

PACK RAT

Titan Rigs and Automata. Airships and warmachines. Ancient architecture and unknown magick. Centuries of war, incursions of the Fell and divine retribution have left the Children of Unity in a world of forgotten wonders and lost knowledge; a reminder that their Golden Age has passed and oblivion threatens them on all sides. Once-thriving cities are overrun by the undead, the secrets of Humanity's greatest inventions have been lost to time, and some have even turned against them.

In a world always on the brink, many owe their continued survival to their ability to avoid notice and confrontation, their resourcefulness, and their willingness to get their hands dirty. Afflicted, who live on the fringes of society and carry out Bitter Harvests to patch up their own bodies as best they can, are prime examples of this way of life. Phage aside, many others have adopted a similar lifestyle, scavenging from ruins and the sites of ancient battles such as Titansfall, looking for lost technologies and artifacts to trade or put to good use.

Others simply live in harsh, barren environments where just earning your next meal requires digging up what precious little resources can be found in the tundra or among the discarded possessions of others. Skulkers and Goblins raiding towns at the edges of the Great Wilds, and Automata searching for scrap metal and spare parts to bring back to their city of Sigma, are just a few of the many races that have turned this inglorious skill set into a custom.

Pack Rats are no heroes. Often considered dirty, cowardly or even loopy, they are not typically in leadership roles, yet their skills are invaluable in many societies. Above all, a Pack Rat knows how to fend for themselves and subsist, or even thrive, in barren locales.

In combat, Pack Rats are primarily a support class with the ability to hinder opponents and assist allies in many ways. They are tough enough to join the front lines and crafty enough to get out of harm's way, yet they lack the high defense or devastating offense of other melee classes. Their potential lies not in raw power, but in adaptability and diversity.

Pack Rats can acquire and carry more Gear than most and make use of all kinds of weapons to some extent. They use Gear to prepare Packs, a secondary Class Resource that creates both harmful and helpful effects. With more General Perks than any other class and a faster increase to their Artifact capacity, they offer the most freedom to build a character that is less constrained by its class and derives abilities from other sources, in order to become whatever their circumstances call for.

WHY PLAY A PACK RAT?

Play a Pack Rat if you like:

- Hoarding items and finding creative uses for them
- Creating, improving and manipulating weapons and Artifacts
- The idea of a tinker and scavenger who can make the most out of very little
- A highly customizable support class that can fulfill different roles, with an unusual fighting style

There are many ways to build a Pack Rat. One can focus on combat using improvised weapons or enhanced Artifacts; throw stuff around to disrupt their foes and create openings; or even become a master of alchemy, hurling grenades and passing around potions to heal and support their friends. However, their heavy burden comes at the cost of mobility.

While it starts off as one of the more mundane classes in terms of supernatural abilities, in time, the Pack Rat develops such a strong connection with objects that it gains control over matter and enchantments, to a point where it can even create weapons out of thin air and imbue them with magick at a moment's notice.

Pack Rats can accommodate alternative Gear rules (Core Rulebook pg. 357), but any time a power requires you to "spend" Gear, the item is destroyed. Any effect depending on your number of Gear does not include permanent, named items.

Due to the flexible nature of Packs, it is recommended to only craft them using generic Gear and Necessities rather than named items.

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PACK RAT

“It’s only junk until I get my hands on it.”

CLASS TRAITS

STARTING HP: 10+MIGHT

RECUPERATION DICE: d8

ARMOUR: Light, Shields

WEAPONS: Improvised Melee, Improvised Thrown

RESOURCE: Flair [6] 1d4 Recharge / Packs [2]

MAIN ATTRIBUTE: MIGHT or MIND

CLASS FEATURES

All Pack Rats come with the following features as part of their baseline powers. The choice of Main Attribute you make at character creation is permanent.

Packs are a secondary resource that can only be generated using the Preparedness feature. Unlike other Class Resources, they may be sold, lost or stolen, but they revert to 1 Gear apiece when they leave your possession. They also count against your Gear capacity.

EVERYTHING IS A WEAPON

PASSIVE

In your mind, you reduce everything to shapes, volumes and materials. You only need to know how to swing it.

