

## Acid Fog

*Industry:* Materials

*Usage:* conjugate(main-act, R, 5hp 1ep 1fp)

-> **chk(TC-A) +M\***

-> **eff= 4·M\*(range), 3+½·M\*(radius), M\*(field,corr)** for min

*Aspect-Usage:* provenance -> Tech

*Description:* A cloud of acidic fog bursts into existence at a designated position within range, lasting for 1 minute. Any creature in the area of this conjugate is subject to the **M\*(field,corr)**.

## Acid Gland

*Industry:* Genetics

*Usage:* conjugate(main-act, 5hp 1ep 1fp)

◊ 1(tg, touch) resequence

◊ ranged-attack (main-act)

-> **chk(TC-A)= +M\*(Conjugate) -> eff= 15(audio)**

-> **imp(sv,Health,8+M\*)= 20+M\*(spray), fp·d6+M(hp,corr)**

*Aspect-Usage:* provenance -> Bio

*Description:* When you touch a willing creature, you mutate them, so that they grow a gland on their arm, which shoots acid in the direction they point. The acid gland is a natural weapon, using a main-act and your Conjugate modifier to make an attack. The acid has a range of at least 20 metres and does your conjugate effect roll (fp·d6+M) in corrosive damage on a successful hit. Any adjacent creature to a creature that is splashed must also make a sv(Health), or suffer the same corrosive damage.

## Adaption

*Industry:* Genetics

*Usage:* conjugate(min, 2hp 1ep 1fp)

◊ 1(tg, touch) resequence

◊ +1(rst,cold|heat), -1(rst,cold|heat) permanently

◊ +1(rst,corr|psn|rad) permanently

◊ 2½ gravity, 2½·press permanently

*Aspect-Usage:* provenance -> Bio

*Description:* When you use an fp and touch a willing creature, you can shift their adaption with respect to:

» cold or heat,

» corrosive, poison & radiation resistance, and

» gravity & pressure.

Adaption does not alter biochemistry, but it can change metabolic rates, the cardiovascular system, the respiratory system (although not a fundamental change in method of respiration) and even digestion to accommodate the new environment.

A typical application of adaption would be to effect:

» +1(rst,heat) and -1(rst,cold), change from 1G gravity to 2G

gravity & change from 1 atmosphere pressure to ½ atmosphere pressure

» +1(rst,cold) and -1(rst,heat), change from 1G gravity to 0G

gravity & change from 1 atmosphere pressure to 2 atmosphere pressure

These changes enable a creature to exist comfortably in these conditions indefinitely.

More radical changes, require more focus points. Adding +2 resistance, tripling the pressure or tripling the gravity requires 3fp.

The change brought about by Adaption is permanent and this conjugate must be reversed to change the subject back to their original adaption. If a creature is returned to their original environmental conditions, then they will suffer the negative effects of maladaption, which can vary.

With this conjugate, when you increase the heat resistance by 1, you are also decreasing the cold resistance by 1 and vice versa, therefore, 2(rst,heat) implies an equal and opposite -2(rst,cold).

In the case of rst,corr|psn|rad, the subject of your conjugate becomes reliant on whichever effects are applied. If these conditions are removed, they will become vulnerable to the lack of these and will acquire the associated mishap(psn).

A change in gravity and pressure regimes result in the same effects as with corrosive, poison and radiation conditions.

## Antidote

*Industry:* Medicine

*Usage:* conjugate(main-act, R, 1fp)

-> **chk(CC)= +M\***

-> 1(tg, touch) -> **eff= remove(cond,sickened), -1(mishap,psn), +½·fp·d6+M**

*Aspect-Usage:* provenance -> Tech

*Description:* When you use your main-act and touch a willing biological creature, you can remove their sickened condition and 1 level of mishap(psn), allowing them to heal normally.

Antidote will also heal a biological creature by half the conjugator's conjugate effect roll. Note that Antidote cannot remove 1 level of mishap(psn) for robots or other non-biological creatures.

## Antiseptic Aura

*Industry:* Medicine

*Usage:* conjugate(main-act, R, 1fp)

-> **M\*(tg) -> eff= M\*(range), 1(radius), immune(disease), +1(rst,psn)** for hr

*Aspect-Usage:* provenance -> Tech

*Description:* When this conjugate is completed, a mist erupts from each nominated target, and oxidises any viruses, bacteria or micro-organisms within a 1-metre radius of them for the next hour.

## Anxiety

*Industry:* Medicine|Neuroetics

*Usage:* conjugate(main-act, 2fp)

-> **20(range), 5(radius) -> set(CC)=8+M\***

*Aspect-Usage:* provenance -> Bio, Tech

◊ **imp(sv,Perception,8+M\*)= cond,frightened for rnd**

◊ **chk(CC-S)= +M\* -> eff= cond,frightened for rnd**

*Description:* When this conjugate is completed, a 5-metre radius cloud of nanobots bursts from the centre of a designated position within range, and infects your opponents with an anxiety, and will perceive you as a terrifying threat.

For biological creatures, the conjugate works to stimulate parts of your opponent's brains. The precise means by which this is done is dependent on the biological creatures you are targeting.

For this conjugate to work on any machine, its primary controller must have a means to perceive you. If the machine has the ability to perceive you, yet has no listed Perception skill, you may use the `chk(CC-S)`.

**Description:** When this conjugate is completed, three black, ropey, nanobot tentacles spring from the ground in a designated, 1-metre squared area, within range to grapple any creature in that square or any squares within 2(reach). Any affected creature must make a `sv(Str)` or become grappled. The tentacles remain in place for 1 minute, however the creature may attempt to break the grapple by making another `sv(Str)`, on each of their turns.

## Aquatic Adaption

*Industry Genetics*

**Usage:** `conjugate(main-act, R, 1ep 1fp)`

-> 1(tg, touch) resequence

-> `eff= stock(swim)`, water-breathing permanently

**Aspect-Usage:** provenance -> Bio

**Description:** When you use your main-action, a focus point and touch a willing creature, they will grow gills and fins extending down their legs (or equivalent appendages). The effect of which is that they are now adapted to life in the water. They gain a swimming speed equal to their walking speed and can breathe underwater (so long as they were able to breathe the atmosphere above it).

## Booby Trap

*Industry Materials|Munitions*

**Usage:** `conjugate(scene, R, 10hp 1ep 1fp)`

-> trigger(scene) -> `imp(sv,Agility,8+M*)= 3(radius), fp+d6+M(hp,frc)` for day

**Aspect-Usage:** provenance -> Tech

**Description:** You set a schema which fashions an explosive device, detonating based on the trigger, which is usually when a creature steps into the nominated area. Other triggers can be set, such as a change in nominated physical conditions, or triggers can be refined to only activate based on, for example, a detail from a biometric scan.

The force damage from the trap when set off is equal to the conjugate effect roll. The creature may make a `sv(Agility)` against your conjugate challenge, suffering only half the damage if they save.

You can exclude creatures from the trap by either using facial scans or other biometrics, or botnet tagging your allies.

## Biometric Mimicry

*Industry Genetics*

**Usage:** `conjugate(main-act, R, 1fp)`

-> 1(tg, touch) resequence

-> `eff= mimic another biological creature of the same species`

**Aspect-Usage:** provenance -> Bio

**Description:** When you spend a minute, a focus point and touch a willing creature, their biometrics take on the exact match for another creature of the same sophontology. Their finger prints, retinas, DNA, blood type, even walking gait comes to match a specific individual. You will need to have this information, either through performing *Biometric Scan* for a minute, or an equivalent quality of information from other sources.

## Botnet Comms

*Industry Cybernetics*

**Usage:** `conjugate(scene, R, 5hp 1fp)`

-> 1(tg, touch) -> `eff= 1K(range) comms for day`

**Aspect-Usage:** provenance -> Bio, Tech

**Description:** When you complete this conjugate and touch a willing, biological creature, you can give them a thermally-powered transceiver built into their ear canals, or onto a mnemonic substrate. For the duration of the conjugation (1 day), the subject, and only the subject, can hear your messages, and is able to respond to you, as if equipped with mnemonics.

This method scores over regular mnemonics because it does not broadcast any signals. The messages are relayed by nanobots that array themselves between you and the subject. You don't have to be in line of sight, but a pathway must be navigable between you, with a minimum of conductive materials blocking or interfering. The bots themselves can send messages through wood and stone, but electrically conductive materials like metal generally prevent communication. The total distance must be less than a kilometre.

This is most useful as a replacement for compromised mnemonics.

