

# HOW TO USE

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1. Print.
  2. Cut along dotted lines.
  3. Fold cut pieces in half.
  4. Apply glue to unprinted side.
  5. Press together firmly.
- 





## ACCIDENT PRONE



When you use this power stuff goes wrong around you. Things fall over, people trip up, equipment malfunctions, bots go haywire, ducts explode, mutants combust, that kind of stuff. You have no direct control over exactly what happens (GM's choice), it's usually not good, but on the other hand it usually affects other people, not you. The more Moxie you put into it, the larger and more dramatic the effect will be.



## ANDROID



You're not a clone at all, you're a series 1138 experimental clonebot. You look and behave completely like a clone, but you weigh 200 kilos, need to recharge every 2-3 hours, and for 1 Moxie point you can overclock any one stat or skill, doubling it for one roll. It is vitally important that the other Troubleshooters do not discover you are not human.

(Roll a dice to see who made you: 1-2 the Computer; 3-4 someone else; 5-6 you have no idea.)



## ARMY SURPLUS



You have a third arm. It's hidden under your tunic. It's in all ways a perfectly functional arm only, you know, extra.







## ASSASSIN



You can kill people with the power of your mind. Costs 5 Moxie per person and they have to be within 3 metres of you but they die instantly, their brain oozing from their ears and nose. You can spend less Moxie but the effects are exponentially less impressive down to causing a nagging headache for 1 Moxie. Downside: this ability features in a lot of anti-mutant propaganda and scare stories, so when you use it everyone immediately goes on high alert to look for you.

MUTANT POWER

WARNING! WARNING! WARNING!

CLEARANCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



## BAD VIBRATIONS



You can generate low-frequency vibrations that cause anxiety, paranoia and panic. They may also cause minor damage to structures and equipment. Burn 1 point of Moxie to make anyone within touching distance feel uneasy; burn more to affect a group; burn a lot to start a riot.

MUTANT POWER

WARNING! WARNING! WARNING!

CLEARANCE LEVEL: ULTRAVIOLET

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## BEFUDDLING



You can cloud clones' minds with the power of thought, making them lose focus and become confused. Burn 1 point of Moxie to reduce the NODE of any one mental-based roll by 1. Spending more Moxie can make more people more confused for longer.

MUTANT POWER

WARNING! WARNING! WARNING!

CLEARANCE LEVEL: ULTRAVIOLET

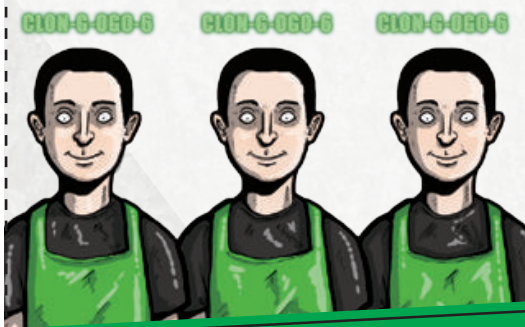
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## BLANK



By burning 1 Moxie point you can make one person in your immediate area not notice you or what you're doing for ten seconds. Burning more Moxie can increase the length of time they don't notice you, or the number of people who don't notice you, or the number of people that people don't notice, or any combination of the above.



## CLONES-A-GO-GO



Due to a glitch, you will never run out of spare clones. Your clone number will never advance beyond 6, but new clones keep coming. Be careful not to arouse suspicion!



## CLUMSIFY



You can make people clumsy just by thinking about it. Burn 1 point of Moxie to reduce the NODE of anyone's roll concerning a physical activity by 1. Burning more can make more people clumsier for longer.







## CONDENSER



You can cause moisture to condense from the air. A point of Moxie creates a dew effect in a 3m radius around you, making objects and surfaces slippery and short-circuiting exposed circuits. The more Moxie you burn, the more water will appear.

MUTANT POWER

WARNING! WARNING! WARNING!

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FEARANCE LEVEL: ULTRAVIDE



## COOLER



You can lower the vibration of the atoms in things you touch, making them colder. Burning 1 Moxie will freeze a cup of water in five seconds. If you try harder you can freeze flesh, flash-freeze substances, and even make metals so cold they shatter when hit.

