

## Innured to Mortal Pain

The next time you take endurance damage your implants bite deep - your pain is so intense that you are oblivious to even mortal wounds as your system is flooded with artificial adrenaline substitutes.

Until the end of that combat should you become **Bloodied** you will continue to fight as normal but will continue to bleed - anyone taking a good look at you will see you are wounded and in need of medical attention but you yourself are oblivious of the wound until you reach the end of your bleed count.

If reduced to **Bloodied** by a call of **Sunder** this has no effect.

## Neurofrenzy

The next time you down an enemy your implants trigger your kill code

Uncalled **Melee**, and **Blam** have no effect on you (call **Deflect**)

Call **Rend** or **Knockback** in melee ever 3s

The chems rushing though you have inured yourself so much to pain that you do not recognise the damage they are causing. You are also near-mindless: complex tasks are beyond you, and you crave violence above all else.

This effects you for 10s or until you are reduced to **Bloodied**.

## Neuro-Shock

The next time you take endurance damage our implants overload and send you into a sudden burst of neuroseizure as they fire at random - you become **Subdued** - this can be fixed in a rather rudimentary fashion by anyone who understand bionics (such as a Tech Priest or a specifically trained Medicae) by applying a shock to the base of your skull.

Once the schock is applied you return to whatever hits you were on before this activated.

## Scrapcode Infection

Discard if you have not taken a **Warp** call or encountered a creature of the warp today

You are **possessed** you can fight this by spending **Willpower** every 10s to allow someone time to trap you in a circle. This Daemon is weak and can be rejected by a **Combat Exorcism**.

If you loose control you become vulnerable to **Sanctic** calls, will discard ranged weapons and may attach **Warp** to your melee calls - you will attack PCs and followers of the God-Emperor or Ommissiah first.

## Scrapcode Infection (Other)

Discard if you have not taken a **Warp** call or encountered a creature of the warp today - show to the character who treats you or your bionics next THEY take the following effect:

You are **possessed** you can fight this by spending **Willpower** every 10s to allow someone time to trap you in a circle. This Daemon is weak and can be rejected by a **Combat Exorcism**.

If you loose control you become vulnerable to **Sanctic** calls, will discard ranged weapons and may attach **Warp** to your melee calls - you will attack PCs and followers of the God-Emperor or Ommissiah first.

## Hallucinations in the Red Mist

The next time you are under stress or in combat hallucinatory figures emerge out of the mists of your implants memory banks - some of them are old faces, old victims, old enemies, people you despise...

Others are different faces, ancient warriors on red sands, alien monsters on distant worlds.

You must angrily confront one of these hallucinations, if you are not calmed down by an ally in 10s you will either charge off and chase it or unload a clip of your firearm into it expending one **ammunition**

## Noise on the Static

The next time you take endurance damage or your neural failsafes activate you begin to pick up vox transmissions in your head - this can be anything from illegal local music stations to PC radio transmissions to other unusual signals.

Do another power test with a 75% chance of failure, if you succeed you may ask a member of the game team a question about something you may have heard.

## Target Lock

Pick a person you're most hostile to, you cannot stop pointing you weapon at them and cannot take your finger off the trigger when doing so. You resist the urge to fire - but keep doing this without realising you are doing it/intending to do it.

This last until the end of the scene.

## Corrective Suffering

These implants were built for a more violent time in your life, and they encourage violent impulses by their nature.

Until you manage to vent your violent tendencies in combat you suffer increasing levels of pain from your implants whenever you resist the opportunity for violence.

## Neurofluid Poisoning

Managing the pain has been something you've done your entire life but the worst flare-ups from your implants are the ones where the bleed of substandard materials into your blood poisons you to the point of sickness.

The next time you use a bionic-based ability you suffer the effects of the **Weakness** call for 10s as you reach peak poisoning.

## Attack, Dog.

You have spent much of your life as an attack dog and a tool in the hands of others - and your implants do have protocols that enhance that.

The next time you are given a command or even a simple suggestion no matter if it is in jest, take it as if you had taken a **Would you Kindly?** call

## Bleed

The pain is intense, at a moment of your choosing you suddenly bleed from either the ear, nose or eyes - this lasts as long as you desire.

I'm sure it's nothing.

## Personality Shard

Briefly, fragmentarily, a spike in your brain reverts you to an earlier state of life, digging up unwanted childhood memories or a period you're unhappy to relive.

Alternately this digs up memories stored in these second-hand implants, of being a mighty warlord under blood-red skies piling skulls in mounds...

This whirling confusing blast of emotion lasts for a few minutes or until someone reminds you who you are.

## Spontaneous Discharge

Your implants crackle with undischarged energy which runs across your skin.

The next time you touch another individual you both take the effects of a **Shock** call.

## Hypersensitivity

The next time you use your **Augmetic Senses** afterwards one of your senses is amplified above normal resulting in all sensory input being incredibly (possibly agonisingly) intense.

This continues for the next thirty seconds (or longer if you find amusing).

## Vocabulation Glitch

A small neural error deletes a single commonly used word from your vocabulary, either making you skip it out of sentences or substitute it randomly with different words.

This persists for the next minute (or longer if amusing).

	<h3>Audio Worm</h3> <p>You have picked up a repetitive tune, for the duration of the day (at least until it ceases to be fun) do your best to hum it loudly at inappropriate moments. It's always in your head.</p>		<h3>Neurofluid Poisoning</h3> <p>Managing the pain has been something you've done your entire life but the worst flare-ups from your implants are the ones where the bleed of substandard materials into your blood poisons you to the point of sickness.</p> <p>The next time you use a bionic-based ability you suffer the effects of the <b>Weakness</b> call for 10s you reach peak poisoning.</p>		<h3>Deja Vu</h3> <p>At some point, after you have finished a task, return shortly after to the same place you began and repeat what you did before to the best of your ability.</p> <p>You cannot recall the first time you did it.</p>		<h3>Emotional Backlash</h3> <p>The neural feedback from this glitch causes one of an emotion you are trying to repress to bubble up to the surface as the moment when you need it not to - you feel intense pain afterwards.</p>	
	<h3>Audio Artefact</h3> <p>For the duration of the scene, you can hear a sound, static and crackling, that occasionally sounds like numbers and voices.</p>		<h3>Data Ghost</h3> <p>Pick a character, for the duration of the scene you are convinced their name and appearance are those of someone you have not seen in a long while, your noosphere overlay mistaking them constantly for that individual, this is especially distressing if that individual is dead.</p>		<h3>Scrapcode Worm</h3> <p>An area of your mind has been corrupted by a scrapcode worm. You cannot access one of your <b>Lores</b> until a tech Priest can purge your systems with 30s of roleplay -</p> <p>If you believe you hold an important piece of classified information related to that lore then it is taken.</p> <p>Please inform a ref what was taken after this is resolved.</p>		<h3>The Recall Signal</h3> <p>You latch onto a numbers-station-like signal. At a random moment, pick a random direction and follow that signal, it is hypnotic and you heed no danger, you will proceed in that direction until snapped out of it, or you take damage. You don't know where this came from, but it was very real.</p>	