## Biometric Scan

*Industry Genetics|Medicine*

**Usage:** `conjugate(main-act, R, 1fp)`

-> 1(tg) -> `chk(CC,min)= +M*` -> `eff= 100(range)`, gain biometric information

**Aspect-Usage:** provenance -> Bio

**Description:** When you target a biological creature within 100 metres, and while they remain in range, you can gather biometric information on them. Retinas and finger prints are gained quickly, however biomechanical information takes the rest of the scan time. The scan must remain for 1 minute for the information to be adequate for the conjugate save Challenge that any biometric security system would need to overcome.

## Botnet Detection

*Industry Neuronetics|Robotics*

**Usage:** `conjugate(main-act, R, 1hp 1fp)`

-> 1(tg, self) -> `eff= 30(radius), +R*(psv.Perception)` to identify for hr

**Aspect-Usage:** provenance -> Tech

**Description:** When you complete this conjugate, you set up a botnet (field of bots) that attempts to detect other botnets working within a 30-metre radius of you for 1 hour.

With this scanning kit operating, you get a passive Perception roll aspected with your Conjugate technique (`+R*(psv,Per)`) to detect any bots operating within 30 metres. The botnet also acts as kit-level scan-tools, so that you can attempt to bypass the detected botnets, and then perform further actions.

## Black Tentacles

*Industry Materials|Robotics*

**Usage:** `conjugate(main-act, R, 30hp 2ep 1fp)`

-> `chk(TC-A)= +M*`

-> `imp(sv,Strength,8+M*)= 30(range), 2(reach), cond.grappled for 1 min`

**Aspect-Usage:** provenance -> Tech

## Carapace

*Industry* Machinery|Materials

*Usage:* conjugate(main-act, R, 20hp 1ep 1fp)

-> 1(tg.touch) -> eff= fp·d6+M(hp-t) for hr

*Aspect-Usage:* provenance -> Tech

*Description:* When you complete this conjugate and touch a willing creature, you can form a flexible carapace around them, giving them your conjugate effect roll in temporary health points for 1 hour.

*Description:* The completed conjugate, deploys bots that remove all loose DNA and similar biological evidence from a volume of space of radius equal to your conjugate M\*. The process takes a scene, but can be left unattended.

If your conjugate rank (R) is 5 or more, then instead of blanketly cleaning a scene, the completed conjugate, instead removes the biological signatures of one creature, plus an additional creature for every 2·R beyond.

## Cellular Restoration

*Industry* Cybernetics|Medicine

*Usage:* conjugate(main-act, R, 1fp)

-> chk(CC) +M\*

-> 1(tg.touch) -> eff= restore(sense), remove(cond,sickened), -1(mishap,psn)

*Aspect-Usage:* provenance -> Tech

*Description:* When you complete this conjugate and touch a willing, biological creature, you can restore a single ailment, such as a sense, severed spinal cords, or infections from disease. It cannot mimic the effects of Antidote (that is reverse and treat corr, psn, rad damage), unless 2fp are spent.

## Cold Sink

*Industry* Materials

*Usage:* conjugate(main-act, R, 10hp 1ep 1fp)

-> chk(TC-A) +M\*

◊ eff= 30(range), 3(radius), M\*(field,cold)

◊ eff= 2(radius), ½·M\*(field,heat)

*Aspect-Usage:* provenance -> Tech

*Description:* When you complete this conjugate and successfully hit a targeted area, a mist erupts and draws heat out of the air out to a 3-metre radius, producing M\*(field,cold). The heat drawn out of this area is then concentrated into a surrounding shell (and another 2 metres radius) producing ½·M\*(field,heat).

## Chloroform Mist

*Industry* Materials

*Usage:* conjugate(main-act, R, 1fp)

-> chk(TC-A) +M\*

-> imp(sv,Health,8+M\*)= 25(range), ½·M\*(radius), cond,unconscious for 4d6 min, +1(mishap,psn)

*Aspect-Usage:* provenance -> Tech

*Description:* When you complete this conjugate, a mist erupts in an area within 25 metres. Any biological creature that is breathing the atmosphere in the area of effect must make a Con:Save or fall unconscious for 4d6 minutes. When they wake up they will be poisoned for d6 hours thereafter.

## Combat Drone

*Industry* Robotics

*Usage:* conjugate(main-act, R, 5hp 20ep 1fp)

-> eff= Drone for 5 rnd (see vehicle listing)

*Aspect-Usage:* provenance -> Tech

*Description:* On completing this conjugate a drone materialises beside you and immediately attacks your enemies, and will attack on each of your turns, until the conjugate ends. Each attack after the first is a free action. The drone has the characteristics listed under the "Combat drone" heading below (you must declare the damage type on completion of the conjugate).

The power for the drone will last it for 5 rounds. You can supply another 5ep and 1fp with a bonus action, which will keep it operating for another 5 rounds. This can be done in perpetuity as long as you have power and focus points. You cannot change the damage type without restarting the whole conjugate.

### Drone, combat

10+M\*(CC)

*Op:* active (mishap(elec-3)), op(Vcl-Air, Vcl-Space)

D|1|3(size), base{0}, 2(hardness), 4(HX), 4(EX), 2(FX), 5(wt)

*Resources:* 4-(R\*-1)(hp), 5(ep), 2(fp) ◊ *Recovery:* 0/day(hp), 0/day(ep)

*Skills:* R\*(Health), 2(Energy), 0(Focus), 3/0(Strength), 3/0(Agility), 3/0(Perception)

*Skills (qual):* Vcl-Air, Vcl-Space

*Challenges:* 10+M\*(TC)

*Senses:* 20:D(lightsense), 5(audiosense)

*Tools:* Scan-Tools (kit)

*Speed:* 8(fly)

*s2a:* 5(hp) 20(ep) in main-act

chk(TC)= +M\* -> eff= 5+M\*(range), fp·d6+M(hp,prc|elec|corr)

## Clean

*Industry* Genetics|Medicine

*Usage:* conjugate(main-act, R, 1fp)

-> chk(CC) +M\*

-> eff= M\*(radius) clear biometric signatures

*Aspect-Usage:* provenance -> Bio

## Command

*Industry* Neuronetics

*Usage:* conjugate(main-act, 2fp)

->  $10+2\cdot fp(\text{range}), 5(\text{radius}) \rightarrow \text{set(CC)}=8+M^*$

*Aspect-Usage:* provenance -> Bio, Tech

◊ **imp(sv,Resolve,8+M^\*)**= cond,driven for rnd

◊ **chk(CC-S)= +M^\*** -> **eff= cond,driven for rnd**

*Description:* If the targeted creature fails a Resolve save (or you overcome its CC-S):

» and it's a biological creature, you may speak a one-word command to it and, provided they understand you, and can comply with the command, they will obey for the current round, until your next turn.

» and it's a software system or neural net, you can issue a simple command to that software that takes priority over others for a round. The command chosen must be one of the functions of the software system.

Typical biological commands are:

» Approach. the creature approaches you by the shortest available route and ends its turn.

» Flee. The creature spends the whole turn moving away from you at the fastest possible speed.

» Drop. The creature drops whatever it is holding and ends its turn.

» Grovel. The creature falls prone and ends its turn.

» Freeze. The creature stops moving and ends its turn.

Other, similar commands can be used, which the GM can adjudicate.

Typical software system or neural net commands are:

» Pause (routine). The system stops its primary function for the round.

» Reset (routine). The system stops and resumes at the very beginning.

» Start (routine). The system resumes a stopped process

» Stop (routine). The system stops what it's doing right now. At the end of the round it awaits its next command or, if served by a lifecycle, carries out the next item.

Commands must be commensurate to the strength of the conjugate and be logical:

» ordering a Striker to Start (self destruct) would involve issuing a command to an extremely privileged system within the Striker, which would have an commensurately high Security Complexity Challenge (CC-S).

» ordering a robot to Start (self destruct) would likely fail, because most robots don't even have a self-destruct sequence.

You  $\text{set(CC)}=8+M^*$ , therefore an opposing engineer may be able to break your Command effect by

» a successful Bypass **chk(Bypass (Neuronetics),8+M^\*)**, followed by

» a successful **chk(Neuronetics,8+M^\*)**.

## Compulsion

*Industry* Neuronetics

*Usage:* conjugate(main-act, 1fp)

->  $10+2\cdot fp(\text{range}), 5(\text{radius}) \rightarrow \text{set(CC)}=8+M^*$

*Aspect-Usage:* provenance -> Bio, Tech

◊ **imp(sv,Insight,8+M^\*)**= cond,driven for rnd

◊ **chk(CC-S)= +M^\*** -> **eff= cond,driven for rnd**

*Description:* If the targeted creature fails an Insight save (or you overcome its CC-S):

» and it's a biological creature, you initiate an urge in a creature to perform a simple action, such as move in a particular direction, exhibit a strong tick, continuously check that they have an item with them, or some other ritual that consumes movement or an action for the current round, until your next turn.

