

AUTOMATA

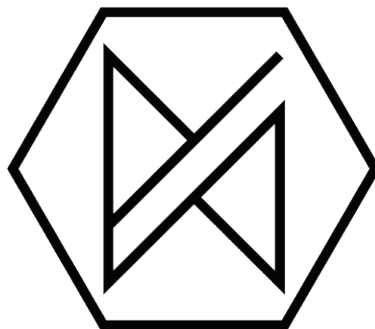


STORMFORGE
PRODUCTIONS

A MOD FOR
THE SIGIL SYSTEM



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CONTENTS

INTRODUCTION	4
How to use this Mod	4
What's in this Mod	4
Robots or Golems?	4
THE FACTORIUM	5
The Artificial Life	6
An Automatic Existence	6
(In)Organic Transference	7
Death of Eternity	7
Automaton Chassis	8
CREATING AN AUTOMATON	10
PERKS & QUIRKS	13
THE WORKSHOP	14
AUGMENTATION	15
On the Workbench	15
Augmented Functions	15
Broken Bits	16
Man or Machine	16
Cybernetics	16
Bionics	23
THE ARTIFICER	25
Crafting the Artifice	25
HELP US HELP YOU	27

INTRODUCTION

Welcome to Automata, a mod for the Sigil System that deals with artificial intelligences, automatons, robots, golems, characters forged for war, cybernetics, prosthetics, steampunk and so much more.

Automata is all about the artificial and changing the organic into mechanic. Whether that is simply augmenting what God gave you to become harder, better, faster and stronger; or going all in to put your mind and soul into a machine, to live forever more as a metal automaton. If you wish to push the boundaries of technology and what the human body can do, Automata is for you.

HOW TO USE THIS MOD

This mod is simply an addon to the core Sigil System rules, so you need to have the Sigil System (preferably 1.2 or later) in order to effectively use these rules.

Automata does not change any rules found in the corebook, but it does give you a lot of new options for characters and parties who have (or want to) become artificial creations, or augment their bodies (organic or mechanic) with modifications that only the best of science and technology can create.

As with any of the Sigil Mods, the content within this mod is entirely optional to use during your games, and you can pick and choose which parts of it to use. The powers and abilities shown in this mod are all balanced with each other, so it is highly recommended that if you use multiple powers in a section that you use them as they appear here.

WHAT'S IN THIS MOD

This mod is split into two distinct parts: *The Factorium* and *The Workshop*.

The Factorium focusses on the fully artificial and autonomous characters. This is where you will find out how to create an automaton character, how to play as one, and most importantly: how to survive inside a metal shell and all the troubles having an inorganic body can bring. Unique Perks and Quirks are also found in this section.

The Workshop is all about upgrading what you already have. Whether you are an automaton or still human, the Workshop will have all the augments you need. The Workshop will also give you the rules and guidelines for crafting Augments, new automaton limbs, and even whole automatons if you have the skills and equipment on hand.

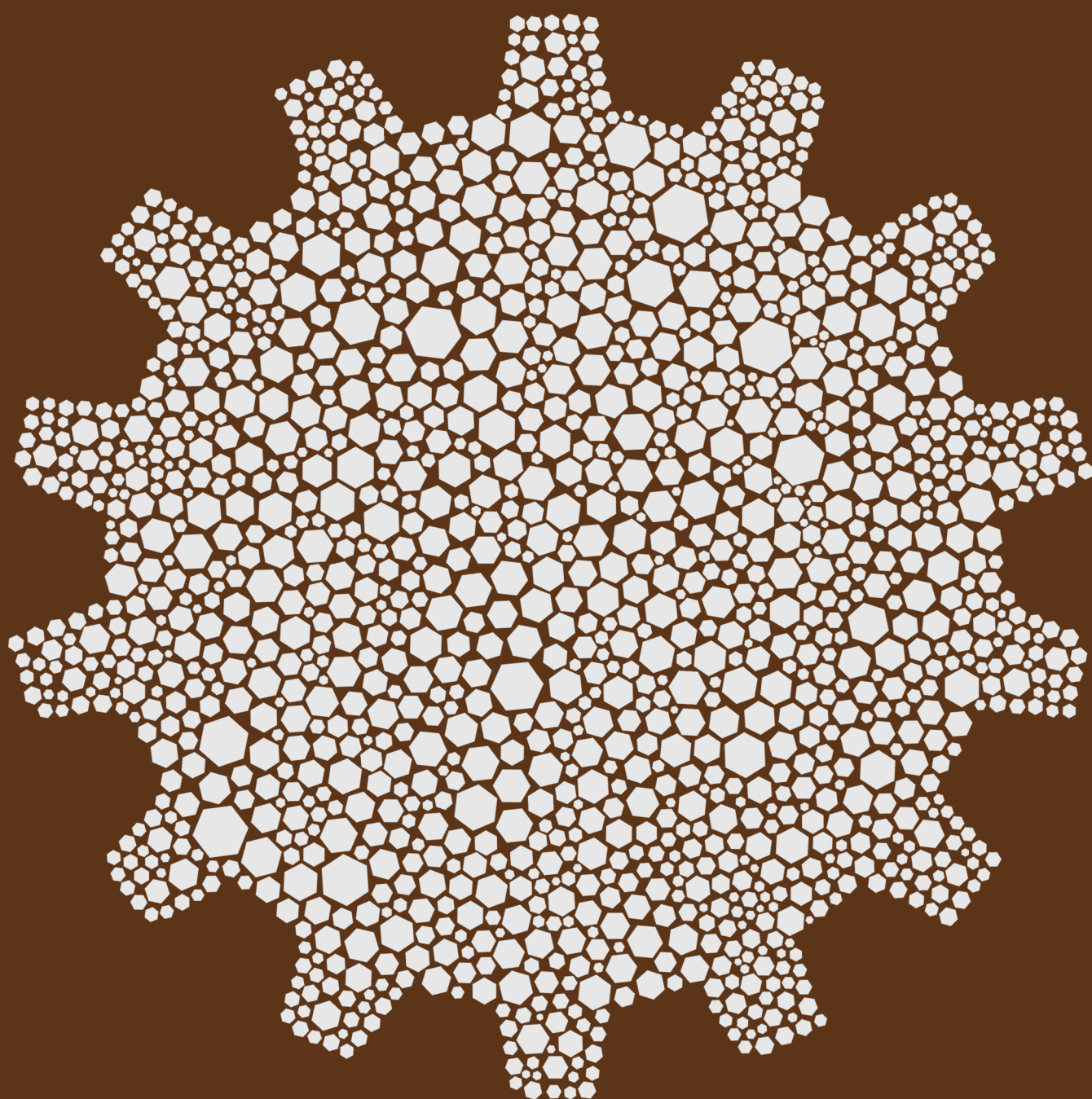
ROBOTS OR GOLEMS?

This mod is written with a fantastical slant in mind, but the rules here can be used for any genre in which artificial characters and augmentations appear. You can use it for cyberpunk and science fiction to have cyborg and robot characters; you can use it in steampunk, clockpunk, and gaslight fantasy campaigns where you will have steam and clockpowered automatons alongside characters outfitted with crystal powered prosthetics; or you can use it for more traditionalist fantasy where you will see awakened golems, magical limbs and all sorts of fantastical artifices.

Any genre and setting can be used with Automata, at worst you will just have to change the naming of some of the augments and their Specialisations in order to fit the theme of the genre and setting you are playing in.



THE FACTORIUM



THE ARTIFICIAL LIFE

Automatons are defined, paradoxically, both by their complete lack of life, and yet being completely and truly alive. An automaton is a haemonculus, an artificial human. It is sentient, conscious, alive in every sense of the word except the organic sense. This puts the automata in a strange position in the cosmic web of life, as they are not the only unliving creatures that exist (the undead necromancers share this feature), nor the only immortal creatures (both the necromancers and bloodmages can claim this), but they are the only life that exists that have no “organic ancestry”.

They do not fit onto any branch on the grand tree of life; there is no “missing link” that can connect them to any other group. Automata were crafted in their creator’s image. Their mother was innovation and their father was labour.

AN AUTOMATIC EXISTENCE

Unlike the mortals around him, an automaton’s day never truly begins or ends. Automata cannot sleep, and go about their business at all hours of the day and night. Even if he syncs his day to start when the mortals around him rise, you cannot say that the automaton’s day begins with a hearty breakfast and ends with a strong nightcap since automata cannot eat or drink. In fact, all the biological necessities of life have been removed from the automata. They do not breathe, eat, sleep, or drink; they are immune to all natural diseases, poisons and illnesses; they have no blood to shed and, if the rust is kept off, they will never age.

