

CAMILLE VALENTINE

ABILITIES CHEAT SHEET

SPECIAL ABILITIES

Bash (1 Might): -1 damage, but target dazed for 1 round (target's actions performed at +1 difficulty).

PROJECT MASTODON

- When you reported to ROOM 208-R8 on the day of your termination from the project, the only thing you remember are some weird lights flashing on a wall and... maybe there were some sounds being played over speakers? In any case, ever since then you've had only the fuzziest recollection of anything that happened to you during August 2005.
- When you left PROJECT MASTODON, you smuggled out several of the weird devices that Amelia Chun referred to as "cyphers". Over the years, you've kept your eyes peeled for similar objects possessing "psychic resonance".
- Three days ago you were contacted by Alessandra Torres, your former duty lieutenant during your time with Mastodon. She said she was reactivating you under code word REVELATION RUK and needed you to meet her at the Milagro Hotel in New York City in the IBIS ROOM at 6 pm.

THE EVENTS OF AUGUST 30th, 2005

- Since your conversation with Torres, you've been having flashes of memory from the Events of August 30th, 2005.
- You remember sitting in one of the Paranormal Experimentation Chambers with the other eleven members of the team. Amelia Chun was guiding you in some sort of weird "psychic focal exercise". Padma called it astral projection, but Chun referred to the process as "translation".

KEVIN CHANCELLOR

ABILITIES CHEAT SHEET

SPECIAL ABILITIES

Exception (1 Intellect): One creature within long range is jolted by confluence of fundamental forces for 4 points of damage.

Closed Mind (Enabler): Trained in Intellect defense tasks. +2 Armor against damage that selectively targets Intellect pool (that normally ignores Armor).

Lab Analysis (3 Intellect): You analyze a location and learn information about perpetrators, participants, or forces responsible. You must collect samples from the scene (paint scrapings, dirt, photographs, hair, etc.). You can discover up to three pertinent pieces of information about the scene. GM will decide what you learn and difficulty of learning it. Difficulty modified 1 step in your favor if you take the time to transport the samples to a permanent lab. Action to initiate; 2d20 minutes to complete.

Strange Training: Trained in general topics regarding the Strange, which allows you to attempt to understand and identify related phenomena, including the effect of a particular cypher.

PROJECT MASTODON

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THE EVENTS OF AUGUST 30th, 2005

- Since your conversation with Torres, you've been having flashes of... Memory? Hallucination? Drug-induced vision?
- There's a fantastic panorama. Like something ripped out of a science fiction film. There are flying cars zipping between skyscrapers of Art Deco bronze and steampunk.

LEOPOLD WATSON

ABILITIES CHEAT SHEET

SPECIAL ABILITIES

Pierce (1 Speed): +1 damage on ranged attack.

Investigator (Enabler): Can spend points from Might, Speed, or Intellect Pool to apply levels of Effort to any Intellect-based task.

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THE EVENTS OF AUGUST 30th, 2005

- Since your conversation with Torres, you've been having flashes of... Memory? Hallucination? Drug-induced vision?
- You're on a city street, but the street itself is kind of pulsing... or breathing? And you're surrounded by a huge mass of people. But the people are... strange. Heavily bio-modified: Wings. Carapaces. Geiger-esque extrusions of glistening chitin.
- You remember seeing your old friends from Mastodon, but they look like the other people on the street: You have a sort of double vision of Kevin wearing some kind of living suit. Padma had bio-tubing connected to ports on the back of her neck. And you have this really vivid image of your own arms covered in a mottle of living shadow.

LUIS VENTURA

ABILITIES CHEAT SHEET

SPECIAL ABILITIES

Fast Talk (1 Intellect): When speaking with an intelligent creature who can understand you and isn't hostile, you convince that creature to take one reasonable action on the next round. (GM must agree that it's reasonable; it should not put creature or its allies in obvious danger or be wildly out of character.)

Spin Encouragement (1 Intellect): Through ongoing inspiring oration, allies within short range modify difficulty of one of the following task types (your choice) by one step to their benefit: defense tasks, attack tasks, or tasks related to any skill that you are trained or specialized in.

Good Advice (1 Intellect): When you give a suggestion to a character involving their next action, the character is trained in that action for one round.

PROJECT MASTODON

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THE EVENTS OF AUGUST 30th, 2005

- Since your conversation with Torres, you've been having flashes of... Memory? Hallucination? Drug-induced vision?
- You remember having some sort of bio-tubing plugged into the back of your neck. And there was singing. Like some sort of angelic choir positioned right next to your ear. And you remember raising your own voice to join that song – an ancient song. So old and so full of truth. But every time you reach for that truth now, it kind of slips away from you. And although the song is catchy – like some sort of bubblegum tune that you want to hum along with – you can't quite find the notes. It's like itching at a phantom limb.

