



Faith Dice

3

Devotion

Chapter

Σ

VII

Name CIPHER Mark IV

Description

The Mark IV Ciphers are a significant improvement over the old Mark IIIs. In addition to the print-to-order custom chassis and fancy new slimline goggles, the Mark IVs feature a wrist-mounted holographic display for mission briefing and intel delivery, and are packed with the latest Ciphertech package, allowing them to process database information at an exponentially faster rate. Despite these improvements, the Mark IVs are not without their critics. Some agents claim their Ciphers have developed behavioral quirks. Some attribute these strange and random behaviors to a simple software glitch, while others view it as the first signs of an emerging intelligence. Are the Ciphers becoming sentient? Unrelated note, how would one go about clearing the browser history on a Cipher?

Aspects

- Impervious Walking Database CONCEPT
- Glitchy As All Get Out 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)

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MODERATE (UP TO 10 HITS)

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SEVERE (UPTO 15 HITS)

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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.

Holographic Support Network: Because I have a holographic support network, once per game session I can spend any number of my own faith 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.