EFFECTS

You may wield any solid object as an Improvised Melee or Thrown weapon. You have Competency with Improvised weapons, but they only deal 1d4 damage (one-handed or thrown) or 1d8 damage (two-handed) and are ruined at the end of battle.

You may choose to use an untrained standard weapon with Hindrance as normal instead of treating it as an Improvised weapon.

PREPAREDNESS

SPECIAL

You combine the most unexpected things into useful contraptions.

EFFECTS

You may spend 1 Flair, 1 Gear and 1 Necessity to prepare 1 Pack. This process takes 1 minute.

VERSATILE I

PASSIVE

Your talents are as varied as your collections.

EFFECTS

You gain a General Perk or Competency with Heavy Armour.

PICK ONE PERK FROM BELOW

PACKING ACUMEN

PASSIVE

You’ve learned to pack and unpack efficiently and use storage space to the fullest.

EFFECTS

When calculating your Gear and Necessities capacity, your MIGHT is considered 2 points higher. You also gain a +1 bonus on rolls made to conceal objects on your person or withstand extreme weather conditions and exhaustion.

SCAVENGER

PASSIVE

Your whole lifestyle relies on being able to find things of use where others don’t think to look.

EFFECTS

Once per Full Rest, you may prepare a Pack by spending only 1 Flair. You also add +PRESENCE to rolls made to search for stored or concealed objects or to understand an object’s function.

The main downside of the Pack Rat’s versatility is that they don’t have a decisive Main Attribute. Should you increase Might for more HP and Gear? Or Mind for magick and alchemy? The class rewards balanced attributes, since even Presence can be important if you select certain powers. It’s up to you to find the right balance for your character concept.

*As much as they love their stuff, Pack Rats don’t tend to get too attached to a particular weapon. **Everything is a Weapon** gives them lower damage but a decent chance to hit with virtually anything, and serves as a foundation for a class that needs to frequently switch implementations.*

A Pack Rat choosing the Weapons Master General Perk can choose “improvised melee weapons” or “improvised thrown weapons” as a category to deal higher damage with.

ADVANCEMENT TABLE

LEVEL	HP BOOST	CORE PATH POINT	ATTRIBUTE BOOST	RECUPE- RATION	GENERAL PERK	ARTIFACT CAPACITY	TIER I TOKEN	TIER II TOKEN	AR	DR
2	◆	◆					◆			
3			◆	◆	◆	◆				
4	◆	◆					◆			+2
5			◆	◆			◆			
6	◆	◆				◆		◆		
7			◆				◆	◆	+1	+1
8	◆	◆		◆			◆			
9			◆		◆	◆		◆		
10	◆	◆					◆	◆	+1	+1

Attention: A Pack Rat's Artifact capacity increases one level sooner than most classes.

LEVEL 1

Choose **THREE** Tier 1 powers (no upgrades)

LEVEL 3

NEW CLASS FEATURE

CARE PACKAGE

PASSIVE

The ingredients vary wildly, but you always have just what it takes to pick yourself up.

EFFECTS

Your Packs limit increases to 4, and you may use one as a Quick action to gain one of the following benefits:

- Add 1d4 to any skill check
- Add 1d4 per die to a Recuperation roll
- Recharge 1 Flair

LEVEL 5

Choose **TWO** Tier 2 powers (no upgrades)

LEVEL 8

NEW CLASS FEATURE

MAGICK RESONANCE

OVERDRIVE – STANDARD – QUICK

You create a link between two compatible Artifacts and imprint one's magick signature onto the other.

COST	TARGET	RANGE
3 Flair	Single	Adjacent

EFFECTS

You impart a single effect (no upgrade or set bonus) of an Artifact in your possession to an ADJACENT Ally's Artifact until the end of combat.

When used outside combat, the enchantment lasts for Level+MIND minutes.

LEVEL 10

ULTIMATE ABILITY

CONJURE ARMAMENT

ULTIMATE – STANDARD – MAINTAIN

Channelling the Art of Volkanus, you fashion Drift energy into precisely the weapon you need.

COST	TARGET	RANGE
3 Flair	Location	Nearby

EFFECTS

You create a weapon of any type out of thin air, which appears in your hands or floating next to someone in range, ready to be seized. It is a standard weapon, except that its first attack gains Benefit and results in a Massive Hit if successful. You are Competent with it regardless of its type and it continues to exist as long as you maintain this power, unless you dismiss it as a Free action.

