

THE REMOTE

STYLE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FORCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SMARTS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ATTITUDE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MYSTIC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
XP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GEAR & PETS



THE ANCHOR

Signal Power:

Expertise:

The Anchor:

- Max Stamina is 2. (revive) moves work on the Anchor.
- The Anchor needs to be specifically targeted.
- Ability is replaced by Visual Projection and Expertise.
- Gain a Take Five and Ring option "Gain 2 Signal Power".
- Ask for more info during Peace and Quiet.
- The Anchor can be used by the whole team by default.
- It can't move, but can be carried by your friends trivially.

Signal Power:

- Can't go above 5.
- Goes up when you gain Momentum by the same amount.

ABILITY

TYPE

RANGE

Close

Visual Projection

Your Anchor, outside of being a communication device, is always able to create a visual projection, usually holographic in nature, near itself. It doesn't have any physical effects and is obviously a projection of some sort. As this is a replacement for your Ability, it uses Ability Types with the same results.

MOVES

[BASIC MOVES](#) [PLAYBOOK DIGEST](#)

Experience is gained on accepting a miss result, or when a move tells you.
When you have 5 XP, clear your experience bar and pick one of the following:

Improvements

- Take a move from your playbook.....
- Take a move from another playbook.....
- Get a piece of Gear or a new Pet.....
- Mark one Attribute as a Star Attribute and take a (revival) move.....

Advanced Improvements (after 3 improvements)

- Take a move from your or another playbook.....
- Mark one Attribute into a Star Attribute.....
- Get +1 to any Attribute, max +3.....
- Increase your maximum Rings by 1.....
- Increase your maximum Stamina by 1.....
- Take another playbook's Feature (required moves: 3 base, 2 other).....
- Star Attribute 12+ rolls give you 1 Signal Power.....

Final Improvement (after 9 Improvements)

If you haven't, you gain Holographic Matrix, ignore all the extra Signal Power cost in that move. Set Max Signal Power to 7.....

THE TINKER

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		