MUTANT POWER

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FEARANCE LEVEL: ULTRAVIDE



## DAMPER



You can nullify a mutant's power for a short time just by touching them. Touch the character then show the GM this card and cross off a Moxie point they'll do the rest! You can burn more Moxie points to extend your ability to cover a circle around you or even flip it to boost other mutants' abilities. If you know about other mutants without reporting them to the Computer of course which is treasonous behaviour.

MUTANT POWER

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FEARANCE LEVEL: ULTRAVIDE

## DARKENER



You can force your body to absorb photons creating a localised pocket of darkness around you and making you and people close to you harder to see hit record and so on. Burning 1 Moxie point darkens a 3m sphere centred on you (or an entire 10' x 10' room) burning more Moxie creates a larger sphere or a deeper darkness or both

**MUTANT POWER**

WARNING! WARNING! WARNING!

CLEARANCE LEVEL: ULTRAVIOLET

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## DOUBLE OR NOTHING



Give this card to the GM right now, then draw two more mutant power cards. You have both those abilities. However, if either of the cards says you have no mutant power then keep that one and discard the other one: you have no mutant power.

**MUTANT POWER**

WARNING! WARNING! WARNING!

CLEARANCE LEVEL: ULTRAVIOLET

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## DRAGON



You can breathe fire. No shit! Fire! Coming out of your mouth! This totally hurts like hell understandably. Burn 1 Moxie for a jet of flame 25 centimetres long lasting three seconds. More Moxie gives you more range better duration enough heat to melt metal and maybe the ability to not burn your lips off

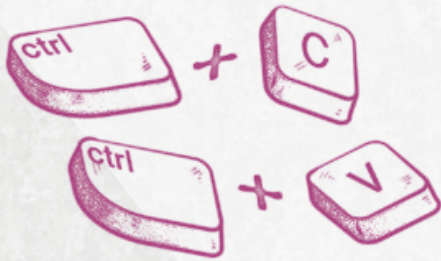
**MUTANT POWER**

WARNING! WARNING! WARNING!

CLEARANCE LEVEL: ULTRAVIOLET

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## DUPLICATOR



By touching another character's skin, you can duplicate their mutant power - if they have one - for a one-time use. Downside: you don't know for sure what the power is until you use it. Show the GM this card, indicate to them whose power you have and how much Moxie you're burning, and they'll describe the effect.

MUTANT POWER

WARNING! WARNING! WARNING!

FEARANCE LEVEL: ULTRAVIOLET

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## FLIPPER



You can change the timeline, affecting the outcome of events by flipping to an alternate reality where something that just happened happened slightly differently. Burn 1 point of Moxie to force someone to redo one roll or to switch the Action card they just played for the top face-down one on the Action pile. The more Moxie you burn, the more dramatic the effect.

MUTANT POWER

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FEARANCE LEVEL: ULTRAVIOLET

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## FORENSICIST



By examining an object and burning at least one Moxie point, you can gain a ridiculous amount of information about it: where and when it was made, what materials are in it, how long ago it was last used, et cetera. Burn more to discover who last used it, how they used it, who else was present, and more. Do not use this ability to torture the GM's creativity; they are doing their best.

MUTANT POWER

WARNING! WARNING! WARNING!

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## FTP



You can mentally upload files from your Cerebral Coretech to any other character's mental storage space by spending 1 Moxie. With more effort and Moxie you can download files on their Cerebral Coretech onto yours, read the datafeeds from or to their iBalls and other senses, or even interfere with the memories of bots and surveillance devices.



## HOTTIE



You can increase the vibration of the atoms in any material you are touching, making it hotter. Burning 1 Moxie point will boil a cup of water in five seconds. Spending more Moxie will melt plastic, sear flesh, and can even melt metals.



## INNOCENT FACE



You can fake an expression so benign that nobody believes that you did what you just did, even if they saw you do it. However, it becomes harder to maintain the veneer of innocence each time you use this: the first use costs 1 Moxie, the second 2, the third 3 and so on. Show this card to the GM and they'll do the rest. By burning additional Moxie you can pin the blame for your mistake or misdeed on someone else.

