If number of times they are hit by a sedative ever equals their constitution, they fall into a natural sleep.)



Stealth Field

Active



You can become virtually invisible at will. You will not be noticed unless someone is actively searching for you, and possibly not even then. You're basically the Predator.

When activated:

It's hard to hit someone you can't see. Gain +1 defence.



Teleporter

Active



You can make short scale teleport jumps – 1-5m. These can be chained. Yes, you're Nightcrawler from the X-Men.

When activated:

It's hard to hit a teleporter. Add one disadvantage to any attempt to hit you.



Pet

Active



You have an awesome cybernetic pet.

Choose what animal it is: _____

Choose what its personality is like: _____

When activated:

Gain advantage on any task the animal could feasibly help with. It is also autonomous, capable of following instructions. Its defence value is the same as yours. If it suffers a wound it dematerialises, and reappears beside you. The wounds are transferred to the Neo.

THE GOLD OF THE FAIR

Each of your three cybernetic gifts start the game deactivated, unable to use their special abilities. A single piece of Fair Gold is required to activate each one for the rest of the day. You'll find a slot, likely in the back of your neck, where you can insert the coin.

What's "Fair Gold"? You'll know it when you see it. Ask your AI if you get stuck.

You will be passed tokens to keep track of how many pieces of Fair Gold you possess.

FAIR FIELD

As a core part of your enhancements, you're able TO access the magical Fair Field which connects many technological magics in the world of Die. You are able to interact with and subvert it. Imagine being a hacker in a fantasy world. Look for places where you can interact with the arcane technology.

The dice pool is based on your **Intelligence**. If you succeed against the difficulty, you bypass the problem. The dice pool has a **Special**: subvert the system according to your will for one action.

For example, the Neo faces a Fallen – a being which they can interact with via the Fair Field. The GM sets a difficulty of 2 to try and hack it. The Neo rolls three successes, one of which is a 6. The Fallen freezes and, with the 6, the player activates the Special, causing the Fallen to turn on its allies.

Once more, do feel free to ask your AI questions.

THE D10

Add the D10 to any dice pool when trying to achieve a task an active Gift would be of use in achieving.

As well as the normal meaning of the number (as in, a 4+ is a success, a 6+ can activate a special) if the result is a 0 (or, if the D10 you're using has a 10 rather than a 0, a 10), the Gift uses up its charge. It deactivates and will require another Fair Gold to reactivate.

OVERCHARGE

All the Fair Gifts are capable of higher performance if fueled with extra gold. This is called Overcharge. A gift must be activated before it can be overcharged.

Say what you wish your equipment to do. The GM will set a cost in gold to achieve the task. On average, a single gold is enough to change one of the limitations.

For example, using the Teleporter to teleport the whole group a short distance would be one gold. Using the teleporter to transport yourself a long distance would be one gold.

If you wish to proceed with the task, you spend the gold, and take one coin and flip it.

If it's Heads, it works. If it's Tails, something goes amiss.