Busted Arm Joint

Rise to your feet, the next time you use the busted arm the joint of choice shatters and the arm falls limp and is disabled.

Quick Fix: With a welder you can bodge the limb together, The user cannot use this limb to carry anything heavy/attack otherwise the limb will break again until the proper repairs are made

Proper Repairs: Hairline stress fractures in the material of this limb are likely to make this a recurring problem, once you have taken time to weld them with a laser-welder and replacement parts for the joint this problem will clean up.

Busted Leg Joint

Rise to your feet, only to have your leg joint shatter and fall prone.

Quick Fix: With a welder you can bodge the limb together, The user cannot use this limb to run otherwise they will collapse unable to move again until the proper repairs are made

Proper Repairs: Hairline stress fractures in the material of this limb are likely to make this a reoccurring problem, once you have taken time to weld them with a laser-welder and replacement parts for the joint this problem will clean up.

Surface Sensor Loss

Rise to your feet whenever you become **Bloodied** you will continue to fight as normal for the next 10s and if you have suffered an effect that would cause you to have a Bleed Count then you are oblivious of it - before your system enters total failure and you collapse to the ground and start your Bleed Count if you hadn't already.

Proper Repairs:: Sensory repair requires nano-repair which is a painstaking and annoying process as such sensors are very complex pieces of technology.

Unresponsive Digits

Rise to your feet, moving your fingers and other manipulators (such as those built into additional limbs) is a sluggish and annoying process. You won't be able to fire a ranged weapon, write or do anything that requires manipulation until properly repaired.

Proper Repairs: You can open the limb at the palm and wiggle the receptors around a bit until you find and can fix the damaged connection.

Loss of Occular Input

Rise to your feet, you have lost all sensory input from your visual sensors, rendering you partially blinded - you cannot see more than 1meter in front of you and changes in light intensity produce confusion.

Proper Repairs: You can open the side of the skull and wiggle the receptors around a bit until you find and can fix the damaged connection, then everything should function fine again.

Loss of Audio Input

Rise to your feet, you have lost all sensory input from your audio sensors, rendering you deaf.

Proper Repairs: You can open the side of the skull and wiggle the receptors around a bit until you find and can fix the damaged connection, then everything should function fine again.

Broken Audio Output

Rise to your feet you can only speak incomprehensible blurts of binary/gothic gibberish - you may make calls as normal but may not benefit from any ability that requires speech to use.

Proper Repairs: If you open the jaw you can perform repairs on the vox unit - but they will take time to cool if they take damage before they can **Recuperate** they suffer this effect again.

Alert Light

Rise to your feet, one of your undamaged body parts is incorrectly diagnosed as damaged, which your brain can only interpret as constant shots of psychostigmatic pain.

Proper Repairs: Getting into the cortex cogitator of the unit is the only acceptable approach to dealing with such a fault, the pain is manageable long-term but it would be better to make the repairs.

(The Terminator Music Starts)

Rise to your feet, you have suffered extensive cosmetic damage parts of synthflesh hang freely off or have melted displaying the metallic form beneath (you will need to physrep this).

Proper Repairs: Using synth-flesh and vat-grown flesh you can replace most of this horrific damage over time. There may be some slight differences (if the patient wishes to physrep) between the new and old flesh sheath.

Cascade Failure

Rise to your feet, the next time you attempt to use a Techno-Arcana power our internal battery overloads, spewing plasma and energy everywhere.

You have 3 seconds to react, before calling **Mass Haywire** followed by **Boom** – you then fall **Bloodied** and begin a bleed count.

Proper Repairs: You cannot use your powers until a new battery is fabricated.

Bluescreen

Rise to your feet, the next time you use a power, it fails and you lose all visual and audio inputs, besides edge detection. You can move at a walk, but are unstable, but you are too disorientated to fight/defend yourself and make use of any traits.

Proper Repairs: This persists until you have endured repeated painful rebooting of all affected systems at the hands of a Tech Priest.

The Machine Awakens

Rise to your feet, everything feels fine, diagnostics are green, you are not in control of your form as a data-djinn subroutine appears to be piloting it of its own volition. **Get a ref** to brief you on what it would like to do - this is not an AI but it has basic intelligence equal to that of a toddler or a small curious animal - you will ignore friend and foe and not attack unless attacked first.

Proper Repairs: The Rite of Becalming will allow you to take back control of your form.

Neuro-Shock

Your form is unresponsive, as if struck by a high powered Haywire call.

Quick Fix: You can expend a Supply from an energy weapon to hard-wire a 'shock' to get the individual back on their feet. They are a bit shaky and jittery; they gain +1 Endurance until the end of the combat scene and lose 2 endurance from their pool after that until they are repaired.

Proper Repairs: You can reboot the neural-net of the machine with the **Rites of Becalming,** but it will take time they must Recuperate in order to recover their Endurance.

System Crash

Rise to your feet, the next time you attempt to use a power, it fails, and your neural cortex crashes. Thise causes you no mechanical damage, but you drop to the ground limp, while your system reboots (feel free to 'stagger' somewhere OOC safe to do this).you are **Subdued** until someone can repair you.

Proper Repairs: The gentle ministrations of a Tech Priest with the **Rites of Becalming** can usually aid this...otherwise a painfully invasive manual reset is necessary

Neurofrenzy

Rise to your feet, something goes wrong inside you, either a hidden kill-routine or simply a glitch that drives you mad with pain - you attack anything you see until subdued. You become unconscious when you next become Bleeding.

Proper Repairs: With the machine stabilised but unconscious with 1 minute of repair or the **Rite of Becalming** you can prevent it remaining aggressive.

Reactor Leak

Rise to your feet, you are oblivious, but your internal eactor has begun to leak lexotic radiation while whatever organs you have are shielded, this is not so true for those around you. **Inform a Ref** whenever you are close to someone for more than five minutes. They will receive the **Rad Phage** dramatic effect

Proper Repairs: This can be repaired during a period of Recuperation by accessing the reactor core while wearing safe equipment is somewhat essential for this process to succeed, once the cracks are patched the leak will stop. If done without protection suffer the **Rad Phage** dramatic effect

Coolant Failure

Rise to your feet, everything feels fine, diagnostics are green - the next time you use your Technoarcana or any ability related to your form your internal temperature begins to climb rapidly - you must vent immediately, calling **Mass Burn** centred on you.

You do not take this effect and you are fine afterwards.

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 and may attach **Warp** to ranged calls, and calls from your Techno-Arcana you will attack PCs and followers of the God-Emperor and Omnissiah first before moving to other targets..

Catastrophic Damage

Discard if you were not Bleeding as a result of **Sunder**.

You have suffered severe trauma to one of your vital components. Your entire form will go into full failure in 10 minutes - fate can be used to revive you.

Quick Fix: You can be linked up to a static device that replicates the function of this component. You cannot move away from this device. you cannot carry it, but someone else can for you.

Proper Repair: Repairs to the damaged component can be undertaken by fabricating the component at the cost of a **Supply.**

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Gaping Damage

There is a gaping hole in your superstructure and you are leaking fluids start your Bleed Count. if you haven't already.

Quick Fix: You can tape up the hole in order to stop the character from Bleeding Out their energy and other essential fluids with excessive use of duct-tape. But any damage will cause them to become **Bloodied** again and restart their wound count.

Proper Repairs: It takes an extensive degree of repair by a Tech Priest to fully repair this damage - you may do so during a period of Recuperation.

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