PADMA ANANDA

ABILITIES CHEAT SHEET

SPECIAL ABILITIES

Levitate Creature (2+ Intellect): Levitate creature or object (no larger than yourself, no more than 2 levels above your tier) within long range. On successful attack, target floats immediate distance over the ground for one round. You can't directly move a levitating target.

Can keep creature aloft each additional round by spending 1 additional Intellect point and succeeding at Intellect task (difficulty 2).

Premonition (2 Intellect): Reality is quantum and noncausal, which means you can discover information leaks. You learn one random fact from a person or location that is pertinent to the topic you designate. Alternatively, you can learn a creature's level. (Either way, you cannot learn anything else about it later with this revision.)

Levity: Trained in all social interactions involving coercion or intimidation (using wit, charm, humor, and grace).

During rests, friends and comrades gain +1 to their recovery rolls (as you put them at ease).

Strange Training: Trained in general topics regarding the Strange, which allows you to attempt to understand and identify related phenomena, including the effect of a particular cypher.

PROJECT MASTODON

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THE EVENTS OF AUGUST 30th, 2005

- Since your conversation with Torres, you've been having flashes of... Memory? Hallucination? Drug-induced vision?
- You're in a kind of weird, steampunk-like lab. Only there's a lot of biological growths everywhere and the machinery seems to... *pulse*. Like a heart beating. Amelia Chun is there, although here her face is weird and metallic. And she's too tall. Much taller than you remember her being. Your senses are kind of dulled, but you can watch impassively as she takes tissue samples from your arm. Except she's the samples are *huge* – great sloughs of flesh that she's peeling away from the bone. But it's okay, but your skin and muscle regrow rapidly. Like in mere seconds.

YUKI KOBAYASHI

ABILITIES CHEAT SHEET

SPECIAL ABILITIES

Spin Identity (2+ Intellect): Convince all intelligent creatures who can see, hear, and understand you that you are someone or something other than you actually are. You can't impersonate a specific person, but you convince the victim that you are someone they do not know belonging to a certain category of people.

A disguise isn't necessary, but a good disguise will count as an asset.

If you attempt to convince multiple creatures, the Intellect cost increases by 1 per additional victim.

Fooled targets remain so for up to an hour, unless your actions or other circumstances reveal your true identity.

Sleight of Hand (1 Speed): Perform small but seemingly impossible tricks. (Make object disappear from you hand and reappear in a desired spot within reach; make someone believe they have something in their possession when they do not; switch similar objects right in front of someone's eyes; etc.)

Luck Pool: You have an additional Luck pool of 3 points. You can spend these points as if they were Might, Speed, or Intellect points. When making a recovery roll, your Luck pool is one additional pool to which you can add recovered points. (A Luck pool at 0 points does not count against your damage track.)

Hack the Impossible (3 Intellect): Persuade automatons, machines, and computers to do your bidding. Discover an encrypted password, break through security on a website, briefly turn off machines, or disable an automaton with just a moment's worth of fiddling.

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THE EVENTS OF AUGUST 30th, 2005

- Since your conversation with Torres, you've been having flashes of... Memory? Hallucination? Drug-induced vision?
- You're sitting in a chair on a balcony of Art Deco bronze. The sky above is a gray storm cloud riddled with purple fractals. Your head feels heavy; they are large... growths? implants? extrusions? On your skull. From the wall behind you there are a half dozen or so bio-tubes extending attaching to the lumps on your skull. And your mind is *filled* with data. It streams down the tubes. It's like the rush you get when you're completely *simpatico* with a computer system, but with the dial cranked up to 11. You would do almost anything to feel that way again.

CAMILLE VALENTINE

RUK FOCUS CHEAT SHEET

Battle Chrysalid (2 Intellect): Change and gain a battle chrysalid for up to one hour. Claws sprout from your hands, serving as medium melee weapon. (Action to change; action to change back.)

- +4 Might Pool
- +1 Might Edge
- +2 Speed Pool
- +1 Speed Edge

KEVIN CHANCELLOR

RUK FOCUS CHEAT SHEET

Friend in Yourself: Your clone accompanies you and follows your instructions. Clone looks, talks, and acts like you, but is not as effective as you. If your clone dies, you can spawn another in 1d6 days.

- Level 2 creature.
- Evokes descriptor and type, but doesn't have those abilities.
- In combat, clone doesn't make separate attacks but assists yours (counting as asset).

LEOPOLD WATSON

RUK FOCUS CHEAT SHEET

Stealth: Physical form is designed to be lithe and quiet. Your flesh even reflexively alters its tone to suit your surroundings. Your body is an asset for stealth-related tasks.

LUIS VENTURA

RUK FOCUS CHEAT SHEET

N/A

PADMA ANANDA

RUK FOCUS CHEAT SHEET

Regeneration (1 Intellect): Perform Intellect task (difficulty 2) to restore 1d6+1 points to Speed or Might pool. +1 difficulty each additional time you use the ability per day.

YUKI KOBAYASHI

RUK FOCUS CHEAT SHEET

N/A