» and it's a software system or neural net, you can cause it to repeat a routine that takes priority over others and robs focus points from other functions for a round. The routine chosen must be one of the functions of the software system.

## Cut

*Industry* Machinery|Materials

*Usage:* conjugate(main-act, 1ep 1fp)

->  $1(\text{tg})$  with  $M^*(\text{range})$

◊ cut or erosion (see text) for scene

◊ **chk(C)= +M^\*** -> **eff=  $10+M^*(\text{range}), fp\cdot d6+M(\text{hp,sls})$**

*Aspect-Usage:* provenance -> Tech

*Description:* You release bots onto any surface within 10 metres of you, which can cut or erode the surface atom by atom for up to 10 minutes. The shape of the cut or erosion is determined at the beginning. An example is cutting through a bulkhead door, you would do this cutting a shape into the door that allows you passage. Erosion is used more if you want to tunnel through something.

For the sake of speed, the cutting is done usually through the weakest molecular bonds. This means that harder and denser materials take longer to cut or erode. The following table presents some common materials and their cutting rates per minute and erosion rates per round.

If the material you are attempting to cut or erode is itself, patrolled by repair bots or kill bots, then the tooler needs to make a conjugate attack roll against the CC-S of these artefacts. If you fail against the material, your attempt to cut or erode fails.

If you are capable of Neuronetics bypasses, then you can first attempt a bypass, then disable, then attempt the cut again.

A conjugate attack roll can also be made, if you want to use cut offensively against a target. The attack roll is made either to the TDC or the SDC of the target (whichever is applicable). If the attack succeeds, the creature is subject to your conjugate effect roll in (hp,sls) damage.

## Darksense

*Industry* Cybernetics|Genetics

*Usage:* conjugate(main-act, R, 1ep 1fp)

->  $1+\frac{1}{4}M^*(\text{tg, touch})$

◊ **eff(cyb)= darksense for  $1+\frac{1}{4}M^* \text{ hr}$**

◊ **eff(gen)= darksense permanently**

*Aspect-Usage:* provenance -> Bio, Tech

*Description:* When you complete this conjugate and touch a willing, biological creature, you can give them the darkvision sense improvement. For every 4 M\* after the first, you can target an additional biological creature. In the cybernetic version of the conjugate, every 3 M\* after the first, add 1 hour to the duration.

## Dullsense

*Industry* Cybernetics|Genetics|Medicine

*Usage:* conjugate(main-act, R, 1ep 1fp)

->  $1(\text{tg})$

-> **imp(sv,Perception,8+M^\*)=  $3\cdot M^*(\text{range})$ , 0 on 1 sense for 1 min**

**Aspect-Usage:** provenance -> Bio, Tech

**Description:** On completing this conjugate, you can select a target within range and impose a sv(Perception) on them. If they fail this save, you can select one of their senses and reduce it to zero for 1 minute.

## Electric Shield

*Industry* Machinery

**Usage:** conjugate(main-act, R, 10hp 6ep 1fp)

-> 1(tg.touch)

-> eff=  $3+\frac{1}{2}M^*(rst,elec)$ ,  $2+\frac{1}{2}M^*(rst,prc)$  for 10 re-act

**Aspect-Usage:** provenance -> Tech

**Description:** When you complete this conjugate and touch a willing creature, an electric shield generator forms on their arm. They may use an action or their reaction to raise the shield. The shield has power for 10 rounds usage and offers electric and pierce resistance to the creature.

## Enthrall

*Industry* Neuronetics

**Usage:** conjugate(main-act, R, 2fp)

-> 1(tg),  $10+2\cdot fp(range)$  -> set(CC)= $8+M^*$

**Aspect-Usage:** provenance -> Bio, Tech

◊ imp(sv.Resolve,8+M\*)= cond,enthralled (see text) for min

◊ chk(CC-S)= +M\* -> eff= cond,enthralled (see text) for min

**Description:** When you complete this conjugate, you target a creature within 14 metres, and potentially enthrall it.

If the targeted creature fails an Resolve save (or you overcome its CC-S):

- » and its a biological creature, you impose either a mental cacophony, compelling idea, puzzle or some other distraction.
- » and its a software system or neural net, you gain its complete attention.

If the creature is already preoccupied, such as you or your companions currently fighting it, it has advantage on the save. On a failed save, the target has disadvantage on Per checks made to perceive any creature, or notice any events, other than you, until the conjugate's effect ends.

## Exhaust

*Industry* Medicine

**Usage:** conjugate(main-act, R, 1fp)

-> chk(TC)= +M\*

-> eff=  $20(range)$ ,  $\frac{1}{2}\cdot fp\cdot d6+M(hp,heat)$ ,  $\frac{1}{2}\cdot fp\cdot d6+M(ep)$

**Aspect-Usage:** provenance -> Bio

**Description:** You target a biological creature within 20 metres and make a conjugate attack roll against their TC. With a successful hit, the target is flooded with nanobots that burn up energy held in the blood, with the effect of inflicting on the subject half your conjugate effect roll in hp,heat, and half your conjugate effect roll in ep.

## Exoskeleton

*Industry* Robotics

**Usage:** conjugate(main-act, R, 10hp 1ep 1fp)

-> 1(tg.touch)

-> eff=  $+2+\frac{1}{2}M^*(chk|sv,Strength,Agility)$  for  $1+\frac{1}{6}M^*$  hr

**Aspect-Usage:** provenance -> Tech

**Description:** When you complete this conjugate and touch a willing creature, an exoskeleton forms around them, boosting their checks and saves for Strength and Agility by +2 for at least an hour.

## Eyes

*Industry* Robotics

**Usage:** conjugate(main-act, R, 2hp 1fp)

-> eff= build camera bot(s) with 50:D(lightsense) (see description)

**Aspect-Usage:** provenance -> Tech

**Description:** You can do one of the following:

- » create three silent and diminutive drone cameras that move away from you and occupy any positions within 50 metres of you. Together, they provide a composite view that paints all objects and areas within 50:D(lightsense) of each camera (50-metre radius sphere). Any area that is currently outside of your view is revealed, any creature or object that is currently concealed is revealed. The cameras remain active for 1 min, and can be repositioned with a bonus action.
- » create a single silent and minute drone camera that remains active for up to 1 hour, with 10(fly). With this camera, you can see though its perspective with 50:D(lightsense).

## Fabricate

*Industry* Materials

**Usage:** conjugate(main-act, R, 50hp 1ep 1fp)

->  $50+M^*(range)$

◊ eff= fabricate  $1+\frac{1}{2}M^*(volume)$

◊ chk(TC-A)= +M\* -> imp(sv,Strength,8+M\*)= creature caged

**Aspect-Usage:** provenance -> Tech

**Description:** When you use your action, a focus point, some surrounding material as well as 50hp, you can permanently create an item of 1 cubic metre or equivalent, within a range of 50 metres. Typical items fabricated are ladders and bridges. Items are strong enough to carry up to 300 kilograms under 1G.

It is also possible to fabricate much larger items by welding pieces of pre-existing material together, such as panels or rods of synrock, metal or carbon.

Fabricate can also be used to create a cage around a creature of medium size or smaller if you successfully target the square they are in. However, they can use their reaction for a sv,Strength,8+M\* to break out of the cage as it forms, or an action after.

For every 5 in M\*(Conjugate) the size of the creature you can cage increases to large, then huge, then tiny base[i].

Fabricate cannot be used to create complex arrangements of matter such as machines, computers, weapons etc, but could be used to fashion items with some differentiation in materials, such as bulkhead doors or replacement parts for a machine.

## Fear is the Mind Killer

*Industry* Neuronetics

*Usage:* conjugate(main-act, R, 4fp)

-> 1(tg), 10+2·fp(range) -> set(CC)=8+M\*

*Aspect-Usage:* provenance -> Bio, Tech

◊ **imp(sv,Resolve,8+M\*)**=  $\frac{1}{2} \cdot fp \cdot d6 + M(fp)$ , mishap(insanity,R\*),

cond,driven (see description) for min

◊ **chk(CC-S)= +M\*** -> **eff=  $\frac{1}{2} \cdot fp \cdot d6 + M(fp)$** , mishap(insanity,R\*),

cond,driven (see description) for min

*Description:* When you complete this conjugate, you target a creature within at least 10+ 2·fp metres and impose paralysing fear.

