

Mach Trooper

Career Path: Physical/Mettle/Expertise

“Those who engage in maneuver warfare must not be seduced by speed for its own sake”, or so said the ancient war philosophers. You’ve ignored that idiom, and have become a kind of hyperkinetic assault specialist. It is imperative that you go fast, maintain momentum, and push the tempo. Anything less is unacceptable. Augmented Mach Troopers are cybernetically enhanced speedsters. Kinetic Mach Troopers use levitation to fully realize their assault vectors. Fanatic Mach Troopers are martyrs that intentionally expose themselves to danger, and wreak vengeance on their attackers threefold.



Skills:

Choose three Skills from the ones offered by your two careers. See the opposite page for full Skill descriptions.

Speed of Life: You get in the way of an attack that would hurt someone you like.

Speed of Death: You’re moving, and building momentum for a final assault.

Innocuous Blur: Perform an action in an eyeblink. Nobody saw it coming.

Vector of Victory: Bullrush a bunch of enemies in a straight line.

Absorption: Eat the pain, absorb the energy, unleash the potential.

Descriptions:

Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).
Streamlined, Hairless, Sleek, Distractible, Nervous, Wild, Cackling.

Workspace:

Choose a single workspace between the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector or building.

Gymnasium: Keep your body in tip-top shape. Treadmills, climbing walls, weights, speed bags, heavy bags, the works. Everything can also be cleared away to form a small sparring ring.

Zero-G Swimming Pool: A place where the water floats. Useful for warmups, cooldowns, building core strength and training for acrobatic maneuvers. Just remember that it’s co-ed, and bathing suits are required.

Mach Trooper Skills:

Speed of Life: You can move to intercept a blow, harm or consequence that would otherwise harm a friendly target. Roll +Physical.

On a 10+, the blow is deflected, and neither of you suffer any damage or debility. The attack is reflected at a target of your choosing, if possible.

On a 7-9, you absorb the blow, conferring one less severity than would be suffered by the protected friendly target.

On a 6 or below, you absorb the blow, conferring that damage or debility onto you instead.

"Body blocking powerrrrr!"

Speed of Death: Movement during your turn in combat builds up momentum stacks. Every turn you move and attack a single, individual target builds a +1 stacking to attack rolls. Refusing to attack during that turn that you move instead builds +2 stacking. All stacks are discharged on your next Launch Assault or Open Fire move.

"SUPER. HOT."

Innocuous Blur: Whether in or out of combat, you can perform a single action in Close Range faster than an eyeblink and return to your previous stance and location, with no-one the wiser. Actions involving the use of weapons or attacking others will be noticed, but indirectly harmful or non-harmful actions, like flipping switches, stealing items or opening doors, will not be.

"It was just the wind."

Vector of Victory: You can draw a straight line through to a target you can run towards at Far range. Roll +Physical or +Mettle.

On a 10+, any intervening enemies will be knocked over, in addition to the target.

On a 7-9, you knock over one intervening enemy of your choice in addition to the target.

On a 6 or below, you are stopped by the first enemy, knocking them down only.

"Can't stop the freight train! Woo-woo!"

Absorption: Any time that you reduce damage severity to yourself, you gain +1 stacking to your next Launch Assault or Open Fire move, which discharges the stacks. This stacks with Speed of Death.

"There's a reversal coming, and boy, you're going to feel it!"

Advancement:

Choose one of the following triggers to gain XP during the game.

Each session, all characters mark XP the first time:

- You beat someone to the punch.
- A calculated attack brings victory.
- Quick thinking saves a life.
- A line is drawn in the proverbial sand.

- You gain the initiative.