

BASE RAIDERS

NEW SUPERPOWERS:



GLITCHED REALITY

Glitched Reality

By Kyle Carty and Ross Payton

Before Ragnarök, Russia monitored a single extra-dimensional portal deep in the Siberian wilderness, the heart of their Tunguska Exclusion Zone. Today, the rifts in timespace have multiplied, making the entire zone a dangerous but potentially profitable enterprise. Entering the Zone is easier now than it has ever been before. The few guards left at the border accept bribes and no one cares what zone stalkers carry out of the Zone. Otherworldly creatures stalk the region though even this threat isn't enough to deter the brave, uninformed, and foolhardy. The artifacts retrieved from the Zone make it worth the risk for base raiders though.

Tunguska Artifacts

There are countless number of universes that connect to Tunguska. Brave and idiotic base raiders scour the region and even attempt to traverse these portals in their dogged pursuit of treasures yet left un plundered. Most return with nothing more than alien scrap but there are those who return with strange and valuable items. These devices are commonly referred to as Tunguska Artifacts and have elicited an aura of mystery in the base raiding communities of the darknet.

The rumors that surround these powers have grown to an almost mythical degree. Firsthand accounts, falsified stories, contradictory information, and deliberately inflammatory posts have created copious amounts of confusion as to what specifically each artifact is capable of and what its side effects are. It has become a running gag for individuals to post conflicting information about these powers just to keep the inside joke going.

However, it's not a joke for those who seek out these powers offline. Finding an artifact is dangerous enough but the true danger is actually using it. Some artifacts simply kill anyone who attempts to use them incorrectly. Others shatter the sanity of any mortal not properly equipped to uncover the truth behind its power. Some might even enthrall or dominate the human in one way or another, rendering them utterly susceptible

to its every whim. Regardless, there is always a price to pay for the power it grants.

Reality Glitch Powers

These artifacts seemingly grant the user superhuman powers that bend reality. The nature of these powers has led to nicknames based on video game tropes, due to their similarities. In reality the actual side effects of these powers are a far cry from the whimsical, albeit frustrating, terms that they claim as their namesake.

SPEEDRUNNING

Performing a task as quickly as possible with no inaccuracy or moment wasted has always been a dream for many individuals. To perform a task with speed and precision was once a difficult task. That is no longer the case for those who come into the possession of the Speedrunning power.

The power itself comes from an alien fungus that was found growing in large patches in Tunguska. The original raider who first reported on it recorded footage of a terrifying four-legged creature eviscerating a flying squirrel. To the surprise of the raider the hideous, fungus-like form seemed to melt away to reveal what was beneath it. A common Siberian chipmunk whose only abnormality was a strange, whitish pollen on its fur picked up the nut the squirrel had gathered and began to enjoy its meal.

When the raider returned to his home country of Japan with massive amounts of the fungus, he began to research it. It didn't take long before he found a way to safely allow humans to replicate the power without having to directly ingest the fungus. He purchased a textile plant and began to weave the mold into various pieces of clothing. He now sells them on the black market.

Physical Speedrunning: 8 skill points

Power Tier: Superhuman

Dexterity, Information + Unusual (instant comprehension) + Psychic, Menace + Zone + Unusual (horrific appearance), Move + Unusual (super speed), Physical Force

Item Based Power: Specific User

Snag [Minor]: Most Direct Path No Matter What

Complication [Major]: Horrifying Even to Allies

Snag [Major]: No Memories While Transformed

Focus [Minor]: Woven Sweatbands

Loot Value: 80 loot for a new sweatband

Description: Physical Speedrunning is developed from the common strain of the fungus that allowed tiny animals to overpower much larger ones. The most common accessory that grants this power is a set of sweatbands for one's wrists and forehead. These sweatbands must be worn in order to allow the fungus to take control. Once a sweatband is worn for the first time, it bonds with that person's DNA so no one else can use it. If the sweatbands are destroyed, the user loses the power entirely. When the fungus is in control it performs a designated task that the wearer orders it to complete in a timely manner using its super speed and strength.

