

LIFE'S EMBRACES

Gain the following benefits:
 Charming: You gain +1 NERVES
 Dogmatic: You gain -1 LIMBS

Gear packs

Chancer

Gambler of life

- Revolver (1D6+1 DAMAGE)
- Cyanide pill & indistinguishable placebo pill
- Life transfer glove (2 uses, 50/50 chance to give/steal 1D6 HP to/from an entity you're touching)

Combat chef

Food on the go

- Large titanium frying pan (1D6+1 DAMAGE)
- Outdoor cooking pack with 4 MREs (+1D6 HP)
- Tactical clothing (1 ARMOR)

Morale officer

Inspiring fighter

- Assault rifle (1D6+1 DAMAGE)
- 2 heart stickers (1 use, give another character +1D3 to their next action roll of choice)
- Tactical clothing (1 ARMOR)

Spy

Infiltration and Subterfuge

- Forged identification & credentials (1 use)
- Impossible mask case (1 use) (contains everything to scan & mimic the face & voice of a person)
- Bribery/blackmail envelope (1 use)

GAIAN

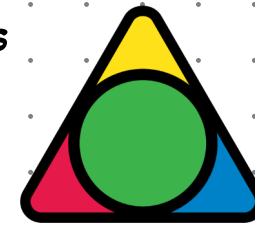
Life was created by the combination of light, earth, and water. Gaia is life and yearns for unity. Its followers, Gaians, interpret this in many ways. As always unity wroughts division.

Most followers cherish life. They farm, heal others, protect the environment, etc. Some think death is the great unifier and praise the degraders and carrion feeders. An even smaller subset holds hard to the wheel of life.

Gaia is frustrated by how easily others mix with the brownian chaos of Proteus.

TENETS

Strive for
 Unification.
 Life is not chaos
 but a
 complex
 web of rules.



Lead and they will follow,
 Rule and they will obey.
 Use the emotions
 within you
 and others as a
 strength.

Most Gaians believe in the unification, where all life becomes fully unified and Gaia is born into its ultimate form. However, they cannot agree to how this will come about. Possibly all life will become one type of organism, immortal, and forever multiplying like a cancer. Some believe death is the greater unifier. Others believe in a true hive mind of all life.

Most believe it is humans instead that should unite as one peaceful and adventurous species. Humans have been blessed with the intelligence and potential to spread life to other worlds. This should not be squandered.

TRAITS

COPY-AND-PASTE

You have multiple lives. For every 3 max HP you have 1 Respawn (10 HP = 4 Respawns).

Each life you have has 3 HP, you can never have higher than this.

When you die you spawn in a place of your choice within 10 feet of your dead body, using one of your respawns. You are only wearing basic clothing, needing to retrieve your Equipment from your dead body. If you die with 0 respawns your character is dead forever.

You may use a Level up reward to replace every previous instance of 3 in this trait description to 6. Additionally, gain +4 max HP.

Revolver (1D6+1 DAMAGE) & +1 JAWS

ETTIN

You have 2 heads. Whilst you have at least one head you will survive.

You can spend one head as an Accessory.

Whilst you only have one head you gain +1 JAWS, +1 LIMBS, -2 EYES, and -1 NERVES.

Mission end: A destroyed head grows back.

Telescopic goggles and Bolt-action rifle (1d6+1 DAMAGE) & +2 NERVES

MICROBIOTA CONTROL

You are able to somewhat control the microbiota on and in your body (bacteria, archaea, & fungi). You can medicate yourself and are immune to ingested poisons.

Once per mission you can share your microbiome with one nearby target. This lasts as long as you both share the same air or till the end of the current mission.

Microbiology kit & +1 NERVES



MOTIVATIONAL SPEAKER

Your ability to encourage others borders on the supernatural. You can practically always make someone do something as long as they can hear you, understand you, and a part of them wants to do it.

Tin foiled line hat (prevents all mental/psychic based attacks) & +2 NERVES

OVERGROWN

You are covered in ivy and various other plants. These plants are connected to you feeding off your nutrients as it shares its energy with you in a symbiotic relationship. You may use the plants in various ways including as camouflage and using the ivy to rappel with.

Once per mission you can choose a type of plant to rapidly grow from you.

Mission end: Your plants grow back if they are somehow destroyed.

Machete (1D6 DAMAGE) & +1 NERVES

SUITED-CREATURE

You are a small sentient living entity in a humanoid sized and shaped suit. You could be a worm in a suit from the gods, a little alien in a human robot, a goldfish in a fishbowl as the head of an iron golem etc. Choose what type of small entity you are and what type of suit you have. You may freely leave the suit. When you leave the suit you are still sentient and have 3HP.

Robot suit (1 ARMOR) & +1 LIMBS

