

1 HARVESTER

4 PHY
4 NRL
0 ARM
5 INI

Advanced regeneration

Ravager rifle

PHYSICAL 5 (2) **MENTAL 2** (2)

Advanced regeneration

For as long as its health is above 0 it discards a point of physical damage every maintenance phase.

Ravager rifle

CQ: 3 damage and one advantage.
SD: 2 damage.
Ammo: Neural.
Firewall: 5 & plays two cards.
Characteristic: It can only be used by Harvesters.

RAVAGER
WEIGHT: 70 KG || SIZE: 180 CM
SEMI-INTELLIGENT || AGGRESSIVE

1 TECHNO

3 PHY
4 NRL
0 ARM
5 INI

Neural sacrifice

Neural rig

PHYSICAL 3 (1) **MENTAL 5** (2)

Rabid

It gains an advantage for CQC actions and it does 3 physical damage with each hit.
When it attacks it must continue to attack or chase that same character until the character is bleeding out or dead.

EM Shield

Reduce all neural damage or damage from plasma ammunition to half its value, rounded down.
Firewall: 9 & plays two cards.

RAVAGER
WEIGHT: 60 KG || SIZE: 150 CM
INTELLIGENT || CUNNING
SPECIES: RAVAGER

It appears that some species have brains that can produce Linkwaves. Some ravager Mothers have been advantage of this to produce ravager with organic rigs.

NEURON BRAIN

Neural rig

Neural sacrifice

PHYSICAL 3 (1) **MENTAL 5** (2)

RAVAGER
WEIGHT: 400 KG || SIZE: 280 CM
INTELLIGENT BEING || AGGRESSIVE
SPECIES: RAVAGER

Its own brain is a rig with Linkwave 30.

Techno will suffer two neural damage as if it was cortex connected.
Firewall: 7 & plays two cards. If hacked the character will gain an advantage for CQC actions.

Rabid

EM Shield

PHYSICAL 6 (3) **MENTAL 2** (1)

HACKING ACTION

Neural sacrifice

PHYSICAL 3 (1) **MENTAL 5** (2)

RAVAGER
WEIGHT: 400 KG || SIZE: 280 CM
INTELLIGENT BEING || AGGRESSIVE
SPECIES: RAVAGER

It can take any amount of neural damage to gain the same number of advantages for a hacking action.

2 MORTHAR

2 PHY
2 NRL
- ARM
7 INI

Scythe claws

Chameleonic skin

PHYSICAL 7 (2) **MENTAL 4** (2)

Scythe claws

It does 2 physical damage in CQC. If it damages a character it gains an advantage against him for any further close combat actions during that scene, it can gain several advantages this way.

Chameleonic skin

It can hide in plain sight for as long as it does not run. Additionally, if it is hiding in an adequate place it will have one advantage for its hiding action. If a character detects it or is attacked by it, he will always have an advantage when he searches for it.

RAVAGER
WEIGHT: 50 KG || SIZE: 160 CM
INTELLIGENT || CAUTIOUS
SPECIES: RAVAGER

CONTROLLER

5 FW

LinkWave 100. Requires both hands.
It can be used to control robots.

SURVIVAL SUIT

Analogic

3 NRG
1 ARM
2 AGI
7 FW

2 Closed bio-circuit

Close bio-circuit

The suit connects to your circulatory system when you put it on. For as long as you receive a few hours of sunlight per day, you do not need to eat or drink.

If you take out any part of the suit, such as the helmet, the effect is not perfect and you must eat or drink a little every week.

Additionally, you do not need to defecate or urinate while using it.

**WEIGHT: 30 KG // HEIGHT: CUSTOM
HIGH RESISTANCE FABRICS // FOTOVOLTAIC POWER
4 HOUR OXYGEN SUPPORT // 30,000 CREDITS
PRODUCED BY NATION'S SOLUTION**

Using solar panels and recreating the environment inside the womb of a mother, this suit converts its wearer into a small ecosystem.

EM GRENADE

8 FW

Action.