If the targeted creature fails a sv(Insight), or you overcome its CC-S, you will impose half your conjugate effect roll in fp damage, mishap(insanity,R\*), as well as:

- » if it's a biological creature, your visage becomes the most fearsome thing they have seen, and they are overcome with mind-bending terror. They will move from you at the fastest possible speed. If that movement sends them straight over a cliff, or into a pool of lava, better that than facing you.
- » if it's a software system or neural net, you will induce a kind of system paralysis.

If they are not driven insane through mishap, the target can attempt the save again at the start of their next turn, if they succeed, the conjugate effect ends.

## Feeblemind

*Industry* Neuronetics

*Usage:* conjugate(main-act, R, 5fp)

-> 1(tg), 10+2·fp(range) -> set(CC)=8+M\*

-> **imp(sv,Resolve,8+M\*)**= cond,driven (see description),  
fp·d6+M(fp), -5(Focus,Resolve,Insight,reset) for 30 day

*Aspect-Usage:* provenance -> Bio

*Description:* You disable the mind of your target, causing them your conjugate effect roll in fp. In addition to this, if the targeted creature fails a Focus save, their Focus, Resolve and Insight are instantly reduced to -5. They lose the ability to speak.

At the end of 30 days, the creature can attempt a save again, but this time they can use Perception. The conjugate effect ends if they succeed.

## Fireball

*Industry* Munitions

*Usage:* conjugate(main-act, R, 5hp 1ep 1fp)

-> **chk(TC-A)= +M\***

-> **eff= 100(audio), 20·M\*(range), 10+M\*(radius), 2·M\*(field,fire)**

*Aspect-Usage:* provenance -> Tech

*Description:* When you complete this conjugate, targeting an area that you can see, up to a range determined by your modifier, a fireball will erupt out to a radius also determined by your modifier. Any creature within the area of effect will be exposed to a field,fire instantaneously.

## Flame Thrower

*Industry* Munitions

*Usage:* conjugate(main-act, 5hp 4ep 1fp)

◊ 1(tg, self)

◊ **ranged-attack** (main-act)

-> **chk(TC-A)= +M\*** -> **eff= 40(audio)**

-> **imp(sv,Agility,8+M\*)= 20+M\*(spray), fp·d6+M(fp,fire)**

*Aspect-Usage:* provenance -> Tech

*Description:* By completing this conjugate, flames erupt from your outstretched hands. Each creature within this spray of flames must make a sv(Agility). On a failed save, they take your conjugate effect roll in fire damage, otherwise it is half that damage. Flammable items in the spray may also catch fire.

## Fly

*Industry* Machinery

*Usage:* conjugate(main-act, R, 30hp 5ep 3fp)

-> 1(tg, self)

-> **eff= 8+M\*(move,fly)** for min

*Aspect-Usage:* provenance -> Tech

*Description:* You complete this conjugate by spending 3fp and using your main-action to activate a super-conducting belt (either that you are wearing, or you conjure with a bonus-action). The completed conjugate allows you to fly for one minute, through a dense swarm of high-rotation nanobots forming a cloud at your feet.

The superconducting belt can be fashioned or purchased at 2K:3.

## Force Field

*Industry* Materials

*Usage:* conjugate(main-act, R, 50hp 2ep 1fp)

-> 1(tg, self +3)

-> **eff= 10(range), 3+1/2·M\*(rst,frc,prc,sls)** for min

*Aspect-Usage:* provenance -> Tech

*Description:* When you complete this conjugate, a force field is created around yourself and three allies within 10 metres. The force fields move with each target for up to 1 minute. Each field reduces the damage by 3 x half your modifier from any effect that does force, pierce or slash damage.

## G-Suit

*Industry* Cybernetics

*Usage:* conjugate(main-act, R, 30hp 1ep 1fp)

->  $1+\frac{1}{2} \cdot M^*(tg, touch)$

-> **eff=  $\frac{1}{2} \cdot G$  for  $1+\frac{1}{2} \cdot M^*$  hr**

*Aspect-Usage:* provenance -> Bio, Tech

*Description:* You complete this conjugate as a reaction to a high gravity load imposed upon you and spending 1fp. The cybernetic implant reinforces your body in the right areas to effectively halve the gravity load for 1 hour. For every 3 M\* you can add 1 hour to the duration, and target an additional biological creature.

## Gas Monsters

Industry Neuronetics|Robotics

Usage: conjugate(main-act, R, 15hp 1ep 3fp)

- > chk(C)=+M\*
- > eff= 5+M\*(cone), 1/2(sense), fp·d6+M(hp,psn), M\*(pen)
- > 10(speed) for M\* rnd

Aspect-Usage: provenance -> Tech

Description: When you complete this conjugate a greenish cloud rushes from your outstretched hands in a cone. From this cloud gaseous, reshaping creatures emerge and seek out biological targets. Any biological creature in the area of effect will be subject to the effects. The cloud will work in a vacuum, and biological targets in aegis suits are possibly subject owing to the pen rating of the effect.

Attacks in subsequent rounds are made on your turn, but are a free action. A mist surrounds all monsters with 1/2(sense).

## Gaussian Shield

Industry Materials|Munitions

Usage: conjugate(re-act, R, 5hp 4ep 2fp)

- > 1(tg, self)
- > eff= 20(radius), fp·d6+M(rst,elec)

Aspect-Usage: provenance -> Tech

Description: When an EMP weapon goes off, you can use your re-act and expend a focus point to erect a gaussian shield around you up to a radius of 20 metres. The shield takes the hit of the EMP field, providing your CER in electric damage resistance to all within it. The shield dismisses immediately upon taking the hit.

If the resistance is sufficient to bring the damage to 0 health points, then it is assumed that the gaussian shield was completely effective, and there is no danger to any active schema within the shield boundary.

## Gecko Climb

Industry Machinery|Materials

Usage: conjugate(main-act, R, 5hp 10ep 1fp)

- > 1(tg, touch)
- > eff= stock(climb) for 10+M\* min

Aspect-Usage: provenance -> Tech

Description: When you use your main-act, a focus point and touch a willing creature, they are able to crawl onto walls and ceilings with the aid of nanobots that make an electromagnetic connection between the surface and the creatures hands, knees and feet. While under the effects of this conjugate, the creature need not make climb checks, regardless of the steepness or features of the surface.

## Gravysense

Industry Cybernetics

Usage: conjugate(main-act, R, 1hp 1fp)

- > 1+1/2·M\*(tg, touch)
- > eff= 20(gravysense) for 1+1/2·M\* hr

Aspect-Usage: provenance -> Bio, Tech

Description: When you complete this conjugate and touch a willing creature, they acquire gravysense. The number of creatures you can target and the period of time the completed conjugate remains in effect is dependent on your M\*(Conjugate). If the creature already has gravysense, then this conjugate will increase that sense by 20.

## Grenade

Industry Munitions

Usage: conjugate(main-act, R, 1hp 1fp)

- > chk(TC-A, thrown)= +M(Cbt-Ranged)
- > eff= 15(radius), 4+1/2M\*(field, elec|fire|frc|heat)

Aspect-Usage: provenance -> Tech

Description: When you complete this conjugate, a grenade appears in your hand. You throw the grenade, aiming at your target area. All creatures within 15 metres of where the grenade lands and detonates are subjected to a field of at least level 4 of either electric, fire, force or heat (your choice).

## Grim Reaper

Industry Machinery|Robotics

Usage: conjugate(main-act, R, 4hp 2ep 1fp)

- ◊ melee-attack (main-act) for min
- > chk(TC-A)= +M\* -> eff= 40(audio)
- > imp(sv, Agility, 8+M\*)= 2(reach), fp·d6+M(hp, sls), M\*(pen)

Aspect-Usage: provenance -> Tech

Description: When you complete this conjugate, a shimmering, fast rotating iron ring, with a single vicious hook, surrounds you. While the ring is wide enough that you can move your arms freely (as long as they are 2(reach) or less), any creature approaching the you must contend with this grim reaper. If any creature starts their turn in a square adjacent to the conjugator, or if they enter one of these squares during their turn, they must make a sv(Agility) for suffer the slash damage. The rotating disc is smart enough not to cut desks, lamps, computer consoles and other non-creature impedimenta in the area, but it will gleefully slice through your companions.