As long as this power is maintained, you can expend 1 Flair as a Quick action to create an additional weapon. No more than 3 such weapons may exist concurrently, but you may create new ones by dismissing previous creations.

ARTIFACT COMPATIBILITY

When using Magick Resonance, your GM may rule, before you expend your actions and Flair, that a certain effect cannot be transferred or requires an item of the same type. For example, a firearm's attack power may not make sense on a pair of boots, but might function on a crossbow.

While a Pack Rat using Conjure Armament can keep the weapons to themselves and keep making more, they can also hand them over to their friends for a temporary boost.

Dual-wielding?
Your GM may allow you to conjure two weapons at once for flavour, but they count as a single entity for all other purposes.

TIER I POWERS

VOLATILE COCKTAIL

STANDARD

In your travels, you've come to find all kinds of interesting and useful reagents.

COST	TARGET	RANGE
1 Pack	Single	Nearby

EFFECTS

You lob a flask at a NEARBY target and it explodes in a blast of elemental energy. Choose one energy type among Fire, Frost or Corrosive and roll your Basic Attack.

Success. Your target takes 1d6+MAIN damage of the chosen type.

Failure. Your target takes half damage.

UPGRADES

Increased Blast. If you successfully hit your target, a secondary target ADJACENT to your primary target automatically suffers half damage.

Concentrated Formula. Damage increases to 2d6+MAIN.

Strong Arm. Range increases to FAR.

THRIFT ARMOUR

REACTION

The attack connects, but glances on an item stowed somewhere under or over your clothing.

COST	TARGET	RANGE
1 Flair	Self	Self

EFFECTS

X is your current Gear. You gain additional AV against an incoming attack based on the table below, then lose 1 Gear.

X	1-5	6-10	11-15	16+
	1	2	3	4

USE THIS!

QUICK

In the heat of battle, you toss something useful to an ally who seems in trouble.

COST	TARGET	RANGE
1 Pack	Single Ally	Nearby

EFFECTS

Your target may add HL to a skill, Attack or Defense roll of their choice this round. They must be able to catch your item (i.e. have one hand free and not be Incapacitated, Stunned, etc.).

UPGRADES

Chew on This! Your target may immediately use 1 Recuperation Die instead, adding HL to the amount healed.

PORCUPINE ASSAULT

STANDARD

Every time you stab your foe, you leave your weapon there, causing further pain and distraction.

COST	TARGET	RANGE
1 Flair	Single	Per weapon

EFFECTS

Make a Basic Attack against a single target with a slashing or piercing weapon.

Success. You deal Basic Attack damage. Unless your damage is reduced to 0, your weapon becomes stuck in your target, which gains a stack of *Pin Cushion*. You cannot use that weapon (or ammunition) again until you recover it.

Failure. Deal half Basic Attack damage.

Pin Cushion: The target's AV is reduced by 1 per stack. As a Quick action, it can pull out 1 weapon to remove 1 stack, but also suffers the weapon's base damage.

UPGRADES

Barbed. At the start of each turn, the target takes True damage equal to twice its number of *Pin Cushion* stacks.

Pinned. Every time Porcupine Assault succeeds against a target that already has a stack of *Pin Cushion* and is Large or smaller, the target also becomes Staggered.

You and your fellow player are highly encouraged to describe what item is being tossed during Use This! and how it can be used. Add some colour to those fight scenes!

Chew on This! is not a considerable heal in combat, but it is faster than a Respite, generates no Ruin and gives more HP per Recuperation Die, though you can only spend one per use.

Porcupine Assault is all about wearing down dangerous individuals. Of course, it isn't intended to work with fine ammunition such as bullets. However, a Pack Rat with a few javelins can help slow down an incoming threat with the Pinned upgrade and build up a few *Pin Cushion* stacks before they close the distance.

Attacking an enemy with weapons created through Conjured Armament is a sure way to quickly build up stacks, but any weapon that disappears also removes a stack without doing additional damage.

Feel free to use an actual pin cushion to keep track of your stacks!

ADAPTIVE STANCE

MOVEMENT – MAINTAIN

No one has trained to fight against someone like you. And you haven't really trained at all.

