

New Merits and Flaws

See also my collection

<http://www.nada.kth.se/~asa/Game/Bulk/Backgrounds.htm>

and Death Quaker's collection

<http://www.deathquaker.org/gaming/meritsflaws.html>



Infected (-1 Flaw)

You have in the past been infected with an alien pathogen. While cured, you are on a quarantine watchlist. OQC will not allow you onto Earth, and local quarantine agencies might cause trouble elsewhere.

Old War Wound (-1 Flaw)

You have suffered a serious physical trauma in the past. While modern medicine has healed you there is still some lingering effects. You have one hitpoint less in one location (this flaw can be re-taken a number of times, but will always affect the same location) and occasionally suffer a penalty due to pain, stiffness or scarring.

Guilt Complex (-3 Flaw)

This flaw is similar to Sense of Duty and can be taken in addition to a standard Sense of Duty. The difference is that people with guilt complex feel a responsibility whenever anything goes wrong with the people or institution he feels an obligation to. This leads to depression or an urge to atone; for the next day or so the Nature is Martyr for all practical purposes (if willpower is regained thanks to selflessly acting in favor of the object the depression lifts). Many survivors have guilt complexes as they feel they survived unfairly when family, friends or communities were destroyed.

On the Edge (-3 Flaw)

You are constantly in a state of high alert, tense and ready for fight or flight. You will have +1 to detect imminent danger, but when surprised by *anything* you will have to either flee or attack it unless you succeed with a Willpower roll. For example, a veteran who hears a loud bang might throw himself under the table or strike somebody who slaps his back.

Cannot Back Down (-3 Flaw)

Sometimes you don't care whether you live or die. You are not actively suicidal, but you will take unreasonable risks when in mortal danger. When you face a life-threatening situation (piloting a burning vehicle, assaulting a Kafer, staring down a street gang while armed only with a toothbrush, etc.) you must make a successful Willpower roll before you can retreat.

Numbed (-3 Flaw)

You have suffered emotional trauma that has numbed you; you do not feel any strong emotions, neither positive nor negative. While this helps you get by, it also reduces social and psychological dice pools by three. The emotional dissociation can be broken using careful therapy, but can also be broken by various drugs – in that case the character becomes

temporarily overcome with extreme flashbacks to the traumatic situation and is for all practical purposes clinically insane for the duration.

Tough (+1 Merit)

The character has extra hitpoints. Each point of merit gives one more hitpoint in a location. The merit can be taken several times, but the hitpoints have to be distributed to all locations before the initial location can be strengthened further.

Unwillingly tagged (-1/-3 Flaw)

You have been implanted with a RFID tag against your will, and in such a way that it is hard to remove. The tag might be from a past military career, a period in prison or an ill-advised visit to black clinic. If the tagger is remote or not too interested in you (e.g. an old military tag) the flaw is worth 1 point. If the tagger is out to get you or use you, and you have to stay out of scan by using firewalls or hiding, it is worth 3 points.

Gall (+2 Merit)

You got moxy, kid. Add an extra die to any Social roll requiring backbone.

Black and White (-1 Flaw)

You see all situations in black and white, good and evil, etc. In situations where this limited, judgmental way of thinking may hinder your reaction to something or cause you to act socially inappropriate, add a +1 difficulty to social or whatever rolls.

Hero Worship (-1 Flaw)

You idolize absolutely idolize someone, and disobeying them requires an effort of will (spending Willpower or succeeding a Willpower roll). You also are at +2 difficulty to any roll that may force you to admit/realize that your hero may be in the wrong.

Watchlist (-1/-3 Flaw)

You have been involved in something bad in the past, and the authorities noticed. Whether it was joining the University Provolution Cell, being sighted suspiciously close to a drug kingpin or served prison time for espionage, you have been noted and computers occasionally react to your name. For 1 point it is a remote, minor problem (happened on another planet, just a suspicion), for 3 points it is a regular hassle (getting any kind of security clearance is impossible, travel is... exciting). A twist might be that the real shady character is somebody else: you just happens to have the same name or some other distinguishing markers to cause the confusion.

Planetary Adaptation (+2 virtue)

You adapt rapidly to different day lengths, different gravities or atmosphere contents. Divide the time it takes to adapt to a new (human habitable) place by your stamina.

Unremarkable Appearance (+3 virtue)

You are just a face in the crowd. This is a drawback if you want to be famous. But if you want to blend in, it is an asset. If someone wants to remember what you look like, they have to make an INT roll. Penalize the roll by -1 for every twelve hours since they saw you.

Procrastinator (-3 flaw)

You cannot get anything started early. Any time you want to start to do a major project without outside pressure, make a Willpower roll, at one difficulty level higher for every day of additional time you have and with a +1 to +4 bonus if someone is pressuring/watching/you'll lose your job otherwise.

Stateless (-3 flaw)

You have been uprooted from your nationality, either because your nation ceased to exist with no successor state, your state has repudiated you or through bureaucratic slip-ups. Many colonist refugees lost their identity documentation when fleeing during the Kafer War, ending up effectively stateless. Some Bavarians refused to become Germans after the War of German Reunification, but have in most cases become citizens of Freihafen or Heidelshemat. Stateless people have a hard time entering any jurisdiction, getting jobs or be trusted by any official. They are essentially illegal aliens with nowhere to go. Some jurisdictions such as Taanstafl are relatively open to stateless people, while most Core nations are effectively closed.

Stutterphobia (-1 flaw)

Some people refuse to believe in the stutterwarp. Controlled macroscale quantum tunnelling? It all sounds horribly uncertain and dangerous – a tiny slip in the drive and your atoms would end up several AU apart. A navigational slip and you would be horribly irradiated. Cosmic dust might tunnel *into* you. Besides, quantum tunnelling: how do you know you end up in the right universe, or that you remain you? Maybe interstellar travel makes you drift into parallel universes, while you get replaced by parallel alter egos. No way, you will not set your foot on a starship!

