

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 as an expendable secondary Class Resource to create both harmful and helpful effects. With the option to gain 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 goes beyond a standard set of powers 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 maker, a tinker or a 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 excel in melee combat using improvised weapons or enhanced Artifacts; use high mobility 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.

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 are compatible with the alternative Gear rules (Core Rulebook p. 357), but blurring the line between Gear turned permanent and other mundane items could lead to a Pack Rat having a much higher effective Gear capacity than intended. In most cases, we recommend destroying Gear that is used for a Pack Rat power, and only allowing the use of permanent items that make sense thematically (e.g. you can't use a shovel to stabilize someone with Tonic).

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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: Thrown
RESOURCE: Flair [6] 1d4 Recharge
MAIN ATTRIBUTE: Agility 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.

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 use any solid object from the environment or your Gear as an improvised melee weapon that deals 1d4 damage (light, medium) or 1d6 damage (heavy). You have Competency with all improvised melee weapons.

When using a standard melee weapon you are not Competent with, you may choose to attack with Hindrance to deal normal damage or treat it as an improvised weapon.

PRACTICED 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 consume a potion as a Free action.

TINKER

PASSIVE

You can find a use for anything.

EFFECTS

When attempting to craft, repair or modify an object or machine, you may spend 1 Gear before rolling to add 1d4 to your skill check.

The main downside of the Pack Rat’s versatility is that they can’t focus on a single Main Attribute. Should you increase Might for more HP and Gear? Agility for combat abilities? Or Mind for magick and alchemy? You will need 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. Though they start off with low damage (unless they use Versatile I to master more weapons), they can use anything in melee, which allows them to throw things around and cycle through weapons to fuel their powers without gimping their combat ability.

PICK ONE PERK FROM BELOW

PACKING ACUMEN

PASSIVE

You’ve learned to pack efficiently to balance your load and use storage space to the fullest.

EFFECTS

When calculating your Gear and Necessities capacity, add HL to your MIGHT.

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

After a battle, if you have time to loot the fallen, you gain 1d4 Gear that you can share with your allies.

You also gain a +1 bonus when searching for stored or concealed objects.

Packing Acumen can be attractive for a Pack Rat wanting to maximize the AV conferred by Thrift Armour, and is great for characters who spend a lot of time in the wilds.

Scavenger will be especially useful to Pack Rats who throw a lot of stuff around with powers such as Use This! or Volatile Cocktail and need to restock frequently.

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

LEVEL 1

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

LEVEL 3

NEW CLASS FEATURE

FICKLE FIGHTER

PASSIVE

To your enemy, it seems like you can't make up your mind about what weapon to use. To you, it's about using precisely the right tool at the right time and keeping them on their toes.

EFFECTS

Each time you successfully attack a target with a type of weapon you haven't used against them yet, you recharge 1 Flair. Your first attack against a target does not generate Flair.

LEVEL 5

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

LEVEL 8

NEW CLASS FEATURE

MAGICK RESONANCE

OVERDRIVE – STANDARD – QUICK

You create a temporary 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.

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.

LEVEL 10

ULTIMATE ABILITY

CONJURE ARMAMENT

ULTIMATE – STANDARD – MAINTAIN

The material and the immaterial are joined as one. You now will inanimate objects in and out of existence.

COST TARGET RANGE

3 Flair Location Nearby

EFFECTS

You create a weapon of any type out of thin air, that appears in your hands or floating next to someone in range, ready to be seized. It is a mundane weapon, except that it ignores AV and the first attack made with it gains Benefit. It continues to exist as long as you maintain this power, unless you choose to dismiss it.

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 making any of your previous creations disappear instantly.

While a Pack Rat using Conjure Armament can share the goods with their friends, they can also keep the weapons to themselves and keep making more thanks to Fickle Fighter. In turn, having Benefit every turn can help fuel an impressive chain of Porcupine Assault.

TIER I POWERS

I CAN STILL REACH

REACTION

Thinking you couldn't hit them if they stayed out of arm's reach was a mistake.

COST	TARGET	RANGE
2 Flair	Single	Adjacent

EFFECTS

Immediately after you make a Provoked Attack against an enemy moving away from you, you can hurl your melee weapon at them as they start to get away. Roll your Basic Attack with Hindrance.

Success. You deal HL+AGI damage and your target is Staggered.

Failure. The target takes no damage from the awkward hit but is Staggered.

Your weapon falls to the ground on your target's space at the end of its movement.

VOLATILE COCKTAIL

STANDARD

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

COST	TARGET	RANGE
1 Flair + 1 Gear	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 is struck directly and takes 1d6+MIND damage of the chosen type.

Failure. Your target sidesteps and only takes half damage.

UPGRADES

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

Double Lob. For 1 extra Gear, you can hurl two projectiles at once, aiming for the same target. Your damage increases to 2d6+MIND.

Strong Arm. Range increases to FAR.

CALTROPS

REACTION

A methodical application of caltrops forces your enemies to watch their step and slow down. Somehow, your instinct tells you just where to step.

COST	TARGET	RANGE
1 Gear	Single	Adjacent

EFFECTS

When an enemy becomes ADJACENT to you, you force them to take 1d4 Physical damage. Unless the damage is reduced to 0 by AV or resistances, they suffer Hindrance on their next attack this turn. No effect on immaterial creatures or those that remain above ground.

THRIFT ARMOUR

PASSIVE

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

EFFECTS

You gain +1 AV per 4 Gear in your inventory (rounded down).

UPGRADES

Lucky I Had This. When defending against a Physical attack, you may spend 2 Gear as a Reaction to gain Benefit on your Defense roll.

