

The Various

The Various are, variously, individuals who have melded their biology with technology to the extent that where the organic ends and the inorganic begins is nigh impossible to tell. To a greater or lesser extent, all Various are Cyborgs with major technological enhancements - a status which is generally respected among most in the galaxy. Of the Various, there are three major categories:

Technomancers embrace the technological and push their machine parts to the extreme to acquire new abities, the **Transcended** see their enhancements as a stepping stone to a greater biological form, while **Scavengers** see necessity in balance and focus on maximising the utility out of their enhancements.

Class Feature: Assimilation

The Various can merge aspects of the world into themselves in order to empower various abilities. Some of their abilities will require specific elements to be harvested, but at base all harvesting bolsters a Various regardless of its affects.

- The Various have a base 8 hits.
- The Various may spend 5s of appropriate roleplay to call HARVEST on another character within reach who is unconscious, dead, or willing.
 - This process is incredibly painful and repeated exposure to it will have deleterious effects on the victim.
- Calling HARVEST restores your body hits by half your maximum, in addition to any other effects.
- Effects gained from HARVEST disappear after 5 minutes.

Autocannibalise

Once per adventure you may give yourself over completely to the enhancements. You immediately regain all of your hits and may immediately power three abilities that require a HARVEST call. Until the end of the current encounter you will feel a drive toward your last goal before activating this ability - it is up to you how you wish to roleplay this.

Technomancer



Rank 1 Technomancer Abilities

Repurposed Munitions

- Call *HARVEST* on a target with a weapon
- Gain 3 uses of YOU: ZAP.
- You may not stack this with additional uses of this Ability.

Galvanise

- Call *HARVEST* on any valid target
- Gain 3 uses of PING PEW.
- You may not stack this with additional uses of this Ability.

Recalibrated Sensor Array

- Call *HARVEST* on any valid target
- Call SCAN for a category that target fell under.
 - E.g. *HARVEST* an organic, call SCAN: ORGANICS. *HARVEST* a Raktor, call SCAN: RAKTORS.

Advanced Thermal Countermeasures

- You may always call PING to BURN.
- You must always take ZAP as 10s long.

Transcended



Rank 1 Transcended Abilities

Lifeblood

- *Call HARVEST on any valid target*
- Take half the healed hits for yourself, and call HEAL for the remaining half to a target within reach.

Red Mist

- *Call HARVEST on any valid target*
- Gain a use of BREAK by melee.
- You may not stack this with additional uses of this Ability.

Malleable

- *Call HARVEST on any valid target*
- Gain a use of WARP after which you must relocate within 5s before reappearing. You remain aware of your surroundings during this time.
- Visually, you will be seen to melt away and reform at a new location.

- You may not stack this with additional uses of this Ability.

Hulking Form

- You are physically very strong and may apply that fact to help you by discussing with the Ref.
 - You must always take ZAP as 10s long.
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Scavenger



Rank 1 Scavenger Abilities

Half the Battle

- *Call HARVEST on a target you saw use a call.*
- Gain one use of a call you saw the target use.
- You may not stack this with additional uses of this Ability.

Hardpoints Mean Prizes

- You may rig up a mount for carrying an additional weapon or item (as if you had 3 hands) and

use it as such.

- The item held in the third hand must be a ranged weapon or item, not a melee weapon or shield.
- This may be used to allow you to hold a one-handed melee weapon and then a two-handed ranged weapon.
- Feel free to make costumes for this (not required).

Proximity Sensors

- You may always call PING to CLUNK even if you did not see it coming.

Weapon Preigniter

- Call *HARVEST*.
- Your ranged weapon immediately charges 3 shots.

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