

TEN THOUSAND WORLDS



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This work has a triple dedication:

First, to the real-life everyday women and men whose largely unsung heroics throughout human history earned them not accolades but insults, not medals but jail terms, not statues but unmarked graves; to those who were brave enough to be ahead of their time and do what was both unpopular and right.

Second, to everyone enriching human culture with various forms of open-source content.

Last but not least, to “my sweetest distraction”, *Mi Querido John*.

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I chose to release this work in this way so that you (a human who isn't training an AI) could adjust it to suit your needs, and create your own characters and stories based on this work and still own them yourself —which is as it should be with roleplaying games. I do ask that you give me credit by linking to www.TenThousandWorlds.org.

It should go without saying, but this work is part of a game, **Ten Thousand Worlds**, meant to make a rainy afternoon more enjoyable for you and a few friends. This is a game that requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is probably not for you.

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Introduction

Basic Game Concepts

The Game

Ten Thousand Worlds is a game that lets you and your friends exercise your creativity and imagination as you work together to experience a story in the great tradition of heroic fiction — a story that you create yourselves. All players, save one, play the roles of the story’s fictional heroes, the *Player Characters (PCs)* for short, and try to “save the day” as the heroes would. The remaining player, the *Game Master (or GM)* plays the roles of all the other characters they meet: villains, monsters, everyday people and animals; collectively known as *Non Player Characters (NPCs)*. The GM also acts as referee and sets up every new game session, or *chapter* in the story. Together, everyone’s choices shape a collaborative, interactive tale.

The Basics

What You Need to Play

To play this game, you need these rules, paper and pencils for recording information about your story, plus a few dice. You can use ten-sided or six-sided dice; If you don’t own dice, you can use coins. Whichever you choose to use, all players must use the same type of dice or coins.

Traits & Levels

Almost everything in the story’s world can be described by its *traits*, and each trait comes in various *levels*: from **Dreadful** (the worst), to **Common** (average), to **Wondrous** (the best). For example, most walls are described by one trait, their *Material* trait; a wall made of **Dreadful** Material is weaker and more likely to crumble than a wall of **Common** Material, which in turn is weaker than a wall of **Wondrous** Material. As seen in [Table 1: Levels](#), each level is associated with a dice roll *modifier* and a point *value*, which become important later in the rules.

Table 1: Levels

Level	Level Abbreviation	Modifier	Value
Dreadful	Dr	-3	1
Weak	Wk	-2	2
Poor	Pr	-1	4
Common	Cm	0	6
Good	Gd	+1	10
Great	Gr	+2	15
Outstanding	Ou	+3	20
Extraordinary	Ex	+4	30
Phenomenal	Ph	+5	40
Fantastic	Fa	+6	60
Wondrous	Wo	+7	100

A shorthand way of showing all this is:

Trait: **Level(modifier)(value)**

– or –

Trait: **Level Abbreviation(modifier)(value)**

So for example, a wall’s **Great** Material trait may be written:

Material: **Great(+2)(15)**

– or –

Material: **Gr(+2)(15)**

Any particular level is roughly one and a half times bigger / stronger / better than the level just beneath it, so **Good(+1)(10)** ends up being about 10 times better than **Dreadful(-3)(1)**, and **Wondrous(+7)(100)** ends up being about 10 times better than **Good(+1)(10)**, or about 100 times better than **Dreadful(-3)(1)**.

What **Dreadful** actually means depends on the trait. [Table 2: Dreadful Level](#) shows that for some traits, such as the *Weight* trait, **Dr(-3)(1)** is a measurable amount, while for others, such as the *Visibility* trait, it’s a bit more abstract. These traits and others have their own tables later in the rules that give examples of what different levels mean for different traits.

Table 2: Dreadful Level

Example Trait	Dreadful(-3)(1) Level
<u>Weight</u>	20 kg (40 lbs)
<u>Distance / Range</u>	20 m (60 ft)
<u>Speed</u>	12 kph (7.5 mph), 20 meters in 6 seconds
<u>Information</u>	1 MB (one megabyte), one book
<u>Material</u>	Cardboard, cellulose
<u>Visibility</u>	Starlight on a moonless night
<u>Temperature</u>	Near-freezing
<u>Acidity / Basicity</u>	Pure water
<u>Fire</u>	One match

Orders of Magnitude

So what if you want a story where everyone rides inside giant robots battling building-sized monsters, and even the weakest robot is ten times stronger than most humans? For that kind of story, levels for some of the traits of robots and monsters jump another *order of magnitude*, to **Magnitude 1** (or **M1**), where all levels are ten times better than normal. A monster’s **Good Strength** trait at **Magnitude 1** may be written—

Strength: **Magnitude 1 \ Good(+1)(10)**

– or –

Strength: **M1 \ Gd(+1)(10)**

—to show that it is ten times better than a **Good** Strength trait at the default magnitude, **Magnitude 0** (or **M0**). Being the default, “**M0** \” doesn’t need to be written in front of a level.

There are higher orders of magnitude beyond **M1**, each one 10 times better than the one below it. **M2 \ Gd** Strength is 10 times better than **M1 \ Gd** Strength and 100 times better than **M0 \ Gd(+1)(10)** Strength, or 1000 times better than **M0 \ Dr(-3)(1)**.

Table 3: Expanded Levels shows there is some overlap in the different orders of magnitude. **Phenomenal** level is equal to **Poor** level, **Fantastic** is equal to **Common**, and **Wondrous** equals **Good** at the next higher order of magnitude.

When Worlds Collide

So what happens if a trait from a higher order of magnitude acts on a trait from a lower order of magnitude, such as when a giant robot with **M1 \ Outstanding(+3)(20)** Strength stubs its toe against a garden wall of **M0 \ Great(+2)(15)** Material? Multiply the value of the higher order trait by ten and add six to its modifier. To that garden wall, the giant robot toe has a value of (**20** x 10 =) 200 and a modifier of (**+3** + 6 =) +9. If a gardener wants to “scare away” the giant robot before its toe hits his garden wall, by throwing a brick from that wall at it, the reverse happens. When a trait from a lower order of magnitude acts on a trait from a higher order of magnitude, divide the value of the lower order trait by ten (round down) and subtract six

Table 3: Expanded Levels

Magnitude 0	Magnitude 1	Magnitude 2	Magnitude 3	Magnitude 4
M0 \ Dr(-3)(1)				
M0 \ Wk(-2)(2)				
M0 \ Pr(-1)(4)				
M0 \ Cm(0)(6)				
M0 \ Gd(+1)(10)				
M0 \ Gr(+2)(15)				
M0 \ Ou(+3)(20)				
M0 \ Ex(+4)(30)				
M0 \ Ph(+5)(40)	= M1 \ Pr(-1)(4)			
M0 \ Fa(+6)(60)	= M1 \ Cm(0)(6)			
M0 \ Wo(+7)(100)	= M1 \ Gd(+1)(10)			
	M1 \ Gr(+2)(15)			
	M1 \ Ou(+3)(20)			
	M1 \ Ex(+4)(30)			
	M1 \ Ph(+5)(40)	= M2 \ Pr(-1)(4)		
	M1 \ Fa(+6)(60)	= M2 \ Cm(0)(6)		
	M1 \ Wo(+7)(100)	= M2 \ Gd(+1)(10)		
		M2 \ Gr(+2)(15)		
		M2 \ Ou(+3)(20)		
		M2 \ Ex(+4)(30)		
		M2 \ Ph(+5)(40)	= M3 \ Pr(-1)(4)	
		M2 \ Fa(+6)(60)	= M3 \ Cm(0)(6)	
		M2 \ Wo(+7)(100)	= M3 \ Gd(+1)(10)	
			M3 \ Gr(+2)(15)	
			M3 \ Ou(+3)(20)	
			M3 \ Ex(+4)(30)	
			M3 \ Ph(+5)(40)	= M4 \ Pr(-1)(4)
			M3 \ Fa(+6)(60)	= M4 \ Cm(0)(6)
			M3 \ Wo(+7)(100)	= M4 \ Gd(+1)(10)
				M4 \ Gr(+2)(15)
				M4 \ Ou(+3)(20)
				M4 \ Ex(+4)(30)
				M4 \ Ph(+5)(40)
				M4 \ Fa(+6)(60)
				M4 \ Wo(+7)(100)

When a **lower** magnitude trait acts on a **higher** magnitude trait: **divide** its point value by 10 (round down) **subtract** 6 from its dice roll modifier

When a **higher** magnitude trait acts on a **lower** magnitude trait: **multiply** its point value by 10 **add** 6 to its dice roll modifier

from its modifier. To the robot, made of **M1 \ Good(+1)(10)** Material, that **M0 \ Great(+2)(15)** Material brick has a value of $(15 \div 10 = 1.5, \text{ rounded down } =) 1$ and a modifier of $(+1) - 6 = -5$. The outcome of such an action, and many others, is explained later in [Action!](#).

Rolling The Dice: Simple Rolls

There are two ways to roll dice in this game: the *Action Roll* (or *AR*), explained later in [Action!](#), and the *Simple Roll* (or *SR*). To make a Simple Roll, just roll one die and take the resulting number. If you're using coins, toss six coins at once (or flip one coin six times); each coin that lands front-side up counts as one and each coin that lands reverse-side up counts as zero; add up all the ones and zeroes to get a number from 0-6. Sometimes a Simple Roll needs to be multiplied by some number. The shorthand way of showing this is:

SRxNumber

So a Simple Roll that gets multiplied by 10 may be written:

SRx10

Sometimes a Simple Roll needs to be added to the modifier for some trait. The shorthand way to show this is:

SR+Trait

For example, if you need to make a Simple Roll and add it to the modifier for a PC's *Perception* trait (a trait they all have, explained in [Building Characters](#)), it may be written:

SR+Perception

Turns

Time in the story moves as quickly or slowly as needed to tell your tale. If nothing important happens to your character during her 45 minute ferry boat passage to an island, the GM will just fast-forward the story to her arrival. On the other hand, if she needs to evade pursuers until the boat docks, or the ferry gets attacked by pirates / aliens / sea monsters, time slows down into *turns*. One turn equals six seconds in the story. In one turn, any character could:

- Move at top speed
- Move at half of top speed and take one action, including stopping another wounded character from dying
- Stay in place and try to take multiple actions

Who Goes First

When things start happening turn by turn, the GM first determines the sides involved, e.g.: your team vs. the villains, three different armadas, or everyone for himself. Next, the GM has the leader of each side—or everyone in a free-for-all— make an SR+Perception. The highest number goes first, the next highest goes second, and so

on, with ties rolling again. For example, if one leader has **Great(+2)(15)** Perception and gets a 3 on her Simple Roll, that's a $(+2) + 3 = +5$; If the leader for the other side has **Poor(-1)(4)** Perception and gets a 6 on his Simple Roll that's $(-1) + 6 = +5$; Both sides tie and must roll again. The GM can opt to do this every turn, only when the sides change (e.g.: one squadron splits into two attack groups), or just at the start of every conflict.

The Rest of the Rules

So far, you've learned about describing things in the story by their [Traits & Levels](#), how to make [Simple Rolls](#), when to take [Turns](#), and how to determine [Who Goes First](#). The rest of these rules come in two parts. The first part helps you build characters and objects for a story and referee their interactions:

Building Characters: Describes all the different traits that define a character in the game.

Action!: How your PC interacts with the story, from how he smooth-talks his way past a doorman to how he can climb a wall or land a punch.

Improving Characters: How your character can raise the levels of her traits and gain new abilities if she is successful and stays true to the heroic ideal.

Gear: How to build everything from magic swords to sports cars to spaceships; all the tools of the heroic trade.

The second section is full of resources:

Gear Descriptions: Ready-made vehicles, weapons, armor, and assorted gadgets.

Skill Descriptions: Abilities that almost anyone can have with enough training and discipline.

Power Descriptions: Supernatural abilities of fantasy, horror, and science fiction that your story may or may not include.

Limitation Descriptions: All the things that often make heroes more interesting, and more human.

Sample Non-Player Characters: Examples of people, animals, and other creatures that your PCs may encounter in a story.

An Example of Play

A Rainy Afternoon with Veronica, Darius, and Pat

Veronica, Darius, and Pat have regrouped at Veronica's home after gathering storm clouds cut short their game in the park. Arriving just as the first raindrops fall, they decide to spend what's left of their afternoon playing Ten Thousand Worlds. They pull out the notes on their story, as well as dice, pencils, and paper. Veronica, acting as Game Master, picks up the story where they left off.

Veronica: "Welcome back to our story, 'Cities of Secrets'. At the end of the previous chapter, both the dashing private detective..."

Darius: (groans)

Veronica: "...both the tough-as-nails supernatural sleuth, Max Behr, and white-hat hacker turned reluctant heroine, R3D, had set a trap for the wanted criminal Baskerville, in the back of the five-star restaurant where he's been hiding equipment and fake identification papers. Unfortunately, he surprised them by bringing along some hired muscle, who kept the pair busy with a spectacularly messy fight while Baskerville got away through the alley door. They now stand surrounded by their unconscious opponents while award-winning marinara sauce, potato purée, and chocolate hazelnut mousse drips from just about every surface. What do Max and R3D do now?"

Pat (playing R3D): "R3D says, 'Tell me you have some faerie magic for cleaning today's special off my riding leathers, Behr.'"

Darius (playing Max Behr): "Max answers, 'Sorry whiz-kid, I don't do clean-up spells.', then he proceeds to check on each bad guy in turn, making sure no one is critically injured, before putting them all in the pantry and locking it shut."

Pat (playing R3D): "R3D goes outside to the alley, hoping she'll spot some clue to where Baskerville went next."

Veronica: "Darius, all of Max and R3D's former attackers are going to wake up tomorrow with bruises but be otherwise OK. It's going to take Behr a while to lock them up. Pat, make a Simple Roll and add the modifier for R3D's Perception trait."

Pat makes the roll and gets a favorable result.

Veronica: "It's a fairly neat alleyway, typical for this part of town. A set of footprints —made of flour, sauce, and everything else that got thrown around— lead from the kitchen door to a set of tire tracks consistent with a large, four-wheeled vehicle. The vehicle tracks go straight to the busy street at the end of this long block, where traffic races by in both directions. Besides the odd sautéed mushroom, the only other object of note is a crumpled piece of paper near the place where the footprints meet the tire tracks."

Pat: "R3D carefully smooths out and studies the paper."

Veronica: "It's an underground sidewalk map of downtown, the kind that's handed out to tourists every day. Different buildings on the map are marked with hand-drawn circles, there are a few clustered triangles at some intersections, and there's a big black 'X' under the Convention Centre. Max has finished locking up Baskerville's hired muscle."

Darius: "Max goes out to meet R3D and says, 'You get anything, whiz-kid?'"

Pat: "R3D replies, 'Except for the large, way-too-obvious mark by the Convention Centre, no. I could check for anything relevant about that place online.'"

Darius: "Max comes back with, 'Or we just charge into X-marks-the-spot.'"

Pat: "R3D says, 'Classic Behr. Since we're fresh out of clues, it's as good a place as any to start. Come on, big guy, I'll give you a ride over there on my cyber-cycle. I know a few shortcuts to that place that a car can't take; Maybe we'll catch up to him.'"

Darius: "Max sends a quick text to Police Inspector Chase, letting her know what she can find at this restaurant, and apologizing in advance for not sticking around. Then he says, 'Lets go before my ex shows up with a bunch of squad cars.'"

Pat: "We head for the 'X'."

Veronica: "I'll fast-forward. Using every shortcut R3D can remember, an hour later you're both standing right where the map shows 'X', in a little-used Convention Centre side passage, next to some sort of maintenance door. The door is at floor level, about meter and a half square, and its built-in lock has been popped clean off. The door has swung inward, deeper into the wall, into darkness."

Darius: "Max whips out his gun and charges in ..."

Pat: "R3D tries to stop him, saying, 'Wait, first check for ...'"

Veronica: "Too late. Max: From somewhere close by you hear, 'They fell for it?'. R3D: You see the door slam shut behind Max and hear fast, heavy footsteps coming up behind you. It seems we have at least four sides trying to act. Time to see who goes first. Darius and Pat, roll separately for Max and R3D, and I'll roll for ... well, you'll see."

And the story continues...

Building Characters

You build a PC (or any other character) for a story by starting with a character that has all the traits of a typical modern-day human, then add on higher levels of those traits, plus *skills*, *gear*, and perhaps even powers. You get all of this by spending *Character Points* (CP for short). The GM gives the same number of Character Points to every player; how much depends on the type of story you intend to make together. See the section [Sample Non-Player Characters \(NPCs\)](#) for some ways to record information about the PCs you build.

Character Points

If everyone wants to have a story where PCs are just slightly better prepared for danger and adventure than the average person, the GM may hand out 500-1000 Character Points to each player. If the story will feature heroes that can each take on several evil henchmen at once, or have a special power or two, the GM may give out 1000-2000 Character Points. If your heroes will be the stuff of wuxia movies, sword-and-sorcery novels, or comic books, the GM may give out 2000-5000 points or more. On the other hand, the GM may give out very few points on purpose, because everyone wants to tell a story where the heroes start humble and work towards greatness.

Character Traits

All characters are described by the same set of traits:

Brawling - How well your character attacks and defends in hand-to-hand combat. The typical modern-day human with no combat training has **Poor(-1)(4)** Brawling.

Agility - How well your character attacks and defends in combat from a distance, throws and catches, keeps her balance, and performs tasks that require hand-eye coordination. A typical modern-day human has **Common(0)(6)** Agility.

Strength - How much damage your character can inflict in hand-to-hand combat, and how much he can lift. Typical humans have **Common(0)(6)** Strength.

Endurance - Your character's ability to do strenuous work or run for extended periods of time, hold her breath, and resist toxins, stunning, and knock-out punches. Humans average a **Common(0)(6)** Endurance.

Willpower - How well your character resists psychological manipulation and mind-control, how well he attacks and defends in mental combat, and how much he gets his way in negotiations and social situations. The typical modern-day human with no mental training has **Poor(-1)(4)** Willpower.

Intelligence - Your character's ability to reason, build things, and come to understand new technologies. Typical humans have **Common(0)(6)** Intelligence.

Perception - How quickly your character can make or react to attacks, notice something out-of-place, and do tasks that require sharp senses. Humans have **Common(0)(6)** Perception.

Resourcefulness - Your character's ability to get something she needs through hunting, gathering, scavenging, bartering, influence, *contacts*, or wealth. The typical modern-day human has **Dr(-3)(1)** Resourcefulness.

Reputation - The "honor", "name", or "renown" earned by your character for his heroic deeds, which influences social interactions. This special trait cannot be improved by spending Character Points. All starting characters have a **Dreadful** Reputation—that is, none at all—but can earn levels of Reputation at the end of a chapter (see [Improving Characters](#)). Villains and supernatural creatures of "pure evil" have the *Evil Reputation* trait instead. If your character uses an alias, cover, or secret identity, each identity will have a separate Reputation. Sometimes the same character will have a different Reputation with different groups, such as "hackers" vs. "suits".

Health Points & Story Points

Besides Character Points, characters get two other types of points:

Health Points - Add together the values of your character's Brawling, Agility, Strength, and Endurance traits to get her Health Points (HP). This is the amount of damage your character can take before she starts to die. They can go up and down throughout a chapter as your character gets injured or heals.

Story Points - Add together the values of your character's Willpower, Intelligence, Perception, and Resourcefulness traits to get his Story Points (SP). These points represent that extra bit of luck that heroes seem to have, and can be spent to improve an Action Number (see [Action!](#)). These points usually get reset at the beginning of a new chapter.

Buying Levels of Traits

To raise a trait by one level, you must spend a number of Character Points equal to twice the value of the next higher level. To raise **Cm(0)(6)** Strength to **Gd(+1)(10)** Strength, you must spend ($10 \times 2 =$) 20 Character Points. To raise a trait by two or more levels, you must spend Character Points equal to the value of each level you jump to get to your new level, plus the value of your new level, times two. Raising **Cm(0)(6)** Strength to **Ou(+3)(20)** costs ($(10 + 15 + 20) \times 2 =$) 90 Character Points. For a below-typical trait,

add up the values of each level dropped, then multiply by two to find the number of extra Character Points you get back. Dropping **Cm(0)(6)** Strength to **Dr(-3)(1)**, drops past **Cm(0)(6)**, **Pr(-1)(4)**, and **Wk(-2)(2)** to give you $(6 + 4 + 2) \times 2 = 24$ extra Character Points to spend. See [Table 5](#) through [Table 12](#) for examples of different levels of traits.

When raising a trait to a level at a higher order of magnitude than **Magnitude 0**, multiply the values of the levels at the higher order of magnitude times ten, times the order of magnitude, before adding them to all the other values. **M0 \ Wo(+7)(100)** Strength costs $(10 + 15 + 20 + 30 + 40 + 60 + 100) \times 2 = 550$ Character Points, while buying **M1 \ Great(+2)(15)** Strength costs you $(10 + 15 + 20 + 30 + 40 + 60 + 100 + (150 \times 10 \times 1)) \times 2 = 850$.

