

# 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: SOFTWARE**.

### Firewall [5]

- 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.

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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 [3]

- 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: ZAP** 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 [3]

- Call **YOU: PULL**.

## Throw [3]

- Call **YOU: PUSH**.

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## 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 [3]

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

### Feedback Loop [5]

- Suffer a **ZAP** to call **YOU: ZAP**.

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## Rank 5

### Robust Security

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

## Combat Virus [3]

- Prepare a **Reprogramming** command in advance, informing the Ref that you have done this so they can brief the Monsters.
- You may apply this in combat by calling **CURSE**.
- Affected enemies will respond accordingly.
- Unaffected enemies will call **PING**.

## Optimise [8]

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

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