All in all, you might see the automaton way of life as being the true form of immortality: free of the chains of life, and allowed to explore the world in an unfeeling and fortified cocoon. Many have thought this and transformed themselves into automata, but precious few have managed to hold onto their everlasting life.

This is because, unlike the other supernatural means of extending your life, automata have no magical means to heal the damage and wear and tear done to their bodies over the years. There is no spell that you can cast to heal a torn or broken limb, no shortcut to mend a punctured shell. Whatever damage that has been done can only be fixed the

good old fashioned way: hard work, elbow grease and determination. The crucial problem is finding a mechanic or smith with not only the right skills to patch up an automaton, but also the right tools. More than a few automata have been caught in the wilds unprepared and suffered catastrophic damage. Without the tools or skills, they could not fix themselves, and so became stuck far from home.

In game terms, this means that any damage done to an automaton can only be fixed (and the associated Wound Slot refreshed) through a Broad-Craft or Fine-Craft Skill Check. Your GM will decide which of the two Craft Skills are appropriate based on what the damage is and whether it requires a detailed or holistic approach. Fixing up an automaton’s Wounds is not a simple binary success or fail Check. If you succeed on your Craft Skill Check, compare the result of your roll to this table to see how well you have fixed up the Wound. The better you roll, the more steps the Wound will be reduced by. So if you rolled a 60, you reduced the automaton’s Wound by 2 steps, and so could have changed a Grievous Wound into a Minor Wound.

CRAFT CHECK

ROLL RESULT

1-50 1 Step

51-80 2 Steps

81-100 3 Steps

If you fail the Craft Skill Check and also roll above a 90, then you have made the situation worse and broken something further inside the automaton. Increase the Wound level of the injury by one step, even if that means a Hit Location Destroyed.

A character can only attempt to fix an automaton’s injury and Wound once per session. If he fails, then that’s that until the next session begins. The automaton can, however, go look for another smith or mechanic to fix his damage.

The automaton’s mind is where he is the most vulnerable. There is no organic brain that can reshape and heal itself, no neural linkages, chemicals and hormones to flood and recede from the brain. It is all cold, hard crystal structures forming a matrix that is as rigid as the automaton’s chassis. First and foremost, Mental Wounds do not refresh or heal by themselves or by supernatural means. They must



be attended to by a mechanic skilled in the arts of crystalline matrices and a successful Fine-Craft Check. The same roll as for Physical Wounds is done to see how many steps the Mental Wound is reduced by, and failing and rolling above a 90 will also increase the severity of the Wound.

The inflexibility of the automaton's crystal mind also makes it more difficult for him to adjust to new ways of thinking or to learn as quickly as a mortal. It takes 2 EXP to increase any Non-Physical Skill by 1 Level. What the automaton mind excels at is repetition, rote learning and narrow specialised fields in which they can repeat the same task until they excel at it. For this reason, the automaton's Non-Physical Specialisation level up as normal (1 EXP for 2 Levels) and are unaffected by the increased EXP cost for standard Non-Physical Skills.

And at the end of the sun's journey across the sky, when mortals go to their beds, the automaton's day still continues on. Unblinking, unfeeling, ever watching, the automaton continues on forevermore.

(IN)ORGANIC TRANSFERENCE

An automaton is an artificially created construct, but that does not necessarily mean his soul is.

You will find three types of automata as you go about your life. First are the true automata, called the Neverborn. These automata are entirely artificial; from their metallic frame to their structural chassis to their minds as well, and are what many would call "robots". They were "born" an automaton and they will "die" an automaton. Some question whether they indeed have a soul, but unless one of them tells you they are Neverborn, you will never know from watching them or speaking with them.

The second type of automaton you'll encounter are the Transmutists. They are the most commonly seen automata and are those that have completely given up their humanity in one fell swoop to become immortal and artificial. The process, these Transmutists say, is fairly painless and rather quick. It requires force of will, determination, and more than anything else: desire. You must desire with literally all of your soul to part with your body and move to a new one. It is not something that anyone can simply do, and many cannot get over the fear of the unknown and the uncertainty of what resides within that metallic shell. The enchanters and arcane-smiths

who are used to giving pieces of their soul into the items they enchant are the most commonly seen Transmutists, as they have practised the mental skills required to move their souls.

The last type you'll meet call themselves the Theseans, or the Sons of Theseus, while others call them cyborgs. Like the Transmutists, the Theseans were once human, but their change from organic to inorganic was a much slower process. Rather than giving their soul over to the machine in one meditative session, the Theseans slowly transform their bodies into automata piece by piece. As they replace their body parts, limbs and organs with mechanical and artificial alternatives, they slowly become more and more of an automaton. When only the brain remains, the Thesean is more than ready and willing to put the little bit of his soul that remains into the crystalline matrix that is the automaton mind and complete the process.

There are many reasons why some men undergo the process of soul transference to become automata, chief among these being a sure route to immortality. However, another reason to become an automaton is to shake off a curse for which there is no cure. The blood mages' bloodcurse or necromancers' undeath are incurable diseases, but as much as they affect the mind and soul, they are anchored in the body. By undergoing soul Transference, a blood mage and necromancer can escape their curse, even if it means losing the supernatural abilities that comes with their curse.

DEATH OF ETERNITY

With sufficient maintenance and upkeep to his chassis, an automaton can truly live forever, but that does not mean he cannot die. In fact, death is the automaton's greatest vulnerability. Organic life comes with a host of problems and issues, but when it comes to the supernatural, organic life has one key advantage: it can be healed, revived and raised. Lightsiders of the Creator can heal a human's wounds and even revive him from death if found quickly enough; and Liches can use their necromantic powers to raise the dead into unlife.

Automata are not this lucky. For the Theseans and Transmutists, becoming an automaton is already their second chance and they do not get a third. An automaton cannot be healed, revived or raised by



supernatural means. Even the bloodcurse has no effect on automata. Their death is final. Even a skilled mechanic and smith cannot fix a dead automaton into living again. Their crystalline minds are simply too fine and complex to survive their owner's death. Restoring the crystalline matrix wipes it clean, ready to hold another mind and soul.

To complicate matters, automata are not as invulnerable as many make them out to be. Their chassis might be armoured against many attacks, but should a weapon break through their shell then they can be harmed as easily as a mortal.

The crystalline structure that houses the mind and soul of the automaton does not solely reside in his head. It also sits in the exact centre of his chest with many crystal nodes connecting the two matrices. Should either of these matrices be broken, the automaton dies. Just as a human requires his brain and his heart, an automaton requires both his Mind and Soul crystals to live.

Automata have no blood to spill, nor true internal organs to rupture, and so they cannot go into Shock in game terms. They do still, however, have to roll a Shock Check for each 2 Grievous Wounds or 3 Significant Wounds they take (with the penalties for further Shock Checks working the same as for mortals). Instead of going into Shock when they fail this Check, the automaton will take the number by which he failed the Check as a Mental Wound. As an automaton's Shock Check has to do with his mind and not his body, use the automaton's Will Skill to roll this Shock Check, not his Constitution Skill.

AUTOMATON CHASSIS

Manners may make the man, but the chassis makes the automaton.

There are ten different classes of chassis, and in game terms a chassis gives the automaton his Physical Skill Levels. An automaton cannot spend EXP on Physical Skills (since the Skills come from the chassis and not him), so the only way he can change and improve those Skill Levels is by getting another chassis.

The chassis also provides an armour rating to each of the Hit Locations it covers. This armour cannot be removed, as it is integral to the chassis itself, and it doesn't stack with other armour. If additional armour is worn, use whichever armour is greater when calculating damage reduction.

It is possible to have different classes of chassis on different Hit Locations. An automaton is after all artificial and so swapping out pieces at a time is completely possible. If you have multiple chassis classes on various Hit Locations and need to roll a Physical Skill Check, use the Skill Level from the Hit Location most involved in the task at hand. For example: using the Head Location's chassis for Perception Checks. If you are unsure which Location's chassis to use, then use the lowest Skill Level of the various chassis involved.

Remember also that if you have different classes of chassis on different Hit Locations, those Locations will have different numbers of Wound Slots; so be sure to keep good track of just how many Wounds you have on which Hit Location.