It can be thrown up to 50 meters away. It causes 3 ACS damage up to one metre away and 1 less damage for every metre or fraction further. It provides one advantage when throwing it within 10 metres and it suffers one disadvantage every 10 metres or fraction further.

KI SUIT

Cortex connected

3 NRG
1 ARM
2 AGI
8 FW

2 Agility augmentation
1 Assisted inertia

Agility augmentation

Activated. You gain one advantage when using your Agility.

Assisted inertia

Activated. You can move twice as fast as you normally do.

**WEIGHT: 60 KG // HEIGHT: CUSTOM
NICKEL ALLOYS // PLUTONIUM CORE
2 HOUR OXYGEN SUPPORT // 60,000 CREDITS
PRODUCED BY THE STATE EMPIRE**

The most precious tool of a martial artist, the reincarnation of the samurai or knight armour in today's warfare.

CODE BUGBOT

***** FW

Action.

Install it on a device with a hacking action to reprogram that device to do anything you want within its physical limits, until it is purged with a hacking action.

*Its firewall is the same as the device on which it is installed.

STEALTH SUIT

Cortex connected

4 NRG
0 ARM
2 AGI
8 FW

2 Ghost
3 Optical Camouflage

Ghost

This piece of equipment does not appear in LinkWave radars. It can still be hacked if the hacker is seeing it.

Optical Camouflage

Activated. You can hide in plain sight for one round. Additionally, if you are hiding in an adequate place you will receive one advantage for your hiding action. While using this characteristic you cannot run.

**WEIGHT: 18 KG // HEIGHT: CUSTOM
LB POLYMER // PLUTONIUM CORE
4 HOUR OXYGEN SUPPORT // 90,000 CREDITS
PRODUCED BY THE STATE EMPIRE**

The miners of remote Corvo colonies tell each other stories about evil Iz'kal ghosts that hunt their enemies anywhere at any time of the day.

REPAIR NANOBOTS

7 FW

One use. Activated.

They provide three advantages to a repairing action.

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4 NRL
0 ARM
5 INI

Advanced regeneration

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Ravager rifle

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Characteristic: It can only be used by Harvesters.

**WEIGHT: 70 KG || SIZE: 180 CM
SEMI-INTELLIGENT || AGGRESSIVE
RAVAGER**

Foot soldiers that collect the genetic material that provides the base for the Mother to produce more advanced and versatile ravager.

MEDIKIT

It provides two advantages to Medical actions.

3 HUNTER

7 PHY
5 NRL
1 ARM
7 INI

Advanced regeneration

Nano hooks

PHYSICAL 5 (3) **MENTAL 4** (1)

Advanced regeneration

For as long as its health is above 0 it discards a point of physical damage every maintenance phase.

Nano hooks

It can support itself on a wall or ceiling with its bare limbs. Its movement while suspended is reduced to half. It is still in plain sight unless otherwise concealed.

**WEIGHT: 120 KG || SIZE: 200 CM
SEMI-INTELLIGENT || CAUTIOUS
SPECIES: RAVAGER**

Especially designed to take out entire crews of spaceships, this creature is adapted to move within confined 0-G environments. After it is released in a ship the harvesters enter to pick up the pieces.

NEURAL GRENADE

8 FW

Action.

It can be thrown up to 50 meters away. It causes 3 neural damage up to one metre away and 1 less damage for every metre or fraction further. It provides one advantage when throwing it within 10 metres and it suffers one disadvantage every 10 metres or fraction further.

2 MORTHAR

2 PHY
2 NRL
- ARM
7 INI

Scythe claws

Chameleonic skin

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Chameleonic skin

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**WEIGHT: 50 KG || SIZE: 160 CM
INTELLIGENT || CAUTIOUS
SPECIES: RAVAGER**

Taken from creatures native of the depths of remote oceans, the genes that allow Morthars to become invisible have proven to be their best asset.

NANO SURGEONS

One use. Activated.

They provide three advantages to a surgery action.