Table 4: Typical Modern-Day Humans

Trait	Abbreviation	Level
<u>Brawling</u>	B	Poor(-1)(4)
<u>Agility</u>	A	Common(0)(6)
<u>Strength</u>	S	Common(0)(6)
<u>Endurance</u>	E	Common(0)(6)
<u>Willpower</u>	W	Poor(-1)(4)
<u>Intelligence</u>	I	Common(0)(6)
<u>Perception</u>	P	Common(0)(6)
<u>Resourcefulness</u>	R	Dr(-3)(1)
<u>Reputation</u>	RP	Dr(-3)(1)
Point Count	Abbreviation	Points
<u>Health Points</u>	HP	22
<u>Story Points</u>	SP	17
<u>Character Points</u>	CP	0

Table 5: Brawling

Level	Example
Wk(-2)(2)	Human child
Pr(-1)(4)	Typical modern-day human
Cm(0)(6)	Student of self-defense
Gd(+1)(10)	Modern-day police officer
Gr(+2)(15)	Modern-day soldier
Ou(+3)(20)	Modern-day elite combat trooper
Ex(+4)(30)	Martial arts master
Ph(+5)(40)	Human limit

Table 6: Agility

Level	Example
Cm(0)(6)	Typical modern-day human
Gr(+2)(15)	Modern-day champion marksman
Ou(+3)(20)	Modern-day champion gymnast
Ex(+4)(30)	Human limit

Table 7: Strength

Level	Example
Dr(-3)(1)	Human child
Cm(0)(6)	Typical modern-day human
Gr(+2)(15)	Modern-day champion weight-lifter
Ou(+3)(20)	Human limit

Table 8: Endurance

Level	Example
Cm(0)(6)	Typical modern-day human
Gr(+2)(15)	Modern-day champion athlete
Ou(+3)(20)	Yoga master; Human limit

Table 9: Willpower

Level	Example
Pr(-1)(4)	Typical modern-day human
Cm(0)(6)	Bazaar merchant, negotiator, or debater
Gd(+1)(10)	Trained to resist interrogation, hypnosis, or mind-control
Ou(+3)(20)	Bodhi; Human limit for stories that are not fantasy or horror

Table 10: Intelligence

Level	Example
Cm(0)(6)	Operate typical technology for the time; Typical modern-day human
Gd(+1)(10)	Repair typical technology of the time
Gr(+2)(15)	Make or modify technology of the time
Ou(+3)(20)	Develop advanced technology for the time
Ex(+4)(30)	Understand technology from beyond the story's time or from an alien culture

Table 11: Perception

Level	Example
Cm(0)(6)	Typical modern-day human
Gd(+1)(10)	Modern-day detective
Gr(+2)(15)	Tracker for human hunter-gatherer tribe
Ou(+3)(20)	Animals that track and hunt
Ph(+5)(40)	Zen master; Human limit

Buying Skills

Most skills cost 50 Character Points each. A few special skills count as "double skills", and cost 100 Character Points. These exceptions are noted in their descriptions.

Buying Gear

Gear costs a number of Character Points equal to the value of the level of its *Resource Cost* trait, plus the value of every level beneath it. To buy an item with a **Cm(0)(6)** Resource Cost requires $(6 + 4 + 2 + 1 = 13)$ Character Points. A character can also acquire gear by using her Resourcefulness trait, a number of times per month equal to the value of the level of that trait. See [Gear](#) for more details.

Table 12: Resourcefulness

Level	Example
Dr(-3)(1)	Abject poverty; Typical modern-day human
Wk(-2)(2)	Pensioner, retiree, migrant worker, or unemployed in a modern-day industrialized nation
Pr(-1)(4)	Student or service industry worker in a modern-day industrialized nation
Cm(0)(6)	Middle class office or factory worker in a modern-day industrialized nation; Member of a prosperous hunter- gatherer tribe
Gd(+1)(10)	Upper-middle class professional in a modern-day industrialized nation; Performer with city-wide fame and recognition; The best hunter or gatherer in a hunter-gatherer tribe
Gr(+2)(15)	Small modern-day company; Upper class professional in a modern-day industrialized nation; Nationally famous performer; Tribal elder
Ou(+3)(20)	Large modern-day company; World famous performer
Ex(+4)(30)	Modern-day "one percent"
Ph(+5)(40)	Small modern-day industrialized nation
Fa(+6)(60)	Large modern-day industrialized nation
Wo(+7)(100)	Modern-day multi-national corporation
M1 \ Gr(+2)(15)	One of the wealthiest nations on Earth

Buying Powers

If the GM allows you to buy powers in your story, each power usually costs 500 Character Points. A few powers count as "double powers" and cost 1000 Character Points; these exceptions are noted in their descriptions. This gets you a power at **Dr(-3)(1)** level. You can then spend a number of Character Points equal to the value of the level you want, plus the value of each level you jumped. To buy the Fly power costs 500 points to get it at **Dr(-3)(1)** level. **Great(+2)(15)** Fly costs $(2 + 4 + 6 + 10 + 15 =)$ 37 more points, for a total of 537 points.

In addition, you can buy *stunts*, specialized uses of a power that give a character new abilities, for 100 Character Points each. A stunt is typically one to three levels lower than the power from which it comes, depending on how much it differs from the power. Examples of possible stunts are included in the descriptions of several powers, but the GM is the final arbiter of whether it makes sense for your character to develop a new stunt, or whether you must buy a whole new power.

Limitations

If you don't have enough Character Points to buy everything you want for your character, you can opt to give him one or more limitations, which can be just about anything that makes his life more difficult. Taking a limitation gives you extra Character Points to spend, equal to the value of that limitation's level. Some Power descriptions suggest possible limitations and Limitation

Descriptions has more. Limitations that only affect some powers are only worth half as much (rounded down). The most dangerous powers impose inherent limitations; you don't earn any points for those. The maximum Character Points you can get from limitations is equal to half the CP given out by the GM, and any extra points acquired by dropping a trait below average count against this amount.

Unused Character Points

If you have any leftover Character Points after you build your character, list them as "Unused Character Points". Add to these points any Character Points you earn after each chapter. Spend them later to improve your character's traits, skills, gear, and powers in between chapters (see Improving Characters).

Half the Math is Done for You

To save you time when building a character, the costs of the different levels of traits, gear, and powers, from **M0 \ Dreadful** through **M4 \ Wondrous**, have already been calculated. They are listed in Table 13: Character Point Costs. If you want something at a level beyond **M4 \ Wondrous**, you're on your own.

Filling in the Details

Beyond traits, skills, gear, powers, and limitations, characters can also be described by –

Gender & Species, e.g.: "Female Human", "Male Troll", "Robot".

Age, Height, Weight, e.g.: "mid 30's, 180 cm, 90 kg (6 ft, 200 lbs)".

Home Base, e.g.: "Modern-day St. Petersburg", "Ganymede 2112", "Victorian London in an alternate history where the Babbage Difference Engine is an everyday tool".

Contacts - People or organizations that your character can call on for the occasional favor. They are different from the loyal Followers that are only available to characters with the Command skill. Any character can have a number of contacts equal to the value of her Resourcefulness trait. Not all contacts need to be defined when a character is built. They can be defined in the middle of a chapter, as needed, subject to GM approval. A contact doesn't need to be more than a name and perhaps a one line description, e.g.: "The Toronto Thaumaturgy Guild" or "Bruno, bouncer at the Midnight Cabaret". Contacts can give the character specialized information, access to places and resources not available to the general public, and sometimes let her borrow gear for a single mission. They will not put themselves or their gear at risk without some convincing. Contacts, especially powerful ones, will occasionally ask your character for help with their own problems.

Story - The name of the story you are all making together, such as "First Colony on Mars", "The Unusual and Talented Friends of Lady Fairchild", "Gunslingers of the Sierra Madre", "White Fire Coven", or "Chicago After Sundown".

Optional Details

To help you play your character, you might also want to write down a few notes about how he looks or acts or lives. Does she have olive skin, green eyes, or dreadlocks? Does he dress all in black, have a collection of bad ties, or one favorite hat? Does she have scars or tattoos? Does he adhere to a **Code of Honor**? Is she constrained by certain taboos or geasa? Does he observe any rituals? Is there a story behind why she's a hero, reluctant or otherwise? Does he operate under multiple IDs? Do her friends and family know what she does? Do they care?



Table 13: Character Point Costs

Level					Character Point Cost				
Magnitude 0	Magnitude 1	Magnitude 2	Magnitude 3	Magnitude 4	Brawling Willpower	Agility Strength Endurance Intelligence Perception	Resourcefulness	Powers	Gear
M0 \ Dr					-10	-24	0	0	1
M0 \ Wk					-8	-20	4	2	3
M0 \ Pr					0	-12	12	6	7
M0 \ Cm					12	0	24	12	13
M0 \ Gd					32	20	44	22	23
M0 \ Gr					62	50	74	37	38
M0 \ Ou					102	90	114	57	58
M0 \ Ex					162	150	174	87	88
M0 \ Ph = M1 \ Pr					242	230	254	127	128
M0 \ Fa = M1 \ Cm					362	350	374	187	188
M0 \ Wo = M1 \ Gd					562	550	574	287	288
	M1 \ Gr				862	850	874	437	438
	M1 \ Ou				1,262	1,250	1,274	637	638
	M1 \ Ex				1,862	1,850	1,874	937	938
	M1 \ Ph = M2 \ Pr				2,662	2,650	2,674	1,337	1,338
	M1 \ Fa = M2 \ Cm				3,862	3,850	3,874	1,937	1,938
	M1 \ Wo = M2 \ Gd				5,862	5,850	5,874	2,937	2,938
		M2 \ Gr			8,862	8,850	8,874	4,437	4,438
		M2 \ Ou			12,862	12,850	12,874	6,437	6,438
		M2 \ Ex			18,862	18,850	18,874	9,437	9,438
		M2 \ Ph = M3 \ Pr			26,862	26,850	26,874	13,437	13,438
		M2 \ Fa = M3 \ Cm			38,862	38,850	38,874	19,437	19,438
		M2 \ Wo = M3 \ Gd			58,862	58,850	58,874	29,437	29,438
			M3 \ Gr		88,862	88,850	88,874	44,437	44,438
			M3 \ Ou		128,862	128,850	128,874	64,437	64,438
			M3 \ Ex		188,862	188,850	188,874	94,437	94,438
			M3 \ Ph = M4 \ Pr		268,862	268,850	268,874	134,437	134,438
			M3 \ Fa = M4 \ Cm		388,862	388,850	388,874	194,437	194,438
			M3 \ Wo = M4 \ Gd		588,862	588,850	588,874	294,437	294,438
				M4 \ Gr	888,862	888,850	888,874	444,437	444,438
				M4 \ Ou	1,288,862	1,288,850	1,288,874	644,437	644,438
				M4 \ Ex	1,888,862	1,888,850	1,888,874	944,437	944,438
				M4 \ Ph	2,688,862	2,688,850	2,688,874	1,344,437	1,344,438
				M4 \ Fa	3,888,862	3,888,850	3,888,874	1,944,437	1,944,438
				M4 \ Wo	5,888,862	5,888,850	5,888,874	2,044,437	2,044,438

- New Skill** = 50 Character Points (100 Character Points for "Double Skills")
- New Power** = 500 Character Points (1,000 Character Points for "Double Powers")
- New Stunt** = 100 Character Points
- New Limitation** = Value of the Limitation, given back (Half value for Limitations that only affect some Powers)

Action!

Every time your character tries to do anything important in the story, she takes one of two types of actions. When no other characters act to block or oppose her, the action is a *check*; when they do, it becomes a *contest*. Both types of actions start with an *Action Roll* (or *AR*).

Rolling the Dice: The Action Roll

The way you make an Action Roll depends on whether you are playing with coins, six-sided dice, or ten-sided dice. If you have coins, toss six coins at once (or flip one coin six times); each coin that lands front-side up counts as one and each coin that lands reverse-side up counts as zero; add up all the ones and zeroes to get a number from 0-6. For six-sided dice, roll three dice (or one die three times) and add together all the numbers from each die rolled to get a number from 3-18. If you are using ten-sided dice, roll one die twice, counting the first roll as a “tens” digit and the second roll as a “ones” digit. If you have two different colored ten-sided dice, you can roll both at once, declaring one color for “tens” and the other for “ones”. If your “tens” roll is 5 and your “ones” roll is 7, that’s 57; If your “tens” is 0 and your “ones” is 3, that’s 03, or 3; If both rolls are 0, that’s 00, or 100.

Once you have a number from your Action Roll, look up its associated *action number* in [Table 14: Action Results](#). The action number is a base number that may then get modified up or down depending on a variety of factors to arrive at a final action number and the *result level*, the level of the character’s success or failure.

Checks

For any check, the GM determines three things:

The *trait modifier*, the dice roll modifier for the level of the trait being used to meet the current challenge.

Whether anything about the situation warrants any additional modifiers, called *situation modifiers*. If a situation modifier is a positive number, it’s also called a *bonus*; a negative situation modifier is also called a *penalty*. Examples of situation modifiers are listed in [Table 15: Example Situation Modifiers](#).

The *challenge modifier*, the dice roll modifier for the level of whatever *challenge* the character is facing. Examples of challenges and challenge levels are listed in [Table 16: Weight](#) through [Table 25: Size / Volume](#).

For example, say Detective Max Behr needs to break down a door. The GM determines Max’s **Gd(+1)(10)** Strength trait will be challenged by a wooden door of **Pr(-1)(4)** Material, and that there’s nothing unusual about this situation. This gives a trait modifier of **(+1)**, a challenge modifier of **(-1)**, and a situation modifier of **(0)**.

Table 14: Action Results

Action Roll			Action Number	Result Level
Six Coins	Three Six-sided Dice	Two Ten-Sided Dice		
0	3-4	1	(-3)	Dreadful
1	5-6	2-14	(-2)	Weak
2	7-8	15-33	(-1)	Poor
3	9-12	34-69	0	Common
4	13-14	70-88	(+1)	Good
5	15-16	87-99	(+2)	Great
6	17-18	100	(+3)	Outstanding

A check is resolved by taking the base action number, adding the trait modifier, plus any situation modifiers, then subtracting the challenge modifier to get the final action number. If the action number falls below **(-3)**, it becomes **(-3)**; if it rises above **(+3)**, it becomes **(+3)**. As seen in [Table 14: Action Results](#), each action number is associated with a result level. For most checks, a **Good** result level is enough to succeed, but higher result levels may get better results. A **Common** result level usually means nothing changes, for better or worse (the door doesn’t break, but neither does Max’s shoulder). A result of **Poor** or worse is a failure, and depending on the action, there could be bad consequences (see [Consequences](#)).

Back to our example, say the player for Detective Behr uses two ten-sided dice to get an Action Roll of 100, which gives an action number of **(+3)**. Taking the trait modifier of **(+1)**, situation modifier of **(0)**, and challenge modifier of **(-1)** gives us:

$$\begin{array}{cccccc} \text{base} & & \text{trait} & & \text{situation} & & \text{challenge} & & \text{final} \\ \text{action} & & \text{modifier} & & \text{modifier} & & \text{modifier} & & \text{action} \\ \text{number} & & & & & & & & \text{number} \\ (& (+3) & + & (+1) & + & (0) & - & (-1) &) = & (+3) \end{array}$$

An action number of **(+3)** makes for an **Outstanding** result level —more than enough to break down the door. Said another way, Behr needed to make a Strength check vs. **Poor** Material and got an **Outstanding** result.

Contests

In a contest, the character taking the action is the *offensive character*; the character trying to block or oppose him is the *defensive character*. As with checks, the player for each character generates an action number, then adds a trait modifier, plus any applicable situation modifiers, as determined by the GM. But then the number for the defensive character, the *defense result*, is subtracted from the number for the offensive character, the *offense result*, to get the final action number.

For example, say before Detective Max Behr even gets to his wooden door, a guard blocks his way and a fight starts. Time slows down to turns, and using the method described earlier in Who Goes First, it's determined that Max goes first. Max opts to throw a punch using his **Gr(+2)(15)** Brawling trait, and he gets a **(+1)** situation modifier for his Unarmed Combat skill. His player makes an Action Roll and gets Max a **(+3)** action number. The GM, rolling for the guard, gets a **(+2)** action number, adds the trait modifier for the guard's **Gd(+1)(10)** Brawling, and no situation modifiers. This gives us:

offensive action number	+	offensive trait modifier	+	offensive situation modifier) =	offensive result
((+3)		(+2)		(+1)		(+6)

defense action number	+	defense trait modifier	+	defense situation modifier) =	defense result
((+2)		(+1)		(0)		(+3)

offensive result	-	defense result) =	action number
((+6)		(+3)		(+3)

An action number of **(+3)** makes for a **Outstanding** result level, which is more than enough to land a punch. In fact, with this particular action, the guard may be knocked out (more on this later in Combat Consequences). Said another way, Max succeeded in a contest of his Brawling vs. the guard's Brawling, and got an **Outstanding** result.

Details, Details

Determining Challenge Levels

In Table 16: Weight, 400 kg is an **Outstanding(+3)(20)** Weight and 300 kg is a **Great(+2)(15)** Weight, but what about something that weighs 350 kg? Anything falling between two levels is treated as belonging to the higher of the two levels. Since 350 kg is more than 300 kg but less than 400 kg, it is treated as an **Outstanding** Weight.

Default Challenge Level

If the GM opts to not declare the level of a particular challenge, it defaults to a **Common(0)(6)** challenge.

Automatic Success and Failure

For a check that has no situation modifiers, if the trait being used is four or more levels higher than the challenge level, success is automatic and no Action Roll is required. On the other hand, if the trait being used is four or more levels lower than the challenge level, the action is impossible for your character to accomplish.

For example, when Detective Behr, with his **Gd(+1)(10)** Strength, tries to smash through a sliding door of **Dr(-3)(1)** Material (rice paper and wood strips), he just breaks

through without an Action Roll. Of course, when Behr encounters a **Ph(+5)(40)** Material (metal) door to a secured laboratory, he'll need to get past using something other than brute Strength.

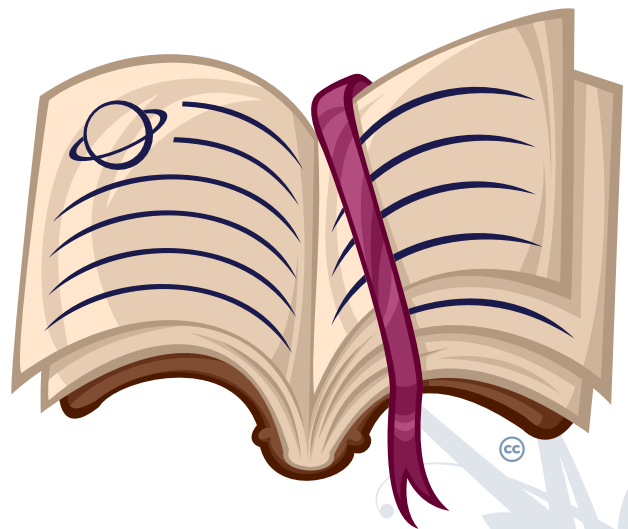
"Pre-Actions"

Some actions don't actually accomplish anything beyond determining if your character can better preform another action, such as a blind-side attack. These "pre-actions" don't take any game time, and all Action Rolls for them happen just before the actual actions they are being used to enhance.

Spending Story Points

When a character has a chance, however small, to succeed at an action, the player can opt to spend Story Points to ensure its success. To do so, the player announces before making an Action Roll that Story Points will be spent to improve the action number. Then whatever the result, enough Story Points will be spent as needed to raise the action number up to the minimum required for success. Each Story Point spent raises the action number by one point. If it turns out that the character does not have enough Story Points to raise the action number enough to succeed, one point is still spent. If it turns out that no Story Points were needed after all, then one Story Point is spent anyway, just for using this option.

For example, say Max Behr is up to his usual, breaking down doors, but this time, it is critical to the current chapter that he break down the door in front of him. The player for Max declares that Story Points will be spent on this Action Roll. The action number turns out to be **(-3)**, and Max needs a **(+1)**, so he loses 4 of his Story Points to raise the **(-3)** result to **(+1)**. If Behr doesn't have 4 Story Points to spend, he will have failed and lost 1 Story Point anyway. If the action number had been the **(+1)** that Max needed, or higher, he would still lose 1 Story Point just for opting to spend Story Points.



Example Actions

Pre-Action: Blind-side Attack

- Contest
- Offensive trait modifier: Brawling or Agility
- Defensive trait modifier: Perception

The classic “back-stab” and sniper shot are examples of this attack: an attempt to sneak in from outside someone’s field of view. Success gives a (+2) bonus to the actual attack. Failure just means the attack is detected and proceeds normally.

Pre-Action: Multiple Attacks

- Check
- Trait modifier: Brawling or Agility
- Challenge modifier: **Ou** (for 2), **Ph** (for 3), or **Wo** (for 4)

When staying more-or-less in one spot while fighting (not running around), your character can attempt more than one attack per turn. The challenge varies with the number of attacks attempted, and the trait depends on the attack type. Success means multiple attacks can be made with a (-1) penalty; failure means only one can be made, at a (-4) penalty. The additional attacks occur after everyone else has acted at least once for the turn.

Hand-to-Hand Combat

- Contest
- Offensive trait modifier: Brawling
- Defensive trait modifier: Brawling

Table 28: Combat Consequences shows outcomes at different result levels.

Distance Combat

- Contest
- Offensive trait modifier: Agility
- Defensive trait modifier: Agility

Table 28: Combat Consequences shows outcomes at different result levels.

Mental or Magical Combat

- Contest
- Offensive trait modifier: Willpower
- Defensive trait modifier: Willpower

Climbing Things

- Check
- Trait modifier: Agility
- Challenge modifier: see **Table 18: Slipperiness**

Lifting Things

- Check
- Trait modifier: Strength
- Challenge modifier: see **Table 16: Weight**

Bending or Breaking Things

- Check
- Trait modifier: Strength
- Challenge modifier: see **Table 17: Material**

Shadowing

- Contest
- Offensive trait modifier: Agility
- Defensive trait modifier: Perception

This is the art of following someone without being noticed. Success means your character can observe her subject and remain unnoticed; failure means she gets detected.

Extracting Information

- Contest
- Offensive trait modifier: Willpower
- Defensive trait modifier: Willpower

This can be anything from a friendly conversation where the defensive character may not realize he’s telling more than he should, to a villain using the threat of violence to get the defensive character to talk.

Negotiation

- Contest
- Offensive trait modifier: Willpower
- Defensive trait modifier: Willpower

Anything from sweet-talking a bouncer to gain entry into a private club, to haggling down the prices of provisions and equipment at a bazaar, to convincing an NPC to take a risk for a character—all these count as Negotiation.

Acquiring Gear

- Contest
- Offensive trait modifier: Resourcefulness
- Defensive trait modifier: Resource Cost

This can be anything from scavenging to shopping for hard-to-find items.

Example Situation Modifiers

While blinded - or when a creature’s primary sense is blocked, it suffers a (-4) penalty on all actions requiring that sense, which tend to include moving around and fighting.

While stunned - A stunned character suffers a (-3) situation modifier on all her actions until she recovers.

While acting at less than full Endurance - Your character suffers a (-2) penalty to all his actions when his Endurance trait is reduced below its usual level. The penalty stays in effect until he heals and his Endurance trait returns to normal.

In the dark or an alien environment - Characters suffer a (-1) penalty when they have to work in an environment that is foreign to them. For humans, this includes the dark, underwater, and zero gravity, as well as at extreme temperatures (**Wk** or lower cold, **Pr** or higher heat). For characters with mental powers, it includes interacting with the mind of another species.