MUTANT POWER

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## JAMMER



You can block the ubiquitous wifi signals that blanket Alpha Complex. Burning 1 Moxie point blocks the signal in a 1-metre radius around you for three minutes. Burn more Moxie to extend the range or duration of the block or to only block particular parts of the spectrum like audio, video, navigation, software updates, important news bulletins or so on.



## JIGSAW



You can detach parts of your body, and they will continue to function and follow your commands. You can also reattach them afterwards. Burn 1 Moxie point to detach one part (from a digit or sensory organ up to an entire limb) and control it up to 5 metres from your body; if not returned to your body after three minutes it goes rogue. You're sure you could send limbs further away, or even reattach body-parts severed by wounds, or even separate and re-join your head, if you tried hard enough.



## LUCKY PUNK



You're naturally lucky when it counts, and you can share that ability with others. Spend 1 Moxie point to adjust one dice in any just-taken roll by +1 or -1, so you can turn a 4 into a success or a 5 into a failure. More Moxie, more flipped dice. You can even make the Computer Dice turn to or away from its Computer face.

**MUTANT POWER**

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**MUTANT POWER**

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## MAGNETIST



You can generate magnetic fields around you which can attract or repel small ferrous objects - up to one kilo if you burn 1 Moxie point. For more Moxie you can manipulate more and better and for a lot of Moxie you can also generate an electro-magnetic pulse (EMP) which will knock out every piece of electronics in the area including your Central Coretech. You've never tried it so you don't know what'll happen but hey that's what spare clones are for right?



## NOPE, NOTHING



You have no mutant power. In fact, you have such a high level of no mutant power that no mutant powers will work on you, good or bad. If you ever suspect that someone is trying to mutant-powerify you or is using one in your area, cross off 1 Moxie and show this card to the GM. They will tell you what happens.



## PHENOMENAL PHEROMONES



You exude airborne chemicals that make people like you and want to help you. One point of Moxie will affect one person who's close enough for you to touch for about a minute, but more Moxie can affect a wider range, or affect a few people more deeply, and a lot of Moxie will do both.







## NOISE CANCELLER



You can deaden all sound close to you, and if you concentrate you can cancel out a specific noise like an alarm or a siren. One Moxie point lets you silence a small area around you; spend more to widen the effect or focus on particular noises.

**MUTANT POWER**

WARNING! WARNING! WARNING!

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**MUTANT POWER**

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**MUTANT POWER**

WARNING! WARNING! WARNING!

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## OFF CAMERA



You can disappear from the Computer's sensors and cameras for a limited time. People can still see you but their Cerebral Coretech will not display any information on you. A point of Moxie makes you disappear for anything up to five minutes - it's hard to know exactly how long before it stops working - and each extra point roughly doubles the time that as far as the Computer is concerned you're nowhere.

**MUTANT POWER**

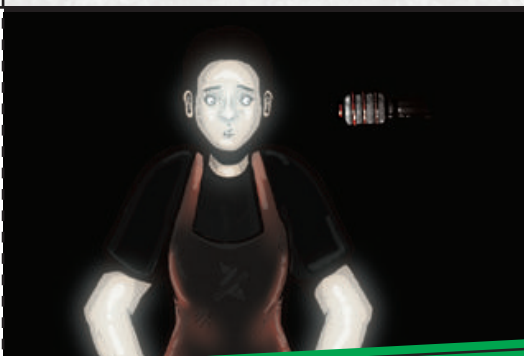
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**MUTANT POWER**

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## PHOSPHORESCENT



You glow in the dark. Cope. You can make yourself glow brighter by burning Moxie, and you might even be able to dazzle people, but you can't ever switch it off completely. Sparkle.

**MUTANT POWER**

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## POWER READER



You can tell whether someone has a mutant power and what it is just by touching them. This costs a basic 1 Moxie point. Touch a PC or NPC, then show the GM this card and they will tell you what that person's power is, if they have one.



## REFLECTIVE SKIN



Your skin has an odd sheen that means laser beams bounce off it. Make a Violence + Athletics roll to deflect lasers harmlessly; burn Moxie points to target reflected beams at specific objects.



