Archetypes

Cyborg

Advantages	Disadvantages (choose one only)	Optional Disadvantages (choose as many as wanted)
Implanted Cyberwear	• Dodgy parts • Traumatic injuries • Dependency	• Crushing grip • Dietary restrictions • Feels no pain • Intrusive Cyberwear • Secret orders

Incompatible with :	Sorcerer, Healer, Monk, Teep, Android, Golem

Note - the more disadvantages chosen, the more powerful any skills they have. Also disadvantages listed are only those recommended - there are more to choose from.

Warrior

Advantages	Disadvantages (choose one only)	Optional Disadvantages (choose as many as wanted)
Above average combat skills	• Anti-violence • Scarred Physically • Scarred Mentally • Sociopath	• Secret orders • Addiction • Coward • Deathwish

Incompatible with :	Professor, Suit, Jack of all trades

Note - the more disadvantages chosen, the more powerful any skills they have. Also disadvantages listed are only those recommended - there are more to choose from.

Gadgeteer

Advantages	Disadvantages (choose one only)	Optional Disadvantages (choose as many as wanted)
Above average technical skills	• Headaches • Short attention span • Absent minded	• Wierdness magnet • Cannot resist tinkering

Incompatible with :	Sorcerer, Healer, Monk, Teep, Golem

Note - the more disadvantages chosen, the more powerful any skills they have. Also disadvantages listed are only those recommended - there are more to choose from.

Professor

Advantages	Disadvantages (choose one only)	Optional Disadvantages (choose as many as wanted)
Above average education	• Weak health • Curious • Absent minded	• Doesn't understand modern life • Coward • Easily flustered

Incompatible with :	Jack of all trades, Warrior

Note - the more disadvantages chosen, the more powerful any skills they have. Also disadvantages listed are only those recommended - there are more to choose from.

Sorcerer

Advantages	Disadvantages (choose one only)	Optional Disadvantages (choose as many as wanted)

| Magical skills | • Rituals
• Code of conduct
• Technophobic | • Cursed
• Doesn't understand technology
• Nebbish
• Devout |

| **Incompatible with :** | Android, Cyborg, Gadgeteer |

Note - the more disadvantages chosen, the more powerful any skills they have. Also disadvantages listed are only those recommended - there are more to choose from.

Healer

Advantages	Disadvantages (choose one only)	Optional Disadvantages (choose as many as wanted)
Healing skills	• Rituals • Code of conduct • Technophobic	• Cursed • Doesn't understand technology • Nebbish • Devout

| **Incompatible with :** | Android, Cyborg, Gadgeteer |

Note - the more disadvantages chosen, the more powerful any skills they have. Also disadvantages listed are only those recommended - there are more to choose from.

Monk

Advantages	Disadvantages (choose one only)	Optional Disadvantages (choose as many as wanted)
Exceptional health	• Rituals • Code of conduct • Technophobic	• Cursed • Doesn't understand technology • Nebbish • Devout

| **Incompatible with :** | Android, Cyborg, Gadgeteer |

Note - the more disadvantages chosen, the more powerful any skills they have. Also disadvantages listed are only those recommended - there are more to choose from.

Teep

Advantages	Disadvantages (choose one only)	Optional Disadvantages (choose as many as wanted)
Psionic skills	• Rituals • Code of conduct • Technophobic	• Cursed • Doesn't understand technology • Nebbish • Secret orders • Devout

| **Incompatible with :** | Android, Cyborg |

Note - the more disadvantages chosen, the more powerful any skills they have. Also disadvantages listed are only those recommended - there are more to choose from.

Jack of all trades

Advantages	Disadvantages (choose one only)	Optional Disadvantages (choose as many as wanted)
Good at most things	• Easily bored • No empathy • Skeptic	• Addiction • Coward • Under appreciated

| **Incompatible with :** | Professor, Warrior |

Note - the more disadvantages chosen, the more powerful any skills they have. Also disadvantages listed are only those recommended - there are more to choose from.

Criminal

Advantages	Disadvantages (choose one only)	Optional Disadvantages (choose as many as wanted)
Underworld connections	• Wanted • Hunted • Owes favours	• Cursed • Nebbish • Addiction

Incompatible with :	

Note - the more disadvantages chosen, the more powerful any skills they have. Also disadvantages listed are only those recommended - there are more to choose from.

