

AUGMENTED

ARCHETYPE OF

Poziom

FAVOURED AUGMENTATION

SYSTEM

Poziom

2

Reduce price of augmentations by 50%.

NESTED AUGMENTATION

SYSTEM

Poziom

4

Install a second augmentation in this system.

SUSTAINED BY SCIENCE

CURRENT CHARGES

ch

On spending rp, gain that many charges.

MAX CHARGES

ch

= Number of augmentations

Poziom

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

Poziom

9

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

STRENGTH

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

DEXTERITY

Increase speed 10ft.

CONSTITUTION

At the end of your turn, regain 3sp.

INTELLIGENCE

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

WISDOM

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

CHARISMA

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

Poziom 13 Two upgrades

Poziom 17 Three upgrades

AUGMENTATIONS

| | | |
|---------------|-------|------|
| ARMS | LEFT | |
| | 2 | |
| | 3 | |
| | RIGHT | |
| | 2 | |
| | 3 | |
| BRAIN | | |
| EARS | LEFT | |
| | RIGHT | |
| EYES | LEFT | |
| | RIGHT | |
| FEET | LEFT | |
| | 2 | |
| | RIGHT | |
| | 3 | |
| | HANDS | LEFT |
| 2 | | |
| 3 | | |
| RIGHT | | |
| 2 | | |
| | 3 | |
| HEART | LEFT | |
| | 2 | |
| LEGS | RIGHT | |
| | 3 | |
| LUNGS | | |
| SPINAL COLUMN | | |
| SKIN | | |
| THROAT | | |

