

AUGMENTED

ARCHETIPO DI

Livello

FAVOURED AUGMENTATION

SYSTEM

Livello

2

Reduce price of augmentations by 50%.

NESTED AUGMENTATION

SYSTEM

Livello

4

Install a second augmentation in this system.

SUSTAINED BY SCIENCE

CARICHE ATTUALI

ch

On spending rp, gain that many charges.

MAX CHARGES

ch

= Number of augmentations

Livello

6

1ch powers any device for 10 minutes.

Subtract the number of augmentations from your max resolve points when calculating the rp you need to stabilise (normally ¼ your max).

At the same time, end bleeding or burning with a saving throw against the original DC.

OVERCLOCKED SYSTEMS

Livello 9 As a swift action, spend 1rp to gain a temporary ability boost from a personal upgrade.

☐ FORZA

Circumstance bonus to STR and DEX checks and skills. Reduce ACP.

☐ DESTREZZA

Increase speed 10ft.

☐ COSTITUZIONE

At the end of your turn, regain 3sp.

☐ INTELLIGENZA

Circumstance bonus to INT checks and skills. Criticals deal +4.

☐ SAGGEZZA

Circumstance bonus to WIS checks and skills. Bonus to initiative.

☐ CARISMA

Circumstance bonus to CHA checks and skills. Allies can reroll as a reaction.

Livello

13

Two upgrades

Livello

17

Three upgrades

AUGMENTATIONS

SINITRA

2

3

BRACCIA

DESTRA

2

3

CERVELLO

SINITRA

ORECCHIE

DESTRA

SINITRA

EYES

DESTRA

SINITRA

2

FEET

DESTRA

3

SINITRA

2

3

HANDS

DESTRA

2

3

CUORE

SINITRA

2

GAMBE

DESTRA

3

POLMONI

SPINAL COLUMN

PELLE

THROAT

