### HERITAGE: AKOROS—THE DAGGER ISLES

**BACKGROUND:** ACADEMIC—LABOR—LAW

**IRUVIA—SEVEROS—SKOVLAN—TYCHEROS**

**MY FUNCTIONS ARE:** TO GUARD—TO DESTROY—TO DISCOVER—TO ACQUIRE—TO LABOR AT...that which my master commands.

Your clockwork body runs on **ELECTROPLASM.** Recharge your capacitors by connecting to an industrial-grade generator (downtime action). When you do this, clear 5 **drain.**

**DRAIN**  CLANKING—LEAKING—FIXATED—

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**ELECTROPLASMIC PROJECTORS:** You may release some of your plasmic energy as an electrical shock around you or as a directed beam. You may also use this ability to create a lightning barrier to repel or trap a spirit. Take 1 **drain** for each level of **magnitude.**

**INTERFACE:** You may **attune** to the local electroplasmic power field to control it or something connected to it (including another hull).

**SECONDARY HULL:** Choose an additional frame and its starting feature. You may transfer your consciousness between your frames at will.

**FRAME UPGRADE:** Choose an additional frame feature.

**FRAME & ITEMS** Choose your frame & look (or create one). Choose a starting feature. **LOAD**

1. **small**
2. **medium**
3. **heavy**

- A Blade or Two
- Throwing Knives
- A Pistol
- A 2nd Pistol
- A Large Weapon
- An Unusual Weapon
- Armor
- +Heavy
- Burglary Gear
- Climbing Gear
- Arcane Implements
- Documents
- Subterfuge Supplies
- Demolition Tools
- Tinkering Tools
- Lantern

**GHOST SPECIAL ABILITIES (TRANSFERRED FROM ORIGINAL PLAYBOOK)***

- Levitation
- Reflexes
- Life-Like Appearance
- Spider Climb
- Interior Chamber
- Plating
- Phonograph
- Sensors
- Smoke Projectors
- Spring-Leap Pistons

**FRAME FEATURES**

- Small (cat size, +1 scale): A metal orb, a mechanical doll, a clockwork spider. Levitation—Reflexes
- Medium (human size): A metal mannequin, a clockwork animal. Life-Like Appearance—Spider Climb
- Heavy (wagon size, +1 scale): A hulking metal giant, a self-driving vehicle. Interior Chamber—Plating (special armor)

**Feature options for any frame:** Phonograph (Record & Playback)—Sensors—Smoke Projectors—Spring-Leap Pistons

**XP**

- Every time you roll a desperate action, mark xp in that action’s attribute.
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- You fulfilled your functions despite difficulty or danger.
- You suppressed or ignored your former human beliefs, drives, heritage, or background.
- You struggled with issues from your wear during the session.

**TEAMWORK**

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate

**PLANNING & LOAD**

- Choose a plan, provide the detail. Choose your load limit for the operation.

- Assault: Point of attack
- Deception: Method
- Stealth: Entry point
- Occult: Arcane power
- Social: Connection
- Transport: Route

**GATHER INFORMATION**

- What do they intend to do?
- How can I get them to [X]?
- What are they really feeling?
- What should I look out for?
- Where’s the weakness here?
- How can I find [X]?
- What’s really going on here?