COST	TARGET	RANGE
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2 Flair	Self	Self
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EFFECTS

While you maintain this stance and have at least one Improvised weapon in hand, you may add +PRESENCE to either AR or DR (set when the power is activated). You may change your stance by drawing a different type of Improvised weapon.

UPGRADES

Two-Handed Improvisation. While in this stance, both AR and DR are increased as long as you wield two Improvised weapons.

CATCH!

STANDARD

Anything's a projectile if you throw it.

COST	TARGET	RANGE
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2 Flair	Single	Adjacent
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EFFECTS

You unexpectedly fling an item you are holding towards your target's face, forcing them to break focus. Roll your Basic Attack with Hindrance.

Success. You deal 1d4+MAIN damage. Your target is Staggered and cannot make Provoked Attacks until the end of your turn.

Failure. The target cannot make Provoked Attacks until the end of your turn.

The item falls on your target's space.

UPGRADES

Truly Disruptive. On a hit, you also interrupt the target's casting.

I Can Still Reach. When you make a Provoked Attack against an enemy that is moving away from you, you may use Catch! instead of a Basic Attack without expending Flair.

DISARM

STANDARD

You know how important it is to be well-equipped, and how to deny that advantage to your opponent.

COST	TARGET	RANGE
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2 Flair	Single	Adjacent
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EFFECTS

Contest PRESENCE vs. the target's MIND.

Success. You force your opponent's weapon or shield out of their hands. If you have one hand free, you may seize it immediately. Otherwise it falls on their current space.

Failure. You only weaken their grip, but create an opening in doing so. You may immediately make a Basic Attack against the target.

You may only attempt to Disarm each target once per combat.

UPGRADES

Get Cocky. Every successful attack you make against the target using their own weapon generates 1 Flair.

PRACTISED MOTIONS

FREE

You know precisely where each pocket is located and what lies within.

EFFECTS

Once per round, you can stash or retrieve an item on your person or drink a potion as a Free action.

Disarm is a great way to mess with a humanoid foe's strategy. You or an ally can easily grab their weapon before they do and completely disable one of their signature attacks.

Practised Motions is simple in appearance but allows you to quickly switch weapons for powers such as Adaptive Stance or Porcupine Assault, or to consume a Pack with Care Package without losing an action.

The Pack Rat lacks movement-based abilities, but Catch! can create an opportunity to retreat safely with a basic move when you start to feel the heat in close quarters.

TIER II POWERS

VERSATILE II

PASSIVE

You pick up knowledge like you pick through trash: eagerly but discerningly.

EFFECTS

You gain a General Perk or Competency with Heavy Armour.

WILL OVER MATTER

OVERDRIVE – STANDARD – MAINTAIN

Your understanding of matter has grown beyond physical bonds. You can now command objects like others command spirits.

COST	TARGET	RANGE
2 Flair	Single object	Nearby

EFFECTS

Choose any unattended object NEARBY, or one in your possession, that is no larger or heavier than a heavy weapon. You can now control it telekinetically, even if it goes out of sight. If the object is seized by a creature, you lose control until they let it go. Outside of combat, this ability lasts up to Level+MIND minutes, as long as you stay within a FAR distance of the object.

In combat, you may use a Movement action to move the object a NEARBY distance from its current location. You may also use your Standard action to have the object make a Basic Attack (using your AR). While it is next to an enemy, the object counts as an ADJACENT Ally for the purposes of distraction, enabling powers like the Phantom's Backstab, and can make Provoked Attacks. The object falls to the ground as soon as combat ends or you become separated from it by more than a FAR distance.

UPGRADES

Greater Control. In addition to Basic Attacks, you may now remotely perform Disarm, Porcupine Assault (provided you have those powers) or any ability specific to the item by spending the appropriate action(s), as long as all requirements are met for the ability.

FINE CRAFTS

PASSIVE

You take both comfort and pride in your collection of exotic items.

EFFECTS

You gain a bonus to Recharge rolls and any rolls made to impress others, based on the number of Artifacts in your possession:

2 Artifacts: +1

3 Artifacts: +2

4 Artifacts: +3

Should you lose an Artifact unwillingly, your Flair is reduced to 0 as soon as you become aware of it.