Weak Immune System (-5 Flaw)

Your immune system is naturally weak, or has been crippled by radiation, alien pathogens or too much cybernetics. You tend to get the common cold all the time. The GM is rolls monthly a stamina roll for a potentially serious disease for the character. If it fails, the character develops a serious (and potentially contagious) affliction that will leave him bedridden until he succeeds with a new health roll (one roll each week). A botch means a potentially fatal complication has emerged.

Code of Honour: Foreign Legion (+2 merit)

- Legionnaire, you are a volunteer serving France with honour and fidelity.
- Every legionnaire is your brother-in-arms regardless of his nationality, race, or religion. You will demonstrate this by the strict solidarity that must always unite members of the same family.

- Respectful of traditions, devoted to your leaders, discipline and comradeship are your strengths, courage and loyalty your virtues.
- Proud of your status as legionnaire, you display this in your uniform, which is always impeccable, your behaviour always dignified but modest, your living quarters always clean.
- An elite soldier, you will train rigorously, you will maintain your weapon as your most precious possession, you are constantly concerned with your physical form.
- A mission is sacred, you will carry it out until the end respecting laws, customs of war, international conventions and, if necessary, at the risk of your life.
- In combat, you will act without passion and without hate, you will respect the vanquished enemy, you will never abandon your dead or wounded, nor surrender your arms.

Code of Honour: Provolution (+2 merit)

While most Provolution members have no sense of honour in any sense, the true hardcore members adhere to an ethic set out in various manifestos. It is a radical existentialist philosophy seeking to give meaning and glory to evolution, life and the universe itself rather than the individual. Although it embodies a strong “do what thou wilt” and “the ends justify the means” ethics it also demands a total willingness to sacrifice oneself (or any loved one) for the greater cause. Members who fail to display total commitment might be kept as useful tools, but only truly enlightened members will be fully trusted.

Any attempt to force or persuade an adherent to take an action that breaks this code is made against a +3 difficulty. This includes self-preservation Willpower rolls.

- Promote the growth and evolution of the human species.
- Promote the spread of life and complexity in the universe.
- Do not hold any ideologies, ideals, loves or even your own existence higher than this unfolding.
- If you need to sacrifice yourself, do it without thinking. The individual is nothing but a tool for evolution.
- Destroy, sabotage or circumvent authorities trying to limit human potential.
- In particular, tools for enhancing or changing *Homo sapiens* must be freed.
- Obliterate control infrastructures.
- Everybody is already totally free. Consequences are the only judges of our actions.
- There are no rights, nothing sacred to limit our actions.

Kimanjano Air Adapted (+2 Merit)

You have not just adapted to ordinary Kimanjano life, you can actually breathe the atmosphere with little effort. Maybe some of your ancestors were Tibetan or Peruan, or you have a beneficial mutation in the EPO gene (or somebody tweaked it). You do not need breathing masks outdoors. Many people notice your ability when you use it; their reactions can range between admiration to suspicions of Provolution membership.

Spacer Ties (+3 Merit)

You know spacers. Perhaps you grew up on a busy outpost or a spaceport, perhaps you have been travelling enough, but you know some people who transport people and goods between

the stars. This might be very helpful when trying to get from point A to point B unobtrusively or have that particular parcel delivered safely.

Body Dysmorphic Disorder/Surgical Addiction (-3/-5 Flaw)

You do not feel comfortable with your own body. It is ugly, defective. You would like to change it – make it more beautiful, more functional, maybe have a leg less. People with BDD have low self-esteem and are compelled to seek out surgery to change their bodies to make them better. Of course, this will not change the underlying condition and they will then continue with further improvements. Whenever a character can afford it, he will try to get an improvement. While “classic BDD” was mainly about appearance and a feeling of ugliness, in the 2300’s “cybernetic BDD” is increasingly common where people want to enhance themselves as much as possible.

As a 3 point flaw the BDD will mostly be a drain on resources and a minor health risk due to the frequent clinic visits. As a 5 point fully blown surgical addiction will make the character set up “accidents” that will force desired surgery, or he will even start modifying himself (possibly using a programmed autodoc, but in a pinch some local anaesthetic and a scalpel might do).

Cybersensitive (-2 Flaw)

Your body reacts negatively to implants; each implant gives double the immune load. Even things like piercings and replacement organs might cause an extra dot immune load.

Cybertolerant (+2 Merit)

Your immune system gets along with implants and body modifications. For health purposes your immune load is half of the real one. Some groups like Provolution and bionics corporations might want to study you if they learn about your condition: figuring out what produces this phenotype could be worth a lot of money.

Spendthrift (-2 Flaw)

You have a hard time holding on to money. You might have an expensive lifestyle, be overly generous or just unwilling to save money. Your initial savings are one SOC level lower than they should be, and during the game you will have to roll an INT roll to actually save money when you need to.

Bad Economic Sense (-3 Flaw)

You simply don’t “get” money, and it always seem to slip out of your fingers. You make bad investments, get into debt with “friendly” loansharks, buy stuff you don’t need to high prices and then sell it for low prices or just forget to pay your bills. Your initial savings are two SOC levels lower than they should be (if your SOC is 2 you have no money, and if it is 1 you are in debt). If during the game you fail a business-related roll, treat it as a botch. Note that you can still have Resources, it just that they represent an income you are wasting quickly.

Thrifty (+2 Merit)

You are frugal or just good at saving money. Your initial savings are one SOC level higher than they would otherwise be.