The fungus does not concern itself with distinctions like friend or foe. It will do whatever it thinks will bring about the desired conclusion in the fastest and most direct way possible. This means that while it will not go out of its way to harm allies (or enemies) it will not restrain itself if it believes putting an ally in danger is necessary to complete its goal. Worse, the user does not have any recollection of what occurs while the fungus is in control. Many base raiders have returned to consciousness only to find their allies maimed or worse. These very same allies are also unprotected from the horrific appearance of the fungus that overtakes its host and are targeted by the Menace trapping if it is used.

The fungus seems to have preternatural knowledge of what is required to complete its task. It is a nightmarish sight to behold but only manifests after the user has commanded it to complete a task, transforming the user into a monstrous being. Once the task is complete, the user returns to their normal form.

Social Speedrunning: 11 skill points

Power Tier: Superhuman

Conversation, Convince, Esteem, Guile, Information + Unusual + Psychic [super speed intellect and telepathy], Menace + Zone, Willpower

Item Based Power: Specific User

Snag [Minor]: Most Direct Path No Matter What

Snag [Major]: Horrifying to all bystanders

Complication [Minor]: No Memories While Shifted

Focus [Major]: Woven Tie or Bowtie

Loot Value: 95 loot for a new tie

Description: A stylish tie or bow is woven from a specially cultivated strain of the fungus in order to grant individuals the ability to get what they want in social situations. When the user allows the fungus to take control they are replaced by an alien intelligence and charisma given form in a well-defined mass of fuzzy, moist growth. When it speaks there is a dull, wet resonance that unsettles those that can hear it. It seems to always know what to say because the fungus mentally simulates thousands of conversations in mere seconds before speaking to a person to predict what to say in order to elicit the proper response. It also telepathically skims the mind of the target to learn more about them.

Just like the common strain of Physical Speedrunning, the Social Speedrunning fungus is not afraid to put the user's allies into harm's way. Allies are viewed as nothing more than bargaining chips that can be used and traded as necessary. It can prevent the Menace trapping from affecting the person it talks to but everyone else is subjected to its unnerving presence.

The fungus prefers to negotiate alone (so that the host's allies cannot interfere and may be freely used) and the host has no recollection of the conversation. The fungus is typically active for a longer period of time than the physical strain due to the nuances and complexity of social combat but cannot typically exist for longer than an average negotiation.

SAVESCUM

There are portals in Tunguska that lead to a universe that is nothing more than one machine that stretches out into the infinite. This machine is barely contained in its own reality and has begun to infiltrate our own. It allows those who wish for the power to rewind time in exchange for the user's blood. When the blood is collected, it is placed into the machine where it will circulate for all eternity. No one knows why the machine needs the blood, but the users are happy to pay in exchange for the ability to rewind their own timeline.

Users who exchange blood once with the machine establish a link with it. They can invoke it at any time

to rewind time by exchanging more blood. There is no known way to sever the connection though.

Some base raiders and black market dealers sell the location of known portals to the machine universe for people seeking out power. The portals to the machine universe have begun to appear outside of Tunguska but are still extremely rare. The machine universe never forces a person to accept its power.

Savescumming: 9 skill points

Power Tier: Godlike

Treatment + Unusual [Instant Self-Resurrection], Variable [Session] + Unusual x4

Complication [Major]: Only Resets One Action

Snag [Major]: Normal Use Deals One Composure and Health Stress

Snag [Minor]: Resurrection Forces Composure Check against the user's skill roll

Snag [Minor]: Can Only Reset Own Actions

Loot Value: 145 loot for access to a machine universe portal. One person only.

Description: This power has two uses. The first is to willingly use the power to reverse time by one turn. This allows the user to go back in time to reoll a failed attempt at an action or to change their decision altogether. The character must roll at least a +1 on their Savescum skill roll in order to use this ability and it must be done after the results of the action in question are resolved. Rewinding time is painful. Every usage causes 1 composure and health stress with no roll possible to resist it.

The second use occurs whether or not the user wishes it. When the user would be killed or taken out of a conflict by losing all stress, the power reflexively kicks in and forcefully reloads the user. The character makes a Savescum skill roll and must roll at least +1 against a Godlike power tier difficulty. If successful, they appear in the nearest safe zone and the damage that they would have taken is negated. However, the user still recalls the exact sensations that went with their defeat. These memories take their toll on a user. The pain of death, the embarrassment, or the overwhelming fear will be something that they remember until the day they die a natural death.