In the field without proper equipment - If your character tries to practice a skill that requires the use of some sort of lab, garage, or hospital ward, and she's out in the field without any equipment or just improvised tools, she gets a **(-1)** situation modifier for anything she tries to do through that skill.

As part of a team action - If your character is helped by another character with a trait that is equal to —or just one level below— the trait that your character is using to meet his challenge, he gets a **(+1)** bonus. If he gets help from two such characters, he gets a **(+2)** bonus; for three or more, he gets a **(+3)** bonus. For example, say "R3D" with her **Great** Intelligence is trying to defeat a software virus and is being helped by five of her friends, of which four have either **Good** or **Great** Intelligence. That counts as three or more people with an Intelligence trait equal to or one level less than hers, so she has a **(+3)** bonus while working this problem. The GM may declare that there is a limit to how many people can help a character. To break down a narrow door in a tight hallway, Max may only be able to get the help of one other person.

Sweep attack - Sometimes a character is willing to sacrifice accuracy for the chance to affect as many opponents as possible. One example is a martial artist who tries to trip several ninjas with one swing kick; another is a mercenary with an automatic weapon who stops aiming and just cuts a path of destruction across everything in sight. In both cases, the offensive character makes one attack with a **(-4)** penalty, while every defensive character in range (of the kick, the automatic weapon, etc...) defends separately. A character making this type of attack can do nothing else on her turn.

Multiple attacks - If she succeeded in the pre-action to determine if she could do it, a character can stay in place and make multiple attacks with a **(-1)** situation modifier. If she failed, she can still make one attack with a **(-4)** situation modifier.

Surprise attack - If your character manages to get the jump on an opponent, his first attack gets a **(+1)** bonus.

Blind-side attack - If a character can make an attack from outside of her opponent's field of view, she gets a **(+2)** bonus. A second such attack is not usually possible, because by then the defensive character usually knows her location.

Target is beyond Cm small size - Targeting anything at less than **Common** small size is done at a **(-1)** penalty for every level of small size beyond **Cm(0)(6)**. See the "small" end of [Table 25: Size / Volume](#) for different levels of small size.

Target is beyond Cm large size - Targeting anything bigger than **Cm(0)(6)** large size is done with a **(+1)** bonus for every level of large size beyond **Common**. See the "large" end of [Table 25: Size / Volume](#) for different large size levels.

Table 15: Example Situation Modifiers

Modifier	General
(-4)	While blinded
(-3)	While stunned
(-2)	While acting at less than full Endurance
(-1)	In the dark or an alien environment
(-1)	In the field without proper equipment
(+3) (+2) (+1)	As part of a team action
Modifier	Combat
(-4)	Sweep attack
(-4) / (-1)	Multiple attacks, fail / succeed attempt
(+1)	Surprise attack
(+2)	Blind-side attack
(-1) / level	Target is beyond Cm small size
(+1) / level	Target is beyond Cm large size
Modifier	Distance Combat
(-1) / level	Target is moving beyond Cm speed
(-1) / level	Target is beyond Cm range
(-2)	Target is blocked or has cover
(-1)	Firing in fog, in rain, in haze, or at night
(+1)	Taking one turn to aim
Modifier	Social
(+3)	Subject is a contact
(+2)	Subject will benefit
(+1)	Subject is friendly
(-1)	Subject is unfriendly or suspicious
(-2)	Something important to the subject is put at risk
(-3)	Subject is put at risk
Reputation	Subject knows the character's Reputation

Target is moving beyond Cm speed - Hitting something that's moving faster than **Common** speed (72 kph / 45 mph) is done at a **(-1)** penalty for every level of speed over **Cm(0)(6)**. See [Table 26: Speed](#) for different levels of speed.

Target is beyond Cm range - Shooting a distance weapon at something beyond **Cm(0)(6)** range (120m) is done with a **(-1)** penalty for every level of distance beyond **Common(0)(6)**. See [Table 27: Distance / Range](#) for different levels of distance.

Target is blocked or has cover - If anything from a wall to another character is at least partially between an offensive character and her target, the attack gets a **(-2)** penalty.

Subject is a contact - Your character's contacts are easier to convince than most, so in negotiations where your character is trying to get her way, a **(+3)** bonus applies.

Subject will benefit - Convincing someone is easier if they think they have something to gain. Such social interactions benefit from a **(+2)** situation modifier.

Subject is friendly - If the GM determines that an NPC is friendly towards a character, that character gets a **(+1)** bonus in any social situation or negotiations with that NPC.

Subject is unfriendly or suspicious - If an NPC is suspicious or unfriendly towards a character, she suffers a (-1) penalty in their social interactions. Some heroes turn people against them just by being the only ones in town that are armed, armored, in odd clothes, or simply not following local customs.

Something important to the subject is put a risk - In a negotiation where your character suggests endangering something held dear by an NPC (*"The swamp monster ate my motorcycle. Can I borrow your new car to chase it down?"*) he gets a (-2) penalty.

Subject is put at risk - If your character suggests something in a negotiation that risks an NPC's Reputation, livelihood, or life (*"Can you guide me up to the lair of the swamp monster?"*) she suffers a (-3) penalty towards getting what she wants.

Firing in fog, in rain, in haze, or at night - or in any other condition that makes it difficult to aim a distance combat weapon, the offensive character shoots with a (-1) penalty.

Taking one turn to aim - If your character does nothing but spend an entire turn aiming at his target, on his next turn he will be able to attack with a (+1) situation modifier.

Subject knows the character's Reputation - Unless your character is in disguise, her Reputation trait modifier is applied to every social interaction. Assume that travelers' campfire tales, wandering bards, daily broadsheets, cinema newsreels, or online memes regularly spread tales of her heroic deeds. A villain's Evil Reputation works the same way, through people tend to do things for him out of fear, not admiration.



Example Challenge Levels

Table 16: Weight

Level	Weight	
M0 \ Dr(-3)(1)	20 kg	40 lbs
M0 \ Wk(-2)(2)	40 kg	80 lbs
M0 \ Pr(-1)(4)	80 kg	160 lbs
M0 \ Cm(0)(6)	120 kg	240 lbs
M0 \ Gd(+1)(10)	200 kg	400 lbs
M0 \ Gr(+2)(15)	300 kg	600 lbs
M0 \ Ou(+3)(20)	400 kg	800 lbs
M0 \ Ex(+4)(30)	600 kg	1,200 lbs
M0 \ Ph(+5)(40)	800 kg	1,600 lbs
M0 \ Fa(+6)(60)	1,200 kg	2,400 lbs
M0 \ Wo(+7)(100)	2,000 kg	4,000 lbs
M1 \ Wo	20 tonnes	20 tons
M2 \ Wo	200 tonnes	200 tons
M3 \ Wo	2,000 tonnes	2,000 tons
M4 \ Wo	20,000 tonnes	20,000 tons
M5 \ Wo	200,000 tonnes	200,000 tons
M6 \ Wo	2,000,000 tonnes	2,000,000 tons

Table 17: Material

Level	Example ⁵
M0 \ Dr(-3)(1)	Cardboard, cellulose, ice, soapstone
M0 \ Wk(-2)(2)	Alabaster, glass, woven cotton
M0 \ Pr(-1)(4)	Bone, calcium fluoride crystal, lead crystal, rubber, wood, woven silk
M0 \ Cm(0)(6)	Clay, copper, tin, woven nylon
M0 \ Gd(+1)(10)	Brass, bronze, limestone, marble
M0 \ Gr(+2)(15)	Aluminum, concrete, high-impact plastic
M0 \ Ou(+3)(20)	Iron, woven para-aramids (e.g.: kevlar)
M0 \ Ex(+4)(30)	Steel, titanium
M0 \ Ph(+5)(40)	High-carbon steel and steel alloys
M0 \ Fa(+6)(60)	Granite
M0 \ Wo(+7)(100)	Quartz
M1 \ Ou	Topaz
M1 \ Ex	Carbon foam
M1 \ Ph	Ruby, sapphire
M1 \ Wo	Tungsten carbide
M2 \ Gr	Diamond
M2 \ Ou	Lonsdaleite (meteoric diamond)

⁵ Regardless of an object's composition, its Material trait can vary with thickness, construction, and reinforcement.

Table 18: Slipperiness

Level	Example
M0 \ Wk(-2)(2)	Stone
M0 \ Cm(0)(6)	Glass
M0 \ Ou(+3)(20)	Ice
M0 \ Ex(+4)(30)	Oil
M0 \ Ph(+5)(40)	Polytetrafluoroethylenes (e.g.: teflon)

Table 19: Acidity / Basicity

Level	Example
M0 \ Ph(+5)(40)	Caustic soda
M0 \ Ex(+4)(30)	Lye
M0 \ Ou(+3)(20)	Bleach
M0 \ Gr(+2)(15)	Ammonia
M0 \ Wk(-2)(2)	Sea water
M0 \ Dr(-3)(1)	Pure water
M0 \ Pr(-1)(4)	Acid rain
M0 \ Gr(+2)(15)	Lemon juice, vinegar
M0 \ Ex(+4)(30)	Battery acid
M0 \ Fa(+6)(60)	Hydrochloric acid

Table 20: Temperature

Level	Temperature
M0 \ Ex(+4)(30)	Absolute zero
M0 \ Ou(+3)(20)	-200°C -328°F 73 K
M0 \ Gr(+2)(15)	-150°C -238°F 123 K
M0 \ Gd(+1)(10)	-100°C -148°F 173 K
M0 \ Cm(0)(6)	-60°C -76°F 213 K
M0 \ Pr(-1)(4)	-40°C -40°F 233 K
M0 \ Wk(-2)(2)	-20°C -4°F 253 K
M0 \ Dr(-3)(1)	Near-freezing
M0 \ Wk(-2)(2)	20°C 68°F 293 K
M0 \ Pr(-1)(4)	40°C 104°F 313 K
M0 \ Cm(0)(6)	50°C 140°F 333 K
M0 \ Gd(+1)(10)	100°C 212°F 373 K
M0 \ Gr(+2)(15)	150°C 302°F 423 K
M0 \ Ou(+3)(20)	200°C 392°F 473 K
M0 \ Ex(+4)(30)	300°C 572°F 573 K
M0 \ Ph(+5)(40)	400°C 932°F 773 K
M0 \ Fa(+6)(60)	600°C 1382°F 1023 K
M0 \ Wo(+7)(100)	1,000°C 1832°F 1273 K
M1 \ Fa	Surface of the sun

Table 21: Fire

Level	Example
M0 \ Dr(-3)(1)	One match
M0 \ Wk(-2)(2)	One candle
M0 \ Cm(0)(6)	One oil lamp
M0 \ Gr(+2)(15)	Campfire, hearth
M0 \ Wo(+7)(100)	Forrest fire
M1 \ Gr	Volcano

Table 22: Visibility

Level	Example
M0 \ Dr(-3)(1)	Starlight on a moonless night
M0 \ Wk(-2)(2)	Flashlight, moonlight
M0 \ Pr(-1)(4)	Dawn, dusk, torchlight
M0 \ Cm(0)(6)	Daylight on a partly-cloudy day, typical vehicle headlight
M0 \ Gd(+1)(10)	Daylight on a cloudless day

Table 23: Magnification

Level	Example
M0 \ Wk(-2)(2)	x20 Cloth weave, hair
M0 \ Pr(-1)(4)	x40 Insect details
M0 \ Cm(0)(6)	x60 Microfilm
M0 \ Ex(+4)(30)	x300 Cells
M0 \ Wo(+7)(100)	x1000 Metal fatigue

Table 24: Information

Level	Example
M0 \ Dr(-3)(1)	1 MB (one megabyte), one book
M0 \ Wk(-2)(2)	One high resolution photograph, Tolstoy's War and Peace
M0 \ Cm(0)(6)	Last printed Oxford English Dictionary
M0 \ Gd(+1)(10)	10 MB, one minute of detailed video
M0 \ Ex(+4)(30)	Encyclopedia set
M0 \ Fa(+6)(60)	Last printed Encyclopædia Britannica
M0 \ Wo(+7)(100)	100 MB
M1 \ Wo	1,000 MB, 1 GB (one gigabyte)
M2 \ Fa	One hour of detailed video
M2 \ Wo	100 GB, the human genome
M3 \ Wo	1,000 GB, 1 TB (one terabyte)
M4 \ Gr	US Library of Congress book collection
M4 \ Wo	100 TB, capacity of the human brain

Table 25: Size / Volume

Level	Size / Volume	Example
Wo	2 cm ³ 8 in ³	
Fa	3 cm ³ 14 in ³	
Ph	5 cm ³ 21 in ³	
Ex	7 cm ³ 28 in ³	
Ou	10 cm ³ 42 in ³	
Gr	15 cm ³ 56 in ³	
Gd	20 cm ³ 7 ft ³	
Cm	30 cm ³ 12 ft ³	
Pr	50 cm ³ 18 ft ³	
Wk	1 m ³ 35 ft ³	
M0 \ Dr(-3)(1)	2 m ³ 70 ft ³	Typical human
M0 \ Wk(-2)(2)	4 m ³ 140 ft ³	
M0 \ Pr(-1)(4)	8 m ³ 280 ft ³	Elephant
M0 \ Cm(0)(6)	12 m ³ 420 ft ³	
M0 \ Gd(+1)(10)	20 m ³ 700 ft ³	
M0 \ Gr(+2)(15)	30 m ³ 1,050 ft ³	20' shipping container
M0 \ Ou(+3)(20)	40 m ³ 1,400 ft ³	
M0 \ Ex(+4)(30)	60 m ³ 2,100 ft ³	40' shipping container
M0 \ Ph(+5)(40)	80 m ³ 2,800 ft ³	Semi-trailer
M0 \ Fa(+6)(60)	120 m ³ 4,200 ft ³	
M0 \ Wo(+7)(100)	200 m ³ 7,000 ft ³	
M1 \ Gr		Cargo space of US Space Shuttle
M1 \ Fa		Cargo space of air transport Beluga
M4 \ Ex		Cargo space of oil tanker Jahre Viking

Table 26: Speed

Level	Speed				Example
M0 \ Dr(-3)(1)	20 m/turn	60 ft/turn	12 kph	7.5 mph	
M0 \ Wk(-2)(2)	40 m/turn	120 ft/turn	24 kph	15.0 mph	Typical human
M0 \ Pr(-1)(4)	80 m/turn	240 ft/turn	48 kph	30.0 mph	
M0 \ Cm(0)(6)	120 m/turn	360 ft/turn	72 kph	45.0 mph	Quarter Horse
M0 \ Gd(+1)(10)	200 m/turn	600 ft/turn	120 kph	75.0 mph	Cheetah sprinting for one turn
M0 \ Gr(+2)(15)	300 m/turn	900 ft/turn	180 kph	122.5 mph	
M0 \ Ou(+3)(20)	400 m/turn	1,200 ft/turn	240 kph	150.0 mph	Peregrine Falcon in a dive
M0 \ Ex(+4)(30)	600 m/turn	1,800 ft/turn	360 kph	225.0 mph	2002 Ferrari Enzo sports car
M0 \ Ph(+5)(40)	800 m/turn	2,400 ft/turn	480 kph	300.0 mph	
M0 \ Fa(+6)(60)	1,200 m/turn	3,600 ft/turn	720 kph	450.0 mph	
M0 \ Wo(+7)(100)	2,000 m/turn	6,000 ft/turn	1,200 kph	750.0 mph	Mach 1
M1 \ Ou					Mach 2
M1 \ Ex					Mach 3
M1 \ Wo					Mach 10
M2 \ Ex					Earth escape velocity
M6 \ Wo					10% of the speed of light
M7 \ Wo					Speed of light

How Fast, How Long, How Far

As seen in [Table 26: Speed](#), a typical human can cover 40 meters in one turn if all she does is run. If she also takes an action that turn, she moves at half speed. While swimming or climbing, she moves at one-quarter speed. When free-falling in Earth’s gravity, she falls at **Dreadful** speed on her first turn of falling, at **Weak** speed on the next turn, then falls at another higher level of speed every turn until she reaches **Great** speed —or hits the ground. Anything else that moves is assumed to move at these speeds unless it has a Speed trait or some sort of Transport power. Unless something has an Acceleration trait (see [Gear](#)), it starts moving at **Dreadful** speed on its first turn and increases its speed by one level every turn until it reaches top speed.

Of course, humans can’t move at top speed forever. After a number of turns of running, climbing, swimming, etc... equal to the value of his Endurance trait, a character must make an Endurance check vs. the **Common** challenge of continuing to move at top speed. If he fails, he is too tired to go on. If he succeeds, he can continue for another set of turns equal to his Endurance trait value, after which he must make a check vs. a **Good** challenge. The level of the challenge keeps rising each such set of turns until the character is exhausted. An exhausted character must wait ten turns and succeed at the same Endurance check he just failed to go on. If he fails, he must wait another ten turns and try again, this time with the challenge at one level less; The challenge keeps dropping one level every ten turns. This rule can also apply to other strenuous physical activities.

An alternative to running after the villains is to shoot (arrows, laser beams, balls of mystic fire) at them. Weapons and powers that work at a distance are described by a Range trait. Different levels of Range are listed in [Table 27: Distance / Range](#).

Table 27: Distance / Range

Level	Distance / Range	
M0 \ Dr(-3)(1)	20 m	60 ft
M0 \ Wk(-2)(2)	40 m	120 ft
M0 \ Pr(-1)(4)	80 m	240 ft
M0 \ Cm(0)(6)	120 m	360 ft
M0 \ Gd(+1)(10)	200 m	600 ft
M0 \ Gr(+2)(15)	300 m	900 ft
M0 \ Ou(+3)(20)	400 m	1,200 ft
M0 \ Ex(+4)(30)	600 m	1,800 ft
M0 \ Ph(+5)(40)	800 m	2,400 ft
M0 \ Fa(+6)(60)	1,200 m	3,600 ft
M0 \ Wo(+7)(100)	2,000 m	4,000 ft
M1 \ Ph	Height of Mount Everest	
M1 \ Fa	Depth of Challenger Deep	
M2 \ Fa	Height of Kármán line (edge of space)	
M3 \ Fa	Distance to edge of Earth’s geocorona	
M4 \ Ou	Los Angeles to New York	
M4 \ Ex	New York to London, London to New Delhi	
M4 \ Ph	Sydney to Tokyo, Tokyo to Los Angeles	
M4 \ Fa	New Delhi to Sydney	
M5 \ Ou	Circumference of the Earth	
M5 \ Wo	Maximum range for distance combat	
M6 \ Gr	One light-second	
M6 \ Ou	Distance from Earth to the Moon	
M6 \ Wo	Distance light travels in one turn	

At a range of **M6 \ Wo**, or 6 light-seconds, distance combat becomes impractical. At that range, even with a weapon that moved at the speed of light, any attack you launch won't reach your opponent until the next turn; but you won't know where your opponent really is, because what you see of her is just the light from where she was positioned on the previous turn. For this game, the maximum range for distance combat is **M5 \ Wondrous**, or 200,000,000 m (less than one light-second).

Having It All Mapped Out

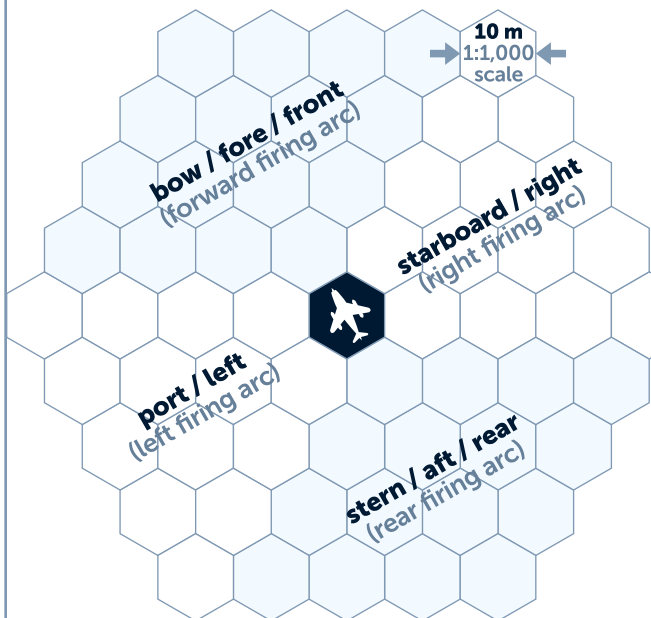
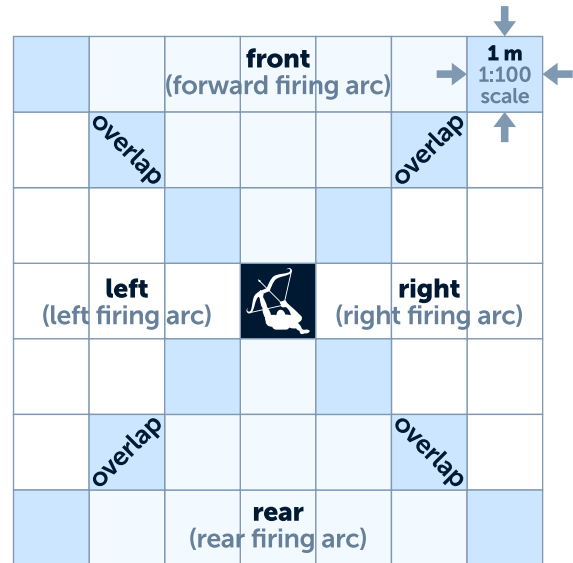
When it's important to know exactly where obstacles, cover, and innocent bystanders are located, a Game Master might want to sketch out the setting for all your action on a map. Any piece of square or hexagonal grid paper can be used to make a quick map. If you don't have any on hand, the GM can print out either of the next two pages and write in the corner how much space each 10 mm square or hexagon represents. Spaces containing obstacles can be crossed out or have obstacles doodled inside them. PCs, NPCs, and anything else that moves can be represented by pieces of marked cardboard, coins, or even small toys —so long as everyone can tell them apart. For this game, any human-sized character needs about 1 m (3 ft) of room for action, or else he risks colliding with other characters, so making each map space represent that much room can be a nice map scale (1:100) to use. For stories where the Player Characters are riding inside large vehicles, making each map space represent 10 m (30 ft, 1:1,000 scale) or 100 m (300 ft, 1:10,000 scale) or more might work better.

