

Systems Abilities



Rank 1

Hacker

- You are capable of interacting with **Hacking** terminals at a faster speed (~1 minute instead of ~3 minutes).

Tech Scanner [1]

- Call **SCAN: <X>** for one of the following characteristics:
 - Human
 - Specific Alien Species
 - Various
 - Creature
 - Organic
 - Mechanical
 - Technology
 - Decay
 - Mystic
 - Software

Firewall [3]

- Mark the ground.
- While you are standing still, you may call **YOU: PUSH** at the first 3 enemies to enter within 5m of

you.

- If you move, you lose any remaining PUSHes.

Distribute [X]

- Spend X Energy to call **GAIN X ENERGY** to a target within reach.
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Rank 2

Long Range Comms

- You may establish a communication link with an unresisting entity capable of communicating within reach.
- While this link exists, you may communicate at any distance with them unless there is something powerful blocking you.
- Those nearby will still hear you talking.
- Call a Ref over if you need to communicate with someone far away.
- You may only have one such link at a time and **you** may end the link at will.

Trojan [2]

- Mark the ground.
- You may call **YOU: BLAST** at the first enemy to come within 1m of that location.
- You may only have one Trojan in play at a time.

Feedback [2]

- You may call **YOU: DRAIN** in response to a **SCAN** call.
 - The SCAN does not need to have affected you for this to be possible.
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Rank 3

Reprogram

- You are capable of reprogramming software systems outside of a combat situation.
- Inform the Ref that you wish to reprogram a system and which aspect you are interested in.
- The Ref will state the commands that this system abides by and you may modify 1 word per 3 power levels.
- Use the **Systems Mishap Deck** to determine the power level of your reprogramming and any Mishaps that may occur.
- Inform the Ref when you have done this and which commands you wish to modify.

Example: *Upon encountering a software-barred door that does not allow you entry.*

- You: "I wish to reprogram who this door will allow entry to"
- Ref: "This door's commands concerning entry:
 - #1 Only open for authorised individuals
 - #2 Authorised individuals are identified by red keys
 - #3 Opening is defined as sliding horizontally to create an aperture"
- *You play the Mishap deck and result in a power of 2 with no Mishaps.*
- You: "I modify the command one from "authorised individuals" to "unauthorised individuals""
- *The door now opens only for people not carrying red keys.*

Seize [2]

- Call **YOU: PULL**.

Throw [2]

- Call **YOU: PUSH**.

Rank 4

Backup

- When you are present when someone else is drawing from a **Mishap Deck**, you may create a "Backup" of the count of cards drawn, Mishaps encountered, and Power Level at some point during the drawing.
- You must state so at the point you make the Backup and hold onto those cards.
- At any point during the drawing, including after Mishaps have occurred, you may allow the person drawing to return to the Backup state and reshuffle the deck minus the first X cards before the backup.
- Backups can only be restored with the agreement of the person drawing the cards.
- You may only create one Backup per draw.

Example:

- *Unassuming Alloy is constructing a **Rig**. They have drawn 3 cards, two of which are successes and one of which is a mishap.*
- You create a Backup and hold onto the cards that have been drawn so far.
- *Unassuming Alloy proceeds to draw 5 more cards, four of which are Mishaps.*
- You offer to restore the Backup and Unassuming Alloy agrees.
- You reshuffle the cards drawn since the backup, and give the first 3 back to Unassuming Alloy.
- *Unassuming Alloy proceeds to draw 2 cards, both of which are successes, and decides to stop the Rig there.*

Extensible Software [2]

- You may make a **YOU** call from the Systems Ability Tree (that you could already make) as a **YOU LOT** call instead.

Feedback Loop [3]

- Suffer a **DRAIN** to call **YOU: DRAIN**.
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Rank 5

Robust Security

- You may spend Energy to call **PING** to **DRAIN** (excepting DRAINS inflicted on yourself).

Combat Virus [2]

- You may apply a **Reprogramming** command you have prepared in advance in combat by calling **CURSE**.
- Inform the Ref that you have done this in advance so they can brief the Monsters.
- Affected enemies will respond accordingly.
- Unaffected enemies will call **PING**.
- Each **CURSE** call costs 3 Energy as a use of this Ability.
- You may apply the same **Reprogramming** repeatedly using this.
- You may only have one **Combat Virus** prepared at a time.

Optimise [5]

- Suffer a **Severe Injury**.
- You may then, for the rest of the encounter, call **YOU: GAIN 3 ENERGY** whenever an ally within melee reach makes an effect call (other than **SCAN**).
- Reaction calls, damage calls, and **SCAN** do not trigger this effect.

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