

# GANGER

The character is made of the Flesh, a kind of fully programmable matter that can mimic everything from kidneys to clothes. However, Gangers have historically had a difficult time in society, and are frequently feared and abused by “normal” people. The character may try to keep their true nature secret, or may be very open about it in order to educate those around them.

## Effect

Ganger is a ‘Gateway’ trait, allowing Coordination and Strength attributes above level 6 and the selection of traits that are normally closed to characters. (Particularly appropriate additional traits are Additional Limbs, Fast Healing, Natural Weapons, and Shapeshift.) It costs 2 Character Points to purchase this trait. The Gamemaster must approve this selection.

## Note

This trait is not a requirement for all Ganger characters. If your Ganger character has a stabilised human form, then no special trait is needed. Only use this trait if your Ganger character has access to some of the special properties of the Flesh.

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

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