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 Features

Rank 1: 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.
    - You may only HARVEST from each character once per encounter.
- HARVESTing a character will power Various effects.
- You may not gain the same effect from HARVEST twice in a row.
- Effects gained from HARVEST disappear after 5 minutes.

Rank 1: Modularity

- The Abilities of the Various represent different augmentations and adaptations that they have made to themselves. To facilitate freeform costuming and characterisation, the exact form of these augmentations is left up to individual players, but broadly each Ability represents a new Augmentation that a Various has acquired / developed / salvaged.
- With access to a Various Forge (i.e. non-negative Clout with any faction with access to one), Various can change out their augmentations with assistance from the operators.
- Once per Downtime, with access to a Forge, a Various character can refund 1 XP and re-spend it on another Ability.
- Refunds and spends must still meet prerequisite requirements of having Abilities in lower ranks to access higher ones and any prerequisites for higher abilities.

Rank 1: Self-Repair Systems

- Calling HARVEST restores your body hits by half your maximum, in addition to any other effects.
- If the HARVEST is PING'd then you do not gain the hits.

Rank 3: Autocannibalise

- At Rank 3, Various are able to completely give themselves over to their enhancements.
- Once per adventure you may activate this ability.
- 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.

Rank 5: Ascension

- At Rank 5, Various are rippling with power and potential.
- Once ever, you may fully commit to either the Mechanical, Biological or Balanced side of yourself, taking a new form to represent your choice.
- **You will gain access to bespoke Rank 5 Abilities** which are the only way to acquire Rank 5 Various abilities.
- Discuss what form you would like to take with the Refs and what effects you would be interested in.

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 but may refresh the pool.

Galvanise

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

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

- Decrease the duration which you suffer BURN for by 5s to a minimum of 0s.
- Increase the duration which you suffer ZAP for by 5s.

Rank 2 Technomancer Abilities

Retrograde Thrusters

- *Call HARVEST on any valid target*
- Gain 2 uses of PING to PUSH or PULL.
- You may not stack this with additional uses of this Ability but may refresh the pool.

Operating System Update

- *Call HARVEST on any valid target*
- Gain 3 uses of GAIN PING to PEW.
- You may not stack this with additional uses of this Ability but may refresh the pool.

Targeting Array

- When a YOU: PEW call you make is MISS'd, you may immediately recharge your ranged weapon shot.
- You may only do this once per target per cover.

Deflector Shields

- When you are in cover, you gain an additional call of MISS.

Rank 3 Technomancer Abilities

Antivirus

- Once per encounter you may call PING to the first CURSE call against you.

Enhanced Sensor Array

- *Utility Ability*
- You are capable of seeing and hearing over long distances.
- You may apply this ability out of combat by discussion with the GM.

System Assimilation

- *Utility Ability*
- Out of combat, you may meld your mind with an active or inactive mechanical or computer system in order to discover its secrets.
- You must ask three "yes or no" questions of the system, which will be answered by the GM.

System Overdrive

- *Call HARVEST on any valid target*
- You lock off your ability to use any Abilities from the Transcended Subclass.
- You may only use this ability once per Encounter.
- For each ability locked off, gain 2 hits.
- You may recover your access to these by losing the temporary hits.

Rank 4 Technomancer Abilities

Emergency Countermeasures

- When you take a DRAIN you may call WARP for 10s, after which you reappear with a WARP.
- You cannot move during this WARP and do not perceive what occurred.

Enter the Matrix

- *Utility Ability*
- In or out of combat, you may meld your mind completely with an active or dormant mechanical or software system in order to communicate with it.
- You have 60s to talk to the system in another space. You are unconscious for the duration.

- You may increase the duration by 60s by taking a Severe Injury.
- If you do this in combat, call a TIME FREEZE to call the Ref over.

Overclock

- *Call HARVEST on any valid target*
- Gain 1 use of MASS SLOW.
- You may not stack this with additional uses of this Ability.

System Firebreak

- When you take a Severe Injury you may instead choose to lose 4 XP worth of Abilities.
- The Ability loss does not need to be in a "safe" order (i.e. you can lose all your Rank 1 Abilities if you wish), but respending of that XP does need to be (so you would have to re-spend to have sufficient Abilities in Rank 1 before being able to access Rank 2).