## Hallucination

Industry Medicine|Machinery|Neuronetics

Usage: conjugate(main-act, R, 3fp)

- > 1(tg), 10+2·fp(range) -> set(CC)=8+M\*

Aspect-Usage: provenance -> Bio, Tech

- ◊ imp(sv, Perception, 8+M\*)= mishap(insanity, R\*) for 12 hr
- ◊ chk(CC-S)= +M\* -> eff= mishap(insanity, R\*) for 12 hr

Description: When you complete this conjugate, you target a creature within at least 10+ 2·fp metres. If they fail a sv(Perception) or you overcome their CC-S they lose touch with reality. The effects depend on whether the target is a biological creature or software system:

- » You flood a biological creature with hallucinogenic chemicals that causes them to lose touch with reality for 12 hours. Even on a successful save, they must still make an Intelligence check on each of their turns in order to carry out their chosen action. While under the full effects of the hallucination, the creature will be talking to people that aren't there, reacting to events that haven't taken place, and in some cases, completely mis-judging their surroundings.
- » You cause a machine to disbelieve its own sensors, rendering the machine's skilled functions near to inoperable.

## Haste

*Industry Genetics*

*Usage:* conjugate(main-act, R, 1hp 1ep 3fp)

-> 1(tg, touch)

◊ eff(M\*<10>) = +1(act), +1(TC), 1.5·(speed) for 10 min

-> -1d4(ep-v)

◊ eff(M\*>=10) = +1(act), +2(TC), 2·(speed) adv(sv,Agility) for 10 min

-> -1d4(ep-v)

*Aspect-Usage:* provenance -> Bio

*Description:* You can apply a solution to a biological creature, which changes its metabolic rate for 10 minutes. Following this application, half the creature's speed is added and they gain a +1 bonus to their TC.

At a modifier of 10+, the following effects are applied instead: the creature's speed is doubled, they gain a +2 bonus to their TC, they have advantage on Agility saves, and they gain an additional action on each of their turns.

At the end of 10 minutes, the subject suffers 1d4(ep).

If the substances are technologically masked, such as chemicals that have been infused with masking chemicals, then the conjugator can make a chk(CC-S) on those masking artefacts.

## Identify Pathogens

*Industry Medicine*

*Usage:* conjugate(main-act, R, 10hp 1fp)

-> chk(CC-S,masked?) = +M\*

-> eff = 10+M\*(radius), identify substances for scene

*Aspect-Usage:* provenance -> Bio

*Description:* An invisible mist surrounds you out to 10 metres for 10 minutes. During this time all viruses, bacteria and fungi, known to be dangerous are identified, labelled and are highlighted in your view, along with concentrations and relative proportions. If there is air or water present, all pathogens bourn in these fluids are similarly noted. The radius of the identifiable area increases with higher Conjugate modifiers (M\*).

A conjugate attack roll (chk(CC-S)) is required only when the pathogen is manufactured, rare and not automatically identifiable.

## Heal

*Industry Genetics|Medicine*

*Usage:* conjugate(main-act, R, 1fp)

-> 1(tg, touch)

-> eff = heal fp·d6+M(hp), 1/4·fp·d6+M(ep)

*Aspect-Usage:* provenance -> Bio

*Description:* When you complete this conjugate and touch a willing biological creature, you can heal them by your conjugate effect roll in health points, and a quarter of your conjugate effect roll in energy points.

## Indecision

*Industry Machinery|Neuronetics*

*Usage:* conjugate(main-act, R, 2fp)

-> 1(tg), 10+2·fp(range) -> set(CC)=8+M\*

*Aspect-Usage:* provenance -> Bio, Tech

◊ imp(sv,Insight,8+M\*) = mishap(insanity,R\*) for min

◊ chk(CC-S) = +M\* -> eff = mishap(insanity,R\*) for min

*Description:* When you complete this conjugate, you target a creature within at least 10+ 2·fp metres. If they fail a sv(Perception) or you overcome their CC-S they lose touch with reality. The effects depend on whether the target is a biological creature or software system:

» You flood a biological creature with hallucinogenic chemicals that causes them to lose touch with reality for 12 hours. Even on a successful save, they must still make an Intelligence check on each of their turns in order to carry out their chosen action. While under the full effects of the hallucination, the creature will be talking to people that aren't there, reacting to events that haven't taken place, and in some cases, completely mis-judging their surroundings.

» You cause a machine to disbelieve its own sensors, rendering the machine's skilled functions near to inoperable.

## Healing Nebula

*Industry Medicine*

*Usage:* conjugate(main-act, R, 1fp)

-> eff = 8(radius), heal 1/2·fp·d6+M(hp) for min

*Aspect-Usage:* provenance -> Bio

*Description:* An invisible mist of nebulised nanobots fill a 8-metre radius volume around you. For the next minute, any biological creature within that volume regains 1/2·fp·d6+M in health points at the end of their turn. Biological creatures can only gain the benefits of one healing nebula in their turn and they cannot benefit twice from the same healing nebula.

## Invisibility

*Industry Materials*

*Usage:* conjugate(main-act, R, 5ep 2fp)

-> 1(tg, touch)

-> eff = invisible(lightsense) for min

*Aspect-Usage:* provenance -> Tech

*Description:* When you complete this conjugate and touch a willing biological creature, they become invisible to lightsense for 1 minute. Light is bent around their form, so that they are nothing more than a slight shimmer to anyone relying on lightsense, imposing a disadvantage on all of their chk(Perception) and chk(TC).

## Jump

*Industry Cybernetics|Genetics*

*Usage:* conjugate(main-act, R, 20hp, 1ep 1fp)

-> 1(tg, touch)

- ◊ eff(cyb)= 3·(jump) for scene
- ◊ eff(gen)= transform for hr -> 3·(jump) permanently

*Aspect-Usage:* provenance -> Bio, Tech

*Description:* When you complete this conjugate and touch a willing biological creature, they gain grasshopper-like legs, tripling their jump distance.

In the cybernetic version, this modification lasts for 10 minutes. The genetic version is a permanent lycanthropic transformation, and takes 1 hour to complete.

## Kickstarter

*Industry* Medicine

*Usage:* conjugate(main-act, R, 2ep 1fp)

-> 1(tg, touch)

-> eff= fp·d6+M(hp-t) for 1 hr

*Aspect-Usage:* provenance -> Bio

*Description:* When you complete this conjugate and touch a willing biological creature, you juice them with a range of performance-enhancing cells, enzymes, hormones and pharmaceuticals that offers them your Conjugate Effect Roll in temporary health points that last for 1 hour.

## Lasergrenade

*Industry* Machinery|Munitions

*Usage:* conjugate(main-act, R, 5hp, 5ep 2fp)

-> chk(TC-A, thrown)= +M(Cbt-Ranged)

-> eff= 1/2·M\*(radius), fp·d6+M(hp,rad), 2(epen)

*Aspect-Usage:* provenance -> Tech

*Description:* When you complete this conjugate, you create a mace-like weapon that you throw at your enemy. It's heavy and designed to stick into objects. When it goes off it explodes in a radiative burst of X-ray laser pulses that targets all creatures within a 3 metre radius. The lasers make an attack using your conjugate attack roll with 2(epen), and deal radiation damage equal to your Conjugate Effect Roll (GER). The radius of the effect increases with higher Conjugate modifiers (M\*).

## Lightning

*Industry* Materials|Munitions

*Usage:* conjugate(main-act, R, 5ep 1fp)

-> chk(TC)= +M\*

-> eff= 5·M\*(range), 500(audio), fp·d6+M(hp,elec)

-> eff= M\*(radius), M\*(field,elec)

*Aspect-Usage:* provenance -> Tech

*Description:* Upon completing this conjugate, a lightning bolt issues from your outstretched hand. You target a single creature within 5·M\* metres that will take your CER in electric damage, if hit. The effect also produces a M\*(field,elec) EMP pulse within a M\*-metre radius of the target, wherein all creatures take M\*(hp,elec) and all equipment and conjugates are subject to mishap(elec).

## Lightsense

*Industry* Cybernetics

*Usage:* conjugate(main-act, R, 1hp 1fp)

-> 1+1/2·M\*(tg, touch)

-> eff= 20(lightsense) for 1+1/2·M\* hr

*Aspect-Usage:* provenance -> Bio, Tech

*Description:* When you complete this conjugate and touch a willing creature, they acquire lightsense. The number of creatures you can target and the period of time the completed conjugate remains in effect is dependent on your M\*(Conjugate).

If the creature already has lightsense, then this conjugate will increase that sense by 20.

## Liquefaction

*Industry* Cybernetics

*Usage:* conjugate(main-act, R, 3hp 3fp)

-> 1(tg)

-> imp(sv,Health,8+M\*)= 10(range), 2·fp·d6+M(hp,corr)

*Aspect-Usage:* provenance -> Bio, Tech

*Description:* When you complete this conjugate, a creature you choose within 10-metres must make a sv(Health) or Nanobots will go to work breaking down their cells, turning the creature to liquid, inflicting twice your conjugate effect roll in corrosive damage. The damage is halved if the creature makes the save.