	IRON	COPPER	BRONZE	SILVER	ELECTRUM
Athletics	15	25	35	45	55
Burglary	10	20	30	35	45
Constitution	35	45	55	70	80
Drive	15	25	35	40	50
Fight	25	35	45	60	70
Might	30	40	50	65	75
Perception	25	35	45	55	65
Shoot	20	30	40	50	60
Stealth	5	15	25	30	40
Armour	15	15	15	25	25



FACTORIUM

The names of the ten classes of chassis don't necessarily mean that is the material they are made from. The names are indications of quality, with an Iron chassis being the worst quality and an Orichalcum chassis being the best. As with everything else in life, the better the quality, the more rare it is. Iron automata are the most common type of automaton you'll see around, while Orichalcum automata are spoken of only in legends. It should go without saying then that the better quality the chassis, the more expensive one would be to purchase.

What the chassis, and thus the automaton, looks like is entirely up to the GM, the setting he creates, and the genre and theme of the story and campaign. After all, the clockwork haemonculi of a steampunk setting will look quite different to the fabricated designer androids of a soft sci-fi campaign or the cobbled-together scrapbots of a post-apocalyptic world.

With such a potential variety to the look of the automats, it is important to show that difference in quality between the types of chassis. The difference between the classes of chassis could be the number of digits on the hands and feet (3 for Iron, 4 for Silver and 5 for Platinum), the amount of exposed machinery/circuitry (to explain the armour ratings), or the degree to which the chassis looks naturally human. Anything that shows that stepped increase in quality from one class to the next.

Creating an Automaton

This section is meant as a supplement to the Character Creation found in the Sigil System corebook. If you're busy creating your character

(before you start the game with it) and you want to be an automaton, then you can roll on the tables below to get some additional information and background about your brand new automaton character.

Most of the tables below do not give additional Skill Levels; they are just there to flesh out your character. Remember, however, that an automaton's Physical Skill Levels are dictated by his chassis, so when you roll for your chassis at the end, that will be the Physical Skill Levels that you start the game with.

As with the Character Creation found in the Sigil System corebook, simply roll a d100 on each of the tables to discover how your automaton came to be. If you have already started an adventure or campaign and you wish to become an automaton, then the quest to do so will be up to your GM. Make sure you talk to your GM about it so you are both on the same page about where you want to take your character.

	GOLD	PLATINUM	ADAMANTINE	MITHRIL	ORICHALCUM
Athletics	65	75	85	95	100
Burglary	55	60	70	80	80
Constitution	90	110	120	130	150
Drive	60	65	75	85	90
Fight	80	95	105	115	130
Might	85	100	110	120	140
Perception	75	85	95	105	120
Shoot	70	80	90	100	110
Stealth	50	50	60	70	70
Armour	25	35	35	35	45



CREATING AN AUTOMATON

Not all the tables below will necessarily be relevant to you, depending on which of the three types of automaton character you want to make: Neverborn, Transmutists or Theseans. If you're a Transmutist, then all the questions here will be relevant to you, but if you're a Thesean, then don't worry overly much about the first couple of questions, and focus more on the questions that has to with your chassis, and your new mental state after completing that final step in your transition.

If you want to create a pure automaton, a Neverborn character, then it becomes a completely different story. Use only the last four tables: the Maker's Mark, your Age, your Title, and your Chassis. You also don't need to go through the whole Character Creation section of the Sigil System, since you have no organic past. Instead, for your 11 Non-Physical Skills, use the array below to give them their Skill Levels. Since you are acting as the creator of this automaton, you can choose which Skill Level goes with which Non-Physical Skill rather than it being random.

NEVERBORN ARRAY

LEVEL	# OF SKILLS
50	1
45	1
40	2
35	4
30	3

WHY DID YOU END UP IN THIS BODY?

The transition from man to machine is perhaps the most tremendous decision you can make. Your life will never be the same again, but you will never know how grave the changes will be until you take that first but final step. It's an important choice, so you had better have a good reason for making it.

WHY DID YOU END UP IN THIS BODY?

1-10	I brought myself into this world for my own benefit.
11-19	I had to become stronger to save someone's life.

20-28	It's a memory I struggle to recall.
29-37	I needed to find someone, and this was the only way.
38-46	My body was dying. There was no other way.
47-55	My soul was always artificial, now my body matches it.
56-64	There is too much knowledge to learn in only one lifetime.
65-73	To be an eternal companion, forever listening.
74-82	To fight, to battle, to wage war.
83-91	To live forever. Simple as that.
92-100	To right the wrongs as an ageless champion.

WHAT WAS YOUR FIRST MEMORY UPON AWAKENING?

Automatons enjoy the unique privilege amongst creatures in that they can remember their birth. They say that the first experience an automaton had upon awakening sets the tone for the rest of his life. True or not, ask any automaton what their most vivid memory is and each one will say it is their first one.

WHAT WAS YOUR FIRST MEMORY UPON AWAKENING?

1-10	Being in a strange place, far from where I should be.
11-19	Darkness and utter loneliness.
20-28	Everything was on fire.
29-37	Incomprehensible visions of alien landscapes.
38-46	My automaton brethren greeting me.
47-55	My corpse screaming silently at me.
56-64	Pain, blinding light, overwhelming noise.
65-73	People fighting over my old corpse.
74-82	A distinct lack of my old body.
83-91	A mysterious figure walking away.
92-100	The ones I love, with tears in their eyes.

HOW HAS SHEDDING YOUR FLESH STRENGTHENED YOU?

The shell and chassis of an automaton does more than just affect his body. After a while, simply being



FACTORIUM

an artificial juggernaut affects your way of thinking. You start seeing life differently when you are so little affected by it. For some, this becomes a rush and a thrill as they feel invincible and invulnerable. Others are given clarity of thought, now that they have removed all their bodily desires. What treasure have you found in your new shell?

HOW HAS SHEDDING YOUR FLESH STRENGTHENED YOU?

- | | |
|--------|--|
| 1-10 | It has allowed me to focus on what is truly important. |
| 11-19 | My shell has made me more confident and assertive. |
| 20-28 | Paradoxically, I have a new appreciation for nature. |
| 29-37 | I have learnt how to truly listen to others. |
| 38-46 | The fear of danger has no hold over me anymore. |
| 47-55 | I am no longer paralysed by indecision. |
| 56-64 | It has given me peace, knowing I will live forever. |
| 65-73 | It has freed me of my nagging conscience. |
| 74-82 | My eyes have been opened to the lies of reality. |
| 83-91 | It has opened me up to new intellectual pursuits. |
| 92-100 | I am finally content with myself and the world. |

HOW HAS YOUR MIND SUFFERED BY BECOMING CRYSTALLINE?

The crystal matrix of an automaton is as immortal as his body, but it is also as unyielding and rigid. The human brain can adapt, change, and reorganise itself to cope with life. The automaton's matrix can't, and the pressure from the human soul inside it trying to force it to change can have unintended consequences. Each automaton carries his own eccentricities, some so inhuman that even previous friends and families have trouble recognising the new artificial person.

HOW HAS YOUR MIND SUFFERED BY BECOMING CRYSTALLINE?

- | | |
|-------|---|
| 1-10 | A paranoia that refuses to leave me. |
| 11-19 | I am ravaged by hunger and thirst. |
| 20-28 | I have become obsessed with the smallest details. |

- | | |
|--------|--|
| 29-37 | I have difficulty experiencing emotions. |
| 38-46 | I have trouble recognising faces. |
| 47-55 | I often become lost in my own memories. |
| 56-64 | I've lost all memories of my mortal life. |
| 65-73 | My non-existent skin itches as if I'm being eaten alive. |
| 74-82 | I have lost the capacity to love. |
| 83-91 | I am frightened that I may not be the real me. |
| 92-100 | I am terrified of being alone. |

WHAT MARK DID YOUR MAKER LEAVE ON YOUR BODY?

Individual automata may not have the uniqueness that separates humans from one another, but each automaton has that certain something about their chassis that makes them special. It's something that their creator put there to preserve their legacy and to invest a little bit of their own soul into your body.

If you ever get a new chassis, you can always come back and roll here again to see what makes the new chassis unique.

YOUR MAKER'S MARK

- | | |
|-------|---|
| 1-4 | A beautiful fresco engraved across your torso. |
| 5-8 | A large crystal embedded in your chest. |
| 9-12 | A binding rune carved into your forehead. |
| 13-16 | A long, large tail sticking out your rear-end. |
| 17-20 | A sigil on your torso that softly glows. |
| 21-24 | A third eye in your forehead. |
| 25-28 | An extra digit on each hand and foot. |
| 29-32 | Backwards bending knees. |
| 33-36 | Dangling, rattling chains fused over your body. |
| 37-40 | Entire body is carved with scale-like designs. |
| 41-44 | Entire body is sculpted like human muscles. |
| 45-48 | Fearsome, boar-like tusks. |
| 49-52 | Lustrous metal hair sprouting from your head. |
| 53-56 | Hooves instead of feet. |
| 57-60 | Impressive horns on your head. |
| 61-64 | Precious gemstones that decorate your skull. |
| 65-68 | Small ornamental wings on your back. |
| 69-72 | Geometric patterns engraved across your body. |
| 73-76 | Strange, alien writing covers an entire limb. |
| 77-80 | Stylised fangs on an unmoving mouth. |



FACTORIUM

81-84 Thick tendrils hanging from your head.