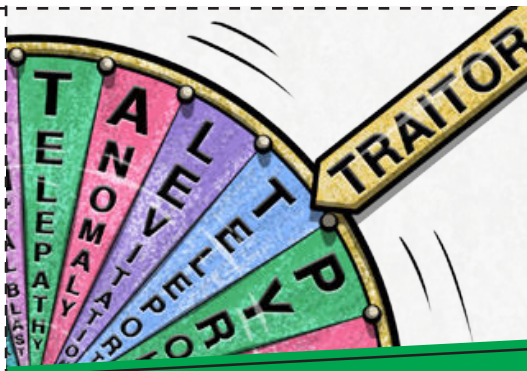
## REGENERATION



You can recover from wounds by concentrating really hard. Burn 1 Moxie per wound level that you want to recover. Burn a lot of Moxie and if your GM agrees then you can heal other people too.



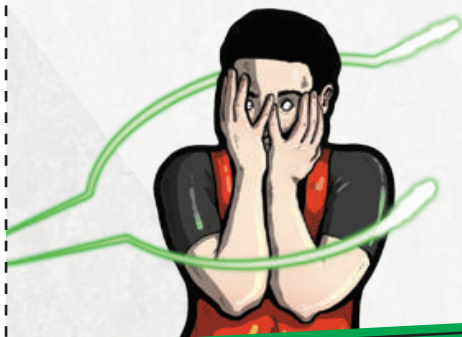




## RANDOMISER



You have a mutant power but it's wildly unpredictable. It works like this: (1) tell the GM how many Moxie points you're putting into the power, and who or what you're targeting; (2) take the top card from the Mutant Power deck; (3) show it to the GM, who will describe what happens; (4) look at it yourself.



## REFRACTION



You can alter the refractive index of the air around you to bend laser beams. Any time anyone rolls for a laser shot near you, you can burn 1 Moxie to change any one dice in the roll from a failure to a success or vice versa, up to 5 dice if you spend 5 Moxie. You cannot add or remove dice from the roll. If the shot misses its original target, you get to say what it hits.



## ROCK SKIN



You have the ability to harden your skin to become as tough as armour, letting you ignore wounds from physical attacks and explosions. Burn 1 Moxie point to be able to ignore one wound level for any injury received this combat round. Burn more Moxie to extend the duration or toughen your skin further. You must have activated this mutant power before the attack hits you.





## SHIELDING



You can create an invisible shield up to a metre in diameter up to a metre away from you in any direction. It will stop physical objects from passing through for one combat round. That's what you get for 1 Moxie point. More lets you expand the shield, its distance from you, its duration and what it protects against. You might even be able to create a hemisphere large enough to protect the whole party, if you really push it.

MUTANT POWER

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FEARANCE LEVEL: ULTRAVIOLET



## SONIC ATTACK



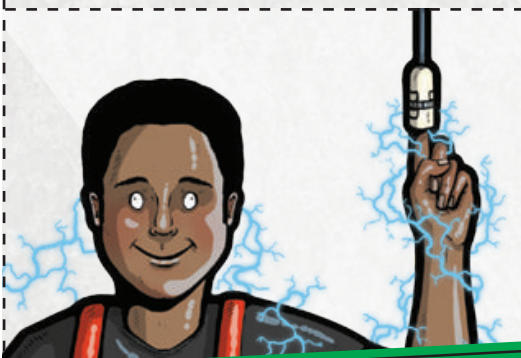
You can create a high-pitched sound capable of disorienting and temporarily deafening people close to you and, if it's pitched right, shattering glass and other fragile substances. One point of Moxie creates a note that drills into people's heads like nails on a chalkboard; burning more Moxie can cause physical harm to clones and objects.

MUTANT POWER

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FEARANCE LEVEL: ULTRAVIOLET



## SPARKY



You can use electrical energy to repair damage to your body. Plug your fingers into any wall-socket and heal one wound level per Moxie point you spend, taking one minute per level. You can even repair other people if they hold your other hand while you're plugged in - this takes 2 Moxie per level, and a lot of convincing.

