

CELESTIAL PRIVILEGES

Gain the following benefits:

Perceptive: Gain +1 EYES

Weak: Gain -1 JAWS

Gear packs

Light trooper

Shock & awe

- Laser rifle [1D6+1 DAMAGE]
- 2 stun grenades [temporary blinding, one use]
- Hard light shield generator [1 ARMOR, accessory]

Shutter-bug

Kidnapping & assassination

- Silenced pistol [1D6 DAMAGE]
- Combat syringe with 1 vial that either kills or knocks out an entity with 5 or less HP
- Hand prison: handheld device that stores any willing, unconscious, or dead entity

Super-viser

Technical operations

- 2 Repair kits [1 use, +1D3 durability]
- 2 Medkits [1 use, +1D6+EYES HP]
- 1 Floppy disk [1 use, hack with one of the following keywords: Ransomware, Decrypt, Virus, Login, or Loop]

Voyeur

Recon

- Bow [1D6 DAMAGE]
- Binoculars with heat & x-ray vision
- Camouflage tactical clothing [1 ARMOR]

SUN OF NYXMERA

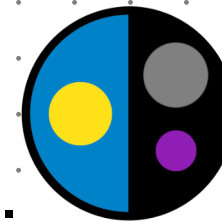
Nyxmera is the light. All the celestial bodies are known as the eyes of Nyxmera, the sun, the grey moon, the purple moon, the gas planets, and the stars. With these Nyxmera watches, it wants to be intrigued. Something its followers, Suns of Nyxmera, are more than happy to facilitate.

Nyxmera is everything but Earth. It craves what it can't take. There is so much of interest on such tiny orbs or dirt, so Nyxmera is stuck in a perpetual gaze at the planets of Tartarus.

Its logo represents the duality of the sky and Nyxmera's eyes. On one side the blue sky and sun. On the other, the night sky with the Grey Moon and Purple Moon. Nyxmera loves extremes; good and evil, comedy and drama, love and war.

TENETS

Observe and
sow intrigue.
Manipulate
and use others.



Balance via
duality.
Eternal beauty
over transience.

Suns of Nyxmera are varied and include navigators, story tellers, space enthusiasts, researchers, and entertainers. Good Suns may help with disaster relief, peace keeping, and justice. Evil Suns may be involved with war, human trafficking, and corruption. The perfect Suns will do both good and evil. They must amuse Nyxmera to be rewarded and prevent punishment.

CHANCER

Your Action dice & Primal dice are D8s. They act as normal D8s except the 8s count as 0s. 6s & 7s on your dice count towards ultra successes. Double 0s are ultra failures.

2 weighted D6s [1 rolls 1s, the other rolls 6s] & +1 Primal Dice at mission end

MAINTENANCE

You immaculately maintain your Equipment [Weapons, Armor, etc]. You have a separate Durability track with 6 spaces. Any time any Equipment you are wearing or wielding loses durability you may instead mark off spaces on your durability tracker equal to the amount lost.

You also know how to get the most out of your weapons. You may spend 3 Durability of a Weapon and/or your Durability track to deal double the final damage with the weapon. Mission end: Your Durability track is replenished.

One litre of non-flammable gun lubricant & +2 EYES

MASKED

You have a mask permanently bonded to you that determines your masked identity. Your masked identity represents someone of high fame or infamy. It could be a prophet of a deity, a leader of a thieves guild, a reincarnation of a dead hero etc. Your masked identity is seen by all beings and deities as a separate being to your real identity. You can start a mission without the mask on but once on it cannot be removed till the current mission ends or you die.

Anyone who saw you don the mask thinks you simply vanished and the masked identity must have come from somewhere else.

Bonded mask, +1 on any one attribute based on a strength of mask identity, & -1 on any one attribute based on a weakness of your real identity

PRECOGNITION

At the start of a mission roll 3 D6s and mark down each number as a Foresight number. At any point you may spend and use a Foresight number by changing any rolled D6 to its number. Once all three Foresight numbers are used you gain a fourth foresight number. You can choose what number [1, 2, 3, 4, 5, or 6] this fourth Foresight number upon use.

Tarot deck & +1 EYES

STAR-BRAIN

Your mind is a mini-star. It is contained within a metal container that is your head. You have the following features:

- **LIGHT:** You can produce light. You can focus this light into a beam that deals 1D6+1 DAMAGE.
- **GRAVITY:** You can manipulate the gravity of your star either repelling or attracting nearby small objects to you.
- **NOVA:** If you unleash the star from your head, either voluntarily or involuntarily, it catastrophically unleashes light and heat dealing 4D6 DAMAGE to everything [except you] in a 20 foot radius [length of a standard cargo container]. Afterwards your star is in a cooled down state, you are left with 1HP, and cannot use any feature of this trait till the end of the mission.

Metal head [accessory] & -2 NERVES

VACUUM

You can suck and blow with the palms of your hands. Whilst sucking with one hand the other hand is blowing out the sucked up matter at the same force. The maximum force of the vacuum equates the force of a domestic leaf blower.

Safety glasses [accessory] & +1 JAWS