When a user revives in this way they may a Willpower/Resolve check against their Savescum skill roll.

If the character loses all of their composure in this manner, they are temporarily driven mad by the experience and flee in a mindless panic.

CO-OP

One of the portals in Tunguska appeared to show an entrance to a misty reflection of our world. The USSR was quick to send in units to recover whatever they could. They returned with large shards of broken, mirrored glass. When asked during their debriefing about what they returned with the shards no soldier was able to recall why they felt it was so important that they did.

Over the years these soldier went on to have great luck in their lives, until the last soldier was found dead, corpse mutilated, like all of the others. It was then that the mirror shards began to cast misty reflections. Before anyone could truly study the mirrors the USSR dissolved and the shards were locked away in vaults or sold on the black market.

The mirror shards have found their way into the hands of many mystics and brokers in the underworld who have discerned how to activate the latent powers hidden within. Clients seeking new superpowers are charged a high fee to gaze into a shard in a room lit only by a candle. Anyone is allowed to look into the mirror for the right price.

When in the right conditions anyone who looks in to the mirror can see every version of themselves throughout the multiverse and how they could have become each version. Many describe the revelation as cathartic while others speak of untold horrors that they have avoided thus far. All gain the ability to summon doppelgangers that can aid them.

Co-Op: 11 skill points

Power Tier: Ascendant

Information + Unusual (knowledge of alternate realities), Minions Advanced + Unusual [Arrive Instantly] + Unusual [Alternate Version of User], Variable [Session] + Unusual x4, Shoot

Complication [Major]: Always watched by alternate selves

Complication [Major]: Hostile Selves On the Hunt

Snag [Minor]: Variable on Extras for Shoot trapping only

Loot Value: 135 loot for access to a mirror shard.



Description: A character with the Co-Op power can see alternate versions though only the user can see them. These specters cannot be interacted with physically but they may be able to give cryptic hints and clues to the user through simple hand gestures, shaking or nodding their head, or even very brief and poorly worded hints written in a spectral script. The character uses the Information trapping when making rolls to learn something useful about their current condition.

The user can also summon alternate versions of themselves to enter into our world to aid them. They arrive instantly and reflect different versions of the character. When they are summoned, the Variable trapping can only be used to represent different weapons carried by the doppelgangers. For example, one could carry a flamethrower (Unusual [Fire]) or a rocket launcher (zone). Other versions of this power could be

built to represent different kinds of doppelgangers.

Those who gaze into the mirror cannot help but shake the feeling that they are always being watched. This paranoia is a common trait in those who have this power. They see ghostly versions of themselves so it only makes sense that the ghostly versions see them in their world as well.

When they summon alternate versions of themselves for aid, alternate versions can also enter into their world to hunt the user down. These alternate forms appear as more sinister versions of the user and want nothing more than to kill their other self. The GM chooses when an invader enters the world as well as what trapping Variable becomes. The character does gain a Fate point every time this happens though. These invaders are universally antagonistic and each successive invader has a more monstrous appearance

than the last.

AIMBOT

An aimbot assists cheaters on first-person shooter games by locking on to their target, guaranteeing perfect accuracy. The first base raider to find one of the strange, green metal device called it an aimbot and the name stuck. It is made of a strange metal alloy that casts a pale green shade. Shaped not unlike the thumb, index finger, and stretch of skin in between of a human hand, the aimbot's two cylinders are hollow except for the thumb, which has a facsimile of a human thumbnail made of glass that runs the width of the thumb. The multi-plated cylinders expand or contract to best fit an individual's fingers when they fire put the aimbot on. And then it cuts into their fingers, removes them, and replaces them in a horribly painful (but quick) process.

Aimbots cannot be replicated by human or even Ideal technology, but they are plentiful. The original raider found a large amount of them stacked in perfectly aligned crates. Many believe this placement was intentional and that the aimbots perhaps belonged to an alien military. Others believe that the aimbots were placed in that way in order to best be distributed among the human population of Earth.

Black market sales of aimbots are almost as commonplace as sales of speedrun clothing, though eventually the supply will run out whereas the speedrun fungus will continue to regrow itself.

