



Faith Dice

Devotion

3

Chapter

Ω XV

Name Cipher Mark III

Description

A Cipher is the most important tool in a Hunter's arsenal. Not just a communication hub, it serves as a conduit to the vast stores of knowledge, history, and lore contained within the Brotherhood Database. And it's all wrapped up in a titanium chassis driven by synthetic musculature and covered with realistic, damage-resistant artificial skin. The real power is all in the Goggles. In the event that a Cipher's chassis is destroyed, it can be reinstalled—with memories intact—by attaching the old Goggles to a new chassis. The Mark III Ciphers in particular were famous for their virtually indestructible Goggles. But nobody uses the Mark III's anymore. Not after what happened in Vancouver. And yet every time Gabriel requisitions a new one, they send him one of these obsolete pieces of crap. Someone in the Warehouse has a sick sense of humor.

Aspects

- Impervious Walking Database CONCEPT
- Don't Know My Own Strength TROUBLE
- Close-Combat Offensive Sequences DISCIPLINE
- Full-Spectrum Optics DISCIPLINE
- Plugs Into Anything DISCIPLINE

Approaches

CAREFUL	d8	d8	QUICK
CLEVER	d10	d6	FORCEFUL
SNEAKY	d4	d6	FLASHY

Disciplines

- d6 COMBAT & TACTICS
- d8 COVERT OPS
- d4 MYSTIC ARTS
- d4 RESEARCH & DEVELOPMENT
- d4 SOCIAL ENGINEERING
- d10 FRINGE Cipher

Conditions

MILD (UPTO 5 HITS)

-
-
-
-
-

MODERATE (UP TO 10 HITS)

-
-
- XXXXXXXXXXXXXXXXXXXX

SEVERE (UP TO 15 HITS)

-



Stunts

Android Body: Because I have an android body, I can mark off 2 extra mild conditions and I am never hungry or tired.

Connected to the Brotherhood Database: Because I am connected to the Brotherhood database, I gain +2 when I Cleverly create information-based advantages for myself or my chapter.

Dangerous Global Interface: Because I have a dangerous global interface, once per game session I can spend one, two, or three demon dice on behalf of a chapter member I am not in the same location with, and rolls of 1 apply to the chapter member, not me. Instead of going to the DM, I roll these dice again, add them up, and take that many hits.