

# Sessile

## Career Path: Interface/Physical/Influence

You awaken to the sunlight. You branch out - the wind blows, and you bend. Feel the energy in your heartwood, and breathe that nourishing carbon dioxide. You're a plant-like being, and you're ready to make your mark on the universe. Clandestine Sessiles are invasive and stealthy, like the kudzu vine. Sessile Academics brew natural remedies in themselves, like the tea tree. Psychic Sessiles gain insight and empathy from flesh-based biologicals, like the mindflower.



## Skills:

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

**Samaras:** The seeds twirl toward their explosive demise.

**Rootbound:** Steady in your roots, you can branch out much further.

**Outgrowths:** A delightful companion emerges from the burgeoning earth.

**Deadwood Decoy:** What should have struck you instead struck a false, wooden imitation.

**Hardwood:** Your exterior has become too strong to be marred by such things as physical weapons.

## 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).  
Variegated, Mottled, Flourishing, Hardened, Windswept, Stringy, Shivering.*

## 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.*

**Hydroponics:** Everyone's favorite supply of air-enriching vegetation. Meals derived from hydroponic products are healthier and more nourishing than the freeze-dried stuff you usually get on long-haul flights.

**Arbor Sanctuary:** An overgrown section that is rife with wild plants growing up the walls and along the ceilings. An excellent source of natural herbs and remedies, the plant life therein responds to your intent and wishes.

## Sessile Skills:

**Samaras:** You propagate airborne seed pods that helicopter their way toward a Close/Far target or targeted point before delivering a small payload. Choose a Grenade Explosive upgrade for the salvo, and roll +Physical or +Interface check for the attack. Samaras that persist after a target is destroyed will seek out an additional enemy target of their own choosing.

*“Fly, my pretties, fly!”*

**Rootbound:** Staying in one place for a turn increases the range of your actions by two steps. Melee attacks can hit Close targets, and Far attacks can hit Very Distant targets. This continues to apply if you do not move from that location.

*“Are you telling me the shooter is part vegetable?”*

**Outgrowths:** You plant a seed that immediately grows into a temporary Class 1 Beast Asset. The Beast Asset is linked to you via an umbilical vine or root that supplies it with the necessary energy and nutrients to move. Moving too far away from the Outgrowth, or severing the connection will cause that Outgrowth to die after fifteen seconds, or three turns. Outgrowths that die with you attached will cause you to gain a Major Injury.

*“Doing the plants dance until the ship is overgrown with little friends!”*

**Deadwood Decoy:** Once per turn, a successful attack against you retroactively targets an immobile bark facsimile of you, and the real you is actually nearby. Additional Deadwood Decoys after the second during this encounter will cause you to Brace For Impact against Major Injury as the constant shedding takes its toll on you.

*“I hit a log again?!”*

**Hardwood:** You gain a +5 to Brace for Impact checks against physical attacks, and impacts with kinetic, ballistic or explosive weapons do not destabilize or suppress you in any way. This also applies to any Outgrowths, Samaras or Deadwood Decoys that you create.

*“What if the flesh wasn’t weak?”*

## Advancement:

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

Each session, all characters mark XP the first time:

- A familial bond proves essential.
- Staying in contact is the way to go.
- A little thing has a tremendous impact.
- An effortless display is rewarded.
- Growth is nourished and encouraged.