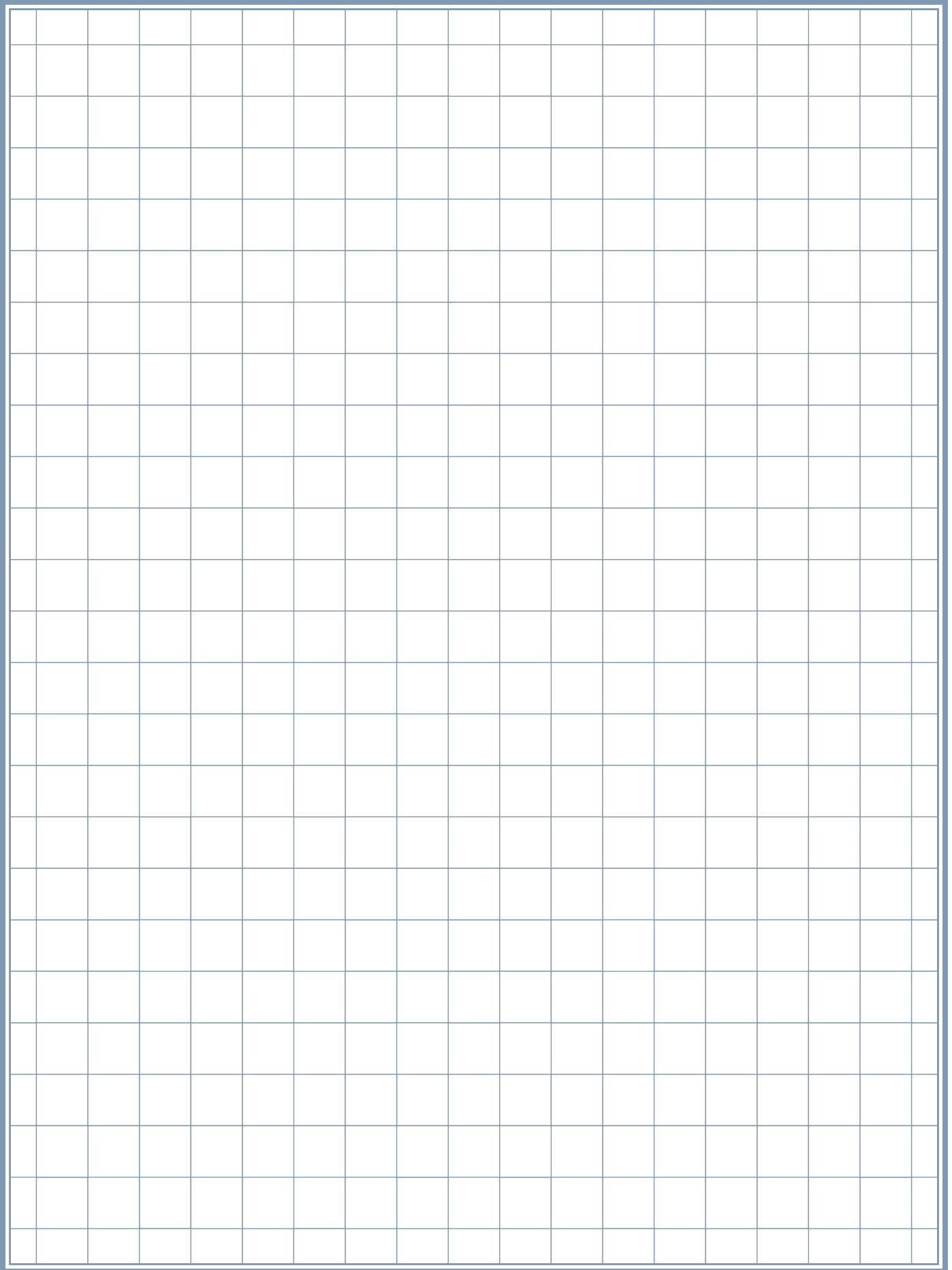
In a story where each hero operates a different weapon on a single vehicle, or a story where a solo gladiator deals with threats coming at her from every corner of an arena, the GM may keep that vehicle or PC fixed in the middle of the map, even if she's on the move. Opponents will appear on the map when they enter her visual, sensor, or weapons range, moving around the center space and crossing through the firing arcs for whatever ranged weapons are fixed to different sides of a vehicle. See the images on this page for ways to represent the firing arc of a "starboard cannon", "forward battery", or "rear gun".

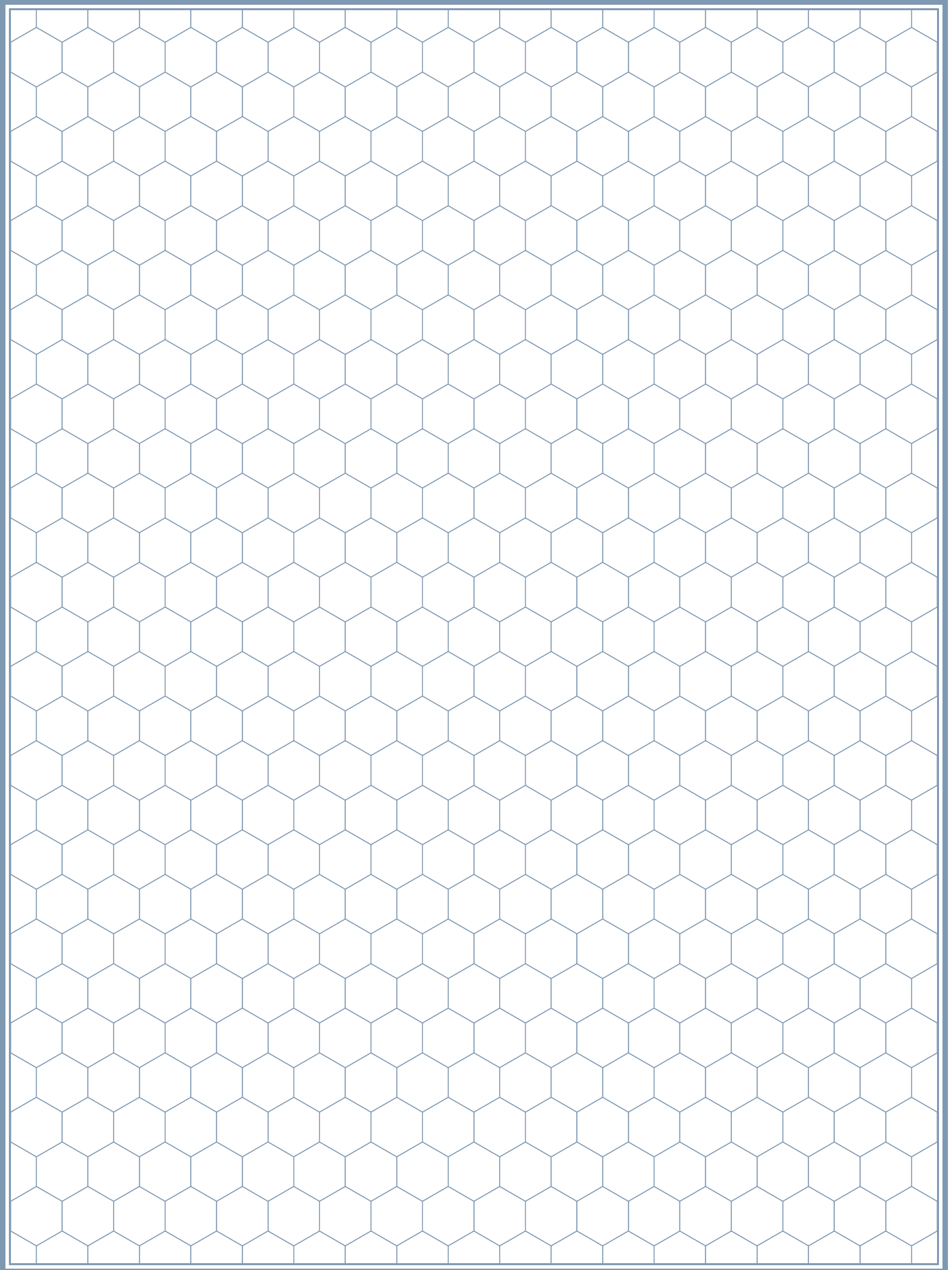
In a story of mystery or exploration, the GM may just hand the players a blank piece of grid paper so one of the PCs can map out whatever the team finds as they discover it.

As an alternative to sketching out maps, the Game Master could lay out everyday objects on a table to represent the characters and all the other things caught up in the action, then use a ruler to figure out distances, estimating firing arcs by the GM's eye.

Sample Map Sections with Scales and Firing Arcs







Consequences

Combat Consequences

Some actions have special consequences for different result levels (occurring in addition anything else the GM decides), described in a *Table of Consequences*. Combat actions have **Table 28: Combat Consequences**, which uses the following terms:

blunt weapons - In hand-to-hand combat, blunt weapons include fists, feet, baseball bats, and maces. In distance combat they include boomerangs, rocks, and rubber bullets.

sharp weapons - In hand-to-hand combat, knives, fangs, swords, and pointy sticks count as sharp weapons. In distance combat, sharp weapons include standard bullets and arrows.

holds - refers to moves seen in fighting styles like judo or wrestling, where the idea is to get a hold of an opponent.

open (+1), open (+2) - The offensive character didn't just miss; he over-extended, dropped his guard, lost his balance, or did something that created an opening in his defenses. If the defensive character decides to attack back on her next turn, she will have either a **(+1)** or **(+2)** bonus for that attack, depending on how much of an opening she got.

miss - The offensive character simply fails to hit the defensive character, and nothing more.

hit - The offensive character hits the defensive character and does damage as described in **Getting Hit**.

knock back? - The defensive character was hit so hard that he may get knocked backwards. The character makes an Endurance check vs. a **Common** challenge and sees the knock back column for the consequences. If the offensive character doesn't actually do any damage and doesn't have the Pressure Points skill, treat this as a simple hit.

knock out? - The defensive character was either hit in a vulnerable spot or hit so hard that she may go unconscious. She must make an Endurance check vs. a **Common** challenge and see the knock out column for the consequences. If no damage was done and the offensive character doesn't have the Pressure Points skill, this is treated as just a hit.

critical hit? - The defensive character was hit in a vulnerable spot and may start dying. He must make an Endurance check vs. a **Cm** challenge and see the critical hit column to learn the consequences. If the offensive character did no damage and didn't have the Pressure Points skill, this is treated as a hit.

reversed - When the offensive character tried to get a better hold, she failed, then the defensive character reversed it, and now she is the one being held. She starts the next turn in a partial **(-1)** hold.

slip free - The defensive character slipped out of the offensive character's hold.

partial (-1), partial (-2) - The offensive character was able to get the defensive character into a hold, and has one or more limbs, tentacles, etc... immobilized. The defensive character can still attack back, but with a **(-1)** or **(-2)** penalty, depending on how well he is being held.

full - The offensive character has immobilized the defensive character; the defensive character can no longer attack back. Starting the next turn, the offensive character can choose to inflict damage equal to the value of her Strength trait every turn, until the defensive character loses all his Health Points.

Strength - The defensive character was hit so hard that she gets knocked back; either one meter or a number of meters equal to the Strength modifier of the offensive character, whichever is greater. If she collides with anything (say, a wall) before traveling the full distance, she takes damage equal to its Material trait. On the other hand, if the character has a higher Armor or Endurance trait than what she hits, it takes damage from her instead.

1 meter - The defensive character is hit so hard that he is knocked back one meter.

1 step - The defensive character is hit hard enough to knock her back one step. If she encounters anything in that one step, (a floor full of marbles, someone bent over tying his shoes, the edge of a cliff), she may trip or fall or get hurt even more.

Table 28: Combat Consequences

Result Level	Hand-to-Hand Combat Actions (Brawling)			Distance Combat Actions (Agility)		Combat Effects Actions (Endurance)		
	blunt weapons	sharp weapons	holds	blunt weapons	sharp weapons	knock back	knock out	critical hit
Dr	open (+2)	open (+2)	reversed	miss	miss	Strength	out SRx10 turns	dying
Wk	open (+1)	open (+1)	slip free	miss	miss	1 meter	stunned SR turns	knock out?
Pr	miss	miss	slip free	miss	miss	1 step	stunned 1 turn	knock out?
Cm	miss	miss	no	miss	miss	no	no	no
Gd	hit	hit	partial (-1)	hit	hit	no	no	no
Gr	knock back?	knock out?	partial (-2)	knock out?	knock out?	no	no	no
Ou	knock out?	critical hit?	full	knock out?	critical hit?	no	no	no

no - The defensive character got lucky. He didn't get held, knocked back, or knocked out, and isn't going to start dying any time soon.

out SRx10 turns - The defensive character will be unconscious for a number of turns equal to a Simple Roll times ten.

stunned SR turns - The defensive character will be stunned for for a number of turns equal to a Simple Roll. While stunned, all her actions will suffer a **(-3)** situation modifier.

stunned 1 turn - The defensive character will spend the next turn stunned, with all his actions getting a **(-3)** penalty.

dying - The defensive character suffered a fatal wound. She loses all her Health Points and starts dying. See [Going, going, gone](#) for all the details.

Information-Gathering Consequences

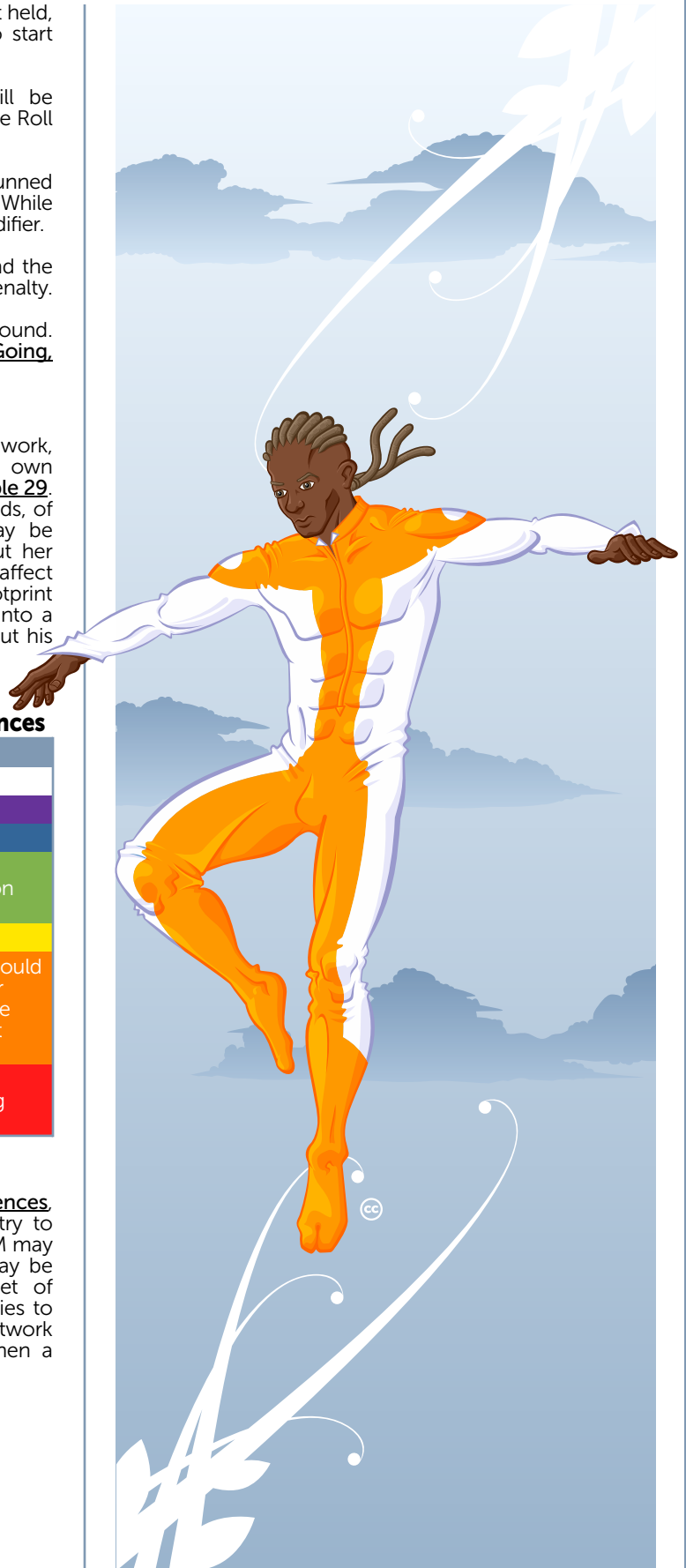
Information-gathering, through research, detective-work, socializing, or even interrogation, comes with its own special set of consequences, described below in [Table 29](#). The quality and accuracy of the information depends, of course, on the source. A villain's lieutenant may be convinced into telling everything she knows about her master's plans, but she may only know the parts that affect her. Likewise, the chemical analysis of a muddy footprint may reveal a great deal about a thief that snuck into a building through the sewers, but may tell little about his partner who came in by glider.

Table 29: Information-Gathering Consequences

Result Level	Result
Dr	False information.
Wk	No useful information.
Pr	No useful information.
Cm	A minor clue, a time, a place, or a person connected to the information being sought.
Gd	Two minor clues.
Gr	A critical piece of information that could get the PCs closer to achieving their goal for their current mission, or give them an advantage over the current villains in one situation.
Ou	All the information the subject can provide about the information being sought.

More Consequences

Later on in [Gear](#) is [Table 32: Building Consequences](#), which describes what happens when characters try to build things. Depending on the type of story, the GM may make use of other Tables of Consequences. It may be important to your story to have a standard set of consequences for what happens when a wizard tries to order around a captured Djinni, when a computer network is hacked, when a price is being haggled, or when a character calls on a Contact once too often.



Getting Hurt

Getting Hit

When a character successfully attacks using some body part, such as a fist, foot, or tail, he inflicts damage on his opponent equal to the value of his Strength trait. This damage is subtracted from the opponent's Health Points. If a character is holding a weapon (e.g.: knife, baseball bat, frying pan) or using a weapon attached to her body (e.g.: claws, antlers, hooves, fangs, spines), the damage inflicted depends on whether her Strength trait is higher or lower than the Material trait of the weapon. If her Strength trait is higher, the damage equals the Material trait value of her weapon. If her Strength trait is lower, the damage equals the value of the next highest Strength level. If both are the same, the damage equals the value of her Strength trait.

If the character is using a weapon that does damage from a distance (e.g.: pistol, throwing star, arrow, boomerang), use the weapon's Damage trait value.

For example, Ami "R3D" Liu, with her **Common(0)(6)** Strength, causes 6 points of damage with a punch or a kick. If she cracks a crystal vase of **Pr(-1)(4)** Material over someone's head, she does 4 points of damage, but if she uses a tire iron of **Ou(+3)(20)** Material, it's as if she had the next highest level Strength, **Gd(+1)(10)**, and she inflicts 10 points of damage. If she borrows Max Behr's gun (not really her style), with a **Gd(+1)(10)** Damage trait, she does 10 points of damage.

Poison and Radiation

A character exposed to poison must make an Endurance check vs. the challenge level of the poison. A result level of **Common** or less means the character loses one level of Endurance (and his Health Points get re-adjusted accordingly). The character must make this check every turn until he gets a **Good** or better result, or he has no more levels of Endurance. On the turn after he loses his last level on Endurance, the character loses his remaining Health Points and starts dying (see [Going, going, gone](#)). Exposure to radiation works in the same way.

Extreme Temperatures and Pollution

In cold weather of **Weak** level or greater, or hot weather of **Poor** level or greater, characters who are not protected from extreme temperature lose a number of Health Points a day equal to the value of the temperature's challenge level. In a polluted environment, characters who are not protected from the air or water or food lose a number of Health Points per day equal to the value of the pollution's challenge level.

Vacuum, Extreme Pressure, and No Air

In the hard vacuum of outer space or the extreme pressure of the Marianas trench, a character must make an Endurance check vs. a challenge level of **Outstanding**, every turn, with a **(-1)** penalty added for every turn of exposure after the first. A result level of **Poor** or less means the character loses all her Health Points and starts dying (see [Going, going, gone](#)). When a character just has to hold her breath, say under shallow water, the challenge level is **Common**.

Fire, Ice, Electricity, Acid, and Other Things That Hurt

A character hit by a flame-thrower, a science fiction "cold ray", a bolt of lightning, or a monster's acidic spit takes damage equal to the value of the level of the attack. For other, unspecified ways to hurt a character, a good rule of thumb is to use either the Material trait of the object involved or the challenge level of the whatever substance or energy is at work.

Getting Better (or Not)

Once per day, if a character spends at least an hour in complete rest —no traveling, no research, no action— at the end of that hour he will recover a number of Health Points equal to the value of his current Endurance trait. With the attention of someone using the First Aid skill, he can do so as if his Endurance trait was one level higher. Under the care of someone using the Medicine skill, he can do so as if his Endurance trait was two levels higher. Spending a week in complete rest, while being treated by someone having the Medicine skill, will allow a character to recover one lost level from one trait.

Going, going, gone

When a character loses all her Health Points, she starts dying. If within the next ten turns, another character doesn't stop and spend a turn stabilizing her condition, she will die and exit the story. A character can be stabilized by anyone, but this only stops the character from dying for one hour. After that hour, the character starts dying again. If a character with the First Aid or Medicine skill attends to a dying character, she can immediately be brought back up to one Health Point.

In some stories that feature advanced science or magic, it might be possible to bring someone back from the dead. If the GM allows this, a character that returns from the dead always loses all his Unused Character Points and always comes back with his Endurance trait permanently reduced by one level. He will need to spend Character Points to raise his Endurance level back to what it once was.



Improving Characters

At the end of every chapter (or if you ended with a cliffhanger, at the end of the very next chapter) the GM pauses the story to take stock of all the heroes' successes and failures. Each important event or encounter in a chapter —every villain fought, crime averted, innocent rescued, riddle solved, trap outsmarted, or goal achieved— is an opportunity to earn or lose Character Points and levels of Reputation.

To determine what each character earned, the GM first looks up the impact of the heroes' actions for the chapter on [Table 30: Earning Character Points](#); Did they work to save a little girl, a city, or an entire ecosystem? Then the GM adds and subtracts Character Points for the individual deeds that occurred. Finally, the GM divides all the points, rounding down, among the entire team of PCs. This means the successes and failures of one character can affect everyone's characters.

