

Infiltrator I

-Entering line of sight of hostile characters or moving from cover does not stop you from being Hidden.

-You can pass freely through – but not end your turn in – enemy spaces.

-You can Hide even in plain sight of enemies.

These effects immediately end when your turn ends (so you lose Hidden if you're still in line of sight or out of cover at that time).

Soul Vessel

At the start of the Lich's turn, set down a SOUL VESSEL at its current location (replacing any previous markers). 1/round, as a reaction when the Lich is hit by an attack, fails a save or check, or takes damage or Heat from any source (even itself), it may immediately gain IMMUNITY to all damage, heat, or conditions from that effect. It then teleports to the marker or as close as possible. The Lich can also take this reaction at the end of any turn, including its own, but if it does so it only teleports and does not gain IMMUNITY. It can't take this reaction if it is JAMMED, STUNNED, GRAPPLED, or unable to take reactions for any reason.

Free Actions

Transmuting Spark After performing ANY action granted by NHP excluding handing control as protocol. 1/round per NHP

1/scene

Immortal After destroyed, TELEPORT to SOUL VESSEL at Full Health, 0 Heat, 1 Structure and 1 Stress

Transcension

Gain a Transcendence Die, a d3 starting at 3. When you use "Transmuting Spark," reduce the die by 1. If the die is at 1 when you use "Transmuting Spark," you may immediately enter a transcendent state and reset the Transcendence Die to 3. This has the following effects until the end of your next turn:

-Your Transcendence Die can't decrease.

-"Memetic Spark" gains +4 damage and +5 Range.

-Unless flying or climbing, you are forced to permanently Hover exactly 1 Space above any surface at all times.

-You gain Immunity to involuntary movement.

Whenever you cascade and lose control of your mech, you enter a transcendent state for the duration. Cascading NHPs have access to the benefits of this Talent. Your Transcendence Die resets at the end of the Scene.

Core System - Quick Action: Glitch Time

You gain the ability to disrupt time for the rest of this scene. 1/round, when any character successfully attacks, effects, or takes an action against another character within SENSORS, you may interrupt it before it resolves, with the following effects:

-The target of the action is pushed up to 3 spaces in a direction of your choice, even if they have IMMUNITY to involuntary movement

-You teleport to one of the spaces originally occupied by that character, or as close as possible, no matter how far away it was.

-The initial attack, effect, or action resolves with you as its target.

You receive all damage, conditions, statuses, and effects, and the action must be carried out without changes. For example, if the effect was to teleport an allied character to a certain space, you are teleported to that space instead; if the effect was to repair an allied character, you are repaired instead; if the effect was to deal damage and KNOCKBACK, you take the damage (using your ARMOR, RESISTANCE, etc.) and are knocked back in the same direction as the original target would be; if the effect was to inflict a condition or status, you receive that condition or status instead. Initiating this interruption does not count as a reaction.



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Core System - Quick Action: Glitch Time (cont)

Effects that target the self cannot be interrupted this way.

Quick Actions

Tech: Choose yourself or another character within Sensors and line of sight. Target disappears and you replacing them with two new characters the same Size and roughly the same shape as your target. They have 10 HP, SPEED 5, Evasion 5, E-Defense 5, Heat Cap 5, and have Immunity to all conditions and statuses. They are controlled by the player of the affected character and both act on that character's turn, starting with their next turn. The only actions they can take are standard moves and Boost, and the only reaction they can take is to disperse (see below). They are obstructions and grant hard cover. If a field exceeds its HEAT CAP or is reduced to 0 HP, it immediately disappears. Their player can also cause a field to disappear as a reaction at the end of any character's turn. If one field disappears, the other immediately coalesces into the original character, who returns to the field in that field's space. If both fields disappear at the same time, their player decides which field disappears first. An unwilling character can ignore this effect with a successful Systems save

Tech: Choose a character in Sensors and line of sight. They clear all conditions other than Stunned that weren't self-inflicted, and you immediately receive all conditions they cleared until the end of your next turn.

Tech: Choose a character within Sensors and line of sight. They must pass a Systems save or take 2 Heat, become Slowed, and become unable to take reactions. This effects ends if they take any amount of damage or make a successful Systems save as a quick action.

Tech: Choose a character within Sensors and line of sight. For the rest of this scene, or until they take damage, they may Boost 1/round as a free action during their turn.

Memetic Spark 1/Round you may deal 1 AP Energy damage to a character within Range 3 as a Quick Action. The spark deals +1 damage for each undestroyed NHP on your mech including this one. "NHPs" are Systems that both grant your Mech the AI tag and can cascade or can be allowed to cascade.

Full Tech

Wandering Nightmare You generate a Blast 2 zone of distorted timeflow within SENSORS and line of sight that affects all characters other than you. Characters within the affected area cannot take reactions, and if they start their turn within it, they must succeed on a Systems save or take 2 Heat and become Slowed until the end of their next turn. This effect lasts until this action is taken again or the scene ends.



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