Aimbot: 4 skill points

Power Tier: Superhuman

Information + Unusual (precognition) + Psychic, Notice + Unusual (telescopic sight) + Psychic, Shoot + Unusual (flip rolls) + Psychic

Item Based Power: Requires Training

Complication [Minor]: Lose Original Thumb and Index Finger

Focus [Major]: Alien Metal Thumb and Index Finger

Taxing [Major]: User must spend a Fate point to use.

Snag [Minor]: Flipping Results Forces Composure Check

Loot Value: 60 loot for a working Aimbot.

Description: An aimbot user can use the artificial thumb and index finger as if they were their own. They

can even feel sensation through these prosthetics. An aimbot can condense and fire a bolt of psychic energy. This finger gun can also be used as a highly advanced scope when the user focuses their mind on the glass sight where the thumb's nail would be. This sight allows the user to view fine details from a great distance and even project the image directly into their mind.

The true strength of the aimbot is its precognitive ability. While it does not always work (the user must expend a Fate Point) there are times when the user will glimpse moments into the future and see the exact outcome of their current shot. When their consciousness returns to the present they are able to fire with unerring accuracy to strike their target. In game terms, the user can spend a Fate Point in order to flip their attack result with the defense result of their target, thus turning an assured miss into an assured hit.

Using this precognitive power does have its drawbacks. There are times when the user will begin to see things in our world that should not be present or hear whispers of unspeakable things in their ears. In game terms, whenever the user spends a Fate point to guarantee a hit, they must make a Willpower/Resolve test against their Aimbot skill roll. If the character loses all of their composure, they pass out from mental strain and are taken out of the fight. Another potential weakness is the aimbot itself. It replaces the thumb and index finger of its user and can be disarmed with a swift strike to the hand. A successful melee or unarmed aspect maneuver can apply the 'aimbot disarmed' aspect to the user. If the aimbot is removed from the user it renders this power useless until it can be reattached to the stumped hand. It takes one action to reattach the aimbot, after the user picks it back up.

Reality Glitch Artifacts in Your Game

The Tunguska Zone's only constant is change. The portals shift in destination erratically, transforming the landscape, flora, and fauna every day. What the common person knows about Tunguska should be kept intentionally vague and contradictory. Anything that comes out of the Tunguska Zone should be alien and

usually horrifying.

The artifacts specific to the Reality Glitch “classification” commonly appear to be humorous and even harmless in nature when all a person knows about them is their name and the rumors about them. Outside of the person who found the speedrunning fungus, no one knows the true nature of the headbands and ties that people purchase. People might know that you place an aimbot over your thumb and index finger but any mention online about the aimbot consuming and replacing your fingers is conveniently missing.

Discovering these artifacts and what they truly are is an adventure itself. Many players might be interested to learn more about the alternate reality versions of themselves. Inquisitive minds might press for answers about the strange shards of mirrored glass that contain fractured windows into infinite alternate realities where the player may not truly even be who they believe themselves to be.

How a player obtains their new power is just as interesting as what they do with them. Tracking down seedy, mystical suppliers or cutting a deal with a terrifyingly charismatic businessman who sets everyone on edge are all memorable moments.

What they do after learning the truth about the artifacts can be used to fill many sessions worth of adventures. Some people might feel cheated by or afraid of the numerous drawbacks that come with accepting one of these powers. Exploring who placed the crates of aimbots so perfectly or attempting to enter into the reality of the infinite machine to find and remove their blood donation are all worthy goals for a character who wants to rid themselves of these cursed abilities.

Unique Artifacts

Base raiders carry out dozens of artifacts from the Tunguska Exclusion Zone to sell on the black market. Some are identical or similar to the artifacts described above, but many are unique, unlike anything else in this universe. Despite their uniqueness, these artifacts are considered cheap and undesirable in the black market. The naive and desperate are the biggest customers of unique artifacts, primarily because they are a gamble, as many times they fail to provide any ben-

eficial power to the user.