85-88 Veins of glowing crystal across your body.

89-92 Vents in your torso, billowing steam.

93-96 You were made without a face.

97-100 Roll Twice

HOW LONG HAVE YOU BEEN AN AUTOMATON?

Eternity stretches out before, but how many steps along that endless road have you travelled?

AUTOMATON AGE

1-30 Months

31-55 Years

56-75 Decades

76-90 Centuries

91-100 Aeons

WHAT ARE YOU KNOWN AS?

Eventually your name will be forgotten by even the descendants of those around you today. Then you will only be known by your epithet.

TITLE

1-10 Automaton

11-20 Brassbound

21-30 Dreadnought

31-40 Juggernaut

41-50 Golem

51-60 Ironclad

61-70 Machine-Spirit

71-80 Tin-Man

81-90 Soulforged

91-100 Unliving

WHAT CHASSIS DO YOU CURRENTLY INHABIT?

And finally the most important question: are you a top of the line model, or barely standing?

CHASSIS

1-19 Iron

20-36 Copper

37-51 Bronze

52-64 Silver

65-75 Electrum

76-84 Gold

85-91 Platinum

92-96 Adamantine

97-99 Mithril

100 Orichalcum

WHAT ANTIQUE DO YOU CARRY WITH YOU?

Much like in the Sigil System corebook, each character carries with them an heirloom, something that holds a special place in their minds and hearts. Here the heirlooms are called antiques, and what you carry with you say a lot about you.

ANTIQUES

1-10 A flower made from your chassis

11-20 A gemstone carved into a gear

21-30 A gyroscope that never stops spinning

31-40 A locket of your old mortal self's hair

41-50 A mind-crystal shard holding one memory

51-60 A small, sentient, wind-up automaton animal

61-70 A tiny cube made of an unknown metal

71-80 An automaton eye that follows any sound

81-90 An hourglass that turns itself

91-100 The last words you wrote as a mortal



PERKS & QUIRKS

This section gives you Perks & Quirks built around the automaton and artifice themes that you can use to further customise and grow your automaton or augmented characters. Some of the Perks & Quirks below require you to be an automaton or have augments in order to use them, however you will be able to select any of them regardless of which Skill you level up.

PERKS		
NAME	EFFECT	PREREQUISITE
Augment Adaptation	Choose a specific Augment. Increase its Specialisation by 2d10 Levels. (This Perk can be selected multiple times)	Has an augment.
Bio-adaptability	Reduce the Wound caused by implanting an augment from Grievous to Significant.	Is organic and alive.
Cogito Ergo Sum	Your head is all that matters, and you can survive if it is parted from your body.	Is an automaton.
Custom Mod	Choose a Hit Location on which you have an automaton limb. Increase one automaton Skill on that Hit Location by 1d10 Levels. (This Perk can be selected multiple times)	Has an automaton limb.
Dual Application	Choose a specific Augment. Choose a second Specialisation for it (with GM's approval). This second Specialisation has the same level as the first.	Has an augment.
Flesh Golem	Your brain crystallises into an automaton mind. For all intents and purposes, you are an automaton inside a flesh chassis.	Is not an automaton.
Golem Gorging	You have discovered how to consume the mind crystals of automata. For each automaton's mind crystal you eat, you gain 1 EXP.	Is an automaton.
Headless Horseman	Your mind has moved to your heart. You can survive a Location Destroyed Wound to your Head Hit Location.	Is an automaton.
Return to Eden	The next fresh corpse, or living body without a soul, you come across, you can burn this Perk and put your soul into that body and leave your automaton shell.	Is an automaton.
Transhumanist	Getting an automaton limb or implanting an augment heals your least severe Mental Wound.	Is not an automaton.

QUIRKS		
NAME	EFFECT	PREREQUISITE
Bugs in the System	Your GM picks one of your augments. It ceases to function. (This Quirk can be selected multiple times)	Has an augment.
Chassis Integration	Your crystal neural network has fused with your chassis, making the two inseparable. You can no longer change chassis or get new automaton limbs.	Is an automaton.
Crystallisation	Your GM picks one of your non-physical Skills or Specialisations. You can no longer spend EXP in that Skill or Specialisation. (This Quirk can be selected multiple times)	Is an automaton.
Essence Loss	Implanting augments also causes a permanent Mental Wound at your lowest available Mental Wound slot.	-
Fragile Circuits	Implanting augments causes a Grievous Wound to that Hit Location	Is an automaton.
Mod-addiction	You are addicted to modifying your body. If you don't get a new augment in a session, you will start the next session with a Significant Mental Wound.	-
Overheating	If you spend a Sigil on a Physical Skill Check, you gain a -25 penalty to any Checks using that Skill for the remainder of the session.	Is an automaton.
RAM Degredatiation	You require sleep just like mortals do.	Is an automaton.
Soulless Machine	At the start of each session you must succeed on a Will Skill Check or gain a Significant Mental Wound.	Is an automaton.
Transplant rejection.	The Physical Wound caused by implanting an augment is permanent.	Is organic and alive.



THE WORKSHOP



AUGMENTATION

Artificiality doesn't just come in the form of whole bodies. You can replace each of your body parts with a man-made synthetic version to replace anything you may have lost, or to begin your Thesean journey to become an automaton. If even this seems quite pedestrian, you can 'augment' your current form with a host of cybernetics and bionics to enhance what God and man gave you.

An augment at its most basic is a piece of technology that has been implanted in you to do a specific task in your body, or to help you complete a specific type of action. This may be something as straightforward as giving you an additional sense, to something as abstract as creating a copy of your soul and persona. Whatever the augment does, it is important to remember that it is something extra that must be implanted into your body either medically or mechanically (and depending how far along the Thesean path you are, it may require both a medic and a mechanic).

ON THE WORKBENCH

At its most basic game-mechanics, an augment is a Specialisation. When you get an augment, you get its Specialisation and as long as you have the augment, you get to keep using that Specialisation. When you implant an augment, you choose a chassis class for that augment. The Specialisation Level of that implanted augment then becomes the Level of its parent Skill for your chosen chassis class. For example, if you choose the Audio Enhancers augment, and want it to be a Gold chassis augment, the Hearing Specialisation you will get will be at Level 75.

CHASSIS NON-PHYSICAL SKILLS

Iron	50	Gold	100
Copper	60	Platinum	110
Bronze	70	Adamantine	120
Silver	80	Mithril	130
Electrum	90	Orichalcum	140

For all augments with Non-Physical Skills, treat the Iron chassis as having Skill Level 50, and

each subsequent chassis class increasing that Skill Level by 10, meaning that at the end of the line the Orichalcum chassis would have a Non-Physical Skill Level of 140. Or to put it differently, refer to this table on the left.

Automata are made to be ripped apart, rearranged and put back together. They can handle augment implantation without batting a mechanical eyelash. Us mortals, on the other hand, are not quite so lucky. We have everything that God decided to give us, and making any changes to that divine plan takes a lot of skill, a lot of effort, and a lot of pain. Thus, when you implant an augment into an organic character, the Hit Location that is taking the implant will receive a Grievous Wound.

Just because there are 50 augments in this mod, doesn't mean your character can get all of them. Many don't work well with each other, but more than that, there simply isn't enough space in the human or automaton frame for them all. A character can only have as many augments on a Hit Location as the first digit of his Constitution Modifier.

AUGMENTED FUNCTIONS

Narratively speaking, you can use an augment in many different ways (as long as it aligns to the augment's purpose of course), but mechanically this is all expressed through the Specialisation that the augment gives you. Much like other natural Skills and Specialisation, whenever you perform an action that has a risk of drama or failure, and it involves an augment, your GM can ask for you to do a Skill Check. Only in this case, you can use the Augmented Specialisation to roll that Check.

Bear in mind that the Augmented Specialisation you get isn't permanent. You only have it for as long as you have that augment. If anything happens to the augment (such as breaking or being removed) you will lose the Augmented Specialisation.