## Madness

*Industry* Medicine|Neuronetics

*Usage:* conjugate(main-act, R, 3fp)

-> 1(tg), 10+2·fp(range) -> set(CC)=8+M\*

*Aspect-Usage:* provenance -> Bio, Tech

◊ imp(sv,Insight,8+M\*)= mishap(insanity,R\*), for hr

◊ chk(CC-S)= +M\* -> eff= mishap(insanity,R\*) for hr

*Description:* When you complete this conjugate, you target a creature within at least 10+ 2·fp metres. If they fail a sv(Insight) or you overcome their CC-S they enter a psychosis through an imposed mishap(insanity).

While under the full effects of the psychosis, the creature will cycle through paranoia, aggression and even rage. They are unable to differentiate between friend and foe, seeing everyone as a threat.

## Magnetosense

*Industry* Cybernetics

*Usage:* conjugate(main-act, R, 1hp 1fp)

-> 1+1/2·M\*(tg, touch)

-> eff= 20(magnetosense) for 1+1/2·M\* hr

*Aspect-Usage:* provenance -> Bio, Tech

*Description:* When you complete this conjugate and touch a willing creature, they acquire magnetosense. The number of creatures you can target and the period of time the completed conjugate remains in effect is dependent on your M\*(Conjugate). If the creature already has magnetosense, then this conjugate will increase that sense by 20.

## Manchurian Candidate

*Industry* Neuronetics

*Usage:* conjugate(main-act, R, 4fp)

-> 1(tg), 10+2·fp(range) -> set(CC)=8+M\*

*Aspect-Usage:* provenance -> Bio, Tech

◊ imp(sv,Resolve,8+M\*)= condition,driven (see description) for hr

◊ chk(CC-S)= +M\* -> eff= condition,driven (see description) for hr

*Description:* If the targeted creature fails a Resolve save they they become programmed to perform some action that is within their capability, based on some trigger that you set, for the next 10 days.

The programmed action can be extreme, including killing one of their companions. The trigger can be a sound, a smell, seeing an object of a particular colour, or any other trigger, but it must be specific and distinctive. It cannot be something that is too common or generic, like whenever a light is switched on, or whenever a footstep is heard. Unless it were a particular light, or the footstep of a particular person. One of the more common triggers is hearing a particular phrase, like "miles to go before you sleep".

The target remains sensitive to the trigger for the next 10 days. When the conjugate effect is triggered, or the 10 days have passed, the conjugate effect ends.

What makes this conjugate so pernicious is that it is so difficult to detect. It imposes  $\text{imp}(\text{PC}; 10 + \text{M}^*)$ .

## Microwave Infection

*Industry* Cybernetics

*Usage:* conjugate(main-act, R, 1hp 3ep 1fp)

-> 1(tg)

->  $\text{imp}(\text{sv,Health}, 8 + \text{M}^*) = 10(\text{range}), 2\text{-fp} \cdot d6 + \text{M}(\text{hp,corr})$

*Aspect-Usage:* provenance -> Bio, Tech

*Description:* When you complete this conjugate, a creature you choose within 10-metres must make a sv(Health) or nanobots will infest the creature's cells, and establish a soliton microwave source, inflicting your conjugate effect roll in heat damage. The damage is halved if the creature makes the save.

## Modify Memory

*Industry* Medicine|Neuronetics

*Usage:* conjugate(min, 2fp)

->  $10 + 2\text{-fp}(\text{range}), 5(\text{radius}) \rightarrow \text{set}(\text{CC}) = 8 + \text{M}^*$

*Aspect-Usage:* provenance -> Bio, Tech

◊  $\text{imp}(\text{sv,Insight}, 8 + \text{M}^*) = \text{memory modified}$  (see description)

◊  $\text{chk}(\text{CC-S}) = +\text{M}^* \rightarrow \text{eff} = \text{memory modified}$  (see description)

*Description:* If the targeted creature fails an Insight save (or you overcome its CC-S) you may modify their memory, usually surrounding an event that took place in the last 24 hours, and lasted no more than 10 minutes. If you or your companions are fighting that creature, it has advantage on the save.

On a failed save, the creature or software system listens/takes your input intently, it acquires the incapacitated condition and remains otherwise unaware of its surroundings. If it takes any damage or is targeted by another conjugate, the effect ends and no memories are modified.

You can then: permanently eliminate all memory of an event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how, its memories are affected (or provide input representing the same), and it must be able to understand your input for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the conjugate ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the conjugate ends.

## Mind Blank

*Industry* Medicine|Neuronetics

*Usage:* conjugate(main-act, 2fp)

->  $10 + 2\text{-fp}(\text{range}), 5(\text{radius}) \rightarrow \text{set}(\text{CC}) = 8 + \text{M}^*$

*Aspect-Usage:* provenance -> Bio, Tech

◊  $\text{imp}(\text{sv,Resolve}, 8 + \text{M}^*) = \text{cond,driven for min}$

◊  $\text{chk}(\text{CC-S}) = +\text{M}^* \rightarrow \text{eff} = \text{cond,driven for min}$

*Description:* If the targeted creature fails an Insight save (or you overcome its CC-S) the targeted creature loses all memory for 1 minute. Although they retain long-term memory, they will have no idea where they are, who they are with, or why they are there, and will undertake no actions or moves.

This can be used to either disable them in combat or act as a defence against a telepathic enemy.

In the turns that follow that, even on a successful save, they must still make a  $\text{chk}(\text{Insight}, 10 + \text{M}^*)$  in order to carry out an action based on their foggy recollection.

## Napalm Fireball

*Industry* Materials|Munitions

*Usage:* conjugate(main-act, R, 20hp 2ep 2fp)

->  $\text{chk}(\text{TC-A}) = +\text{M}^*$

->  $\text{eff} = 10(\text{radius}), 20 + 20 \cdot \text{M}^*(\text{range}), 3 \cdot \text{M}^*(\text{field,fire})$

->  $\text{eff} = 10(\text{radius}), 2 \cdot \text{M}^*(\text{hp,fire})$  for next 4 rnd

*Aspect-Usage:* provenance -> Tech

*Description:* You target a position within 40 metres of you that you can see, and a rocket assisted pellet will travel there and explode coating everything in sticky napalm in a 10-metre radius area. The napalm is ignited. Any creature within the area of effect must suffer three times your modifier in fire damage immediately, and then 2 times your modifier in fire damage for the next four rounds on each of your turns.

## Parachute

*Industry* Machinery|Materials

*Usage:* conjugate(main-act, R, 10hp 1ep 1fp)

->  $1 + \frac{1}{2} \cdot \text{M}^*(\text{tg})$

->  $\text{eff} = 30 + 5 \cdot \text{M}^*(\text{range}), \text{imm}(\text{hp,frc})$  for falling for  $5 \cdot \text{M}^*$  min

*Aspect-Usage:* provenance -> Tech

*Description:* You create a parachute and harness around any creature within 30 metres that lasts for 10 minutes. This parachute allows the creature to fall slowly in atmospheres of at least 0.25(field,press). The creature must be at least 15 metres from the ground they would be falling onto for the parachute to be effective in time. You can choose to conjure the parachute in either its deployed or packed state.

The time over which the parachute is operable for is 5 times your  $\text{M}^*$ , while the range of the conjugate is 30 plus 5 times your  $\text{M}^*$ .

## Mist

*Industry* Materials

*Usage:* conjugate(main-act, R, 3hp 1fp)

->  $\text{eff} = 30(\text{range}), 10(\text{radius})$  then  $\frac{1}{4}(\text{sense})$  for scene

*Aspect-Usage:* provenance -> Tech

*Description:* You create a volume of mist that is 10 metres in radius centred on a point within 30 metres for 10 minutes. The mist is  $\frac{1}{4}(\text{sense})$ , but is otherwise harmless.

The mist is provided by nanobots, which resist dispersal. Therefore light breezes will have no effect, but strong breezes or the actions of telekinesis can overcome the stabilising feature of the conjugate.

## Paralysis

*Industry* Neuronetics

*Usage:* conjugate(min, R, 2fp)

-> 1(tg), 10+2·fp(range) -> set(CC)=8+M\*

-> imp(sv,Strength,8+M\*)=cmd,paralysed for min or retry(sv)

*Aspect-Usage:* provenance -> Bio

*Description:* If the targeted creature fails a sv(Strength) they will become paralysed for a minute. At the start of each subsequent turn, they can attempt the save again.

Once they succeed on this save, the conjugate effect ends.