MUTANT POWER

WARNING! WARNING! WARNING!

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FEARANCE LEVEL: ULTRAVIOLET





## SUCKER



You have a row of suckers down the inside of each arm, with the last and smallest one on the palm of your hand. These give you +2 to your NODE for any manual-dexterity tasks and in any brawling- or wrestling-style combat, if you burn 1 Moxie. You can also carry twice as much as a normal clone.

MUTANT POWER

WARNING! WARNING! WARNING!

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MUTANT POWER

WARNING! WARNING! WARNING!

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## SWAPPER



You can exchange mutant powers with any clone who has one just by touching them. Cross off a point of Moxie, then give this card to the player of the character you touched, and take their mutant power card in exchange. You are now immune from anyone using this card on your current clone. No take-backs if you discover the power you stole sucks. It also works on NPCs, but you can only use this power on live clones.

MUTANT POWER

WARNING! WARNING! WARNING!

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## VOICE OF COMMAND



You can project your voice in a way that makes people obey a one-word command you give them without thinking, for a few seconds. Burn 1 Moxie point to get one person to do what you tell them; burn more to increase the number of people, the number of words in the command, or the time they're affected.

MUTANT POWER

WARNING! WARNING! WARNING!

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## VANISHER



You can make small objects disappear. You don't know where they go. Sometimes you can bring them back. Burn 1 Moxie to vanish an object the size of a tennis ball. You might even be able to vanish something the size of a human head if you really tried. You must be touching the object, and it must not be attached to anything else, like a neck.

MUTANT POWER

WARNING! WARNING! WARNING!

FUN IS MANDATORY!

MUTANT POWER

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MUTANT POWER

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## VENOMOUS BITE



Your bite is poisonous; you can inject venom into your foes through hollow teeth. Burn 1 Moxie to inject a venom causing numbness and drowsiness for a few minutes. Burn more Moxie for a fatal or acidic saliva, or the ability to spit it at an enemy.

MUTANT POWER

WARNING! WARNING! WARNING!

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MUTANT POWER

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## WIND POWER



You can exhale and inhale with extraordinary force and capacity. Burning 1 Moxie point lets you blow out a candle or move pieces of paper 5 metres away. Burn more Moxie for greater force and distance, use freeze-breath to immobilise enemies, or reduce the air-pressure in a room.

MUTANT POWER

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## X-RAY VISION



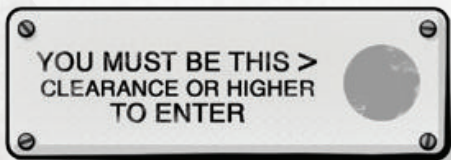
You can see through stuff. How much stuff depends on how much Moxie you spend. Cloth, thin plastic, thin flesh, one point. Thin walls and regular doors, two. A metre of steel... let's see, shall we? Note that your vision is not actually x-rays and you can't friz circuitry or give people cancer with it.



## ZERO



You have no mutant power and are in all ways a normal clone, like almost all of your fellow citizens. Thank the Computer! But stay vigilant, because at least one of the cards in this deck does describe a genuine mutant power, and that mutant may be close to you right now. So stay alert! Trust no-one! And keep your laser handy!



## COLOURBLIND



You can affect the colour perception of one person so that they see one colour (e.g. Red) as a different colour (e.g. Violet) for as long as you are interacting with them. That's what you get if you burn 1 Moxie point. For more Moxie you can affect more people, a wider range of colours, or even digital sensors and cameras.





## SLOW JAMMER



You can slow time around you. Burn 1 Moxie to react instantly to something the GM describes, or to go **RIGHT NOW** in the action order. You can do this multiple times in one round, if you have enough Moxie points, including taking five actions one after another before anyone else can even blink.

**MUTANT POWER**

WARNING! WARNING! WARNING!

CLEARANCE LEVEL: ULTRAVIOLET

**FUN IS MANDATORY!**



**MUTANT POWER**

WARNING! WARNING! WARNING!

CLEARANCE LEVEL: ULTRAVIOLET

**FUN IS MANDATORY!**



**MUTANT POWER**

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