

AQUEOUS ELIXIRS

Gain the following benefits:

Flexible: You gain +1 LIMBS

Unoriginal: You gain -1 BRAINS

Gear packs

Cavalry The best offence is a good defence

- Machine pistol (1D6 DAMAGE)
- All-terrain single person vehicle (6HP, 1 ARMOR)
- Helmet (1 DAMAGE, accessory)

Diver Scrappy fighting

- Harpoon gun (1D6+1 DAMAGE)
- Diver propulsion vehicle (DPV)
- Heated diving suit & oxygen tank (1 ARMOR)

Covert-ops Stealth & Evac

- Silenced pistol (1D6 DAMAGE)
- Butterfly knife (1D6 DAMAGE)
- Stealth scramble suit (1 use. Either scrambles the character's identity, makes them look like a scanned target, or partially transparent)

Sniper Far-reaching patient hunter

- Sniper rifle (1D6+2 DAMAGE)
- Combat knife (1D6 DAMAGE)
- Camouflage tactical clothing (1 ARMOR)

PROTEAN

The elusive ever adaptable deity of water. Proteus goes with the flow, loathing stagnation and overworking. Proteus is ever changing, and agreeable, happy to be manipulated by others. Whether forming into clouds by the sun, falling down a mountain, or becoming steam by lava.

When it is affected by others it will also leave its own mark.

Beaches formed by the interaction of the moon, water, and land. Clouds blocking the sun. The formation of Islands with magma. In this changing way, Proteus brings life but it can take it away. However Proteus requires balance, it is frozen in the absence of heat and evaporates with too much.

Although easy going by nature it hates forced participation, loathing the order Gaia wishes to impose.

TENETS

Flow like water
to adapt.

Allow others to
shape you.

Respect
others autonomy.

Perseverance
allows great deeds.

The followers of Proteus are called Proteans. Proteans can be found on the waters as sailors, water sports enthusiasts, and navy men. On the land they can be found as pharmaceutical workers, dealers and enjoyers of alcohol and drugs, snow sports enthusiasts, sanitation & transport workers, and firefighters.

TRAITS

CHAKRAM PORTALS

You have 2 plate sized chakrams that are bonded to you. They each have one perpetual portal as the hole. One portal is connected to the other.

Once per mission you can turn off the portals for 1 second.

Two portal chakrams (1D6+1 DAMAGE) & +1 EYES

Stabilise and thrust boots (1 use, prevents fall damage) & +1 EYES

COMPOSITE

You can remove parts of your body. They act as if they are attached, fully under your control. No open wounds are created, the newly created inner surfaces are seemingly solid. Only you can remove and reattach these body parts.

Box of surgical tape & +1 LIMBS

COPYCAT

Once per mission upon touching someone you can copy one of their abilities. This can be the main text of a **PC's** trait (excluding item, attributes, etc.). It can be the written ability from an NPC's stat information. You keep this ability until the end of the current mission.

Ability scanning eye-wear (2 uses) & -1 NERVES

LIMBLESS

You have no limbs or neck. Instead your hands, feet, and head float. They mainly act as they would normally. You can move them closer or up to 2 times further than their normal distance relative to your body.

You can violently fire a foot, hand, or your head. The extremity becomes detached and you will need to pick it up and bond it to you.

Leather Spiked cap, gloves, and shoes (1D6 DAMAGE) & -1 JAWS

NANOSUIT

- You wear a skin tight nanosuit with nanobots flowing through your circulatory system. Your nanosuit has **6 max charges**. You can spend charges for the below special abilities. Only one can be active at a time.
- Attack (1 charge): +1 to an Offence action roll and +2 to its DAMAGE
- Defend (1 charge): +1 ARMOR till the end of the next Combat phase
- Cloak (3 charges): Gain invisibility for 3 turns
- Heal (3 charges): Gain +1D6HP

Mission end: Regain all charges.

You may use a Level up reward to gain +6 max charges.

Nanosuit (1 ARMOR, accessory, armor, and headgear can be worn on top) & +3HP

TRANSFORMER

Once per mission you can turn into a sentient vehicle. You can choose a vehicle with a HP value up to 8. You can control yourself, see, speak, and hear.

You may use a **Level up reward** to choose one of the below upgrades. Each upgrade can only be chosen once.

- Increase HP of vehicle choice to 12HP
- When you change into a vehicle roll 2D6 once on the VEHICLE WEAPONS table to include the result on the vehicle you become

You revert back to normal when your vehicle form reaches OHP or at the end of the mission. Any extra damage you receive when your vehicle form reaches OHP is suffered by your normal form.

Leather biker jacket (1 ARMOR) & -1 NERVES