At least half of the artifacts from Tunguska serve no earthly purpose. In other words, they can only be used as paperweights. Another fourth are dangerous to humans in some way. Perhaps they emit radiation or release flesh-eating bacteria when activated. Other times, they might mutate the user into a creature unable to survive in Earth’s atmosphere. The remaining artifacts might have useful powers, but many cannot be activated, at least by any known methods. Possibly, a clever or diligent person could study a particular artifact to unlock its secrets, given enough time, but most will simply junk or resell the artifact and look for an easier way to power up. Only a small percentage of artifacts from the Tunguska Zone provide quick super powers, so anyone who buys a unique Tunguska artifact from the black market is gambling that their new purchase is one of these lucky few.

Word has spread over the Internet and the base raiding community that Tunguska artifacts are a luck of the draw. Most unique artifacts are sold from 5 to 20 loot. An artifact that has a known power source is worth 5 loot for every skill point and 20 loot points for every power tier of the power it grants. It is left to the GM’s discretion if a player who buys a cheap unique artifact actually gains a beneficial power from it, but in general, they should just gain a Fate point for wasting their resources. However, you can design characters that got lucky as part of their back story. Crate is one such example.

Crate

High power Hero

Jeff “Crate” Marsden was down on his luck. His sister, niece, and his best friend were in a car crash and all three suffered crippling injuries that racked up massive hospital bills. He bankrupted himself to pay them but it wasn’t enough. He knew about base raiding and had an educated guess where one was, so he risked it and broke in. He found some robot parts in the first room, but the second room had a sentry turret that nearly killed poor Jeff. He fled with his pitiful loot.

Somehow, Jeff was able to find an Underground



bazaar in a few days and traded his loot for the best power source he could find, an alien artifact from Tunguska that the dealer couldn't activate. The artifact looked like a glass orb, but it glowed with an inner light. The dealer swore it would give him the power to knock out the sentry turret if he could figure out how to activate it. Jeff rushed back to the base, thinking that he could test the orb more effectively at the base. When he got back, he saw that a team of raiders had found and already looted it, blowing up every turret along the way. There was nothing of value left.

Despondent, Jeff sat down on a crate and broke down. He threw the artifact at the wall and it shattered, releasing a fine mist. Jeff didn't notice and wallowed in misery for a good ten minutes. Then he noticed a vent behind the crate he sat on. He easily moved the crate and found an air duct leading to a hidden section of the base. That section had a teleporter, which sent Jeff to a base in another continent.

After a series of misadventures, Jeff met another group of base raiders and eventually escaped with enough loot to pay his family's medical bills. He continued to raid and became known as Crate to the other

raiders. He realizes that his talents are not natural, but he tries not to think about it too much.

ASPECTS

Human: Average guy in over his head...or not?

Super Soldier: Tunguska Artifact powered reality warper

Conviction: Pay debts, no matter the cost.

Complication [Major]: Imaginary Collectibles EVERYWHERE

Base Raiding not out of necessity, but of desire
At what cost are my powers?

UNIQUE AND STRANGE SKILLS

Alertness at Extraordinary Power Tier

Resolve at Extraordinary Power Tier

Minor Vulnerability [composure]: Phobia of barrels. Must make resolve check when near barrels.

Zen and the Art of Crate Combat – 5 skill points
Power Tier: Superhuman

Craft + Unusual (1 round crafting), Shoot + Unusual (throw crates with superhuman power) + Unusual [trick crate shots ignore cover] Willpower

Snag [Minor]: Must have a crate to attack

Snag [Minor]: Can only 'craft' crates.

Description: Jeff can throw crates with superhuman strength and accuracy and finds a strange Zen calm in stressful situations. He can always find a crate by looking around for a round – they just kind of appear nearby.

Tactical Crate Movement: 3 skill points

Power Tier: Superhuman

Move + Unusual (Crate based flight) + Unusual (phase through walls), Dodge + Unusual [see through the patterns of enemy attacks], Stealth

Snag [Minor]: Move and stealth require holding a crate or hiding in a crate.

Complication [Major]: Imaginary Collectibles EVERYWHERE

Description: Jeff just 'knows' how to glitch reality by using crates to improve his maneuverability. He can 'fly' by rapidly stacking a crate in mid air and hanging off of it. He can even glitch through walls by clipping one of his crates through them. He has also learned how to dodge by predicting the patterns of enemy attacks. Unfortunately, he also believes he is surrounded by various collectibles that he must gather, for unclear reasons. Sometimes he ignores what he is supposed to do to look for them.