## Quantum Tunnelling

*Industry* Materials

*Usage:* conjugate(main-act, R, 10hp 30ep 6fp)

-> eff=2(radius), M\*(move)

*Aspect-Usage:* provenance -> Tech

*Description:* With this conjugate you can appear on the other side of a nearby barrier.

The tunnelling encompasses your whole form including equipment you are carrying,

but any ongoing field conjugates, such as Electric Field, will be deactivated. Any equipment (other than cybernetic enhancements) operating with an active schema will also be deactivated, and would have to be reactivated after the tunnelling.

## Parry

*Industry* Materials|Robotics

*Usage:* conjugate(re-act, R, 10hp 1fp)

-> eff=fp-d6+M(rst,frc,prc,sls) against melee opponent you can see

*Aspect-Usage:* provenance -> Tech

*Description:* When another creature that you can see damages you with a melee attack, you can use your reaction and expend a focus point to reduce the damage (any of force, pierce or slash) by your conjugate effect roll.

The completed conjugate operates like a viscous field (materials) or a swiping arm (robotics), driving the swinging and stabbing actions of melee weapons that do frc|prc|sls damage off course. It is not effective against ranged weapons, nor energy weapons like energy blades.

## Razor Field

*Industry* Robotics

*Usage:* conjugate(main-act, R, 5hp 1ep 1fp)

-> 1(tg, self)

-> eff=2(radius), 2·M\*(field,sls) for 10 min

*Aspect-Usage:* provenance -> Tech

*Description:* You create a field 2 metres around you of fast-moving nanobots for 1 minute. Any creature other than your allies that enters this field, or starts their turn in the field is exposed to 2·M\*(field,sls). This means that creatures cannot enter into melee combat with you without exposure to the slash field.

Unfortunately, it also means that anything within 2 metres of you (say your prized orchid, your pet dog, your frightfully expensive furniture) will be slashed badly. Some toolers have found it to be a rather effective lawn mower though.

## Particle Beam

*Industry* Materials|Munitions|Robotics

*Usage:* conjugate(main-act, R, 4fp)

-> chk(TG) +M\*

-> eff=400(range), 3·fp-d6+M(hp,fire)

*Aspect-Usage:* provenance -> Tech

*Description:* You can make a conjugate attack roll on 1 creature within 400 metres in line of sight, to fire a particle beam from a nanobot annulus field. A successful attack results in thrice your conjugate effect roll in fire damage to that target.

## Reflexes

*Industry* Genetics

*Usage:* conjugate(main-act, R, 4hp 4ep 3fp)

-> 1+1/4·M\*(tg)

-> eff=5(range), 1/4·M\*(init), adv(Agility,sv) for scene

*Aspect-Usage:* provenance -> Bio

*Description:* Willing creatures in range are mutated to improve their reflexes, so that their initiative improves and they gain advantage on sv(Agility) for the scene.

## Polyguise

*Industry* Genetics

*Usage:* conjugate(main-act, R, 5hp 1fp)

-> 1(tg, touch)

-> eff= alter appearance perm

*Aspect-Usage:* provenance -> Bio

*Description:* When you complete this conjugate and touch a willing biological creature, you can change its face to resemble any imaged face of their species. Other distinguishing features like skin tone and the sound of their voice can be similarly altered.

As with any genetic alteration, the change is permanent, until the effects can be reversed by this conjugate or a schema that restores your original appearance.

When you have 5 ranks in Conjugate (Genetics), instead of making a permanent change, you can assign a time of less than one week for the change to reverse itself.

## Restore Mind

*Industry* Neuronetics

*Usage:* conjugate(main-act, R, 3fp)

-> chk(CC-S)= +M\*

-> eff=20(range), remove(cond,charmed|confused|driven|enthralled), -R\*(mishap,insanity)

*Aspect-Usage:* provenance -> Bio, Tech

*Description:* You can make a conjugate attack roll against an ongoing effect that is afflicting the mind of a creature. If you overcome the CC-S of the effect, you end it.

## Resuscitate

*Industry* Medicine

*Usage:* conjugate(min, R, 3fp)

-> 1(tg, touch)

-> eff= resuscitate within 3·fp min

*Aspect-Usage:* provenance -> Bio

**Description:** You complete this conjugate when you spend a minute and touch a biological creature that was killed in the last 9 minutes and restorative nanobots go to work to oxygenate the blood, build new cells and repair old ones. If the creature has restorative nanobots already these are recruited to assist in the process. The creature returns to life on 1 health point.

For every additional focus point spent on completing this conjugate, you add another 3 minutes in time allowable since death. Thus by spending 2fp extra, the time since death can be up to 15 minutes.

## Riot Foam

*Industry Materials*

*Usage:* conjugate(main-act, R, 10hp 1ep 2fp)

- > chk(TC-A,thrown)= +M\*
- > eff= thrown(range), 2·M\*(radius), cond,incapacitated, 10(rst,frc), 1(rst,prc), ½(sense) for min

*Aspect-Usage:* provenance -> Tech

**Description:** A throwable hammer-shaped object appears in your hand, which you can drop or throw. Once it strikes the ground or a solid object, it immediately expands into a  $5+M^*$ -metre radius ball of hard and translucent foam, which engulfs all objects within that radius. A creature trapped in the foam is restrained, but they can still breathe, because of the hyper porous material. However, they gain 10(rst,frc) and 1(rst,prc) while in the foam. The foam lasts for 1 hour, or until dismissed by a verbal command. Unwilling creatures within their speed of an edge of the foamed area get a Dexterity saving throw to escape the foam. The 10(rst,frc) does not afford protection from force damage as a result of high pressure or gravity (though it does from falling). The two most popular uses of this conjugate are:

- » engulf a falling group of creatures, protecting them from falling damage.
- » engulf enemy combatants, so that they are restrained. Another 2 metres to the radius of the foam is added for each M\*(Conjugate (Materials)).

## Rolling Poison

*Industry Materials*

*Usage:* conjugate(main-act, R, 10hp 1ep 2fp)

- > eff= 20+M\*(range), 7+M\*(radius), ½(sense), 5(speed), M\*(field,psn) for 5 min

*Aspect-Usage:* provenance -> Tech

**Description:** A poison mist erupts from a chosen point within 20 metres of you, out to at least a 7-metre radius. From here, it drifts away from you, at 5(speed) going around corners, and is heavier than air, so sinks down stairs or openings in the floor. The mist is ½(sense). Each biological creature is affected by this contact poison and suffers the field damage.

## Shimmer

*Industry Machinery|Robotics*

*Usage:* conjugate(main-act, R, 5hp 2ep 2fp)

- > 1(tg.self+fp)
- > eff= 2(radius), +R\*(TC) for min

*Aspect-Usage:* provenance -> Tech

**Description:** You create a field extending two metres radius around you that breaks up your form. You will appear to be anywhere in that field (and occasionally projected outside of it), frustrating anyone or anything trying to target you. The overall effect is to offer a bonus to your TC.

Each additional focus point spent allows you to target another individual within a 10-metre range.

## Slippery Surface

*Industry Materials*

*Usage:* conjugate(main-act, R, 3hp 1fp)

- > 20+2·M\*(range), 5·M\*(area)
- > imp(sv,Agility,8+M\*)= cond,prone for min

*Aspect-Usage:* provenance -> Tech

**Description:** You create an area that is essentially frictionless, preventing any kind of purchase. If this area is created under a creature, they must make a sv(Agility,8+M\*) or fall prone. Any attempt to stand back up, or otherwise move also requires a sv(Agility,8+M\*). Any kind of wheeled or tracked vehicle sitting atop this area will be unable to move. An area on sloping ground will cause all creatures and objects to slide downhill.

Two metres of range and a metre in radius are added for each M\*.

## Slow

*Industry Cybernetics|Medicine*

*Usage:* conjugate(min, R, 1fp)

- > chk(TC)= +M\*
- > eff=100(range), ½·(speed), dadv(Agility,chk|sv) for min

*Aspect-Usage:* provenance -> Bio

**Description:** You can target any creature within 100 metres and make a conjugate attack roll. If successful, the target starts to suffer joint pain, for 1 minute. Over that time, their speed is halved, and they suffer a disadvantage on any Agility checks or saves.

## Smoke

*Industry Materials*

*Usage:* conjugate(main-act, R, 1hp 1fp)

- > 30(range), 10(radius)
- > imp(sv,Health,8+M\*)= ½(sense), cond,shaken for min

*Aspect-Usage:* provenance -> Tech

**Description:** You create a volume of choking smoke that is 10 metres in radius centred on a point within 30 metres for 1 minute. The smoke is ½(sense), and all creatures within it must make a sv(Health) or become shaken. They must move out of the area of smoke in order to recover.

