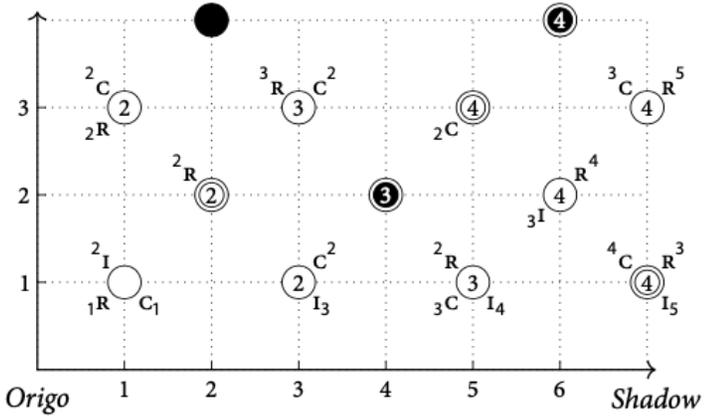


Gunta

APT



THE APT RULES

- The Apt can only use Force Armor and above, or they lose the abilities and bonuses listed below (but not the penalties).
- Unless operating stationary weapons or some weapon device based on a primary stack roll, the highest Ranged score they benefit from when using heavy weapons (3 slots or more) is 3.
- Apt characters have an increased chance of having critical successes. Rolls of 19 and 20 both count.
- When building things, Apt characters use half the parts.
- They can space 1 H scrolls and use at the cost of 2 H.
- The Apt characters' spaces can be filled with pieces of equipment (the use of which they have perfected), masters (whose masteries have been passed on to them), places (which they are very habituated to) or pets (which they have instructed). Pets can be either animals, mechanical bots or mystical beings, such as a minor nanite djinn. *Once per 24 hours* they can be used to treat a stack as if it were on an adjacent higher scale for a single action, as long as the space content relates to that action. This allows for extraordinary feats, as it lowers the DN significantly.

BLUEPRINTS