



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 Cipher's in particular were famous for their virtually indestructable Goggles. But nobcdy uses the Mark IIIs 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

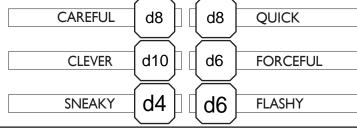
Don't Know My Own Strength

Close-Combat Offensive Sequences

Full-Spectrum Optics

Plugs Into Anything

Approaches



Disciplines

d6	COMBAT & TACTICS
\geq	
d8	COVERT OPS
\succ	
d4	MYSTIC ARTS
\rightarrow	
d4	RESEARCH&DEVELOPMENT
\succ	
d4	SOCIAL ENGINEERING
\succ	
d10	FRINGE Cipher

Conditions

MILD (UP TO 5 HITS)	E
	11
MODERATE (UP TO 10 HITS)	Brut

SEVERE (UP TO 15 HITS)

 \Box

TROUBLE

DISCIPLINE

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.