Some augmented come without an Augmented Specialisation, and this is because their function is entirely narrative, or what they give you isn't a Specialisation. For example: the Ablative Armour augment gives you temporary Physical Wounds; while the Additional Limb augment gives you exactly



WORKSHOP

that, an additional limb. For these types of augments, check their description below to see exactly what they can offer you.

BROKEN BITS

Augments can break and be broken. They are inside your body after all, and if you get damaged, there is a chance that they can get damaged. If you get a Significant or Grievous Wound on a Hit Location with an Augment, roll a d100 for each augment in that Hit Location and consult the table below to see what happened to your augment:

AUGMENT DAMAGE	
01-40	Inoperative for the encounter/scene
41-70	Inoperative for the session
71-90	Inoperative for the next 5 sessions
91-100	Permanently inoperative

Repairing the augment works just like repairing an automaton Hit Location: roll a Fine-Craft or Broad-Craft Check (GM's choice) and if successful, consult the table below to see by how many steps you've reduced the damage:

CRAFT CHECK	
ROLL	RESULT
1-50	1 Step
51-80	2 Steps
81-100	3 Steps

MAN OR MACHINE

Broadly speaking, there are two types of augments: Cybernetics and Bionics. Both work the same way in the game, but Bionics come with a special restriction: automata cannot have them. In order to have a Bionic implant, you need to be organic, and so the Bionics are designed for organic characters. Both organic and automaton characters can, however, use Cybernetic augments.

Below you'll find 50 augments split between the Cybernetic and Bionic categories. Each category will have a table listing the most important details, and then there is a short description of each augment.

CYBERNETICS

ABLATIVE ARMOUR

Ablative armour is projection that is destroyed as it is used. It's cheaper and easier to make than standard armour, but once it gets hit, it's gone for good. Choose a class of Chassis and add it's number of Wound Slots on top of yours for the Hit Location Ablative Armour will be on. When you take damage, use these Ablative Wound Slots first, and once they are used, they are permanently gone.

You cannot repair Ablative Wound Slots, however you will not suffer any penalties to your Skill Checks or need to make Shock Checks when Ablative Wound Slots are used up. Much like regular armour, Ablative Armour gives you a -15 penalty to movement Checks.

ADDITIONAL LIMB

Exactly what it sounds like. This gives you an additional limb of any type to any part of your body. The new limb will come with its own Wound Slots and Hit Location, which means you will need to work out the new Hit Location Table for your character. Here is the proportion that the default Hit Table uses:

Head	10
Torso	30
Left Arm	15
Right Arm	15
Left Leg	15
Right Leg	15

You'll need to add your new limb onto this with the correct proportion (GM's decision for non-standard limbs) and then divide everything by the sum of all proportions so that it gives you a percentile number that you can use to calculate the Hit Location.

You can also get this augment to replace a limb that you've lost.

ARTISAN CRYSTAL

Learning a new trade is a time consuming and difficult road, but there is always a way to cheat the system. Artisan Crystals are shards of a crystalline matrix that have been imbued with the memories



WORKSHOP

CYBERNETICS			
PART	LOCATION	SKILL	SPECIALISATION
Ablative Armour	Head, Torso, Arms, Legs	N/A	N/A
Additional Limb	Head, Torso, Arms, Legs	N/A	N/A
Artisan Crystal	Head	Fine-Craft	[Tradecraft]
Audio Enhancers	Head	Perception	Hearing
Black Box	Head, Torso	N/A	N/A
Chemical Tanks	Torso	Fight	Chemical Warfare
Climbing hooks	Arms	Might	Climbing
Clockwork helpers	Torso	Fine-Craft	Self-Repair
Echolocator	Head	Perception	Blind Vision
Final Spite	Torso	N/A	N/A
Gyroscope	Head	Athletics	Balancing
Heavy Tool Limb	Arms	Broad-Craft	Heavy Tool Limb
Infrasound Generator	Head, Torso	Intimidate	Induce Unease
Internal 3D Compass	Head	Investigate	Navigate
Internal Compartment	Head, Torso, Arms, Legs	N/A	N/A
Knowledge Crystal	Head	Logic	[Subject Matter]
Light Tool Limb	Arms	Fine-Craft	Light Tool Limb
Lowlight Lenses	Head	Perception	Lowlight Vision
Magnetic Interface	Head, Torso, Arms, Legs	N/A	N/A
Melee Weapon Limb	Arms	Fight	Melee Weapon Limb
Memory Crystal	Head	Intuition	Recollection
Opposable Foot	Legs	N/A	N/A
Parrot Box	Head	Deceive	Voice Mimicry
Peace Crystal	Head	Will	Self-Discipline
Pheromone Releaser	Head, Torso	Diplomacy	Charm
Ranged Weapon Limb	Arms	Shoot	Ranged Weapon Limb
Reflex Net	Torso	Athletics	Evasion
Reinforced Structures	Head, Torso, Arms, Legs	Constitution	Wounds
Scent Detector	Head	Perception	Smelling
Soul Gem	Head, Torso	Special	[Magic/Supernatural]
Sound Dampeners	Legs	Stealth	Sneaking
Sound Protection	Head	Perception	Sound Protection
Strength Reinforcement	Torso	Might	Lifting
Swimming Fins	Arms, Legs	Athletics	Swimming
Telescopic Lenses	Head	Perception	Farsight
Thermal Lenses	Head	Perception	Thermal Vision
Trade Crystal	Head	Broad-Craft	[Tradecraft]
Vehicle Port	Head	Drive	Autopilot
Wings	Torso	Athletics	Flying



WORKSHOP

and skills to do one particular type of artisanal work. Whether you want to become a baker, a jeweller, a physician, or more, all you need is one of these crystals and you too can become an expert.

AUDIO ENHANCERS

Exactly what it says. Audio Enhancers gives you precise control over what you are hearing. They allow you to filter out specific noises to focus on particular sounds, or even to amplify the sound waves already coming into your ears. You could hear a conversation in a storm, or a pin drop a stone's throw away.

BLACK BOX

The ultimate way to cheat death. The black box is a second crystalline matrix that copies everything in your mind crystal. Should your body ever be destroyed, then the black box could be put into a new automaton chassis to become a new you.

The Black Box is never damaged when the automaton is Wounded. Instead, it is treated as having its own Constitution Skill of the chassis class selected to work out Wounds for itself, as well as an Armour Rating of 50.

CHEMICAL TANKS

Codes of conduct, terms of engagement, and those other legal concerns mean very little in the heat of battle and the forge of war. Only winning and survival has any true meaning. So when it comes to using (al)chemical agents to horrifically destroy your enemies, you better wish to be the one using it, and not the one it's being used on.

The chemical tanks are implanted in the torso, with vents leading to the skin/shell. The tanks can be filled with any gasses you want, and they can be propelled easily across a room if need be. In this way, anyone around you can instantly be covered in a poisonous, toxic or corrosive mixture. Just be warned, friendly fire isn't so friendly.

CLIMBING HOOKS

Not solely a "hook", this contraption, fitted into the forearm, can extend and stick to nearly any surface through small hooks, suction cups and small magnets. It makes climbing a smooth, shear wall as easy as ascending a ladder.

CLOCKWORK HELPERS

The human body is a miraculous machine, able to heal and repair itself of all but the most damaging of injuries. Automata have no such luck... or do they? Clockwork Helpers are miniscule machines that live inside the automaton, and designed with only one task in mind: repair any damage they find. They are a poor imitation of organic life, but they do the job.

In addition to any other repairs done on an automaton Wound, you can use Self Repair once per Wound per session to try and repair injuries.

ECHOLOCATOR

Bats aren't nearly as blind as people think, and all animals that can echolocate have a distinct advantage over the rest of us. With an Echolocator, an automaton can effectively "see" in pitch black darkness. This only gives him a 3d sense of the world, so he can't see colours or flat imagery such as paintings, drawings or writing.

FINAL SPITE

When you eventually die, you don't need to die alone. Final Spite sits next to your heart crystals and is primed to explode when the heart crystal dies. When your Torso gains a Hit Location Destroyed Wound, every character in Close Range takes damage equal to this augment's Chassis' Shoot Skill. Each character in Near Range similarly takes damage, but only half this augment's Chassis' Shoot Skill. The characters in peril can make a Skill Check (GM's decision as to which Skill) with modifiers the GM feels is appropriate in order to lessen the damage they've received.

To determine the Hit Location of the Wound(s), simply roll a d100 for each character. If the Wound gained is a Grievous Wound, then the character will gain four more Wounds (two Significant and two Minors); and if it was a Significant, then the character will gain another two Minor Wounds. Of course, if it was a Hit Location Destroyed Wound, then the character will suffer two wounds each of Grievous, Significant and Minor. For each additional Wound, simply roll a d100 for the new Hit Locations.

