

# Project EPILOGUE

## Living Metal Technohorror

Stress	Traumas	Armour Uses
○ ○ ○ ○ ○	(Gained when you fill the trauma bar)	○ Armour
○ ○ ○ ○ ○		○ Heavy
	COLD - HAUNTED - OBSESSED	○ Special
Trauma	PARANOID - RECKLESS - SOFT	
○ ○ ○ ○ ○	UNSTABLE - VICIOUS	

### Antigravity Harness

- You can float and move silently at normal speeds
- You can PUSH YOURSELF to move at supersonic speeds. This is UNSUBTLE.

### C.R.E.W. (Coherent Radiation Emission Weapon)

- For all your lasering, masering, phasering and tasing needs.
- Aircooled, so needs to be exposed to fire without risking damage.
- You can PUSH YOURSELF to fire the CREW without exposing it.

### Living Metal

- You can freely reshape your appearance.
- The largest parts of your solid internals are about 10cm across.

<i>Harm (You can take one harm at level one and two before suffering that level consequence) Harm overflows to the next level. Harm 3 incapacitates you, and Harm 4 is lethal.</i>	
1	Less Effect
2	-1D
3	Need Help

## Character Creation

Put 2 dots in ATTUNE, 1 in SKIRMISH and WRECK, HUNT and SURVEY. Then put 4 dots split between actions of your choosing. Fill your INSIGHT, PROWESS and RESOLVE equal to the number of dots in the associated actions, minus one.

### INSIGHT ○ ○ ○ ○ ○ SPECIAL ABILITIES (chose one)

○ ○ ○ ○ ○ HUNT	○ Savage
○ ○ ○ ○ ○ STUDY	
○ ○ ○ ○ ○ SURVEY	When you unleash physical violence, it's especially terrifying. When you
○ ○ ○ ○ ○ TINKER	COMMAND a frightened target, take +1D

### PROWESS ○ ○ ○ ○ ○

○ ○ ○ ○ ○ FINESSE	
○ ○ ○ ○ ○ PROWL	○ Wrecking Ball
○ ○ ○ ○ ○ SKIRMISH	You have a keen sense for weakpoints and vulnerable points. When you take the
○ ○ ○ ○ ○ WRECK	WRECK action, take +1D

### RESOLVE ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ATTUNE
○ ○ ○ ○ ○ COMMAND
○ ○ ○ ○ ○ CONSORT
○ ○ ○ ○ ○ SWAY

**BONUS DIE**  
+1D from assistance  
(Another player succeeds on a supporting action)  
+1D PUSH YOURSELF or accept a DEVIL's BARGIN