Transcended
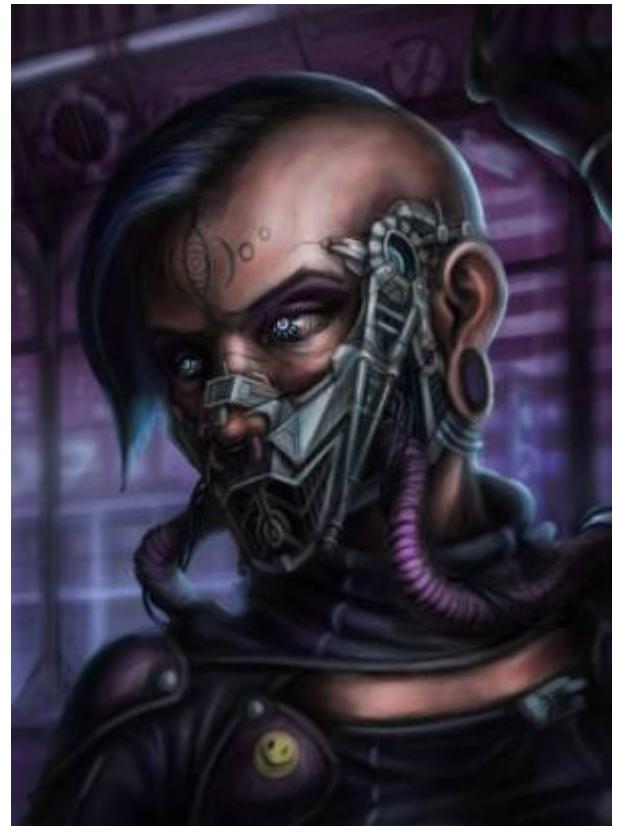
Rank 1 Transcended Abilities

Lifeblood

- *Call HARVEST on any valid target*
- Take half (round up) of the healed hits for yourself, and call YOU: HEAL for the same amount to a target within 10m.

Red Mist

- *Call HARVEST on any valid target*
- Gain a use of STRIKEDOWN 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 GM.
- You have +2 base hits.
- Reduce the duration you suffer ZAP for by 5 seconds (to a minimum of 0)

Rank 2 Transcended Abilities

Crush

- *Call HARVEST on any valid target*
- Gain 1 use of BREAK by melee.
- You may not stack this with additional uses of this Ability.

High Yield Energy Expulsion Thruster

- *Call HARVEST on any valid target*
- Gain 2 uses of PUSH by melee.
- You may not stack this with additional uses of this Ability but may refresh this pool.

Raw Power

- *Requires: Hulking Form*
- You are even stronger and bigger than before.
- You have an additional +2 base hits.
- Reduce the duration you suffer for BURN by 5s (to a minimum of 0s).

Untraceable

- You may choose to ignore SCAN calls even if they are relevant to you.

Rank 3 Transcended Abilities

Apex Predator

- *Requires: Raw Power*
- You are in beyond peak physical condition.
- Gain an additional +2 base hits.
- You may freely call PING to STRIKEDOWN.

Brute Strength

- *Call HARVEST on any valid target*
- Gain 1 use of YOU LOT STRIKEDOWN.
- You may not stack this with additional uses of this Ability.

Natural Dominance

- *Call HARVEST on any valid target*
- You lock off your ability to use any Abilities from the Technomancer Subclass.
- You may only use this ability once per encounter.
- For each ability locked off, gain 2 hits.
- You may recover your access to these by losing the temporary hits.

Speak With Dead

- *Utility Ability*
- Out of combat, you are able to assimilate the dying thoughts of the deceased to discover their secrets.
- You may ask three "yes or no" questions of the entity, which will be answered by the GM.

Rank 4 Transcended Abilities

Flatliner

- *Utility Ability*
- In or out of combat, you may meld your mind completely with a dead organic entity in order to communicate with the remnants of its mind.
- You have 60s to talk to the creature's mind in another space. You are unconscious for the duration.
- You may increase the duration by 60s by taking a Severe Injury.
- If you do this in combat, call a TIME FREEZE to call the Ref over.

- The longer the organic has been dead, the more incoherent its mind will be.