After handing out the Character Points earned by the entire team, the GM may hand out a few more to an individual PC if a player did something exceptional. Also, the GM determines if any individual character did something important enough to increase or decrease his Reputation.

Earning Character Points

Depending on the story, the GM may award Character Points for downing enemy aircraft, charting new routes, or curing diseases. The most common ways to earn (and lose) Character Points appear in [Table 30](#), using terms explained below:

Impact - If the villain's plan will bring ruin to one person or family, foiling the plot earns the team 20 Character Points; if the plan put an entire world in peril, the team earns 50 points. As the stakes get higher, the points increase. These Character Points are only given out once per chapter.

Opposition - If the team consists of soldiers with automatic weapons, and the biggest trouble they run into are meter-long rats, they just earn 10 points. On the other hand, if they face a giant robot tank, the team earns a number of Character Points equal the value of the tank's highest trait. These points are given out for every major opponent defeated. Note that an opponent doesn't have to be killed to be defeated.

Mission goal - Sometimes it takes several chapters to try to complete a single goal, such as *"rescue the kidnapped baby"*, *"stop the invasion"*, or *"expose the imposter"*, but at the end of the chapter where the team either succeeds or fails in the goal of their current mission, they gain or lose 100 points.

Table 30: Earning Character Points

Team Points, Per Chapter	Example
100	Impact: Interplanetary / Interdimensional
50	Impact: Planetary
40	Impact: Regional
30	Impact: Local
20	Impact: Personal
Team Points, Per Event	Example
+ Highest Trait	Defeated equal or superior opposition
10	Defeated inferior opposition
+/- 100	Achieved mission goal
+/- 50	Achieved a critical step towards the goal
30	Rescued innocents
20	Solved a riddle, mystery, or trap
+/- 20 / 40	Prevented a minor / major crime
+/- 10 / 20	Stopped a minor / major crime in progress
- 40 / 80	Committed a minor / major crime
-200	Unheroic or dishonorable act
Solo Points, Per Chapter	Example
20	Taking one for the team
15	Teamwork
10	Roleplaying
5	Creative solution

Achieved a critical step towards the goal - Sometimes a goal can't be achieved unless certain critical steps are completed, such as when *"decrypt the maps leading to the amulet parts"*, *"gather the three amulet parts"*, and *"learn to assemble the amulet"*, are necessary steps in the goal of *"defeat the archmage by using the amulet"*. For each such step, 50 points can be earned or lost.

Rescued innocents - Rescuing one or more people from the forces of evil or just natural catastrophes earns the team 30 points. Note that rescuing team members doesn't count.

Solved a riddle, mystery, or trap - In some stories, finding out vital clues, unraveling mysteries, and outwitting deadly traps happen much more often than hand-to-hand combat. Triumphant over these types of challenges earns the team 20 points for each such challenge.

Crime - Fighting crime is a heroic basic, and the GM will let you know what types of laws (Hamurabi's Code, Code Napoleon, Rights of Man, Universal Declaration of Human Rights) exist in your story and what count as minor and major crimes. Preventing a crime altogether earns twice the points of stopping a crime, while committing a crime,

even for a good reason (say, in the case of a certain detective who keeps breaking down other people's doors), costs twice as many points as preventing that crime. Failing to stop or prevent a crime causes heroes to lose as many Character Points as they would have earned had they succeeded.

Unheroic or dishonorable act - Depending on the story, disobeying one's feudal lord, refusing a duel, breaking a vow, or killing innocents (or even anyone) could all be considered unheroic. The GM will say what counts in your story.

Taking one for the team - This could be just about anything where one character puts herself at a great inconvenience or danger to help another on her team. An example could be holding off a horde of space pirates at an airlock while the rest of the team tries to prepare an escape pod for launch.

Teamwork - When two or more characters find clever ways to use their individual skills or powers together to do something better than they could separately, they each get 15 points.

Roleplaying - You might be able to guess that the object your GM just described is an alien energy pistol and that by pulling the trigger, your character might at least scare off the jaguar coming through the wreckage of what you know to be a flying saucer ... but your character doesn't. He's a Mayan astronomer at the height of Tikal's glory who has no idea what he's holding in his hands while he explores a "strange temple". So you have him toss aside the pistol and pick up a spear —and earn him 10 points in the process.

Creative solution - If the GM figured there were only two ways to deactivate a trap, but your character found a clever third way, she earns 5 Character Points.

Earning Reputation

Some of the deeds described above are important enough to increase or decrease a character's Reputation. Depending on the story, there may be others, such as defeating an ancestral clan enemy, forging a mighty magic weapon, breaking a taboo, banishment from a noble house, or being whispered about in society drawing rooms as the subject of a scandal. The most common ways to earn (and lose) Reputation levels are listed in [Table 31: Earning Reputation](#).

Table 31: Earning Reputation

Solo Reputation Levels, Per Event	Example
1	Defeated a superior opponent
1	Rescued innocents
-1	Lost to an inferior opponent
-1	Committed a major crime
-4	Unheroic / dishonorable act

When Improvements Take Effect

Newly acquired Character Points can usually be spent right away. It is assumed that the enhanced traits or new skills your character demonstrates are things that he was working on all along. However, the GM may rule that some enhancements, such as traits that rise past the human limit (for humans) or entirely new powers, will not take effect until you play a scene in the next chapter that explains how your character acquired them. Changes to Reputation also take effect right away.

Resetting Story Points

At the end each chapter (that didn't end in a cliffhanger), a character's Story Points are reset to the combined values of his Willpower, Intelligence, Perception, and Resourcefulness traits. If any of these traits were just increased or reduced, the character's Story Points will reflect this.

Losing

So what if the team did so poorly that at the end of a chapter that some characters effectively ended up earning a negative number of Character Points? Those points are subtracted from a character's Unused Character Points. If a character doesn't have enough Unused Character Points to cover the loss, she loses all her Unused Character Points but then the subtracting stops. Characters will not "owe" points from chapter to chapter.

If a character's Reputation doesn't just drop to **Dreadful**, but he effectively gets negative levels, he must spend his Unused Character Points as if he were buying levels of Traits, to pay to bring his Reputation back up to **Dreadful**. For example, -4 levels beyond **Dreadful** is effectively "negative **Good**" and costs 44 Character Points, while -10 levels beyond **Dreadful** is effectively "negative **Wondrous**" and costs 574 points. If he can't bring his Reputation up to **Dreadful**, the character still loses all his Unused Character Points, and must spend the very next chapter trying to redeem his heroic Reputation. If the hero fails to restore his Reputation to at least **Dreadful** by the end of the next chapter, that character is taken out of the story and the player must create a new character.



Gear

Gear Traits

Depending on the type, different gear is described by different sets of traits (or even *trait boosters* and *skill boosters*; see [It's You, Only Better](#)). Complex gear is divided into subsystems: collections of traits that all apply to one broad function, such as the structural, power / propulsion, or communication subsystems of a vehicle. Simple gear may be described by one relevant trait —say the [Signal Range](#) of a mobile phone— plus its *Resource Cost* trait; all its other traits are assumed to be **Common**.

Besides traits that have already been explained, such as [Material](#), [Speed](#), and [Range](#), other traits used to describe gear include:

Resource Cost - reflects how difficult the gear is to acquire, either because of its rarity, expense, trouble to produce, or all of the above. This trait is calculated from the gear's highest traits, as explained later in [Determining the Resource Cost](#).

Damage - the amount of damage inflicted by one shot in distance combat, equal to the value of the level of this trait. A gun with a **Gd(+1)(10)** Damage trait does 10 points of damage with each bullet. If a weapon can take more than one type of shot, such as rubber, standard, and armor-piercing bullets, then the Damage trait for each type of clip / magazine should be listed separately.

Power Source - The value of the level of this trait equals the number of days a piece of gear can keep running and generating power without stopping to refuel, recharge, re-anything. It is also the number of devices with the Power Reserve trait that it can recharge per day, assuming compatible technologies (they are considered negligible power drains). This can represent all manner of science fiction power plants. A spaceship with a **Ph** Power Plant can stay in operation for 50 days before needing to refuel.

Power Reserve - The value of the level of this trait equals the number of hours a piece of gear can keep running without refueling, recharging, changing batteries, or plugging into a compatible Power Source. A motorcycle with a **Common(0)(6)** Power Reserve can go for 6 hours on a tank of fuel.

Acceleration - how fast something can change speed. Instead of increasing speed by one level every turn, a vehicle with this trait can increase its speed every turn by the number of levels it has of Acceleration.

Capacity - the amount of weight that something can haul as cargo and passengers, as opposed to the amount of weight that something can pick up as if it were a

character. Use the weights listed in [Table 16: Weight](#) and multiply them by ten to determine how much a piece of gear can haul. A vehicle with **Gr(+2)(15)** Capacity can haul (10 x 300 kg =) 3,000 kg of cargo and passengers.

Data Storage - How much data a device can hold. Use the amounts listed in [Table 24: Information](#) and multiply by 1,000 to determine how much information a piece of gear with this trait can hold.

Signal Range - The range at which a piece of gear can send or receive a communications signal on its own. Multiply the distances in [Table 27: Distance / Range](#) by 100 to determine a device's Signal Range. Note that gear such as a mobile phone has a tiny Signal Range; it only needs to reach a network.

It's Broke

Do damage to a piece of gear equal to its Material trait value, and it breaks, and then can't be used again until it gets repaired. If a piece of gear has the Brawling, Agility, Strength, and Endurance traits, it also has Health Points, which must be used instead of the Material trait when determining how much damage it can take. This situation shows up most often with robots and golems. Which brings us to...

It's Alive?

If a piece of gear has an Intelligence trait, it can think, or at least carry out calculations, but does nothing without instructions from a character. A typical single-purpose computer like the one found in a "smart missile" has Intelligence.

If it has a Perception trait, a piece of gear can experience its surroundings in some way, and its senses should be defined. Without Perception, it is totally dependent on the information fed into it by a character, such as a driver steering a vehicle or a programmer writing a program for a computer. A piece of gear would never have Perception without Intelligence; it would just have sensors instead. Typical robots, and a few magic swords, have both Intelligence and Perception.

A piece of gear would never have a Willpower trait without both Intelligence and Perception. If it does have Willpower, it is both self-aware and alive, and should be treated as an NPC. Destroying it would be like killing a character. Artificial lifeforms have Willpower, Intelligence, and Perception.

It's You, Only Better

Some gear can boost one or more of a character's own traits. The only traits for which this can be done are Brawling, Agility, Strength, Endurance, Willpower, Intelligence, Perception, and Speed. If a piece of gear has one of those six traits, and it isn't meant to be used instead of a character's own trait, but as a trait booster, the word "Boost" is added to the name. For example, a machine that moves boxes of cargo would have its Strength trait written as:

Strength: **Outstanding(+3)(20)**

But a powered exoskeleton that magnifies the Strength of its user would have its Strength trait written as:

Strength Boost: **Outstanding(+3)(20)**

A piece of gear with a trait booster enhances its user's own trait by a number of levels equal to its trait modifier. The upper limit for the boost is the level of the trait booster. For example, a character with **Poor** Strength using a powered exoskeleton with a **Ou(+3)(20)** Strength Boost would have her Strength boosted three levels while she used it, to **Great**. If she had **Great** Strength to begin with, it would only be able to boost her Strength up one level, to **Outstanding**, the level of the trait booster. If the character using a piece of gear with a trait booster has a higher level trait than that of the trait booster, her trait is actually lowered while she uses that gear. For instance, a character with **Extraordinary** Strength using a powered exoskeleton with a **Ou(+3)(20)** Strength Boost sees her Strength drop to **Outstanding** while she uses it. The very mechanism that allows the exoskeleton to magnify the Strength of others prevents her from fully applying her own.

No trait booster can have a level of **Common** —there is simply no point— but a trait booster can have levels lower than that. This represents machines that are so poorly made that they actually interfere with their operators, such as automobiles with bad handling.

Some gear simply gives a **(+1)** situation modifier to the use of a particular skill, boosting a skill instead of a trait. A skill booster for the Medicine skill would be written as:

(+1) situation modifier when using the Medicine skill

— or —

(+1) bonus when using the Medicine skill

Lending Power

Gear can, in effect, lend its skills, powers, and traits to its user while it is being used, such as when a telescope lends users the benefits of its Magnification trait. The GM should feel free to rename powers for a piece of gear if that will better help describe it. The Magnification trait of space helmet's goggles could just as easily be named "telescopic sensors", but remain unchanged when describing a telescope.

Types of Gear

Armor

Armor has a Resource Cost trait, Material trait ([Table 17](#)), and lends the Armor power to its wearer. Elaborate magical or high-tech armor might also lend specific Adapted or Protection powers, or might boost its wearer's traits; the powered armor of science fiction may have its traits grouped into subsystems.

Armor, and really any gear with a Material trait, should also list what it's actually made of (boiled leather, high-carbon steel, nylon), because some powers only affect certain materials.

Weapons

Weapons for hand-to-hand combat have a Resource Cost trait and Material trait ([Table 17](#)). Weapons for distance combat also have a Range trait ([Table 27](#)) and a Damage trait.

Beyond traits, a weapon should also be described as either "blunt" or "sharp", and if it isn't obvious, whether the weapon is used for hand-to-hand or distance combat. A distance combat weapon also needs to list the number of "shots" it can make before needing to be reloaded.

Some distance combat weapons have features such as scopes, night-sights, and autofire that lend certain skills or powers to their users, such as Marksmanship, Night Vision, and Extra Attacks (see [Skill Descriptions](#) and [Power Descriptions](#)).

Computers

Computers have the Resource Cost, Material ([Table 17](#)), Power Reserve, Data Storage, and Intelligence Boost traits. Most have some sort of communication system as well. They may also have programs and information databases that lend skills to their users —up to as many as the value of their Intelligence Boost. When a character uses a computer to help research a problem, the time it takes to do the work is divided by the value of the Intelligence Boost trait.

Vehicles

Vehicles have Resource Cost, Material ([Table 17](#)), Capacity, Speed ([Table 26](#)), and Power Source or Power Reserve traits. Vehicles with exceptionally good or bad maneuverability may have an Agility trait boost.

A vehicle needs to list the number of "seats" it has, even if no one can actually sit in it, and whether being inside the vehicle provides any cover. A chariot may have one to four (standing) "seats" and offers cover, while a motorcycle offers one or two seats with no cover. If a vehicle has the Self-Sufficiency power, "seats" are also the number of people supported by whatever life support system it has.

Kits

A tool box and a lock-picking set are both examples of kits: gear whose only relevant trait is the situation modifier it lends to a particular skill when used in the field. It cancels out the **(-1)** penalty for working away from a properly equipped garage / lab / hospital. All kits have a **Cm(0)(6)** Resource Cost.

Determining the Resource Cost

To determine the Resource Cost trait for any piece of gear that isn't a kit, start by making it equal to the level of the gear's highest level trait. Then for every other trait of equal level, or one level less, raise the Resource Cost by one level. For example:

Medieval English Longbow

Resource Cost: (see below)

- Material: **Pr(-1)(4)**, English yew wood
- Range: **Ou(+3)(20)**, 400 m (1,200 ft)
- Damage: **Cm(0)(6)**, sharp
- Shots: 1

The highest level trait of a medieval English longbow is its **Outstanding(+3)(20)** Range. It has no other traits of equal level and no other traits at one level below **Ou**, so its final Resource Cost is **Outstanding**. If your character tries to make a modern longbow from some **Gr(+2)(15)** Material, **Great** is one level below **Outstanding**, so the Resource Cost of this longbow rises by one level to **Extraordinary**.

In another example:

Modern-day HAZMAT (Hazardous Material) Suit

Resource Cost: (see below)

- Material: **Cm(0)(6)**, layered rubber and tyvek
- Armor: **Pr(-1)(4)**
- Protection from Poison: **Ex(+4)(30)**
- Protection from Disease: **Ex(+4)(30)**
- Protection from Corrosives: **Ex(+4)(30)**
- Protection from Radiation: **Ex(+4)(30)**

The highest level trait on a modern-day HAZMAT suit is **Ex(+4)(30)**; in fact, it has four traits at that level. The Resource Cost starts at **Extraordinary** to match one trait, then gets raised three levels for each of the other three **Ex** traits, to arrive at a **Wondrous** Resource Cost.

If a piece of gear is not mobile (vehicles and most robots) nor portable (it can't be carried on a character's body), note that in its description and drop its Resource Cost by one level. If a piece of gear cannot function without being constantly connected to some sort of infrastructure, such as a power grid, railroad tracks, or a communications network, mention this dependency in its description and reduce the Resource Cost one level. A crystal ball 20 cm in diameter is portable, a 2 m tall looking glass is not; A mobile phone needs infrastructure, a walkie-talkie does not.

Complex gear described by subsystems has an overall Resource Cost, but also has a Resource Cost trait for each subsystem. When coming up with an overall Resource Cost, the only traits to consider are the Resource Cost traits of each subsystem. This type of gear can be built or purchased one subsystem at a time.

Building Gear

To be able to build gear, a character must have a skill that applies to whatever she's trying to build, such as Arcana for anything magical, Mechanic or Engineer for a vehicle, Computers or Electronics or Programming for a robot, and Weaponsmith for any type of weapon or armor. The GM will decide, based on what your character tries to build, whether she has all the right skills or needs to call in help.

Building a piece of gear takes a number of days equal to the value of its Resource Cost trait. If the character can direct a crew of people to help him, the time is cut in half. At the end of that time, he must make an Intelligence check vs. the challenge level of **Great** for something that is typical for the technology in the time of your story, **Outstanding** for something advanced for the time, and **Extraordinary** for something beyond the technology of the time. If he had help, this can be a team action. Consequences of different result levels are shown below.

Table 32: Building Consequences

Result Level	Result
Dr	Complete failure. Start over with all-new parts and materials.
Wk	Near-complete failure. Start over using the same parts and materials. Build time equals Resource Cost -1 level.
Pr	Partial failure. Make corrections using the same parts and materials. Build time equals Resource Cost -2 levels.
Cm	Partial success. Make minor adjustments using the same parts and materials. Build time equals Resource Cost -3 levels.
Gd	Partial success. Complete 2 special requirements to finish.
Gr	Partial success. Complete 1 special requirement to finish.
Ou	Complete success.

Special Requirements

If your character needs to complete one or more special requirements to finish her piece of gear, the GM must devise some sort of mission or quest for her to fulfill. Depending on the gear, it could be anything from "Wash the sword blade in fresh werewolf blood under a full moon" to "Expose the chassis to the pressure of the Marianas trench to harden its composite matrix" — anything to launch the characters into an adventure.

Gear that's considered advanced for its time in your story always has one more special requirement on top of any others; gear from beyond the time of the story always has two more special requirements on top of any others.

Repairing Gear

Repairing a piece of gear is similar to building it, requires the same skill it took to built it, takes a number of days equal to the points of damage it took, and is a **Good** level challenge. Repairs can be made in three-quarters the time (rounded up) by applying a **(-1)** penalty, in half the time with a **(-2)** penalty, and at one-quarter the time with a **(-3)** penalty.

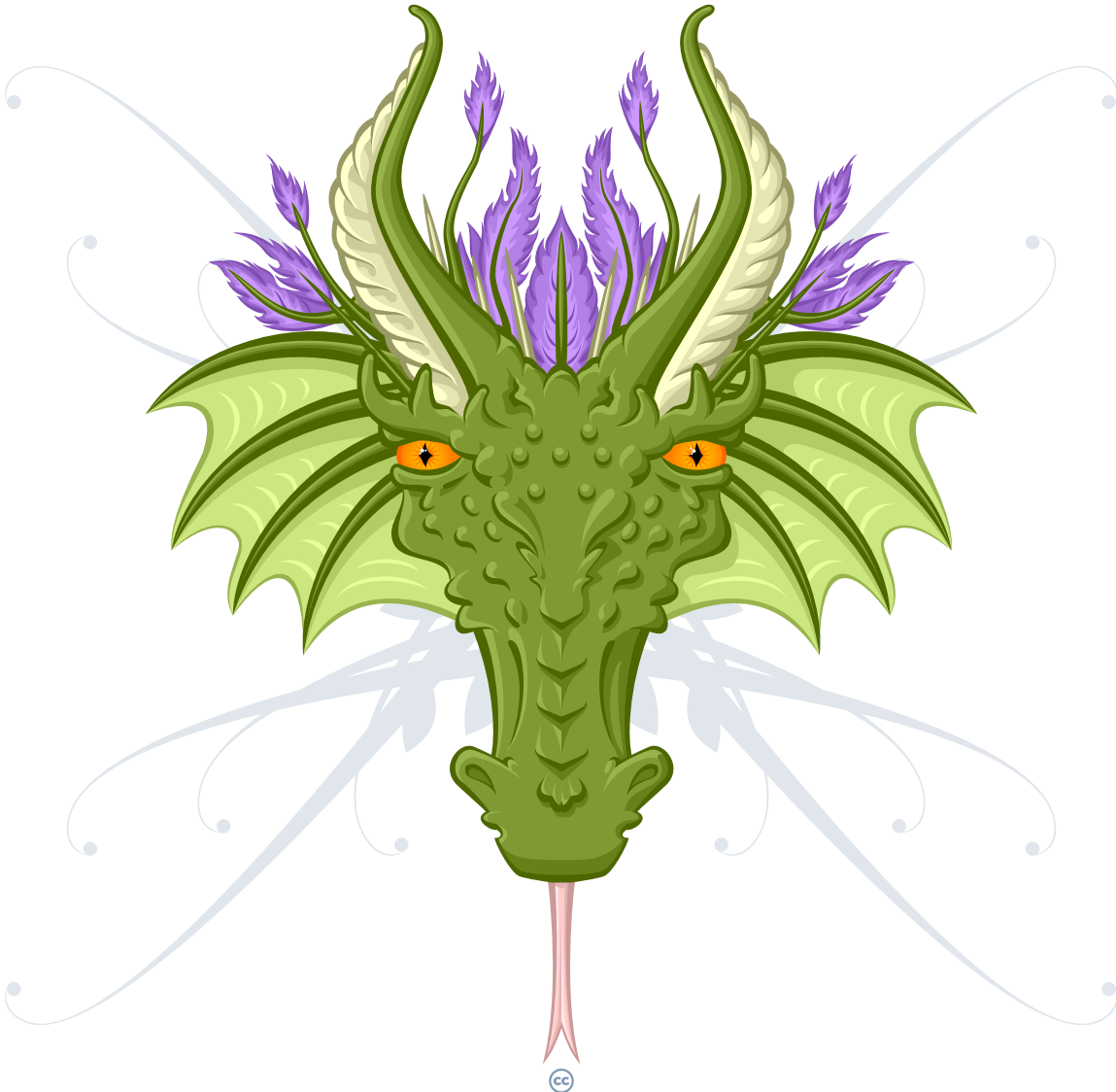
Buying Gear

Instead of spending Character Points, another way to acquire gear is to have your character succeed in a contest pitting his Resourcefulness vs. the Resource Cost of the gear in question. Several characters can even combine their money, connections, etc... to try to acquire a rare or expensive item as a team action. A character can use his Resourcefulness to buy gear in this way, either alone or as part of the team action, a number of times per month equal to the value of his Resourcefulness trait.

