

CYBER-PLANNER

Anyone with this trait has been converted by the Cybermen and is now one of their elite Cyber-Planners. Usually the Cyberiad targets children, but sometimes exceptional others are selected. This trait may only be taken with the Gamemaster's approval.

Effect

This trait gives the character Alien Appearance (Minor, the character is obviously marked with cybernetic circuitry) and Networked (with the Cyberiad) traits. The character's personality changes but is not eliminated - they become a harsher, more cynical and manipulative version of their normal selves. The trait also gives the character a bonus 4 Story Points that can only be used in the service of the Cyberiad's goals. These Story Points represent the immensely flexible resources available to the Cyber-Planners, and their efficiency in using them.

[good](#), [special](#), [characters](#)

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