UPGRADES

Completionist. While you have exactly as many Artifacts as your Level allows, your maximum Flair increases by 1.

SWEEPING BLAST

OVERDRIVE – STANDARD

Every small item around you suddenly lifts off the ground, before smashing into one of your foes with full force.

COST	TARGET	RANGE
2 Flair	Single	Far

EFFECTS

Roll your Basic Attack to determine X. You may spend up to HL Gear before you roll to add that number to your result. Your target suffers the Physical damage and effects below, and cannot make Provoked Attacks this round as they protect themselves from the hail of projectiles.

X	2-8	9-15	16-24	25+
	0	3d4	5d4	6d4

Interrupt Stunned

All unattended and untethered objects that weigh less than 5 kg and are ADJACENT to you are caught in the effect and land in your target's space. If your surroundings do not contain any such objects, this power has no effect unless you spend at least 1 Gear.

While Versatile I & II don't ooze theme, access to additional General Perks is one of the key ways this class allows players to dabble in multiple roles and really bring their concept to life.

Losing an Artifact means that you have no immediate way to get it back. You don't lose your Flair when someone simply knocks something out of your hands, but realizing that it was stolen in the night is a devastating blow.

Will Over Matter is a great way to use melee abilities without overexposing yourself. You could even Disarm a powerful ranged opponent without leaving cover first! But it also has tremendous potential outside of combat, ranging from pranks and thievery to very convenient ways to interact with the environment.

SPECIAL TREATMENT

FREE

You've taken extra care to make this item perform to its best.

COST	TARGET	RANGE
1 Flair	Single	Very Far

EFFECTS

At the start of battle, choose a single Ally or yourself to receive one of the following benefits with a single item of your choice:

- Weapon: +2 AR or damage.
- Shield: +2 AV or DR.
- Armour: +2 AV or Resistance to a single damage type.

The effect lasts until the end of battle and can only be activated once, on your first turn.

UPGRADES

Prep Time. You may extend this effect to additional items and/or targets by paying 1 extra Flair per added item. Choose one benefit per item.

Precision Work. Whichever bonus is selected increases to HL.

UNEXPECTED USES

OVERDRIVE – MAINTAIN

Though it wasn't designed with this in mind, you find your weapon is surprisingly well suited to countering your enemy's fighting style.

COST	TARGET	RANGE
1 Flair	Self	Self

EFFECTS

Until the end of battle, you gain mastery of a specific melee weapon (Improvised or standard). You are Competent with it and you may spend 1 Flair before you make an Attack or Defense roll to gain Benefit. The effect ends as soon as you let go of the weapon.

SECRET RECIPE

PASSIVE

The secret ingredient is... better left untold.

EFFECTS

Your Packs limit increases to 6, and you roll 1d6 instead for Care Package bonuses.

SEIZE CONTROL

STANDARD

You choose to wield your enemy's weapon rather than your own.

COST	TARGET	RANGE
3 Flair	Single	Far

EFFECTS

Choose one weapon your target is wielding, and Contest MIND vs. their MIGHT.

Success. The target must spend its next Standard action to make a basic attack against the eligible target of your choice, including itself, using the targeted weapon.

Failure. The target has Hindrance on its next attack using the targeted weapon.

TONIC

QUICK

You know some special recipes that can help people find their second wind.

COST	TARGET	RANGE
1 Pack	Single	Adjacent

EFFECTS

Your special concoction grants yourself or an ADJACENT Ally a quick boost in vitality. The target rolls their Recuperation Die (without expending one) to determine X. They gain +X Resistance against one damage type of your choice until the end of battle and heal for HL × X. The target cannot receive the effects of Tonic again during the current battle.

UPGRADES

Strong Stuff. The target also recharges 1 Class Resource and gains Benefit on their next Stabilization or Poisoned roll until the end of the round.

Tonic offers healing comparable to that of a healing potion for a fraction of the price, and not many abilities grant Resistances to elemental damage types. With the Strong Stuff upgrade, you get high chances of reviving an Incapacitated ally without expending a Standard action, and they come back better equipped to soak up damage.

Unlike many Pack Rat powers, Unexpected Uses rewards you for sticking to a single weapon. Ideal for those times when you have an Artifact that's perfectly suited for a fight.