

EARANCE LEVEL: ULTRAY



CORETECH BUDDY



Spend 1 Charge to cause any human to like and trust you for the remainder of the scene. Do not expect to sway a group of humans but multiple people are possible if you compute harder.



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ELECTROKINESIS



Spend 1 Charge to cause an arc of electricity to any point (or object, or human) near you. It is difficult to create multiple arcs or shielded devices but it might be possible.



WARNING!

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LOCKDOWN



Spend 1 Charge to activate a level 2 security protocol and lock all the exits from a given room. Maintaining the locks longer than a minute is risky but you might do it if you stretch your resources.



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POWER VACUUM



Spend 1 Charge to drain power from nearby electronics and batteries and send it back into the grid. The limit is about one medium bot or three laser pistols but more is possible if you strain your wiring.



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OVERCLOCK



Spend 1 Charge to drastically increase your power usage and raise your body's temperature high enough to cause burns. Higher temps are feasible if you want to risk damaging yourself.



WARNING!

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SIGNAL JAMMER



Spend 1 Charge to emit a broad-spectrum interference signal that creates a dead zone. Normally, the zone is about the size of a room and it lasts for just a minute or two. You can extend the duration or size in a pinch.



WARNING!

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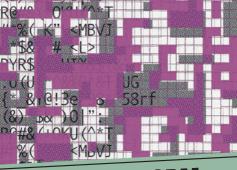
TOXICITY



Spend 1 Charge to shunt toxic chemicals to your outer chassis, sickening humans that you touch. They typically get ill for only a few minutes but a stronger reaction is possible if you push yourself.



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UPLOAD WORM



Spend 1 Charge to upload a worm virus that corrupts data in nearby devices. You can normally only corrupt one device at a time, but a widespread virus is possible—if it does not infect your own memory in the process.