Soldier

Advantages	Disadvantages (choose one only)	Optional Disadvantages (choose as many as wanted)
Military connections	• AWOL • Special unit • Retired	• Addiction • Devout • Hates

Incompatible with :	

Note - the more disadvantages chosen, the more powerful any skills they have. Also disadvantages listed are only those recommended - there are more to choose from.

Suit

Advantages	Disadvantages (choose one only)	Optional Disadvantages (choose as many as wanted)
Government connections	• Conspiracist • Spy • Retired	• Addiction • Coward • Devout • Highly competative

Incompatible with :	Warrior

Note - the more disadvantages chosen, the more powerful any skills they have. Also disadvantages listed are only those recommended - there are more to choose from.

Alien

Advantages	Disadvantages (choose one only)	Optional Disadvantages (choose as many as wanted)
Alien Physiology	• Anatomically different • Xenophobic • Code of conduct	• Alien Biochemistry • Crushing grip • Dietary restrictions

Incompatible with :	

Note - the more disadvantages chosen, the more powerful any skills they have. Also disadvantages listed are only those recommended - there are more to choose from.

Android

Advantages	Disadvantages (choose one only)	Optional Disadvantages (choose as many as wanted)
Technological construct	• Easily bored • No empathy • Skeptic	• Body of unusual substance • Crushing grip • Dietary restrictions • Feels no pain • Secret orders

Incompatible with :	Sorcerer, Healer, Monk, Teep, Cyborg, Golem

Note - the more disadvantages chosen, the more powerful any skills they have. Also disadvantages listed are only those recommended - there are more to choose from.

Golem		
Advantages	**Disadvantages (choose one only)**	**Optional Disadvantages (choose as many as wanted)**
Magical construct	• Rituals • Code of conduct • Technophobic	• Cursed • Body of unusual substance • Crushing grip • Dietary restrictions • Doesn't understand technology • Feels no pain • Secret orders

Incompatible with :	Cyborg, Android, Alien, Gadgeteer

Note - the more disadvantages chosen, the more powerful any skills they have. Also disadvantages listed are only those recommended - there are more to choose from.

Quick explanation of disadvantages (and note - I haven't worked points out for these yet, as that will depend on how debilitated characters want them to be)...

- Dodgy Parts - prone to breaking down, needs more maintenance.
- Traumatic Injuries - You have phobias about the circumstances.
- Dependency - need regular check ups or drugs.
- Crushing grip - No minor use of strength.
- Dietary restrictions - must eat certain foods (or non foods).
- Feels no pain - you don't know how injured you are.
- Intrusive cyberwear - if removed, you'll die.
- Secret orders - something has been implanted.
- Anti-violence - you've hung up your guns, violence is the last resort.
- Scarred physically - missing something (eye, hand etc).
- Scarred mentally - psych problems
- Sociopath - violence as a first resort.
- Addiction - addicted to something, Usually drugs.
- Coward - runs away From danger.
- Deathwish - runs towards danger.
- Headaches - occasional migraines.
- Short attention span - easily distracted From long term tasks.
- Absent minded - prone to Short term memory loss.
- Weirdness magnet - stuff happens.
- cannot resist tinkering - pass the sonic screwdriver.
- Weak health - catches diseases easily.
- Curious - can't resist looking.
- Doesn't understand modern life - Crichton in Farscape.
- easily flustered - combat and big noises confuse you.
- Rituals - must perform regular time consuming task.
- Code of conduct - religion or moral code.
- Technophobic - fears machines and machines fear you.
- Cursed - bad stuff happens frequently.
- Doesn't understand technology - Crichton in Farscape.
- Nebbish - like Mage Arcane, You are often overlooked.
- Devout - religious.
- easily bored - unable to raise skills to a high level.

- No empathy - lacks social skills.
- Sceptic - fears magic and magic fears you.
- Under appreciated - You never get credit.
- Wanted - by authorities.
- Hunted - by someone other than authorities.
- Owes favour - to someone.
- AWOL - Wanted by Military for desertion.
- special unit - terrorist target.
- Retired - Owes favours to the bosses.
- Hates - is bigoted towards something.
- Conspiracist - was in a Plot, repercussions.
- Spy - secred identity.
- Highly competitive - will always strive to be first at everything.
- Anatomically different - Human standard equipment never fits.
- Xenophobic - others distrust You, or You distrust others.
- Alien Biochemistry - special hospital needs.
- Body of unusual substance - won't float, or tends to break things.

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