For gear with a Resource Cost at least four levels lower than a character's Resourcefulness trait, or for a mundane item in plentiful supply (chopsticks on modern-day Earth), the GM may just rule that your character automatically succeeds in getting it without ever needing to make a Action Roll or spend Character Points.

So What Now?

Look through the appendices; see what gear, skills, powers, limitations, and more appeal to you; start building characters —and start having fun!



Gear Descriptions

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Armor

Ancient Greek Leather Cuirass

Resource Cost: **Cm(0)(6)**

- Material: **Pr(-1)(4)**, boiled leather
- Armor: **Pr(-1)(4)**

Thirteenth Century European Chain Mail Shirt

Resource Cost: **Gr(+2)(15)**

- Material: **Gd(+1)(10)**, steel links
- Armor: **Gd(+1)(10)**

Fourteenth Century Japanese Samurai O-yoroi Armor

Resource Cost: **Ou(+3)(20)**

- Material: **Gd(+1)(10)**, steel plates and leather lacing
- Armor: **Gr(+2)(15)**

Nineteenth Century Zulu Ishlangu Shield

Resource Cost: **Pr(-1)(4)**

- Material: **Wk(-2)(2)**, cowhide and wood
- Armor: **Wk(-2)(2)**

Mid-Twentieth Century US Flak Jacket

Resource Cost: **Cm(0)(6)**

- Material: **Cm(0)(6)**, nylon
- Armor: **Wk(-2)(2)**

Mid-Twentieth Century Soviet Space Suit

Resource Cost: **Gr(+2)(15)**

- Material: **Cm(0)(6)**, nylon
- Armor: **Wk(-2)(2)**
- Protection from Radiation: **Gd(+1)(10)**
- Self-sufficiency: **Wk(-2)(2)**, 2 hours outside of vehicle

Modern-day "Bullet-Proof" Vest

Resource Cost: **Gr(+2)(15)**

- Material: **Gd(+1)(10)**, ballistic cloth and ceramic plates
- Armor: **Cm(0)(6)**

Modern-day HAZMAT (Hazardous Material) Suit

Resource Cost: **Wo(+7)(100)**

- Material: **Pr(-1)(4)**, layered rubber and tyvek
- Armor: **Pr(-1)(4)**
- Protection from Poison: **Ex(+4)(30)**
- Protection from Disease: **Ex(+4)(30)**
- Protection from Corrosives: **Ex(+4)(30)**
- Protection from Radiation: **Ex(+4)(30)**

Fantasy Fiction Leather Armor

Resource Cost: **Fa(+6)(60)**

- Material: **Fa(+6)(60)**, mystically reinforced dragon hide
- Armor: **Gd(+1)(10)**
- Protection from Fire: **Ex(+4)(30)**
- Protection from Corrosives: **Ex(+4)(30)**



Science Fiction Powered Battle Suit

Resource Cost: **M1 \ Gr(+2)(15)**

Structural Subsystem

Resource Cost: **Wo(+7)(100)**

- Material: **Ex(+4)(30)**, ceramics and carbon composites
- Strength Boost: **Ex(+4)(30)**
- Endurance Boost: **Ph(+5)(40)**

Weapons Subsystem

Resource Cost: **Ph(+5)(40)**

- Thunder Cannon: **Ex(+4)(30)** sound
- Lightning Gun: **Ou(+3)(20)** electricity

Defensive Subsystem

Resource Cost: **Fa(+6)(60)**

- Armor: **Ex(+4)(30)**
- Protection from Energy Attacks: **Ph(+5)(40)**

Power / Propulsion Subsystem

Resource Cost: **Ph(+5)(40)**

- Power Reserve: **Ou(+3)(20)**, 20 hours of operation
- Speed - Air: **Ph(+5)(40)**, 480 kph (300 mph)

Sensors Subsystem

Resource Cost: **Ph(+5)(40)**

- IR Sight: **Ou(+3)(20)**
- Night Sight: **Ou(+3)(20)**
- Telescopic Sights: **Ou(+3)(20)** x200 magnification

Communication Subsystem

Resource Cost: **Ou(+3)(20)**

- Signal Range: **Cm(0)(6)**, 12 km (7.5 mi)
- Protection from Jamming: **Gd(+1)(10)**
- Protection from Decoding: **Gr(+2)(15)**

Weapons

Thirteenth Century American Tomahawk Axe

Resource Cost: **Gr(+2)(15)**

- Material: **Gd(+1)(10)**, stone and wood
- Range: **Dr(-3)(1)**, 20m (60ft)
- Damage: **Gd(+1)(10)**, sharp
- Shots: 1

Fourteenth Century Japanese Katana Sword

Resource Cost: **Ou(+3)(20)**

- Material: **Ou(+3)(20)**, high-carbon steel, sharp

Medieval English Longbow

Resource Cost: **Ou(+3)(20)**

- Material: **Pr(-1)(4)**, English yew wood
- Range: **Ou(+3)(20)**, 400 m (1,200 ft)
- Damage: **Cm(0)(6)**, sharp
- Shots: 1

Mid-Twentieth Century Italian 9mm M951R Beretta Pistol

Resource Cost: **Ou(+3)(20)**

- Material: **Gd(+1)(10)**, aluminum
- Range: **Ou(+3)(20)**, 400 m (1,200 ft)
- Damage: **Cm(0)(6)**, sharp
- Shots: 10
- Extra Attacks: +9

Mid-Twentieth Century Soviet AK-47 Automatic Rifle

Resource Cost: **Ex(+4)(30)**

- Material: **Gd(+1)(10)**, aluminum and wood
- Range: **Ex(+4)(30)**, 600 m (1,800 ft)
- Damage: **Gr(+2)(15)**, sharp
- Shots: 30
- Extra Attacks: +9

Modern-day Black Market Pistol

Resource Cost: **Gd(+1)(10)**

- Material: **Cm(0)(6)**, aluminum and plastic
- Range: **Wk(-2)(2)**, 40 m (120 ft)
- Damage: **Cm(0)(6)**, sharp
- Shots: 6

Modern-day Knife

Resource Cost: **Gd(+1)(10)**

- Material: **Gd(+1)(10)**, steel, sharp

Modern-day Smoke Grenade

Resource Cost: **Gd(+1)(10)**

- Material: **Cm(0)(6)**, tin
- Range: **Wk(-2)(2)**, 20 m (60 ft)
- Damage: **Dr(-3)(1)**, none
- Blinding Attack: **Cm(0)(6)** darkness
- Shots: 1

Modern-day Whip

Resource Cost: **Gd(+1)(10)**

- Material: **Pr(-1)(4)**, braided leather
- Entangling Attack: **Gd(+1)(10)**

Fantasy Fiction Enchanted Sword

Resource Cost: **Fa(+6)(60)**

- Material: **Fa(+6)(60)**, enchanted steel, sharp
- Generate Light: **Cm(0)(6)**
On a mental command, the sword can give off a soft golden glow that can be used like a lantern or torch.
- Detect "Demons": **Ex(+4)(30)**
In the presence of other-worldly creatures with an Evil Reputation trait, the sword's gold glow turns red. When pointed in the direction of such creatures, the light pulses; the faster the pulse, the closer they are. The sword's detection range is 400 m (1,200 ft).
- "Cleansing Light of Day": **Ex(+4)(30)** light energy
For up to 30 turns a day, the sword can burn white-hot with a full-spectrum light equal to concentrated sunlight, and inflict an extra 30 points of damage to anything that touches the blade.
- Protection from Magical Possession: **Gr(+2)(15)**
This weapon bonds to the mind of its owner. It will only work for another if it is given away as a gift, or if the original owner dies. It will resist serving someone with an Evil Reputation trait.

Science Fiction Laser Pistol

Resource Cost: **Ph(+5)(40)**

- Material: **Gd(+1)(10)**, ceramic-metal mix
- Range: **Ph(+5)(40)**, 800 m (2,400 ft)
- Damage: **Gr(+2)(15)**, sharp
- Shots: 1,000
- Extra Attacks: +4
- Laser Sight: **Gd(+1)(10)**; Ignore all range modifiers.
- Biometric Security: **Gd(+1)(10)**; Once programmed, will only work when it detects its owner's hand.

Computers

Modern-day Portable Computer

Resource Cost: **Ex(+4)(30)**

- Material: **Gd(+1)(10)**, aluminum shell and electronics
- Power Reserve: **Gd(+1)(10)**, 10 hours of operation
- Data Storage: **Ex(+4)(30)**, 3GB
- Intelligence Boost: **Ou(+3)(20)**
- Wireless Modem: **Dr(-3)(1)**, 2 km (1.25 mi) to a cell tower; Requires a telecommunications network to connect with other computers.

Vehicles

Muscle-powered Vehicles

Modern-day Bicycle

Resource Cost: **Ou(+3)(20)**

- Material: **Gd(+1)(10)**, aluminum
- Speed Boost: **Gr(+2)(15)**

Modern-day Roller Skates / Rollerblades

Resource Cost: **Gd(+1)(10)**

- Material: **Pr(-1)(4)**, plastic and aluminum
- Speed Boost: **Gd(+1)(10)**

Modern-day Skis

Resource Cost: **Ou(+3)(20)**

- Material: **Pr(-1)(4)**, carbon-plastic composite
- Speed Boost: **Ou(+3)(20)**

Modern-day Wheelchair

Resource Cost: **Gr(+2)(15)**

- Material: **Gd(+1)(10)**, aluminum
- Speed Boost: **Gd(+1)(10)**

Land Vehicles

Modern-day Motorcycle

Resource Cost: **Ph(+5)(40)**

Structural Subsystem

Resource Cost: **Ex(+4)(30)**

- Material: **Gr(+2)(15)**, aluminum and steel
- Seats: 2, no cover
- Agility Boost: **Ex(+4)(30)**

Power / Propulsion Subsystem

Resource Cost: **Ou(+3)(20)**

- Power Reserve: **Gd(+1)(10)**, 10 hours of operation
- Speed - Land: **Ou(+3)(20)**, 240 kph (150 mph)

Sensors Subsystem

Resource Cost: **Gd(+1)(10)**

- Headlamp: **Gd(+1)(10)** night sight

Modern-day Sedan / Taxi / Lorry

Resource Cost: **Ex(+4)(30)**

Structural Subsystem

Resource Cost: **Gr(+2)(15)**

- Material: **Gr(+2)(15)**, aluminum and steel
- Seats: 4, cover

Power / Propulsion Subsystem

Resource Cost: **Gr(+2)(15)**

- Power Reserve: **Cm(0)(6)**, 6 hours of operation
- Speed - Land: **Gd(+1)(10)**, 120 kph (75 mph)

Sensors Subsystem

Resource Cost: **Gd(+1)(10)**

- Headlamps: **Gd(+1)(10)** night sight

Modern-day Sports Car

Resource Cost: **Ph(+5)(40)**

Structural Subsystem

Resource Cost: **Ex(+4)(30)**

- Material: **Gr(+2)(15)**, aluminum and fiberglass

- Seats: 2, cover

- Agility Boost: **Ex(+4)(30)**

Power / Propulsion Subsystem

Resource Cost: **Ex(+4)(30)**

- Power Reserve: **Pr(-1)(4)**, 4 hours of operation
- Speed - Land: **Ex(+4)(30)**, 360 kph (225 mph)

Sensors Subsystem

Resource Cost: **Gd(+1)(10)**

- Headlamps: **Gd(+1)(10)** night sight

Modern-day Van

Resource Cost: **Ex(+4)(30)**

Structural Subsystem

Resource Cost: **Gr(+2)(15)**

- Material: **Gr(+2)(15)**, aluminum and steel
- Seats: 5, cover

Power / Propulsion Subsystem

Resource Cost: **Gr(+2)(15)**

- Power Reserve: **Cm(0)(6)**, 6 hours of operation
- Speed - Land: **Gd(+1)(10)**, 120 kph (75 mph)

Sensors Subsystem

Resource Cost: **Gd(+1)(10)**

- Headlamps: **Gd(+1)(10)** night sight

Water Vehicles

Modern-day Sail Boat

Resource Cost: **Cm(0)(6)**

Structural Subsystem

Resource Cost: **Pr(-1)(4)**

- Material: **Pr(-1)(4)**, wood
- Seats: 6, no cover

Power / Propulsion Subsystem

Resource Cost: **Pr(-1)(4)**

- Power Reserve: NA, wind-powered
- Speed - Water: **Pr(-1)(4)**, 48 kph (30 mph)

Modern-day Speed Boat

Resource Cost: **Ex(+4)(30)**

Structural Subsystem

Resource Cost: **Ou(+3)(20)**

- Material: **Gr(+2)(15)**, fiberglass
- Seats: 4, no cover
- Agility Boost: **Gr(+2)(15)**

Power / Propulsion Subsystem

Resource Cost: **Gr(+2)(15)**

- Power Reserve: **Cm(0)(6)**, 6 hours of operation
- Speed - Water: **Gr(+2)(15)**, 180 kph (122.5 mph)

Modern-day Tug Boat

Resource Cost: **Ou(+3)(20)**

Structural Subsystem

Resource Cost: **Pr(-1)(4)**

- Material: **Pr(-1)(4)**, wood
- Seats: 10, cover

Power / Propulsion Subsystem

Resource Cost: **Ou(+3)(20)**

- Power Reserve: **Ou(+3)(20)**, 20 hours of operation
- Speed - Water: **Gd(+1)(10)**, 120 kph (75 mph)

Air Vehicles

Modern-day Glider

Resource Cost: **Gd(+1)(10)**

Structural Subsystem

Resource Cost: **Pr(-1)(4)**

- Material: **Pr(-1)(4)**, aluminum and nylon
- Seats: 1, no cover

Power / Propulsion Subsystem

Resource Cost: **Gd(+1)(10)**

- Power Reserve: NA, wind-powered
- Speed - Air: **Gd(+1)(10)**, 120 kph (75 mph)

Modern-day Ultralight

Resource Cost: **Gr(+2)(15)**

Structural Subsystem

Resource Cost: **Pr(-1)(4)**

- Material: **Pr(-1)(4)**, aluminum and nylon
- Seats: 1, no cover

Power / Propulsion Subsystem

Resource Cost: **Gr(+2)(15)**

- Power Reserve: **Pr(-1)(4)**, 4 hours of operation
- Speed - Air: **Gr(+2)(15)**, 180 kph (100 mph)

Modern-day Helicopter

Resource Cost: **Ou(+3)(20)**

Structural Subsystem

Resource Cost: **Cm(0)(6)**

- Material: **Cm(0)(6)**, aluminum and plexiglas
- Seats: 4, cover

Power / Propulsion Subsystem

Resource Cost: **Ou(+3)(20)**

- Power Reserve: **Cm(0)(6)**, 6 hours of operation
- Speed - Air: **Ou(+3)(20)**, 240 kph (150 mph)

Sensors Subsystem

Resource Cost: **Gd(+1)(10)**

- Radar: **Gd(+1)(10)** sense other flying objects

Modern-day Cessna Prop Plane

Resource Cost: **Ex(+4)(30)**

Structural Subsystem

Resource Cost: **Gd(+1)(10)**

- Material: **Gd(+1)(10)**, aluminum
- Seats: 4, cover

Power / Propulsion Subsystem

Resource Cost: **Ex(+4)(30)**

- Power Reserve: **Cm(0)(6)**, 6 hours of operation
- Speed - Air: **Ex(+4)(30)**, 360 kph (225 mph)

Sensors Subsystem

Resource Cost: **Gd(+1)(10)**

- Radar: **Gd(+1)(10)** sense other flying objects

Modern-day Lear Jet Plane

Resource Cost: **Ph(+5)(40)**

Structural Subsystem

Resource Cost: **Gd(+1)(10)**

- Material: **Gd(+1)(10)**, aluminum
- Seats: 10, cover

Power / Propulsion Subsystem

Resource Cost: **Ph(+5)(40)**

- Power Reserve: **Gd(+1)(10)**, 10 hours of operation
- Speed - Air: **Ph(+5)(40)**, 480 kph (300 mph)

Sensors Subsystem

Resource Cost: **Gd(+1)(10)**

- Radar: **Gd(+1)(10)** sense other flying objects

Space Vehicles

Twentieth Century US Space Shuttle

Resource Cost: **M2 \ Ex(+4)(30)**

Structural Subsystem

Resource Cost: **Wo(+7)(100)**

- Material: **Gr(+2)(15)**, steel and carbon composites
- Seats: 6, cover
- Capacity: **Wo(+7)(100)**, 20 tonnes (20 tons)
- Self-Sufficiency: **Cm(0)(6)**, 6 days

Power / Propulsion Subsystem

Resource Cost: **M2 \ Ex(+4)(30)**

- Power Source: **Cm(0)(6)**, 6 days of operation
- Speed - Air & Space: **M2 \ Ex(+4)(30)**

Sensors Subsystem

Resource Cost: **Gd(+1)(10)**

- Radar: **Gd(+1)(10)** sense other flying objects

Science Fiction Rocket Pack

Resource Cost: **Ex(+4)(30)**

Structural Subsystem

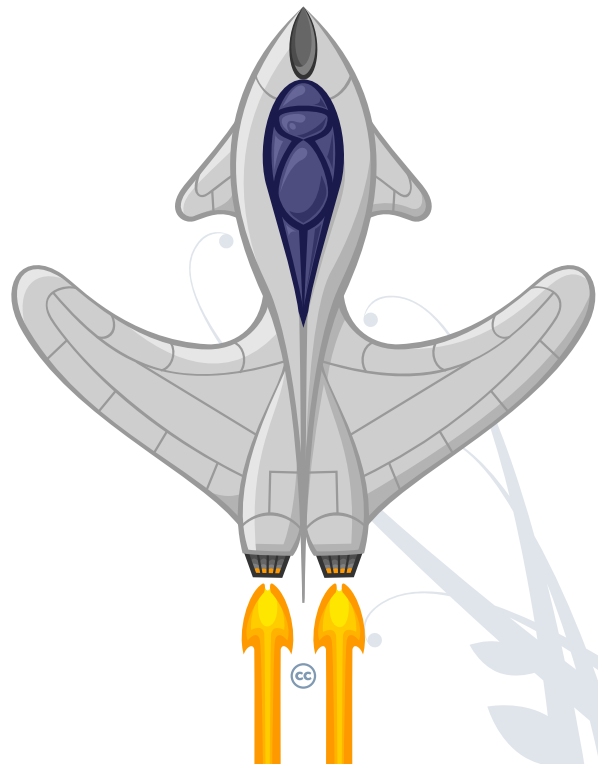
Resource Cost: **Gr(+2)(15)**

- Material: **Gr(+2)(15)**, aluminum and steel
- Seats: 1, no cover

Power / Propulsion Subsystem

Resource Cost: **Ou(+3)(20)**

- Power Reserve: **Gd(+1)(10)**, 10 hours of operation
- Speed - Air: **Ou(+3)(20)**, 240 kph (150 mph)



Science Fiction Space CruiserResource Cost: **M2 \ Ex(+4)(30)****Structural Subsystem**Resource Cost: **Wo(+7)(100)**

- Material: **Fa(+6)(60)**, carbon composite matrix
- Seats: 6, cover
- Agility Boost: **Ex(+4)(30)**
- Capacity: **Gd(+1)(10)**, 2 tonnes (2 tons)
- Self-Sufficiency: **Ph(+5)(40)**, 40 days

Weapons SubsystemResource Cost: **M1 \ Gr(+2)(15)**

- Forward Plasma Cannon: **Wo(+7)(100)**
- Port / Starboard Lasers: **Ph(+5)(40)**
- Missile Launcher
 - Range: **Wo(+7)(100)**, 1 km
 - Damage: **Ph(+5)(40)**
 - Shots: 12

Defensive SubsystemResource Cost: **Ph(+5)(40)**

- Protection from Energy Attacks: **Ph(+5)(40)**
- Protection from Physical Attacks: **Ou(+3)(20)**

Power / Propulsion SubsystemResource Cost: **M2 \ Ex(+4)(30)**

- Power Source: **Ph(+5)(40)**, 40 days
- Power Reserve: **Ph(+5)(40)**, 40 hours backup power
- Speed - Air & Space: **M2 \ Ex(+4)(30)**
- FTL Drive: **Pr(-1)(4)**, lightspeed x 40

Sensors SubsystemResource Cost: **Fa(+6)(60)**

- Telescope: **Ex(+4)(30)**
- Spectrometer: **Ou(+3)(20)**
- Densimeter: **Ou(+3)(20)**
- Radar: **Gr(+2)(15)**

Communication SubsystemResource Cost: **Ex(+4)(30)**

- Signal Range: **Gr(+2)(15)**, coded microwave emitter
- Protection from Jamming: **Gr(+2)(15)**
- Protection from Decoding: **Gr(+2)(15)**

Computer SubsystemResource Cost: **Ex(+4)(30)**

- Data Storage: **Ou(+3)(20)**
- Intelligence Boost: **Ou(+3)(20)**
- Programs: Astronavigation

Kits**Climbing / Spelunking Equipment**Resource Cost: **Cm(0)(6)**

- **(+1)** bonus when climbing.

Electronics Tool KitResource Cost: **Cm(0)(6)**

- **(+1)** bonus when using the Electronics skill in the field.

Forensics KitResource Cost: **Cm(0)(6)**

- **(+1)** bonus when using the Detective skill in the field to analyze physical evidence.

Lockpicking ToolsResource Cost: **Cm(0)(6)**

- **(+1)** bonus when using Escape Artist or Lockpicking skills.

Mechanic's ToolsResource Cost: **Cm(0)(6)**

- **(+1)** bonus when using the Mechanic skill in the field.