GYROSCOPE

A simple but effective tool, the Gyroscope not only lets the automaton instinctively know his direction and orientation with respect to gravity, but also allows him to effortlessly maintain his balance



WORKSHOP

by automatically adjusting his centre of gravity as he moves.

HEAVY TOOL LIMB

Why go looking for tools to use when you always have the tools at hand, literally. The Heavy Tool Limb is exactly that; it replaces one of your limbs (usually an arm) with an a limb filled to the brim with all sorts of tools you need for almost any Broad-Craft Check. Hammers, pliers, wrenches, anything you need to get to work. Anything, except for the actual hand. With a Heavy Tool Limb, you won't have a hand anymore, so won't be able to do a lot of things you used to be able to, and will suffer a penalty to Skill Checks using that limb. However, since you have a whole limb dedicated to one type of task, add +10 to the Specialisation Level you get when selecting a chassis class for this augment.

Because this augments replaces an entire limb, it is incompatible with other augments that do the same.

INFRASOUND GENERATOR

There is sound all around us, even if we can't hear it. We hear only a fraction of the vibrations that pass us by, yet all of them have a subtle effect on our lives. There are particular infrasound frequencies, too low for the human ear to hear, that gives us a sense of unease and unexplained dread. We don't know why, but we suddenly feel anxious and worried. Now what if you can produce those frequencies on command to drive home a point? With an Infrasound Generator, you can give everyone around you that feeling of dread, and no one will know it is you doing it.

INTERNAL 3D COMPASS

The internal compass works on a basic, instinctual level. It's in your head, but you'll never see, hear or feel it. With this, you simply "know" which way is north and what your orientation is towards it. And because we exist in a 3D universe with more than just one plane to move on, the Internal 3D Compass also gives you a fairly accurate "feeling" of your elevation. With these two feelings, and a good memory, you'll easily be able to create a map in your head wherever you go to find your way back home.

INTERNAL COMPARTMENT

Sometimes you need a little bit more room, and sometimes you need to keep things hidden. The

Internal Compartment gives you the best of both worlds. This augment can be implanted into any part of your body, but where it sits determines how much space you have to work with. The space to work with in your torso is far greater than that in your arm, all things considered, so be careful where you put this augment.

The compartment can hold whatever you wish as long as it fits (and the GM will tell you if it does), and it can be accessed (internally or externally) manually or with only a thought.

KNOWLEDGE CRYSTAL

They say that "knowledge is power" and "time is money", so why bother spending time gaining knowledge and power when you can simply buy a Knowledge Crystal and get it instantly. This augment is a shard of a mind crystal containing facts, figures, statistical data and other scholastic information about a single topic. The better the class of Chassis, the more information the Knowledge Crystal will have about it. If you ever wanted to be an instant expert in a specialised field, this is the Crystal for you.

LIGHT TOOL LIMB

Some jobs require a light touch. Delicacy, finesse, a steady hand, and nimble fingers. These are things often needed, but rarely possessed. That's where the Light Tool Limb comes in. It replaces one of your limbs (usually an arm) with an a limb filled to the brim with all sorts of tools you need for almost any Fine-Craft Check. Scalpels, tweezers, calipers and much more can fold in and out of the end-attachment of the augment to be able to meet the requirements of almost any task. Be careful, though, since with this augment you won't have a hand anymore, so won't be able to do a lot of things you used to be able to, and will suffer a penalty to Skill Checks using that limb. However, since you have a whole limb dedicated to one type of task, add +10 to the Specialisation Level you get when selecting a chassis class for this augment.

Because this augments replaces an entire limb, it is incompatible with other augments that do the same.

LOWLIGHT LENSES

For all the beauty that the human eye can see, it is a remarkably limited organ. We see only a fraction of



WORKSHOP

the light spectrum, and that's at optimum conditions. Put us in a darkened area and we are next to useless. This is where the Lowlight Lenses helps us out. By taking in more light than normal, it gives a clearer picture of the world around us when the light levels aren't at their best. The better the class of chassis chosen for the augment, the more light the lenses allows in. The very best chassis can make midnight during the new moon seem as bright as daylight.

MAGNETIC INTERFACE

This is a simple enough augment that can go into or onto any limb or body part. All it is, is a fancy electromagnet that can be turned on or off with a thought. The higher the class of chassis for the augment, the more powerful the magnet becomes, but even at its most powerful it will always be severely limited in range. The magnet is meant to grab hold of things that you are already touching, or is within reach.

MELEE WEAPON LIMB

Some say that a melee weapon is simply an extension of your body. With this augment, this becomes literally true. The augment replaces one of your limbs (usually an arm) and it comes with an integrated melee weapon. With this, you will never be disarmed again and you won't ever have to worry about taking the time to draw your weapon. You will always be armed and ready to go.

The only downside is that the Melee Weapon Limb doesn't have a hand, so you won't be able to do a lot of things you used to be able to, and will suffer a penalty to Skill Checks using that limb. However, since you have a whole limb dedicated to one type of task, add +10 to the Specialisation Level you get when selecting a chassis class for this augment.

Because this augment replaces an entire limb, it is incompatible with other augments that do the same.

MEMORY CRYSTAL

Have you ever wondered what the world looked like through someone else's eyes? Imagined how other people experience and feel about life? The Memory Crystal can show you. It's a shard of a Mind Crystal with the autobiographical memories of a single person. Put this into your head and their memories become yours. You will remember, in crystal clear detail, how they experienced their life

(as much as they could remember) and feel what they felt. Just be careful with it; many people have lost themselves inside a Memory Crystal, captivated by a life better than theirs, or unable to separate their own memories from the Crystal's.

OPPOSABLE FOOT

It's a foot. It's a hand. It's both. Now you can use your feet as if they were hands. Bring out your inner monkey with this augment. Just remember, nobody makes shoes for opposable feet.

PARROT BOX

This clever contraption does precisely what its name implies: it gives you the ability to parrot back sounds and noises you have heard. Imitation is, of course, the most sincere form of flattery. This augment sits in your skulls and connects to both your ears and your throat, where it records everything it hears (and that you mentally tell it to) which it can then replay back through your vocal chords (organic or synthetic ones) to near perfectly mimic the original sound.

PEACE CRYSTAL

Some men are so in tune with their inner selves that anything the world throws at them simply rolls off them like water off a duck's back. No matter how bad life becomes, they are always the serene eye of the storm, ever stoic in the face of hardship. Some of these men were automata, and when they at long last perished, shards of their mind crystals were taken out; pieces that contained their unflappable wills. These shards become Peace Crystals, ready to be implanted into others to lend them the strength of mind and keep them steady.

PHEROMONE RELEASER

Whether we know it or not, us humans release pheromones into the air around us, and we are affected by those released by others. They are invisible and unnoticeable and yet we are bound to react to them. You, however, can take advantage of this through the Pheromone Releaser, which can release just the right sort of hormones to accentuate the charming words you try to wriggle into someone's ears. They won't consciously know it, but something about what you are saying and doing will seem just right to them.



WORKSHOP

RANGED WEAPON LIMB

There is nothing better to having a gun in your hand, than having the gun be your hand. It brings a new meaning to the term hand-cannon. This augment replaces an entire limb (usually an arm) with one that incorporates a ranged weapon into it. You cannot be disarmed of this weapon and you will always have it ready to shoot when you need it; no need to concern yourself with drawing it from a holster and readying it.

The only downside is that the Ranged Weapon Limb doesn't have a hand, so you won't be able to do a lot of things you used to be able to, and will suffer a penalty to Skill Checks using that limb. However, since you have a whole limb dedicated to one type of task, add +10 to the Specialisation Level you get when selecting a chassis class for this augment.

Because this augment replaces an entire limb, it is incompatible with other augments that do the same.

REFLEX NET

All things being equal, we have poor reflexes. That's why they call it "cat-like reflexes" and not "human-like reflexes". This is where the Reflex Net aims to improve things. By putting net of crystalline circuits across the torso to more efficiently connect each limb to the brain, you will be able to react quicker and faster to events happening around you. Avoiding incoming hits will be as easy as taking candy from a baby.

You can also use this augment's Specialisation to determine Initiative if your GM selects Athletics as the Skill for Initiative.

REINFORCED STRUCTURES

Nothing in life is made perfectly. There is always room for improvement. This is true whether you are an automaton or a human. Eventually you will succumb to your wounds and die, but that does not need to be this day. Reinforced Structures is a "full overhaul" augment, that opens up the body part of your choice, and strengthens and supports every last bit of it. This will make you tougher and more enduring, able to weather a lot more hits before you go down.