Advanced Crate Looting: 5 skill points

Power Tier: Superhuman

Variable [scene] x 2

Snag [Minor]: Only works by smashing a crate open. Requires one action to smash a crate.

Snag [Minor]: Variable trappings can only be used to create temporary items that must be used that scene.

Delay [Minor]: Takes a round to find the item in the crate debris.

Description: There's always a handy item in a crate. Jeff just knows which crate to bust open and sift through. It could be a med-kit (treatment [health]), a key card (Security), or a rocket sled (transport) for example. It takes at least two turns to use this ability though, one to smash the crate and one to search it.

SKILLS

Great: +4 Tactical Crate Movement

Good: +3 Alertness (E), Advanced Crate Looting, Zen and the Art of Crate Combat

Fair: +2 Empathy, Endurance, Investigation

Average: +1 Contacting, Presence, Resolve (E)

GIFTS

Skilled

TIER BENEFITS

Armor 1 [Composure]

STRESS TRACKS

Health ○○○ ○

Composure ○○○ ○

Reputation ○○○ ○

Refresh 3 (10 -8 powers +1 vulnerability)

Example Adversaries

Encountering someone who uses a Reality Glitch Artifact can be unsettling. The longer they use their powers, the more unstable they become. Their own thoughts become more alien than human and their actions become more and more incomprehensible to on-lookers. Presented below are four generic adversaries for use in your game.

Speedrunner – Adversary

Time is money and a speedrunner arguably values time more than anyone else on Earth. These jittery individuals are most at home when they have a clear task in mind to focus on. When they set out to meet a goal they don't appreciate anyone or anything getting in their way. Worse, most solo base raiders with this power don't realize how monstrous their other self is so they do not hesitate to use it at a moment's notice. Any-one deemed a road block by a speedrunner will more than likely be on the receiving end of a thrashing.

Aspects: Human – Teenage Speed Demon

Conviction: I Get What I Want and I Get It NOW

Physical Speedrunning: 8 skill points

Power Tier: Superhuman

Dexterity, Information + Unusual (instant comprehension) + Psychic, Menace + Zone + Unusual (horrific appearance), Move + Unusual (super speed), Physical Force

Item Based Power: Specific User

Snag [Minor]: Most Direct Path No Matter What

Complication [Major]: Horrifying Even to Allies

Snag [Major]: No Memories While Transformed

Focus [Minor]: Woven Sweatbands

Skills: Physical Speedrunning +4, Melee Weapons +3, Alertness +3, Athletics +2, Resolve +2, Stealth +2

Gift: Skilled, Impact (Physical Speedrunning)

Tier Bonuses

Weapon 2 [Health]

Stress Tracks

Health: ○○○

Composure: ○○○

Reputation: ○○○

Fast Talker – Adversary

A Fast Talker has purchased a woven tie or bow that they believed would give them the ability to always get what they want. This is absolutely true, though most fast talkers don't realize what they've actually come into possession of. Fast talkers come from many walks of life, though most who want this power are individuals who were tired of having others "pull one over" on them.

Due to their utter ignorance of the true nature of their social speedrunning power they are more than willing to allow the fungus to take control of a negotiation or argument when they encounter other base raiders.

A nefarious fast talker might be a black market salesperson for any type of good (drugs, weapons, powers, etc). These individuals might be more knowledgeable of what their other self gets up to though they might not care. Results are everything. If this is the case change the fast talker's conviction to "Couldn't Care Less." This also changes their Signature Aspect.

Aspects: Normal Human – Ex-Diplomat

Conviction: Blissfully Unaware

Social Speedrunning: 11 skill points

Power Tier: Superhuman

Conversation, Convince, Esteem, Guile, Information + Unusual + Psychic [super speed intellect and telepathy], Menace + Zone, Willpower

Item Based Power: Specific User

Snag [Minor]: Most Direct Path No Matter What

Snag [Major]: Horrifying to all bystanders

Complication [Minor]: No Memories While Shifted

Focus [Major]: Woven Tie or Bow

Skills: Social Speedrunning +4, Contacting +3, Resolve +3, Bureaucracy +2, Melee Weapons +2, Technology +2

Gift: Signature Aspect (Blissfully Unaware)

Stress Tracks

Health: ○○○

Composure: ○○○

Reputation: ○○○

Co-Operative – Adversary

Someone with the Co-Op power is a one person tactical squad. More often than not they don't feel that it is necessary for them to work with others since they are their own team. This arrogance has been the downfall of many Co-Op users but those who continue to survive are among the strongest. After all, the weak Co-Op users are usually culled by the first appearance of an invader. A Co-Op user typically doesn't waste time with questions and relies on their other selves to overcome any challenge they face.