Medicine BagResource Cost: **Cm(0)(6)**

- **(+1)** bonus when using the Medicine skill in the field.

More Handy Gear**Binoculars**Resource Cost: **Cm(0)(6)**

- Material: **Pr(-1)(4)**, metal and glass
- Magnification: **Wk(-2)(2)**, x20

Fire ExtinguisherResource Cost: **Gd(+1)(10)**

- Material: **Gd(+1)(10)**, metal
- Fire Suppression: **Pr(-1)(4)**

Gas MaskResource Cost: **Ou(+3)(20)**

- Material: **Cm(0)(6)**, rubber
- Protection from Poison: **Ou(+3)(20)**, gases only

Geiger CounterResource Cost: **Gr(+2)(15)**

- Material: **Gd(+1)(10)**, metal and plastic
- Sense Ionizing Radiation: **Gd(+1)(10)**
- Range: **Dr(-3)(1)**, 20m (60 ft)

Handcuffs / ManaclesResource Cost: **Gr(+2)(15)**

- Material: **Gr(+2)(15)**, steel

Mobile PhoneResource Cost: **Dr(-3)(1)**

- Signal Range: **Wk(-2)(2)**, 4 km (2.5 mi) to a cell tower; Requires a telecommunications network to function.

Nightvision GogglesResource Cost: **Gd(+1)(10)**

- Material: **Pr(-1)(4)**, metal and glass
- Night Sight: **Cm(0)(6)**

Scuba GearResource Cost: **Ou(+3)(20)**

- Material: **Cm(0)(6)**, rubber
- Protection from Cold: **Gd(+1)(10)**
- Self-Sufficiency: **Dr(-3)(1)**, air only
- Speed Boost: **Gd(+1)(10)**, underwater only

Science Fiction Maintenance Robot

Resource Cost: **Ph(+5)(40)**

Structural Subsystem

Resource Cost: **Ou(+3)(20)**, ceramic and plastic shell

- Brawling: **Dr(-3)(1)**
- Agility: **Gd(+1)(10)**
- Strength: **Ou(+3)(20)**
- Endurance: **Gd(+1)(10)**
- Health Points: **41**
- Mechanic's Tools kit: **Cm(0)(6)**

Power / Propulsion Subsystem

Resource Cost: **Ph(+5)(40)**

- Power Reserve: **Ph(+5)(40)**, 40 hours
- Speed - Land: **Wk(-2)(2)**, 24 kph (15 mph)

Sensors Subsystem

Resource Cost: **Cm(0)(6)**

- Camera Eye: **Cm(0)(6)**
- Radar: **Wk(-2)(2)**

Communication Subsystem

Resource Cost: **Dr(-3)(1)**

- Signal Range: **Dr(-3)(1)**, radio transmitter

Computer Subsystem

Resource Cost: **Dr(-3)(1)**

- Intelligence: **Dr(-3)(1)**
- Programs: Mechanic

Science Fiction Security Robot

Resource Cost: **M1 \ Gr(+2)(15)**

Structural Subsystem

Resource Cost: **Ex(+4)(30)**

- Material: **Gr(+2)(15)**, carbon composites
- Armor: **Ex(+4)(30)**

Power / Propulsion Subsystem

Resource Cost: **Ph(+5)(40)**

- Power Reserve: **Ph(+5)(40)**, 40 hours
- Speed - Air: **Pr(-1)(4)**, 48 kph (30 mph)

Weapons Subsystem

Resource Cost: **Ph(+5)(40)**

- Laser: **Ex(+4)(30)**
- Machine Guns
 - Range: **Ex(+4)(30)**, 600 m (1,800 ft)
 - Damage: **Gr(+2)(15)**
 - Shots: 3,000
 - Extra Attacks: +3

Sensors Subsystem

Resource Cost: **Ou(+3)(20)**

- Camera Eye: **Cm(0)(6)**
- Infrared Sensors: **Gd(+1)(10)**
- Audio Sensors: **Gd(+1)(10)**
- Radar: **Wk(-2)(2)**

Communication Subsystem

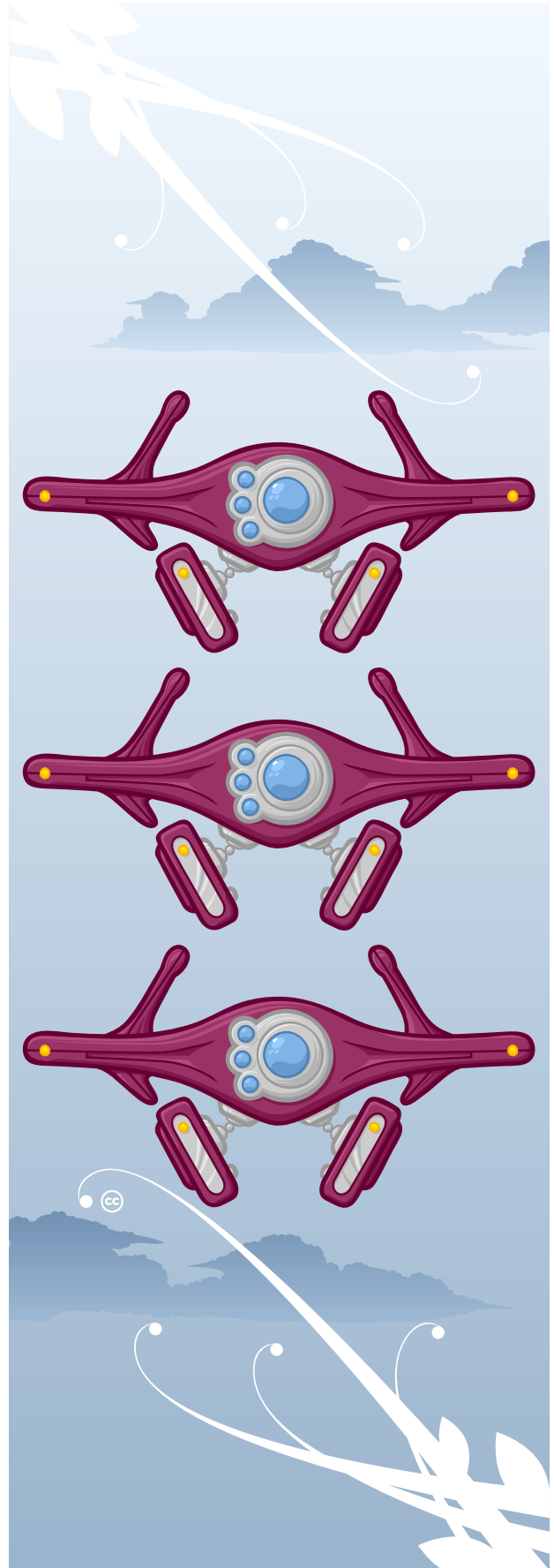
Resource Cost: **Ex(+4)(30)**

- Signal Range: **Wk(-2)(2)**, coded microwave emitter
- Protection from Jamming: **Ou(+3)(20)**
- Protection from Decoding: **Gr(+2)(15)**

Computer Subsystem

Resource Cost: **Ou(+3)(20)**

- Intelligence: **Pr(-1)(4)**
- Perception: **Ou(+3)(20)**
- Programs: Firearms, Marksmanship, Quick Draw



Skill Descriptions

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Practical & Survival Skills

Culture & Customs: ¹

This skill gives your character knowledge about the culture and customs of a specific group of people. It gives her a **(+1)** bonus in social situations with them, or when trying to understand their behavior. One specific application of this skill (Culture & Customs: The Tlingit, Culture & Customs: hackers, Culture & Customs: homeless people, Culture & Customs: Danish nobility) must be chosen when this skill is bought. In some situations, this skill makes some checks unnecessary. For instance, a character who understands the Doh Luo culture would automatically remember the traditional greeting said when entering a home. An Intelligence check with a **Good** result might be needed to notice an impostor among a group of Tibetan monks, based on whether or not one slipped up a ritual. Trying to negotiate safe passage through a gang's turf in terms they can respect may require a **Great** result. Remembering the semi-secret handshake of an occult order may require a **Outstanding** result. This skill can be bought multiple times, each time for a different group of people.

Language: ¹

Every character knows one language by default. Each time this skill is bought, your character learns another language, whose dialect or accent (e.g.: French (Quebec), French (Cajun), French (Normandy), French (Algeria)) must be specified. It is assumed that people who speak different dialects of the same language understand each other, but cannot pass as a native speaker of the other's homeland. If most people in your story are literate, every character is assumed to be able to read and write in every language that he knows —unless the GM rules that something unusual in his background precludes this, or unless a language has no written form.

¹ You must specify an application for this skill; You can buy several different applications of this skill.

² This skill costs twice as much as other skills.

Local Geography: ¹

This skill gives your character a **(+1)** bonus in any actions that would benefit from a knowledge of the government, economy, crime, or layout of a specific geographic region. It could be one country (Local Geography: Peru); one province, prefecture, or state (Local Geography: Nova Scotia); one city (Local Geography: Tel Aviv); or even one neighborhood (Local Geography: Tokyo's Ginza District). The smaller the region, the more specific the information. This skill makes some checks unnecessary. For instance, a character who knows the local geography of a city already knows which bus route goes to the airport. On the other hand, that character may need a **Good** result on her Intelligence check to remember where to find the best Thai cuisine in town. A **Great** result may be required to remember that the constable is related to the parish priest. Obscure local trivia, such as the location of rarely used shortcuts, would require a **Outstanding** result. This skill can be bought multiple times, each for a different geographic region.

Profession: ¹

A character with this skill knows a specific trade (e.g.: Profession: Bricklayer, Profession: Accountant, Profession: Cook) well enough to earn a living at it. This skill can represent the "day job" of heroes whose exploits are not sponsored by some well-funded organization. It also provides a **(+1)** bonus to any actions that might benefit from the knowledge of a specific trade. This skill can be bought multiple times, each time for a different profession.

Survival: ¹

Your character knows enough about a specific environment to be able to automatically find enough food and shelter there to keep himself alive. A Resourcefulness check with a **Good** result allows him to find enough food and shelter for one other person; a **Great** result allows him to also feed and shelter two people beside himself, and a **Outstanding** result lets him take care of three people beyond himself. He also gets a **(+1)** bonus when trying to avoid the most common hazards in that environment. This skill can be bought multiple times; each time a different environment must be specified (e.g.: Survival: Arctic, Survival: Desert, Survival: Urban).

Riding: ¹

Each purchase of this skill gives your character the ability to mount one type of trained riding animal (e.g.: Riding: Elephants, Riding: Horses), and even attempt riding tricks, getting a **(+1)** bonus when doing so.

Tracking: ¹

This skill allows a character to track a quarry across a specific terrain (e.g.: Tracking: Forrest, Tracking: Desert). It can be bought multiple times, each time for a different type of terrain. A specialized form of tracking, Tracking: Records, allows the movements and activities of someone to be tracked through the trail left in modern-day record systems (taxes, medical, financial, reservations, etc...).

Vehicle: ¹

A character with this skill knows how to drive / pilot one type of vehicle, which must be specified when this skill is bought (e.g.: Vehicle: Motorcycle, Vehicle: Prop Plane, Vehicle: Sailboat), and gives a **(+1)** bonus to any actions attempted with the vehicle. This skill can be purchased multiple times, each time for a different type of vehicle.

Technical Skills**Computers**

This skill gives your character the ability to design, build, and repair computers, including those inside other devices, from spaceships to robots. It gives a **(+1)** bonus to any Intelligence checks that would benefit from a knowledge of computers.

Electronics

Your character understands the principles of electronics and knows about electrical gear. She gets a **(+1)** bonus to any actions that would benefit from a knowledge of electronics.

Engineer

This skill gives a **(+1)** bonus to any attempts at designing, building, or repairing gear, or to understanding how a piece of gear might work.

Mechanic

A character with this skill has a knack for fixing things, and gets a **(+1)** bonus to any attempts at repairing a piece of gear.

Programming

Your character has the ability to write, debug, correct, and change computer programs. It gives a **(+1)** bonus to any Intelligence checks that might benefit from this knowledge.

Weaponsmith

A character with this skill knows how to make the tools of war, and gets a **(+1)** bonus to any attempts at designing, building, or repairing weapons and armor.

Knowledge Skills**Arcana**

Your character knows about "supernatural" phenomena, ancient legends and lore, "the occult", and magic. He gets a **(+1)** bonus to any actions that benefit from this knowledge.

Astronavigation

This skill gives your character the ability to plot routes through outer space and select ones that are faster, safer, or use less fuel. It also gives a **(+1)** bonus to any actions that would benefit from a knowledge of planetary / stellar motion.

Archeology

A character with this skill can understand other cultures, extinct creatures, and lost civilizations by the remains they left behind. She can sometimes apply this skill to “detective work”. She also gets a **(+1)** bonus to any checks that would benefit from a knowledge of archeology.

Biology

Your character knows the science of life: how different lifeforms function and interact with each other, and he gets a **(+1)** situation modifier to any actions that benefit from that knowledge.

Chemistry

Your character knows the science of matter: the properties of different compounds and how they combine and transform. This skill gives a **(+1)** bonus to any checks that would benefit from this type of knowledge.

Command²

Your character knows how to lead. She can inspire a group of characters to work as a team whose members give their best individual efforts while complimenting each other’s strengths. Any side under her command uses the best Perception trait in the group, treated as one level higher, when determining which side goes first. She can take part in a team action even if she doesn’t have the relevant trait, just by coordinating the other characters’ efforts. Your character can choose to attract and retain as many loyal Followers as she can support, up to the value of her Resourcefulness. Unlike Contacts, Followers are NPCs who look up to your character and follow her orders. Each Follower has traits equal to one of the Non Player Character types found in Tinker, Tailor, Soldier, Spy. Examples include a ship’s crew, a team of lab assistants, or a platoon. For fantasy or horror stories, the GM might also allow some of the animal NPCs from Wild Kingdom. This skill costs twice as much as other skills.

First Aid

If a character with this skill attends to a dying character, he can be permanently stabilized and brought back up to one Health Point. Anyone under the care of this character can recover Health Points as if his Endurance were one level higher. It also gives a **(+1)** bonus to any actions that would benefit from a knowledge of first aid.

Geology

This skill gives a **(+1)** situation modifier to any actions that would benefit from a knowledge of the structure and composition of the Earth (or some other planet).

Knowledge:¹

A character with this skill is well-versed in one particular subject not covered by other Knowledge skills. An area of expertise must be specified (e.g.: Knowledge: Cattle Breeding, Knowledge: The Bauhaus Movement, Knowledge: Argentine History). It gives a **(+1)** bonus to any Intelligence checks that might benefit from knowledge of the subject.

Medicine²

If a character with this skill attends to a dying character, she can be permanently stabilized and brought back up to one Health Point. Anyone under the care of this character can recover Health Points as if her Endurance were two levels higher, and can also recover one lost level from one trait per week. In addition, this skill gives a **(+1)** bonus to any actions that would benefit from a knowledge of medicine. This skill costs twice as much as other skills.

Navigation

Your character can find his way around using anything from the position of the sun, to constellations, to the currents of wind and water, to a compass, charts, and GPS. He gets a **(+1)** bonus to his Intelligence check when plotting a course on a planet and when trying to get “un-lost”.

Physics

This skill gives a **(+1)** bonus to any checks that would benefit from a knowledge of the fundamental components and forces of the universe.

Psychology

A character with this skill can attempt to treat a mental illness. It gives a **(+1)** situation modifier to any actions that would benefit from a knowledge of the mind and behavior.

Espionage Skills**Charm**

Your character is charismatic and can sometimes get by on just a smile. She gets a **(+1)** bonus when trying to get her way in social situations.

Connoisseur

Your character knows his luxury goods, from high fashion to art to gourmet food to jewelry, and gets a **(+1)** bonus when trying to appraise the true value of an item, identify its origin, and detect imitations.

Detective

A character with this skill has the ability to analyze clues, to detect things that seem out of place, and to think like a criminal; and gets a **(+1)** bonus when trying to do so.

Escape Artist

A character with this skill knows about manacles, cuffs, knots, and other types of bindings. She gets a **(+1)** bonus when trying to escape from them.

Forgery

This skill gives your character the ability to forge documents, and also gives him a **(+1)** bonus to detect forgeries.

Intimidation

A character with this not-very-heroic skill can create a powerful intimidating presence, and knows how to take advantage of it, giving her a **(+1)** bonus in social situations when she tries to get her way through intimidation.

Lockpicking

A character with this skill knows how to pop open locks (even electronic ones, if they exist in his era), and gets a **(+1)** bonus when trying to do so.

Negotiation

Characters with this skill know how drive a hard bargain and make a persuasive argument, and get a **(+1)** bonus in social situations that would benefit from those abilities.

Slight of Hand

Your character knows the art of misdirection, and can use it for everything from performing magicians' parlor tricks to picking pockets, getting a **(+1)** situation modifier to do so.

Stealth

This skill gives your character the ability to move quietly, without drawing attention or leaving much of a trail. Those trying to detect or follow her movements do so at a **(-1)** penalty.

Combat Skills**Acrobatics**

A character with this skill knows how to avoid getting hit, and gets a **(+1)** bonus when acting as the defensive character in hand-to-hand or distance combat.

Aerial Combat

Your character knows how to fight well in aerial hand-to-hand combat, and gets a **(+1)** bonus when fighting while flying without using an actual vehicle (e.g.: wings, levitation, etc...).

Aquatic Combat

A character with this skill knows how to fight hand-to-hand underwater, and ignores the normal penalties for doing so.

Pressure Points ²

A character with this skill knows the vulnerable places to hit on a body, and is capable of delivering a knock back, knock out, or critical hit to his opponent in combat, even if he didn't inflict any damage. This skill costs as much as two skills.

Quick Strike

Your character has fast reflexes in hand-to-hand combat. When determining who goes first, she is treated as if her Perception trait was one level higher.

Unarmed Combat

Your character knows some form of unarmed combat, such as Capoeira, Greco-Roman Wrestling, or Kung Fu, and gets a **(+1)** bonus when fighting hand-to-hand unarmed.

Zero Gravity Combat

A character with this skill knows how to fight hand-to-hand in a weightless environment, and ignores the normal penalties for doing so.

Weapon Skills**Archery**

This skill gives your character the ability use bows, from compound to short to Daiku, and gives him a **(+1)** bonus when using any type of bow in combat.

Firearms

Your character knows how to use guns, and gets a **(+1)** bonus when using any type of gun in combat, from a musket to a laser pistol.

Gunnery

This skill gives the ability to aim and fire heavy weapons, from howitzers to ion cannons, and gives a character a **(+1)** bonus when using those weapons in combat.

Marksmanship ²

A character with this skill ignores all penalties for range in distance combat. This skill costs as much as two other skills.

Quick Draw

Your character can draw and use a distance weapon quickly. When determining who goes first in distance combat, she is treated as if her Perception trait was one level higher.

Specialist: ^{1 2}

Your character has become a master in the use of one type of weapon, and gets a **(+2)** bonus when using it in combat. The type of weapon must be specific; Specialist: Rapier instead of Specialist: Sword, or Specialist: Colt .45 instead of Specialist: Gun. If the weapon is unique (e.g.: Specialist: Excalibur), he is treated as if his Perception trait was one level higher when determining who goes first in combat. This skill costs twice as much as other skills.

Weapons Master ²

A character with this skill has mastered the principles of hand-to-hand combat with weapons. She gets a **(+1)** bonus when using any hand-to-hand weapon in combat. This skill costs as much as two skills.

Weapons, Blunt

Your character knows how to make the best use of blunt weapons such as staves, nunchuku, and clubs. He gets a **(+1)** situation modifier when using those types of weapons in hand-to-hand combat.

Weapons, Sharp

Your character uses weapons with blades and points, such as spears and daggers, to their best effect, and gets a **(+1)** bonus when using weapons of this type in hand-to-hand combat.

Weapons, Thrown

This skill gives your character the ability to throw weapons with accuracy, from throwing stars to javelins. He also has a better chance than most of catching such weapons without getting hurt. He gets a **(+1)** situation modifier when trying to use or catch thrown weapons in distance combat.

Power Descriptions

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³ This power must be defined; You can buy several different versions of this power.

⁴ This power costs twice as much as other powers.

Sensory Powers

Enhanced Hearing

The power to hear better than the average human being. Use this power instead of your character's Perception trait when attempting to detect something by sound alone. You should determine if this is because your character can hear a greater range of frequencies, pick up sounds from farther away, or both. This power includes an inherent limitation for which you receive no Character Points: those with this power are more sensitive to loud noises, and have a **(-1)** penalty when defending against sonic attacks.

Enhanced Sight

The power to see better than a typical human being. This power should be used instead of your character's Perception trait when detecting things by sight. It includes an inherent limitation: your character has a **(-1)** penalty when defending against light-based attacks, such as flash grenades.

Enhanced Smell

The power to detect things by smell far better than a typical human. Substitute this power for your character's Perception trait when attempting to detect things by smell. This power has the inherent limitation that your character gets a **(-1)** penalty when defending against attacks that target smelling or are scent-based. Possible stunts for this power include:

Track by Scent: at -1 level.

Empathy: at -3 levels.

Enhanced Taste

The power to detect things by taste far better than typical humans. This power should be used instead of your character's Perception trait when attempting to detect things by taste. On the odd chance that some villain thinks one up, this power comes with the inherent limitation that your character gets a **(-1)** penalty when defending against attacks that assault her sense of taste.

Enhanced Touch

The power to detect things by touch far better than the average human. Substitute this power for your character's Perception trait when he attempts to detect something by touch alone. This power includes an inherent limitation: your character is more sensitive to pain and gets a **(-1)** penalty when resisting a knock out or attacks from stun guns, tasers, etc...

IR Sight

The power to see into the infrared portion of the electromagnetic spectrum. A character with this power can get around on a dark night or underground without penalty, and can sometimes follow someone by the residual heat left in everything that person touched, at least until the trail literally goes cold. She can see a extra set of colors that come from the inside of people and some objects.

Night Sight

The power to see in low-light conditions, such as on a moonless night. It has an inherent limitation: characters with this power are more sensitive to bright lights and suffer a **(-1)** penalty when defending against light-based attacks, such as flash grenades.