USE THIS!

QUICK

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

COST	TARGET	RANGE
1 Gear	Single	Nearby

EFFECTS

Your target can add HL to a skill, Attack or Defense roll of their choice before the start of their next turn. 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.

If you use the alternative Gear rules, make sure to distinguish between your general inventory and your actual Gear when calculating Thrift Armour's bonus.

You and your fellow player are highly encouraged to describe what item is being tossed during Use This! and how it can be used. It can even turn into an opportunity for either player to earn Spark Points if some thinking outside the box is involved.

Chew on This! is not a reliable 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 Gear.

TWO-WEAPON STANCE

QUICK

You really prefer to keep your hands full.

COST	TARGET	RANGE
1 Flair	Self	Self

EFFECTS

You switch to a fighting stance that uses your secondary weapon for defense rather than offense. From now on, wielding two weapons grants you +1 DR instead of increased damage. This change lasts until the end of battle or until you use this power again.

UPGRADES

Two-Weapon Mastery. When you focus on your stance, you now get both the DR bonus and the higher damage granted by dual-wielding until the end of battle.

Well-practised. The Flair cost for this power is reduced to 0.

CATCH!

MOVEMENT

What better way to create a distraction than to throw something at your enemy's face when they least expect it?

COST	TARGET	RANGE
1 Gear	Single	Adjacent

EFFECTS

You unexpectedly fling your weapon or whatever else you were holding (or can get your hand on with Practiced Motions) towards your target's face, forcing them to break focus to bat it away. You move a NEARBY distance without Provoking Attacks from your target.

If you throw a weapon or shield, no Gear is spent.

UPGRADES

Truly Disruptive. If you spend 1 Flair, your target's casting is interrupted unless they choose to ignore your trick. If they do, you automatically inflict damage equal to HL+AGI.

Create Opening. At the end of your movement, your target Provokes Attacks unless they successfully Contest AGILITY vs. AGILITY against you.

VERSATILE I

PASSIVE

Your talents are as varied as your collections.

EFFECTS

You gain a General Perk or Competency in a weapon or armour class of your choice.

UNEXPECTED USES

OVERDRIVE – QUICK – 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

While this power is maintained, you have Competency with a specific improvised or standard melee weapon and use its normal damage without Hindrance. Each time you attack or defend with this weapon in hand, you may spend 1 Flair to add HL+MAIN to the roll. The effect ends at the end of the current fight.

DISARM

OVERDRIVE – STANDARD

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

COST	TARGET	RANGE
2 Flair	Single	Adjacent

EFFECTS

Roll your Basic Attack against your target.

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

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

UPGRADES

Get Cocky. If you seize the target's weapon, every successful attack you make against them with it generates 1 Flair (does not stack with Fickle Fighter).

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

Unlike many Pack Rat powers, Unexpected Uses seems to reward you for sticking to a single weapon. But if you use it on a secondary weapon, you can still cycle through different weapons in your main hand and make the most of Fickle Fighter.

If you have a few allies in close quarters, Catch!'s Create Opening upgrade can lead to your enemy taking a lot of extra damage this turn.

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, though doing so may Provoke Attacks.

As the name implies, Get Cocky is a perfect chance to gloat about how nice and balanced the enemy's sword is, especially if you're improvising with it!

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 in a weapon or armour class of your choice.

WILL OVER MATTER

OVERDRIVE – STANDARD – MAINTAIN

Your understanding of matter has grown beyond physical bonds. You can now command objects like others command spirits and make them do your bidding.

COST	TARGET	RANGE
2 Flair	Single object	Nearby

EFFECTS

Choose any unattended object NEARBY, or one in your possession, that is no larger 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 Quick action to move the object to a NEARBY distance from its current location. You may also use any applicable attack or power as though you were holding the weapon and attacking from its location, calculating range from the weapon rather than your own position. 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. The object falls to the ground as soon as combat ends or you become separated from it by more than a FAR distance.

MASTER IMPROVISER

PASSIVE

If you can grip it, you can swing it.

EFFECTS

When wielding an improvised melee weapon, your damage is now determined by the weapon's size and type as normal (1d6/1d8/1d12).

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 the 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 considered to land on your target's space. If your surroundings do not contain any objects that can be caught in the blast, 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 over-exposing 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.

Since Master Improviser makes Competency in any melee weapons unnecessary, most players picking up Versatile will prefer to use it for ranged weapons or General Perks instead if they plan to take this power.

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 any battle, you can 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 on your first turn.

UPGRADES

Prep Time. You can extend this effect to additional items and/or targets by paying 1 extra Flair per added item. You choose which benefit applies to each target.

Precision Work. Whichever bonus is selected increases to HL.

TONIC

QUICK

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

COST	TARGET	RANGE
1 Gear	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 the fight and heal for HL * X. The target must be able to drink, and cannot receive the effects of Tonic again during the current fight.

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.

PORCUPINE ASSAULT

STANDARD

Every time you stab your foe, you leave your weapon stuck in them, 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, within the range of that 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 suffers -1 AR and DR 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 every turn, your target takes True damage equal to its stacks of *Pin Cushion*, ignoring AV.

Pinned. Every time you make a successful Porcupine Assault against a target that already has a stack of *Pin Cushion* and is Large or smaller, your target becomes Staggered.

Of course, Porcupine Assault isn't intended to work with fine ammunition such as bullets. However, a Pack Rat that is also a trained archer can help slow down an incoming threat with the Pinned upgrade and accrue a considerable number of Pin Cushion stacks before they close the distance.

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

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.