

AUGMENTED

ARCHETYPE OF

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

CURRENT CHARGES

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

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	
	RIGHT	
LEGS	RIGHT	
	3	
	LUNGS	
SPINAL COLUMN		
SKIN		
THROAT		

