

PERKS 'N FLAWS

These are mostly not new perks and flaws but rather the generic ones brought into the context of the world of Core Command. Some are just packages provided for quicker character generation. As I am a sadist, there are more flaws than perks.

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Perks

Core Agent (1 to 11): The character is a core agent and profits from the prestige and authority derived from this. Many higher ranking members of CORE Command have a stricter code of honour and greater fame as well but these are usually bought separately. Effects: Code of Honour (Protect the CORE Alliance, never hurt innocents, -1 point), Military Ranks (cost in points is 1 per CORE agent rank, +1 after rank 5, an additional +1 after rank 8), Famous (CORE agents are popular and well liked in most places, 1 point).

Ancient (10): While society has lost its more extreme class barriers, there are still those which are incredibly rich and can afford medical treatments far beyond what the average person has access to. These men and women are practically immortal, have fantastic health as well as the experience of centuries. This perk goes well with wealthy, famous/infamous, allies (other ancients), incredibly bored, and wirehead. Effects: Strong Immune System (3 points), Longevity (3 points), Common Sense (4 points)

Flaws

D'Vor Retrovirus (4): You have been affected by a D'Vor bio weapon and while you have survived it, you still suffer from its effects even today. No modern medicine has even been able to heal these ailments. Effects: Sick (1 point, the character can no longer sprint for more than one round

without falling down due to intense pain), Weak Immune System (3 points)

Incredibly Bored (5): Life in the high tech world of the CORE without any needs or shortage in some people leads to immense boredom. They lose interest in their environment, lack appetite and sleep. Many ultimately become addicts, especially wireheads. Effects: Insomniac (1 point), Slow Learner (2 points), Poor Senses (Hearing and Sight -1 due to inattention, 2 points).

Personality Adjustment (4): The character was a criminal once and for his crimes was convicted to undergo personality adjustment. Now, his violent traits are subdued but occasionally, there is still a flashback of past crimes. Effects: Amnesiac (cannot remember many aspects of his past life before his treatment, 2 points), Flashbacks (scenes of violence - triggered by the sight of guns, combat etc., 2 points)

Projects 32 (2): While CORE Command is generally benevolent, there are some within its ranks who are misguided enough to use unethical measures to further their goals. Project 32 was such a case. The scientists involved in the project genetically altered embryos to create super soldiers. Public outrage eventually ended the trials but the guinea pigs still live today, a few as members of CORE Command but many in mental institutions undergoing major personality adjustment. Unfortunately, the subjects of Project 32 are easily recognisable due to their blue skin and even those "blueskins" which are mentally stable still suffer from a lot of prejudice. Effects: Thick Skinned (-5 points), Acute Senses Hearing (-1 point), Bloodlust (4 points) or Severe Phobia (Open Spaces, 4 points), Slow Learner (2 points), Infamous (There are some really bad stories about psycho "blueskins", 2 points).

Quantek Allergy (3): The character cannot handle quantek implants and also gets -1 on all rolls for using quantek devices or when

defending against quantek items (e.g. a will roll vs. a quantek mind control device).

Wirehead (2): You are addicted to the sensation of sending electrical currency directly through the pleasure centre of your brain. This practise is frowned upon in most societies and your skull implants leave little doubt about your tastes. Effects: Addiction (Dependence Rating 3, 1 point), Social Stigma (1 point).