

AUGMENTED

ARCHETYPE OF

Stufe

FAVOURED AUGMENTATION

SYSTEM

Stufe

2

Reduce price of augmentations by 50%.

NESTED AUGMENTATION

SYSTEM

Stufe

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

Stufe

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

Stufe

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.
- ☐ **GESCHICKLICHKEIT**
Increase speed 10ft.
- ☐ **Ko**
At the end of your turn, regain 3sp.
- ☐ **INTELLIGENCE**
Circumstance bonus to INT checks and skills. Criticals deal +4.
- ☐ **WEISHEIT**
Circumstance bonus to WIS checks and skills. Bonus to initiative.
- ☐ **CHARISMA**
Circumstance bonus to CHA checks and skills. Allies can reroll as a reaction.

Stufe 13 Two upgrades

Stufe 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		
LEGS	LEFT	
	2	
	RIGHT	
	3	
LUNGS		
SPINAL COLUMN		
SKIN		
THROAT		