Aspects: Human – Mercenary

Conviction: I Am My Own Army

Co-Op: 11 skill points

Power Tier: Ascendant

Information + Unusual (knowledge of alternate realities), Minions Advanced + Unusual [Arrive Instantly] + Unusual [Alternate Version of User], Variable [Session] + Unusual x4, Shoot

Complication [Major]: Always watched by alternate selves

Complication [Major]: Hostile Selves On the Hunt

Snag [Minor]: Variable on Extras for Shoot trapping only

Skills: Co-Op +4, Alertness +4, Athletics +3, Contacting +3, Athletics +2, Deceit +2, Might +2

Gift: Skilled, Equipment x3 (Well-Made x2, Deadly x2)

Alien Energy Rifle)
Weapon 2 [Health]

Stress Tracks

Health: ○○○
Composure: ○○○
Reputation: ○○○

Savescummer – Adversary

Most people are uninformed about the limitations of the savescum power. The rumor mill constantly churns out false stories about how this power lets you go back and undo things from your past. Granted, that's true but not in the way most people would hope. More often than not a savescummer feels cheated by this power but the allure of never making a mistake again can be hard to resist. Savescummers are more likely to take high risk high reward actions thanks to their fearless nature. After all, even if they die they'll just come back. The most dangerous savescummers are those who knew full well what the power can do, chose to give their blood to the machine, and now use this power as a way to cheat death.

When a savescummer reloads during a fight they begin to look more and more haggard and unhinged. Characters encountering a savescummer might not realize why their opponent might have a sudden shift in appearance which can unnerve them.

Aspects: Human – Ex-Hometown Hero

Conviction: Glory Daze

Savescumming: 9 skill points

Power Tier: Godlike

Treatment + Unusual [Instant Self-Resurrection], Variable [Session] + Unusual x4

Complication [Major]: Only Resets One Action

Snag [Major]: Normal Use Deals One Composure and Health Stress

Snag [Minor]: Resurrection Forces Composure Check against the user's skill roll

Snag [Minor]: Can Only Reset Own Actions

Skills: Shooting +3, Savescum +3, Alertness +2, Contacting +2, Investigation +2

Gift: Skilled

Weapon 1 [Health]

Stress Tracks

Health: ○○○
Composure: ○○○
Reputation: ○○○

Aimbotter – Adversary

Accuracy doesn't matter to an aimbotter. After all, they know exactly where someone will be or how they will attempt to defend themselves. Foresight to that degree renders the entire conflict moot in their eyes. That is of course if they can keep the horrific visions that are implanted in their head each time they activate their precognition power. Aimbotters are usually fairly unhinged and are quick to pull the psychic trigger on their finger gun. They dislike conversation because they cannot foresee the outcome.

Aspects: Villainous Past - Assassin

Conviction: No Shot is Too Hard

Aimbot: 4 skill points

Power Tier: Superhuman

Information + Unusual (precognition) + Psychic, Notice + Unusual (telescopic sight) + Psychic, Shoot + Unusual (flip rolls) + Psychic

Item Based Power: Requires Training

Complication [Minor]: Lose Original Thumb and Index Finger

Focus [Major]: Alien Metal Thumb and Index Finger

Taxing [Major]: User must spend a Fate point to use.

Snag [Minor]: Flipping Results Forces Composure Check

Skills: Physical Speedrunning +4, Melee Weapons +3, Alertness +3, Athletics +2, Resolve +2, Stealth +2

Gift: Skilled, Impact (Physical Speedrunning)

Weapon 2 [Health]

Stress Tracks

Health: ○○○
Composure: ○○○
Reputation: ○○○