SCENT DETECTOR

When we look at dogs or other hunting animals,

we really see how weak or sense of smell is. There is a world of scents out there that we are utterly blind to. With the Scent Detector, you can step into that unseen world. A small chemical processor that is implanted into your head, the Scent Detector analyses all the smells and scents that are around you, letting you know on an intuitive level what goes on with the world.

SOUL GEM

For some, magical talents and skills come easy. For others it requires hard work and dedication. Others still make steep sacrifices or pledge to upload lofty oaths to gain their supernatural powers. For you, magical ability only needs to be an augment away. The Soul Gem is a shard of a mind crystal that was once inside a magic wielder. It may have been a Memory Crystal, Knowledge Crystal or any other type of shard, but by being inside a magic wielder, it became infused with it. When its owner died, and it was removed, it became a Soul Gem, filled with the power of its wielder, and ready to be implanted into a new host. The most ancient of Soul Gems are vast libraries of magical wealth that clandestine wars have been fought over.

This augment is meant specifically for settings with a magical or supernatural component. Ignore the Soul Gem if your world doesn't have these.

SOUND DAMPENERS

When you think of an automaton, stealth isn't the first word that comes to mind. A lumbering amalgamation of cogs, pistons and plating? Yes; but sneaking about? Not quite. Even from a game-mechanics standpoint, Stealth is the automaton's worst Chassis Skill. So what can you do if you want to be the sneakiest, stealthiest robot around? As always, the answer is an upgrade. You will need quite a lot of money or technical know-how to create a Sound Dampener with a high enough chassis grade to be useful, but if you can get it, you will have taken away one of the automaton's few weaknesses.

SOUND PROTECTION

Human hearing is fragile, and can easily be permanently and irrevocably damaged. Even inside an automaton's armoured cranium, the delicate instruments that transform vibrations into useful data can be rendered useless by the right kind of



WORKSHOP

noise. What you need is some protection for your ears, and thus this augment. It sits within your skulls and limits the decibel range that will enter your middle and inner ear. You can stand next to a bomb going off inside a jet engine parked in front of a rock concert, and your hearing would be absolutely fine.

With the way this augment sits in the human and automaton skulls, it also provides protection to the part of the head that gives us our sense of balance, so while it is called the Sound Protection augment, you can also think of it as your Balance Protection augment.

STRENGTH REINFORCEMENT

No matter how strong you are, you can always become stronger. However, you don't need to tone your muscles, or tune your pistons to get a bit of a boost. Instead the Strength Reinforcement augment can be implanted in your torso, and linked to all your limbs, in order to shore up your skeletal strength. As long as you can grip onto something, the Strength Reinforcement augment will help you lift it and carry it. At the lower end of the chassis class, this augment looks like an endoskeleton bolted onto (and into) your body, but at the high end of that chassis spectrum, you won't be able to tell that someone has had their strength augmented.

SWIMMING FINS

We've evolved on lands now for millions upon millions of years. While we enjoy the water, and some would say they "feel at home" in the water, we were clearly not meant for that alien landscape. The Swimming Fins help you to reclaim that lost world by making you as nimble as any dolphin and as quick as any swordfish. The Fins are implanted into key locations across your arms or legs (or both if you have the money), locations chosen to provide the best aerodynamic profile while giving the best push with each stroke. Webbing are also put in between the digits to make the most of the limbs we were given.

Because this augment affects a whole limb, the Swimming Fins cannot be given to limbs that have been already replaced by augmented limbs.

TELESCOPIC LENSES

A simple and straightforward augment. You are here but you want to see there. You cannot get there

because there is too far away. The Telescopic Lenses makes it seem as if there is here. The better the class of chassis for this augment the further away there is that you can make look like here.

THERMAL LENSES

Everything above zero degrees Kelvin gives off radiative heat. We can't help it, it's just what happens. This heat, expressed as radiation, is technically light. This means that even if there is little to no visible light available to see something or someone, there is a whole world of infrared radiation that is happening below the surface. The Thermal Lenses takes a peak at that world, and lets you see the world as heat. The hotter the certain something, the more bright it will appear through these Thermal Lenses.

TRADE CRYSTAL

They say that every man needs a trade. To keep him busy, to keep him out of trouble, and to teach him the value of hard work. And that's precisely what a trade is: hard work, back ache, and elbow grease. From apprentice to tradesman to master, it's a hard life, but a fulfilling one. So take a page out of one of these tradesmen's books, or rather a crystal shard out of their heads, and become an instant tradesman yourself.

VEHICLE PORT

This is perhaps a very niche augment, but the more time you spend in a vehicle, the more valuable this augment becomes. It allows you to mentally connect to the vehicle and control it with merely a thought. There is a major caveat, however: the vehicle must be set up to do so. An old sailing ship has nothing with which a Vehicle Port can work with, after all. But if the vehicle is properly set up, then it becomes an almost literal extension of your body and your awareness. You would be able to see, hear, and feel through the ship; move as if your body was moving, and use its weapons as if they were in your own hands.

WINGS

They say that if man was meant to fly, he'd be born with wings. True or not, an automaton makes his own destiny. This augment does is what you think it is: a pair of wings implanted into your back that allows you to fly. Leave the world behind, ascend to



WORKSHOP

the heavens, and join the other princes of the sky.

Note that a pair of wings will give you two extra Hit Locations, and they will be vulnerable to injury and Wounds like all limbs are.

BIONICS

AIR TANK

Unlike automata, we desperately need air to survive. However, we can start to bridge that divide with the Air Tank augment. By replacing one of your lungs with the Air Tank, you will be able to survive (for a short time) without oxygen. As you breathe, in normal conditions, the Air Tank will slowly store and compress some of that air to hold for when an emergency hits. Then, whether in a vacuum, underwater, or being strangled, you can turn the Air Tank on with simply a thought, and oxygen will flow into your bloodstream.

Your GM will be the final arbiter of how long the Air Tank's supply of oxygen lasts, but as a guide: divide the Specialisation by 10 and that's roughly how many hours of oxygen the Air Tank have.

FRESH FACE

You don't need to be stuck with the face you were born with. Muscle and skin are, after all, quite flexible. The Fresh Face augment is less of a "face" augmentation, and more of a "skull" one. This augment replaces key parts of your skull with fine machinery that can push, pull, twist and otherwise

manipulate the muscles, tendons and skin of your face. In this way you can make your face look significantly different to what it looks like now.

GRAFTED ARMOUR

Sub-dermal armour plating. In other words, thin and flexible pieces of resilient material implanted directly underneath your skin. It gives you a measure of protection that can't be taken away; a suit of armour that can never be taken off. The Grafted Armour doesn't make you invulnerable, and it does come with a glaring flaw. If an attack does make it through, you'll need to open up the skin, repair the armour inside, and then close everything up again. It's mechanics and surgery all in one.

The armour rating you get from Grafted Armour is the same as the class of chassis you choose for the augment. As with all armour, the rating you get from this augment does not stack with other armour. When calculating damage reduction, use the highest rating among armours you have on a specific Hit Location.

INTEGRAL RATIONS

A few days without water, and a few weeks without food, and the human body shuts down and dies. We may not be automata, but we are still machines of a sort and we need fuel to survive. The Integral Rations is like an organic fuel cell that can keep you alive when there is nothing around you to eat and drink. Connected directly to the hepatic veins that leave the gastrointestinal tract, the

BIONICS			
PART	LOCATION	SKILL	SPECIALISATION
Air tank	Torso	Constitution	Air supply
Fresh Face	Head	Deceive	Impersonate
Grafted Armour	Head, Torso, Arms, Legs	N/A	N/A
Integral Rations	Torso	Constitution	Food Supply
Mechanical Gills	Head	N/A	N/A
Pain Damper	Head, Torso	Constitution	Shock Resistance
Replacement part	Head, Torso, Arms, Legs	N/A	N/A
Second Skin	Torso	Constitution	Weather Resistance
Sus-An Node	Head	Constitution	Waking Sleep
Tactile Neural Clusters	Arms	Burglary	Touch Sight
Toxin Scrubber	Torso	Constitution	Toxin Resistance



WORKSHOP

augment can drip feed all the vitamins and nutrients directly into your bloodstream, keeping you alive until you can find some proper food. Refilling it is easy, just eat. The augment will take a little bit of all the food and water that passes through it, until it has refilled its stores.

