

**Durable**

Reduce all damage you take by one point. If you take damage that would kill you, roll a die. If the result is greater than the amount of damage you took, your Health is at zero, but you may keep playing normally.

**Ex-Marine**

You may swap your Wits and Strength or increase your Strength by one. You may carry two extra Weapons. Any Weapon you wield does an extra point of damage before damage modifiers are applied. When you're in combat, roll 2 dice and choose which one you want to use.

**Precognitive**

You may swap your Wits and Strength or increase your Wits by one. You start the game with an empty pool of PSI chips. At the start of your turn, put a chip in in your PSI pool if it has fewer chips in it than your Wits. You may spend a PSI chip at any time to look at the top card of any deck. Once per roll you make, you may spend a PSI chip to modify the roll by one point. You may create "impossible" rolls, like a 0 or a 7 in this fashion.

**Telekinetic**

You may swap your Wits and Strength or increase your Wits by one. You start the game with an empty pool of PSI chips. At the start of your turn, put a chip in in your PSI pool if it has fewer chips in it than your Wits. You may spend a PSI chip to add or subtract a point from any roll made to open or close a door adjacent to your room or corridor. You may do the same with any roll made for Combat in your room (except rolls to determine damage).

**Quick**

You may roll three dice when you roll to move. If you do, you may take any one die as normal, you may take two dice and lose a point of Health, or you may take all three dice and lose three points of Health.

**Perceptive**

Increase your Wits by one. Roll two dice when you roll to Search. You may take whichever result you want.

### **Cyborg**

Increase your Strength and Wits by one point each. Increase your Health by four. Take the first card from the Search deck and put it in front of you. If the card has discarding as a usage requirement, shuffle it back into the deck and draw a new card. This is your cybernetic implant. It does not count towards your total number of Items you can carry and can never be taken from you or discarded.

### **Medic/Biologist**

You never have to make a test to successfully Rest or Heal. If you do and you succeed, you automatically get the maximum possible benefit. You may take an Action to make a Wits test. If you succeed, you may put a Poison token on a Weapon in your space. When a Weapon with a Poison token inflicts damage, remove the Poison token and treat the weapon's damage as Biochemical instead of its normal type.

### **Engineer**

You may swap your Wits and Strength or increase your Wits by one. At the start of the game, go through the Search deck and take the Portable Terminal. You may carry two extra non-Weapon Items. Add three to your Wits for all non-combat, non-Search Wits rolls.

### **Simulant**

Wait until all other players have their Knacks, then choose 3 unused Knacks (you can not pick Alien). You must obey all instructions given to you by the other players. To disobey a command, make a Wits test. If you succeed, do what you want to do, but gain a Stress token. If you have more Stress tokens than your Wits, they turn into Shutdown tokens. If you have any Shutdown tokens at the start of your turn, you must remove a Shutdown token and pass your turn. You can not Rest unless you are in the Science Lab or the Med Lab.

**Scientist:** Swap Wits and Strength or add one to your Wits. SCIENCE! pool (Wits). You may spend any number of SCIENCE! chips to create a Gadget token. Write the number of SCIENCE! chips you spent on the Gadget token. Gadget tokens are Items. Any actor with a Gadget token can discard it at the start of his or her turn to roll a die. If the die is less than or equal to the number on the Gadget token, it activates. A Gadget can change the damage type of any weapon for one combat, add a point of damage to any weapon for one combat, or emulate the effects of any Item in the discard pile or in play for a turn.

### **Genetically Engineered**

Add one to your Strength or increase it to 6. Add one to your Health or increase it to 6. Adjust your Health accordingly. If this does not increase your Health by more than two points, you may undo the changes, discard this Knack, and draw a different Knack.

### **Healthy**

Multiply your Health by two. Gain double Health when you Rest or when someone heals you.

### **Lucky**

You may start the game with 7 Luck tokens or 2d6 Luck tokens (Pick one before you roll.). Any time an actor (including you) in your room or corridor makes a roll you don't like, you may spend a Luck token to re-roll that roll.

### **Pyrokinetic**

You may swap your Wits and Strength or increase your Wits by one. You start the game with an empty pool of PSI chips. At the start of your turn, put a chip in in your PSI pool if it has fewer chips in it than your Wits. You may spend a PSI chip and an action to make a ranged or close attack that deals 1d3 Fire damage if it hits. Remove one Air chip from Systems Support when you make this attack. You may spend a PSI chip to re-roll the damage dealt by any Fire attack in your room or corridor.

### **Chaplain**

Roll dice equal to the number of players plus one. Sum them. You start the game with this many Fortune tokens. You may spend a Fortune token to re-roll a roll any actor (other than you) in your room or corridor just made. If you die, your Fortune tokens disappear.

### **Survivor**

Before the game starts, take the first card from the top of the Search deck. You may carry up to 6 Items. You never take damage when retreating. You can pass through occupied spaces without getting attacked.

### **Alien**

Draw two more Knacks.