

BACKGROUND (CHOOSE ONE):

THE SLEEPER PLANNER:

Your implants extrude tiny wires and connectors that latch onto the ground at your feet, the walls nearby, and any objects at hand. These connections allow you to Lie to the matter around you. Your wires and connectors can also whip and slice through the air around you as you wish, functioning as a hand-to-hand combat weapon.

Your implants serve as communicators, translators, and data storage devices. Nanomachines in your blood and tissues allow you to remove one Injury Die for every ten minutes of rest.

THE SCION PLANNER:

You have to calm yourself and your body, and take a heartbeat's time to attune yourself with the surfaces you touch, the air around you, and every little particle that fills the space nearby. Then you can use your Lie. Scion Planners are Good at actions to resist the effects of Stress from Lying to reality. Spending ten minutes of silent meditation allows you to remove one Injury Die.

SPECIAL GEAR

ADVANCEMENTS

NOTES

PLANNER

NAME

STORY POINTS

TRAITS

DIE TYPE

SKILLS

DIE TYPE

DETRIMENT

SIDE GOAL(S)

Planners use their senses.
Planners Lie to objects and places.

A Planner might get through a locked door by determining that the lock is old and easily breakable.

A Planner's focus is space—physical reality where thinking beings dwell.

Planners are sometimes called architects or engineers.

You have the following limits on the Lies you tell.

- At first, a Planner can't affect anything outside of their sight, nor anything farther away than about 100 feet (30 m) or so. You'll be able to improve that with practice.
- The Stress of telling a Lie is partially determined by the size of the object (or portion of the object) you're altering.
- If the object you're Lying to is held by another person, their rating also figures into the Stress. But that's GM stuff. Don't worry about it now.