Your GM will be the final arbiter of how long the Integral Rations' supply of nutrients lasts, but as a guide: divide the Specialisation by 10 and that's roughly how many weeks of nutrients the Integral Rations have.

MECHANICAL GILLS

If you're going to spend a lot of time in an aquatic environment, it would be to make sure your body is adapted to the landscape. You can always bring an air tank with you, but having Mechanical Gills mean that you'll always be able to breathe underwater, no matter what. These gills are implanted onto the sides of your neck, and when underwater they open and as the water passes over them, they extract the oxygen within, passing it into your bloodstream.

PAIN DAMPER

Often the spirit is willing but the flesh is weak. Pain can cripple a body easily, and even though you want to go on, your body will refuse to. The Pain Damper is a good way to work around that problem. By injecting you with analgesic pain relief in relation to the amount of pain your brain is recording, you will feel next to nothing at all in combat. No matter how much pain your body is in, before it gets to your brain it will be completely numbed. Your body will be able to move as much as you want, and your injuries allow.

REPLACEMENT PART

It's the simplest of all bionics. If you lost a body part, this is how you can get it back. It's not an automaton limb, but nor is it completely human. It's an amalgamation of biological and mechanical matter, meant to look the part of human (the class of chassis will say how close it looks), but more importantly have it interact with your body on an organic basis. Your blood will move through it, and your nerves and muscles will connect to its own ones.

SECOND SKIN

Humans are resilient creatures, up to a point. Climate and weather dictate where we can live comfortably, and it creates a boundary in the world in those areas where the costs of living exceed the benefits. The Second Skin augment pushes that boundary back further, giving you a layer of insulation (often literally) against the elements. It is a transparent and microscopic thin augment that is implanted over and into your skin that helps regulate your internal temperature and allow you to exist in places too hot, too cold, too wet, too dry or just plain too unbearable to live normally.

SUS-AN NODE

To sleep, to dream, it's another world and another reality. One we still do not fully understand. What we do know is that we need it, or our bodies will start shutting down. The Sus-An Node, when implanted deep into your brain, gives you the flexibility to work around your sleep schedule. The Node allows each of your brain's hemispheres to sleep independently, meaning that your left brain can be asleep and your right brain awake, and vice versa. In the short term it means you can go days fully awake and not suffer much consequence to it, and in the long term it means that you can reduce the amount of true sleep you need to only a couple of hours, allowing you to make the most of your time.

TACTILE NEURAL CLUSTERS

Humans are a particularly visual species. Most of how we experience the world around is through sight. Other animals such as dogs do it mostly through smell. Some, however, view the world through the sense of touch, like the little Raccoon. They have as much space in their brains dedicated to the sense of touch as we do to sight, meaning they truly can "see" through their hands. With the Tactile Neural Clusters, so can you. By adding in more neurons into both your hands (to make them more sensitive) and your brain (to pick up all these new signals), you can also see the world through your fingertips. For any cat-burglars, or pickpockets, there isn't a better thing in the world.

TOXIN SCRUBBER

The inside of the human body isn't a pristine environment, but it does quite well for itself. It has



WORKSHOP

all sorts of cells doing a variety of jobs to keep the tissues and blood systems clean. Sometimes, the world outside just gets the better of these industrious cleaners, and toxins and poisons find a home for themselves within us. They don't belong here, and eventually they will kill us, and more often than not there is nothing we can do. Unless, of course, we had a little extra help. The Toxin Scrubber filters your blood and picks out all sorts of poisons, toxins and other nasty bits that may be floating around your body to ensure your insides are immaculate.

THE ARTIFICER

Buying an Augment is, at first glance, the simplest and easiest way to obtaining one. After all, you just walk into a shop and pick one off the shelf. However, things aren't nearly that straightforward. It all comes down to rarity and cost, both of which shoot up dramatically as you rise through the Chassis grades. Also, depending on the setting, Automatons and their Augments might be rare to begin with, so even finding a shop that sells them could be a quest in and of itself.

Your GM will always be the final arbiter of the availability and cost of any Augment, but generally speaking if you have found an artificer's workshop, then this table can give you an indication of what you can expect to find.

GRADE	AVAILABILITY	COST MOD
Iron	100	30
Copper	90	20
Bronze	80	10
Silver	70	0
Electrum	60	-10
Gold	50	-20
Platinum	40	-30
Adamantine	30	-40
Mithril	20	-50
Orichalcum	10	-60

The Availability column shows the percentage chance of any Augment of a particular Chassis grade being in an artificer's workshop or stop; so if you are looking for, let's say, an Electrum Augment, your GM can roll a d100 and if he rolls under 60 then the

artificer has Electrum Augments. Whether he has your specific Augment is up to your GM.

The Cost Mod column shows, unsurprisingly, the Modifier to your Wealth Check to purchase an Augment. So if you wanted to buy that Electrum Augment, it will be a Wealth Check -10 (on top of any other Modifiers your GM wants to put onto it).

CRAFTING THE ARTIFICE

So if buying Augments come with all these complications, what other route is there? Well as the heading of this section will tell you, you can craft them. It is a more lengthy process, and will take a lot of elbow grease and determination, but as long as you keep at it then you will eventually get it. You won't have to worry about keeping your fingers crossed each time you see an artificer, and hoping that the augment you're looking for is in his shop.

Crafting requires three things: time, material, and tools. Put these three together and it doesn't make for the most riveting of adventures. Instead, crafting Augments and whole Automatons takes place during Downtime in between your adventures, specifically during the Play part by choosing the Craft Activity. Downtime will give you the time, unsurprisingly, to do the actual crafting, but remember the other two components to crafting. The necessary materials needed for each Augment, or part of an Automaton, will be stipulated by your GM as will be the tools necessary to do the crafting. Bear in mind, though, that the higher the grade of Chassis for an Augment or Automaton, the rarer and higher quality the materials will need to be and the better tools you will have to use.

During the Crafting, you'll need to roll a Fine-Craft or Broad-Craft Skill Check to work on your project. There will be modifiers for this, as there always are, and your GM will keep in mind the quality of your materials and tools when giving you the positive or negative modifier. If you have a fully stocked workshop, then you can expect a decent positive modifier to work on even the highest grades of Chassis. However, if you are working with twine, a pair of scissors and a toothpick behind an alleyway then don't expect anything but the worst of negative modifiers. The better you prepare for your Crafting, the better it will go.



WORKSHOP

CRAFTING AUGMENTS

Crafting an Augment is a straightforward, if sometimes lengthy, process. You first choose the Augment you want to craft and its Chassis grade. Your GM will tell you what sort of materials and tools are required so you can start getting everything prepared. At your next Downtime, you select the Craft activity during the Downtime's Play period and you begin your crafting.

The first digit of the chosen Augment's Specialisation Level determines the challenge target to beat (so a challenge target of 7 for a Specialisation Level of 70). For any Specialisation over 100, take the first two digits. You then roll a Broad-Craft or Fine-Craft Check (GM's choice) and if you are successful, the first digit of your roll's result is counted towards beating the challenge target number. If your number is over the challenge target then the Augment is crafted. If not, then you can spend another of the Downtime's activity on Crafting, or wait till the next Downtime to continue crafting. Every following roll you make on the project, if successful, is counted towards the challenge and is added to your previous roll's number until the Augment is crafted.

If you roll a critical success, the Augment is crafted in that Downtime, regardless of how close or far you are to the challenge target number. Conversely, if you get a critical failure, then all progress on the challenge is lost.

CRAFTING AUTOMATONS

Crafting a whole Automaton works almost exactly the same as crafting an Augment. The steps are exactly the same, except you craft an Automaton piece by piece, or rather Hit Location by Hit Location.

There are six Hit Locations, so you need to craft each one on its own first. The challenge target to beat for these is based off the Chassis grade's Constitution Skill Level (so 35 for Iron and 150 for Orichalcum). The various Hit Locations don't need to all be the same Chassis grade, so you can mix-and-match if you want. If you want to include any Augments in a Hit Location, simply add half its challenge target number onto the Hit Location's (rounded up).

Once you've crafted all the pieces, it's time to assemble it all together. This is a simple 10 challenge target that you need to be beat, and once it's all done, you have a new Automaton waiting to be activated.



We always want to make the best games we can, and to do that we need to know how we're doing. If we know what we're doing wrong then we can fix it, and if we know what we're doing right then we know not to mess with it.

Your feedback is more valuable to us than gold and silver, and we would be eternally grateful if you could do us a favour and fill out the Sigil System Feedback Survey. It will be your chance to tell us exactly what you think about the system and you can even say what type of projects you want us to work on next. You will have our undivided attention.

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