

## PRECIOUS MINERALS

Gain the following benefits:

Strong: Gain +1 JAWS

Unaware: Gain -1 EYES

### Gear packs

Heavy trooper

The best offence is a good defence

- Break-action shotgun (1D6+1 DAMAGE)
- Riot shield (1 ARMOR, equip as weapon)
- Steel plate armor (2 ARMOR)

Raider

Scrappy fighting

- Sub-machine gun (1D6 DAMAGE)
- Scrap kit (Destroy items to repair durability, 2 sacrificed durability equals 1 durability of repair)
- Scrap armor (1 ARMOR, can be repaired to 2 ARMOR, accessory)

Fire fighter

Fire kindling & suppression

- Flame thrower (1D6+1 DAMAGE)
- Pyrogen fire suppression grenade (1 use, Douse fire in a medium enclosed area)
- Reinforced silver fire suit (1 ARMOR, reduce all fire-based damage by 3 DAMAGE)

Warrior

Weapons galore

- Heavy machine gun (1D6+2 DAMAGE)
- Hand cannon (1D6+1 DAMAGE)
- Large axe (1D6+1 DAMAGE)

## DOTTER OF TARTARUS

Tartarus is the ground we live on. It is the rocks, dirt, metal, and oil. Once free with explosive energy it now lays dormant, en-caged by the sky, trapped by Nyxmera.

Tartarus loathes Nyxmera. Whilst Nyxmera only shows apathy towards its prisoner, fuelling Tartarus' bottled rage further.

Tartarus' logo represents Tartarus' power cracking through the scorched earth. It wants to unleash its power with no concern for others.

Unleash your  
Power!  
Seize and  
Consume!

### TENETS



Never  
Imprison!  
Destroy to  
Create to Destroy!

Dotters of Tartarus come in 2 main flavours; the surface dwellers and the DOT dwellers. Surface Dotters live within society as fighters, miners, oil workers, seismologists, and spelunkers. Tartarus blesses them with its bounties. DOT dwellers try to desperately survive in the unforgiving underground, made all the stronger for doing so. Many enslaved and imprisoned follow Tartarus due to its hate of encagement. Dotters fight for freedom with a strong sense of justice. However, there is a dark side to Tartarus and its Dotters, greed. This greed manifests through ruthless capitalism, raids of the surface, destruction of ecology, and prison breaks. Might makes right for Dotters and although they won't ever imprison anyone, they are not so afraid to use coercion or murder.

## TRAITS

### GRAVITY LIFT

Once per mission you can create 1 gravity lift. These cylinders of reverse gravity can be up to the diameter of a normal bicycle wheel. The cylinder extends straight up from the source of gravity of the celestial body/structure you are on. The reverse gravity has the same force as the gravity you are manipulating. The gravity lift lasts till you dismiss it or till the end of the mission.

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

### KAIJU

You can transform into a kaiju no larger than a cargo container. When you choose this trait, also choose the form of your kaiju.

You get the following when in your kaiju form:

- Your total JAWS score is +4 and your total LIMBS score is -1
- You have a total HP of 20 and natural ARMOR of 3
- Your natural melee weapons deal 2D6 DAMAGE



All your gear is absorbed into your kaiju form so it cannot be used. When you return to normal you are wearing and wielding your gear normally.

Your form lasts till you reach OHP, dismiss it, or till the end of the mission. Any excess damage you take is suffered by your normal form.

Instead of another Level up reward you can choose one of the following kaiju upgrades. Each can only be chosen once.

- Gain a ranged attack that deals 1D6+3 DAMAGE
- Your natural melee weapons deal 4D6 DAMAGE
- Your kaiju form size increases to that of a 3 bedroom house and gain +10 HP

Life preserving airbag suit (accessory) & -2 EYES

### METAL EATER

You have extremely strong teeth and jaws. You are able to bite through small rocks & thin metal, such as wire metal fences, with no issue. If you attempt to bite or chew something larger or tougher your Referee may ask you to roll a number of D6s equal to the amount of teeth you may lose. Each 1 or 2 rolled is a tooth that falls out. If you currently don't have enough teeth you cannot make the attempt.

Mission end: Regrow 1D6 missing teeth.

A full set of 36 of your fallen out teeth & +1 JAWS

### PERCUSSIVE MAINTENANCE

You are an easily frustrated fixer. You can attempt to fix, unlock, hack etc., any mechanical or electronic device that is the size of a personal computer or smaller with percussive maintenance. If so, roll an EYES roll and a JAWS roll. Resolve the higher of the 2 rolls. If the EYES is higher and successful you carry out the task based on the intention and the roll's outcome. If the JAWS roll is higher you smash the device into pieces, a failed roll results in 1D6 DAMAGE to you.

Large wrench (1D6 DAMAGE) & +1 JAWS

### PINBALL-WIZARD

You have complete control of up to 13 pinball sized metal ball bearings. You can make them fly or roll at high speeds.

Bag of pinballs & +2 LIMBS

### STURDY

You can take more damage than the normal human. Recalculate your max HP with  $9 + 3 \times \text{Level} + 1D6 \times \text{the number of HP rewards chosen}$ . Whenever you Level up, gain +3 max HP rather than +2 and roll a D6 for HP rewards rather than a D4.

Heavy riot shield (2 ARMOR, equip as weapon) & +1 NERVES