## Speed

*Industry Cybernetics|Genetics*

*Usage:* conjugate(min, R, 20hp 1ep 1fp)

- > 1(tg.touch)
- > eff= 2·(speed) for 10·M\* min

*Aspect-Usage:* provenance -> Bio

**Description:** You can touch any willing creature to double their speed for at least 10 minutes.

## Sprite

*Industry Robotics*

*Usage:* conjugate(main-act, R, 1hp 1fp)

- > eff= Sprite for 1 min (see vehicle listing)

*Aspect-Usage:* provenance -> Tech

**Description:** You create a sprite that appears within 20 metres of you and carries out a turn's worth of activity, each turn for the duration of the conjugate. The sprite is mostly empty air, but looks like any creature you are familiar with, can speak with a voice, move up to 10 metres, and manipulate objects according to a pre-programmed set of instructions that the operator can issue using a bonus action. The sprite cannot attack or lift anything more than 5 kilograms.

The sprite lasts for 1 minute. You can use your bonus-act on each of your turns, or your re-act at any time, to instruct it.

### Sprite (vehicle)

10+M\*(CC)

*Op:* active (mishap(elec-3)), op(Vcl-Air, Vcl-Space)

D|1|3(size), base{0}, 1(hardness), 1(HX), 4(EX), 2(FX), 5(wt)

*Resources:* 2-(R\*-1)(hp), 5(ep), 2(fp)

*Skills:* R\*(Health), 2(Energy), 0(Focus), 0/-3(Strength), 3/0(Agility), 3/0(Perception)

*Skills (qual):* Vcl-Air, Vcl-Space

*Challenges:* 13+M\*(TC)

*Senses:* 20:D(lightsense), 5(audiosense)

*Tools:* Scan-Tools (kit)

*Speed:* 10(fly)

s2a: 5(hp) 20(ep) in main-act

### Suggestion

#### Industry Neuronetics

*Usage:* conjugate(main-act, R, 2fp)

-> 1(tg), 10+2-fp(range) -> set(CC)=8+M\*

*Aspect-Usage:* provenance -> Bio, Tech

◊ imp(sv,Resolve,8+M\*)= cond,driven (see description) for min

◊ chk(CC-S)= +M\* -> eff= cond,driven (see description) for min

**Description:** When you complete this conjugate, you target a creature within 14 metres, and suggest a course of action to them.

If the targeted creature fails a Resolve save (or you overcome its CC-S) you may suggest a course of action to them, and they will comply. The course of action must sound reasonable and be no more than a couple of sentences. It cannot be an action that would obviously do them harm, or they will automatically save.

### Tail

#### Industry Robotics

*Usage:* conjugate(main-act, R, 1fp)

-> 1(tg), 100(range) -> set(PC)=12 +M(Stealth) + R\*

-> eff= audio and visual information, perm until destroyed or dismissed

*Aspect-Usage:* provenance -> Tech

**Description:** You can target any creature within 100 metres and assign them the tail. The tail's job is to simply follow the target and regularly report their location and doings back to you. The tail is a small AI that augments your Surveillance-Tools (when using this conjugate, you are considered qualified in these tools), it can construct comms bots to relay information back to you through any channel it can find. The tail remains until you dismiss it, or it is detected and neutralised.

The sprite lasts for 1 minute. You can use your bonus-act on each of your turns, or your re-act at any time, to instruct it.

If the target of the Tail suspects that they are being tailed, they may employ a search schema (such as through Botnet Detection). For either the operational attack roll of the schema or a conjugate attack roll from the equivalent conjugate, they would need to hit

your conjugate's CC-S to detect, and then open a channel to your tail, using Bypass (Robotics). At their option, they can then attempt to modify (dismiss) your tail, or otherwise modify it and feed you false information.

### Tase

#### Industry Materials|Munitions

*Usage:* conjugate(main-act, R, 3hp 1fp)

-> chk(TC)= +M\*

-> eff= 20+M\*(range), 2(radius), 4+M\*(field,elec)

-> imp(sv,Health,8+M\*)= cond,stunned for 1d4 rnd

*Aspect-Usage:* provenance -> Tech

**Description:** You make a conjugate attack roll on a target within 20 metres. If you succeed, you jolt them with electricity, putting them in a 4+M\*(field,elec). This puts all vulnerable tech liable to mishap. The target must then make a sv(Health) or be stunned for 1d4 rounds.

### Tear Gas

#### Industry Materials|Munitions

*Usage:* conjugate(main-act, R, 10hp 1ep 2fp)

-> chk(TC-A,thrown)= +M\*

-> eff= thrown(range), 10(radius)

-> imp(sv,Health,8+M\*)= 1/2(sense), 0(lightsense), cond,sickened for 1d4 rnd

*Aspect-Usage:* provenance -> Tech

**Description:** A grenade appears in your hand for throwing. At the point the grenade lands, all creatures within 10 metres of the grenade must make a sv(Health) or become dulled and sickened for the next d4 rounds.

### Thick Skin

#### Industry Cybernetics

*Usage:* conjugate(min, R, 10hp 3ep 1fp)

-> 1(tg, touch)

-> eff= 1+1/2+M\*(rst,frc|prc|sls) for 1 scene

*Aspect-Usage:* provenance -> Bio

**Description:** When you complete this conjugate and touch a willing creature, they are covered in a fibrous skin, which offers half your based modifier in additional resistance against your choice of force, slash or pierce for 10 minutes.

### Wall of Force

#### Industry Materials

*Usage:* conjugate(main-act, R, 10hp 5ep 1fp)

-> eff= 10+1/2+M\*(area), 20(range), 12(rst,all) for min

*Aspect-Usage:* provenance -> Tech

**Description:** You create a 10-metre square wall of electromagnetic energy, which lasts for 1 minute and resists any objects or creatures from moving through it. While high-speed objects go through without being checked, anything else will generally be prevented. Any creature attempting to move through the wall must make a sv(Strength) to succeed. Any melee attacks being attempted through the wall (by either side) are made against 12(rst,all).

At an R of 5 or more the wall of force becomes more impenetrable. Creatures are completely prevented from passing through the wall, and the wall becomes 20(rst,all) to any melee attack, and 10(rst,all) to any ranged attack.

Any creature capable of Blink, Blur or capable of the Quantum Tunnelling, can of course, circumvent the wall entirely.

## Web

*Industry Materials*

*Usage:* conjugate(min-act, R, 2hp 1fp)

-> eff=30+M\*(range), 10+M\*(volume), webs imp(sv,Strength,8+M\*) for scene

*Aspect-Usage:* provenance -> Tech

*Description:* You create webs that obscures vision and entrap creatures within their volume of effect. The webs take up a 10 cubic metre volume as long as they can attach to walls, roof, or any vertical structures. If no such structures are available the webs collapse to the ground in a 10 metre square area.

The terrain is difficult within the webbed area.

If the webs are a volume, then all creatures within it must make your imp(sv, Strength,8+M\*) or be restrained for the round. On each of their turns, the creature can attempt another Strength save to see if they can escape the restraints and move half their speed. If the creature begins its next turn still within the web, they must make another Strength save.

With higher modifiers, you can increase the range of the conjugate and volume of the webs. For every point in M\*, you add a metre to the range and 1 cubic metre to the volume.

## Will Drain

*Industry Neuronetics*

*Usage:* conjugate(min, R, 2fp)

-> 1(tg), 10+2-fp(range)

-> imp(sv,Resolve,8+M\*)= 1/2\*fp\*d6+M(fp|ep), dadv(chk|sv,next)

*Aspect-Usage:* provenance -> Bio

*Description:* If the targeted creature fails a sv(Resolve) they will take your conjugate effect roll in either energy or focus damage and have disadvantage on the next check or save they attempt before the end of their next turn.

## Wingsuit

*Industry Machinery*

*Usage:* conjugate(min, R, 4hp 1ep 1fp)

-> 2+1/2\*M\*(tg, touch)

-> eff= wingsuit for 10+1/2\*M\* min

*Aspect-Usage:* provenance -> Tech

*Description:* You complete this conjugate by touching one or more creatures. The conjugate creates a wingsuit around each target that lasts for 10+1/2\*M\* min. This suit allows the creature to glide in atmospheres of at least 0.25(field,press). The creature must be at least 30 metres from the ground they would be falling onto for the suit to be effective in time.

The wingsuit is not designed for regular movement and imposes a disadvantage on chk|sv(Agility), while deployed. The wingsuit cannot be applied to creatures in powered armour or in other mech vehicles.