Moving Mountain

- *Requires: Apex Predator*
- You are an ungodly form of muscle, flesh, and strength.
- Gain 4 more base hits.
- You only take BREAK for a maximum of 5 seconds.

Shredder

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

Sin Eater

- You may volunteer to take the deleterious effect of a Curse or a Severe Injury upon yourself.
- If you take a Severe Injury, the Severe Injury count still affects the original victim, but they do not suffer the side-effect of having one. It does not count toward your Severe Injury total.

Scavenger

Rank 1 Scavenger Abilities

Half the Battle

- *Call HARVEST on a target you saw use a call.*
- Gain one use of PING against 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).
- This additional hand cannot be targeted by effects (since this would encourage OC-unsafe melee fighting).

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.
- You may not stack this with additional uses of this Ability but may refresh the pool.

Rank 2 Scavenger Abilities

Interference

- You've picked up some peculiar signatures that give you a certain amount of passive protection, as well as muddling your signature on scanners.
- Gain 2 base hits.
- You may freely choose to respond with PING to any SCAN call that you do not qualify for.
- You must still respond PING to SCAN calls you do actually qualify for.

Jury Rig

- *Call HARVEST on any valid target*
- Gain a use of MEND, followed by GAIN PING BREAK (to the same target as the MEND) as you rig

up a stronger weapon.
- You may not stack this with additional uses of this Ability.

Resilience

- When you are reduced to 0 HP you maintain consciousness.
- You may crawl (or move at a very slow robotic pace) and speak in fractured (nonsense) sentences.
- You are still subject to effect calls during this time but cannot take any further damage to your hits.
- If you suffer EXECUTE you crumple to the floor and cannot use this Ability again for the rest of the Encounter.

Patchwork Armoury

- *Call HARVEST on any valid target*
- When you are next affected by a call, gain 1 use of YOU GAIN PING against that call.
- You may not stack this with additional uses of this Ability.

Rank 3 Scavenger Abilities

Cyborg Commando

- You gain access to a single Rank 1 Commando Ability which is powered by a successful HARVEST on a valid target rather than spending hits.
- Abilities that have no cost may be selected and do not require a HARVEST to use.
- You may only select this Ability once.

Cyborg Mystic

- You gain access to a single Rank 1 Startouched Ability which is powered by a successful HARVEST on a valid target.
- You do **not** gain a Solar Barrier, so it is advised that you do not select Abilities that refer to one.
- Abilities that have no cost may be selected and do not require a HARVEST to use.
- You may only select this Ability once.

Cyborg Specialist

- You gain access to a single Rank 1 Specialist Ability.
- Since these Abilities have no cost, you do not need to HARVEST to use them, instead they represent an addition to your form that you have scavenged.
- You may only select this Ability once.

Reverse Engineer

- *Call HARVEST on any valid target that was capable of calling CURSE*
- Gain a use of CURSE for that effect.
- You may not stack this with additional uses of this Ability.

Rank 4 Scavenger Abilities

All Trades

- *Requires: Cyborg Commando OR Cyborg Mystic OR Cyborg Specialist*
- Gain access to an additional Rank 1 Ability from a relevant Cyborg Ability you have access to (e.g. Rank 1 Commando if you have Cyborg Commando)
- You may only select this Ability once.

Perfectly Balanced

- Provided that you have no more than 1 XP difference between the number of Abilities you have in the Transcended and Technomancer Subclasses, you gain the following effects:
  - Reduce duration of SLOW by 5s (to a minimum of 0s)
  - Reduce duration of BURN by 5s (to a minimum of 0s)
  - Reduce duration of ZAP by 5s (to a minimum of 0s)
  - Reduce duration of EFFECT X by 5s (to a minimum of 0s)
- If you are out of balance you gain no effect from this Ability.

Thingamajig

- *Once Ever Downtime Ability*
- You have discovered a very useful artefact in your time scavenging components.
- Discuss what you would like to have found with the Refs and they will work out with you some per encounter effects you may receive from your Thingamajig.

Unstoppable

- *Requires: Resilience*
- You may continue to move and fight while you are on 0 HP.
- You may speak but only in fractured nonsense sentences.
- You may not make calls during this time.
- If you suffer EXECUTE you crumple to the floor and cannot use this Ability again for the rest of the Encounter.

From:
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Last update: **2022/01/20 09:35**