Sense Magic

The power to perceive magical energy. A character with this power can detect the presence of magical creatures, sense enchanted items such as magic wands or rings, and can tell if a spell is in effect over a given area. You should decide whether this power works all the time or requires concentration, and whether your character perceives magic through his eyes, his hands, or in some other way. A possible limitation for this power might be that people who are sensitive to magic are more vulnerable to magical attacks, and have a **(-1)** penalty when defending against them (**Good** limitation).

Sense ... ³

The power to sense ... something that cannot be detected by any other Sensory Power. You must specify the type of object or creature or energy that your character can detect, such as Sense: Radiation, Sense: Elves, or Sense: Methane. If you decide that your character can detect something that is difficult to define, such as "evil" or "demons", make sure that it can at least be defined in the rules of this game. For example, Sense: Evil could detect anyone with the Evil Reputation trait, and Sense: Demons could detect any creature from another dimension with the Evil Reputation trait.

Mental Powers

Empathy

The power to sense emotions in other living creatures. The creatures being sensed may not even realize this power is being used on them, unless you decide it has some noticeable side effect. This power is resisted with the Willpower trait.

Illusions

The power to make others see (and perhaps hear and smell) things that are not really there. You should decide whether this power works by bending light (and generating sound, etc...), in which case it can be disrupted by other powers that affect light or wind; or whether it works directly on minds, in which case it would be useless on things without minds, such as robots. Most creatures presented with an illusion, who have no reason to expect one, will accept it at face value until they are confronted with something that doesn't fit what they already know. A suspected illusion can be resisted with the Perception trait for light / sound / smell based illusions, and with the Willpower trait for mental illusions. Even if an illusion is exposed for what it really is, it doesn't go away until whoever or whatever is generating it is stopped.

Magic ⁴

The power to reshape the universe according to one's will by using energies that do not follow the commonly understood principles of physics; the art and science of casting spells. This power costs twice as much as other powers. You must decide three things for a character with this power:

1. What magical Path does she follow? Her chosen path may give penalties for casting certain spells and bonuses for others, and may require her to follow a Code of Honor. You might want to use something other than a name used in the real world for her path (e.g.: The Golden Dawn, Rule of St Benedict, Santeria) to avoid annoying or offending fellow players. A fictional Path could be something like:

Path of the Healer

- **(+2)** bonus when casting healing spells.
- **(+1)** bonus when casting protective spells.
- **(-1)** penalty when casting spells while on poisoned, polluted, irradiated, or contaminated ground.
- Turning away someone in need of healing (non-magical treatment will suffice), even an enemy, is a major crime.
- Killing an animal which symbolizes healing for the healer's people, outside of a ceremonial hunt, or not using every piece of that kill, is a dishonorable act.
- Magically healing a dying NPC is rescuing an innocent.
- Stopping an epidemic or a plague outbreak is the same as defeating a superior opponent.

Path of the Fey

- **(+2)** bonus when casting illusion spells.
- **(+1)** bonus when casting mind-control spells.
- **(+1)** bonus when casting spells from charmed places, such as inside mushroom rings, on top of faerie mounds, or at a crossroads.
- **(-2)** penalty when casting within **Dr** range of iron.
- **(-4)** penalty when casting spells while touching iron.
- Breaking an oath, failing to fulfill an obligation when called to fulfill it, uttering a literal lie (misdirection is permitted), being a bad host, and being a bad guest are all dishonorable acts.

2. What Spells does he know? Each spell is a stunt at a level equal to the level of this power, and your character can know a number of spells equal to the value of his Magic power. Other powers from this appendix can become one of your character's spells, subject to GM approval. A spell that comes from a "double power" costs twice as much as a normal stunt. A spell's duration varies with its level, as seen in Table 33: Spell Durations. Casting a spell requires a successful Willpower check, unless the character is casting a spell on someone else. Then it becomes a contest vs. the target's Willpower. A result of **Good** level or better means the spell worked; a **Outstanding** result level means it works at one level higher in power and duration. A **Common** or worse result means it fails; a **Dreadful** result level means your character suffers a spell backlash, whose effects vary with the source of his power, as explained next.

Table 33: Spell Durations

Level	Duration	
Dr	one heartbeat	or instant
Wk	1 turn / 6 seconds	
Pr	10 turns / 1 min	
Cm	100 turns / 10 min	
Gd	1 hour	
Gr	sunrise to sunset	or 12 hours
	zenith to nadir	
	sunset to sunrise	
	nadir to zenith	
Ou	sunrise to sunrise	or 1 day
	sunset to sunset	
	zenith to zenith	
	nadir to nadir	
Ex	one moon	or 30 days
Ph	one season	or 90 days
Fa	a year and a day	or 366 days
Wo	until revoked	or permanent

3. What is the Source of her power? Are all your character's spells powered the same way, or do different ones use different sources? Four sources are known to magicians:

- **The Source Within.** Your character's own mind / body are the source of his power. Casting any spell costs one Health Point, plus another Health Point for each turn he maintains it. Spell backlash for this type of spell costs an additional number of Health Points equal to the spell's value. These spells can be cast with little to no outward sign that they happened, and can be maintained without effort so long as the point cost is paid every turn. If your character tries to do other things or maintain multiple spells of this type, he must make a successful Willpower check to maintain it all.
- **The Source Without.** Your character is a conduit, channelling the ambient magic of the universe into her spells. This comes with no personal cost, unless there is a spell backlash; then she loses one level of Willpower and a number of Health Points equal to the spell value. These spells are cast using sounds and gestures, so if your character is bound or gagged, she has a **(-2)** penalty while casting spells; if she's both, she cannot cast spells until she breaks free.
- **The Source Beyond.** One of your character's contacts is a powerful being or group of beings that fuel his spells for reasons he may not even understand. These spells take one turn per level to cast. A spell backlash forces him to immediately succeed in a Willpower check vs. the spell level, or acquire a Side Effect, Allergy, or Sensitivity Limitation at a level equal to the failed spell. Your character does not earn any Character Points for taking on this Limitation. You might want to use something other than a name used in the real world for his source (e.g.: Baron Samedi, Ganesha, Jesus, Odin, Satan), to avoid annoying or offending fellow players.

- **The Source Purloined.** Your character uses the minds / bodies of other living beings to power her spells. Once she taps an immobile being (a bound creature or a plant), she forms a magical connection with it. As long as the connection remains, that being loses Health Points just as if it were casting the spell itself using The Source Within —it even takes any backlash. The connection breaks when the magician taps the being again, the being dies, or a bound creature escapes its binds. If a bound creature is unbound before the magician breaks the connection, she suffers a spell backlash like that of The Source Beyond for the last spell cast. A creature with a Willpower trait can resist being turned into a power source if he is conscious when the connection is being made and he succeeds in a contest of his Willpower vs. the magician's Willpower. Using this source of magic would be considered a crime in just about any story.

Besides other powers, possible spells / stunts include:

Conjure: create a mundane, everyday object out of thin air. Conjured objects never have a trait with a level higher than the level of this spell, and never last past the duration of the spell. Attempting to conjure an exact duplicate of an existing object, or one with complex internal components, requires a **Great** result. Conjuring something your character knows only by description requires an **Outstanding** result.

Curse: give someone "bad luck". Any living being within range of this spell who meets your character's eyes, and fails the contest of her Willpower vs. the magician's Willpower, will be unable to use any Story Points for the duration of the spell. This counts as two spells. Cursing people is a crime in most stories.

Transmute: convert one material into another and back again. Each set of transmutations (e.g.: Transmute: Flesh & Stone, Transmute: Silk & Steel, Transmute: Water & Dust, Transmute: Lead & Gold) is a separate spell. The volume of material that can be transmuted back and forth is equal to the level of this spell. Transmuted materials revert to their original forms at the end of the spell.

Mental Armor

The power to reduce the effect of a mental attack. Both the modifier and value of an oncoming attack are reduced by the modifier and value of this power before they affect your character. For example, if your character has **Gr(+2)(15)** Mental Armor and he's subjected to a **Ph(+5)(40)** Mental Probe, it's as if he were hit by a mental probe with a **(+3)** dice roll modifier and a point value of 25, instead of the full onslaught. One possible stunt is:

Extended Mental Armor: extend this power's protection to selected people within range, reducing the level of this power by one level for every extra person protected.

Mental Control

The power to make others do your character's will. If your character also has the power of Telepathy, she can send suggestions directly to her target's minds, otherwise, she has to talk to them in a language they understand. This power works by convincing the targets that what your character wants them to do is really what they want to do. People will do just about anything short of knowingly hurting themselves, so long as your character phrases her suggestions in just the right way. This power works full-strength on one person at a time, but can work on more. For every extra person your character attempts to control, this power is reduced by one level. This power is resisted with the Willpower trait.

Mental Probe

The power to sift through other people's memories. Note that doing this to an unwilling person would be considered a crime in just about every heroic story imaginable. This power works by touch, unless your character also has the power of Telepathy, in which case the range is **Dreadful** (20 m). A person targeted by this power is always aware, if only subconsciously, that they are being probed, and can resist it with his Willpower trait. A person who fails to resist a probing will answer any question put to him, to the best of his understanding, and may even recall things he does not consciously remember experiencing.

Precognition

The power to see the most probable future. You should choose whether your character can see the future of anything she touches when she uses this power, or whether she sees hints to her own future whenever she goes to sleep or meditates. Every time your character tries to use this power, the GM will secretly make a Precognition check for your character and not reveal the result level. A better result equals a better, more useful hint. Even a **Dreadful** result shows something in the future, just nothing helpful. The GM will never say something like, *"Diamond Jim will shoot your friend Red Dog in the heart, tomorrow at noon"*. Instead he might say, *"You keep seeing your friend Red Dog, lying completely still, fully dressed except for his missing shoes, with a card, the ace of diamonds, over his heart, while far away, a clock strikes noon"*. It would be up to your character to realize that Red Dog's family buries it's dead without shoes, and to put all the hints together when she sees a man, with an ace of diamonds tattoo on his hand, reach for his gun while a nearby clock tower starts chiming the hour at noon.

Postcognition

The power to see events that occurred in an object's past. This power's range is always direct touch. Your character must think of the time frame she wants to relive and make a check using the time gone by ([Table 33: Spell Durations](#)) as the challenge modifier. Touching the walls of a room might reveal everyone who walked through it, but handling a gun might just show the hands that fired it, while holding a cigarette might show the face that smoked it.

Protection from Magic

The power to reduce the effects of a magical attack. Both the modifier and value of an oncoming attack are reduced by the modifier and value of this power before they affect your character. For example, if your character has **Ou(+3)(20)** Protection from Magic and he's subjected to a spell that imitates the power Generate Fire / Heat at **Fa(+6)(60)** level, it's as if he were hit by a flames with a **(+3)** dice roll modifier and a point value of 40. So instead of losing 60 Health Points, he only loses 40.

Telekinesis

The power to move objects with one's mind. Any object in range can be held, moved, thrown, or broken with a Strength equal to the level of this power. This power can also be used to make blunt or sharp distance attacks that are aimed using a Willpower check vs. the opponent's Agility trait.

Telepathy

The power to communicate mind-to-mind with another; the power read the surface thoughts of others and send them mental messages. Someone who doesn't want your character in her head can resist this power using her Willpower trait. Possible stunts for this power include:

Mental Armor: at -1 level.

Mental Control: at -2 levels.

Mental Probe: at -2 levels.

Mental Blast: Telepathically stun another mind for SR turns. This stunt works at one level lower than this power and is resisted with the Willpower trait.

Mental Overload: Overwhelm another mind until your opponent passes out for SRx10 turns. This stunt works at two levels lower than this power and is resisted with the Willpower trait.

Physical Powers

Adapted to Water

The power to withstand the lack of air, the extreme pressure, and the cold found underwater. A possible limitation for this power might be the inability to survive outside of water without special equipment (**Phenomenal** limitation).

Adapted to Vacuum

The power to withstand the lack of air, lack of pressure, and the temperature extremes found in outer space.

Alternate Form

The power to assume a different physical form. Changing forms is an action that takes one turn. This power may be purchased multiple times, each time for another alternate form. The cost in Character Points of all the traits,

including powers, for each alternate form is ignored if it is equal to or less than the cost of the original form. Anything above that needs to be purchased separately, so consider making your character's most powerful form his original form. Possible stunts include:

"Instant" Transformation: Transforming is an action like any other, which could be done while moving at half speed, or as part of Multiple Attacks.

Partial Transformation: Your character can opt to change just certain parts of her body from that of one form to another.

Armor

The power to block the effects of a physical attack. Both the modifier and value of an oncoming attack are reduced by the modifier and value of this power before they affect your character. For example, if your character has **Gd(+1)(10)** Armor, say a thirteenth century European chain mail shirt, and he gets hit with a **Gr(+2)(15)** bullet from a mid-twentieth century Soviet AK-47 automatic rifle, it's as if he were hit by an attack with a **(+1)** dice roll modifier and a point value of 5. So instead of losing 15 Health Points, he only loses 5. A possible limitation for this power might be that it could function at -2 levels —or not work at all— against one particular type of attack, such as silver weapons (**Outstanding** limitation).

Blunt Attack

The power to make an attack that counts as a hand-to-hand combat attack from a blunt weapon (on [Table 28: Combat Consequences](#)). This can come from having anything from iron-hard fists, to the horns of a ram, to the tail of an ankylosaurus. The value of this power equals the amount of damage it causes.

Chameleon

The power to blend into the colors and patterns of the surrounding area, becoming more difficult to spot. If a character with this power stays still, and no one has a reason to look for her in the first place, she won't be noticed. Someone deliberately looking for this character can resist this power with his Perception trait. Complicated backgrounds reduce this power by one level, and moving reduces it by two levels. One limitation could be that it only works against a particular background such as snow or shadows (**Great** limitation). Possible stunts include:

Texture Chameleon: Match textures as well as colors, giving opponents a **(-1)** penalty to detect your character.

IR Chameleon: Match surface temperatures.

Color Clash: Change colors in such a quick, disorienting pattern of pulses that it stuns onlookers for SR turns. This stunt operates at three levels lower than this power, and can be resisted with the Willpower trait.

Control Phase

The power to “step out of phase” with the rest of the world and become intangible while still visible. In this state, your character is immune to all physical attacks (but could still be affected by mental attacks) and can walk through a solid object, leaving both unharmed. Unless your character has another power to help her avoid breathing, this power can only be used as long as she can hold her breath; on passing out she comes “back into phase” with this world. A character caught inside a solid object will find herself violently repulsed out of it, lose Health Points equal to the Material trait value of the object, and will automatically take a critical hit (see [Table 28: Combat Consequences](#)). A possible limitation for this power would be the inability to pass through one material, such as plastic or glass (**Outstanding** limitation). Possible stunts include:

Phase others: as long as that person or object is held.

Permanent phase: Phased objects stay phased when let go, until they are touched again.

Ghost form: Turn translucent or transparent.

Control Size

The power to either grow larger, become smaller, or both. The size change takes one turn to complete. This power cannot be purchased at **Dreadful** level; your character must purchase it at **Weak** level or better to get any benefit from it. The sizes to which your character can grow or shrink are listed in [Table 25: Size / Volume](#). At **Common** level and lower, the main benefit of this power is reaching up to higher places when larger and fitting into tighter spaces when smaller. When your character can grow to **Good** level and higher, he gets a Strength Boost (see *It’s You, Only Better*, in the Gear section) equal to this power’s level. When your character can shrink to **Good** level or lower, the opposite happens: His Strength trait is reduced by a number of levels equal to this power’s modifier. At different sizes beyond **Common**, he becomes a more difficult target to hit (or miss); the situation modifiers for his opponents are listed in [Table 15: Example Situation Modifiers](#). Possible stunts for this power include:

Proportional Strength: Instead of being reduced, your character’s Strength is increased when she shrinks, by a Strength Boost equal to this power’s level.

Increased Endurance: Your character’s Endurance trait is increased when his Strength is increased.

Increased Health Points: When your character grows and her Strength increases, her Health Points go up accordingly. If she takes more damage at her enlarged size than she has Health Points at her original size, she cannot change back to her original size without automatically passing out for SRx10 turns and waking up with one Health Point.

“Instant” Grow / Shrink: growing or shrinking is an action like any other, which could be done while moving at half speed, or as part of Multiple Attacks.

Corrosive Attack

The power to generate a corrosive chemical that eats away at whatever it contacts. This could be anything from a disintegrating touch to acidic spit. This power is resisted with the Material trait; a failed result level (or lack of a Material trait) means the target takes damage equal to this power’s value.

Entangling Attack

The power to launch an attack that entangles an opponent. Your character’s opponent could get entangled in anything from a special whip, to epoxy, to giant spider webs, to a science fiction “force field”. This is considered a distance attack, but once an opponent is caught, he resists this power with his Strength trait, and escaping from this attack is treated as if escaping from a hold in hand-to-hand combat.

Extra Attacks

The power to make one extra set of attacks per turn. This could be due to having unusual speed or extra limbs. This power can be purchased multiple times, each time giving your character one more set of attacks. With each set of attacks, your character can also try to make multiple attacks. Extra attacks happen after every other character has made her attack for the turn.

Heal ⁴

The power to repair the injuries and illnesses of others. This power only works by direct touch. Any injured person touched by your character recovers a number of Health Points equal to this power’s value, up to her original number of Health Points. She will also recover one lost level in any trait. Recovered Health Points come back at the rate of one per turn, and a lost level comes back in an hour. Your character’s touch can also cure diseases; they can be resisted with this power. Magical curses manifesting as diseases, such as (the legendary versions of) lycanthropy and vampirism, cannot be cured with this power. Your character can only heal the same person once in the same day, unless he takes on the following limitation: he takes on what he heals, recovering from it in one quarter the usual time (**Fantastic** limitation). This power costs twice as much as other powers.

Immortality ⁴

The power to not die. When a character with this power would otherwise die, she simply loses all her unused Character Points while her body regenerates (or she forms a new one). The time it takes your character to recover from an otherwise mortal wound is left up to you, but it should take at least one day. This power costs twice as much as other powers, and always comes with an inherent limitation for which you receive no Character Points. Possible limitations could be: having this power fail for a wound to the ankle, or fail for wounds from mistletoe, or requiring some sort of yearly maintenance.

Invisibility

The power to not be seen (and perhaps not heard or smelled). This power could be based on bending light and sound, in which case it could be disrupted by anything that also affects those energies, or it could be based on convincing people that they do not see your character, in which case this power would be useless on robots and other mindless things. One possible stunt could be:

Make others invisible: only while they are being touched.

Mimic

The power to look (and perhaps sound and smell) like another person. Your character must first get within **Dreadful** range (20 m) of his target for his body to pick up enough information to mimic her. Depending on how this power works, your character's body could be ready for most modern-day identity tests, such as fingerprinting, retinal scans, and voice analysis. If the power comes from magic, he could even give a believable DNA sample ... that would revert to normal after the magic fades. Anyone trying to see past the deception can resist this power with her Perception trait.

Poison Attack

The power to poison an opponent. You must decide whether your character sprays it or passes it by touch. If he also has an sharp attack, the poison could be injected into an opponent. The potency of the poison equals the level of this power.

Protection from Corrosives

The power to reduce the effects of a corrosive attack. Both the modifier and value of an oncoming attack are reduced by the modifier and value of this power before they affect your character. For example, if your character has **Ex(+4)(30)** Protection from Corrosives, due to a modern-day HAZMAT suit, and she gets splashed with **Ph(+5)(40)** concentrated acid, it's as if she were hit by an attack with a **(+1)** dice roll modifier and a point value of 10. So instead of losing 40 Health Points, she only loses 10. A possible limitation for this power would be that it can only protect against certain corrosives, such as only acids or only bases (**Phenomenal** limitation).

Protection from Disease

The power to reduce the effects of a disease that attacks your character's body. Both the modifier and value of the disease are reduced by the modifier and value of this power before they affect your character. For example, if your character has **Ex(+4)(30)** Protection from Disease and he's exposed to a vial of **Ph(+5)(40)** genetically engineered antibiotic-resistant microorganisms, it's as if the disease they spread has a **(+1)** dice roll modifier and a point value of 10.

Protection from Poison

The power to reduce the effects of a poison attack. Both the modifier and value of the poison are reduced by the

modifier and value of this power before they affect your character. For example, if your character has **Ou(+3)(20)** Protection from Poison and she's bitten by a creature with a **Fa(+6)(60)** poisonous bite, it's as if the poison had a **(+3)** dice roll modifier and a point value of 40 (the bite itself is another matter).

Protection from Physical Attacks

The power to reduce the effects of a physical attack. Unlike with the Armor power, the attack penetrates, but it just doesn't do as much damage. A portion of it is shaken off or heals so quickly that it isn't noticed. Both the modifier and value of the attack are reduced by the modifier and value of this power before they affect your character. For example, if your character has **Gd(+1)(10)** Protection from Physical Attacks and he's bitten by a creature with a **Gr(+2)(15)** bite, it's as if the attack had a **(+1)** dice roll modifier and a point value of 5, so he'd only lose 5 Health Points. Even if your character takes no damage from the attack, he may still need to deal with any side effects, such as the sleep drug in a needle or the poison on a blade.

Regenerate

The power to heal faster than normal. A character with this power heals a number Health Points every 10 turns equal to the value of this power, plus one level of any one trait per hour. Note that just as with normal healing, your character must be at complete rest —no traveling, no research, no action— for this power to work.

Self-Sufficiency

The power to survive without food, water, air, etc... for a number of days equal to the value of this power. A possible limitation could be that this power must be maintained by constant exposure to sunlight (**Extraordinary** limitation).

Shapeshift

The power to change shape into other creatures. Your character automatically gets the use of any of a creature's Sensory Powers except for Sense Magic, and any of the creature's Physical Powers except for Alternate Form, Control Phase, Control Size, Invisibility, Immortality, Mimic, and Shapeshift. Her Brawling, Agility, Strength, Endurance, and Perception traits, along with the levels of the creature's powers, become those typical for the creature, unless they are greater than the level of this power, in which case they default to this power's level. If your character takes more damage in another form than she has Health Points in her original form, she cannot change back to her original form without automatically passing out for SRx10 turns and waking up with one Health Point.

Sharp Attack

The power to make an attack that counts as a hand-to-hand combat attack from a sharp weapon (on [Table 28: Combat Consequences](#)). This can come from having claws, spikes, spurs, horns, quills, a beak, or some other pointy body part. This power's value equals the amount of damage it causes.

Vampirism

The power to drain away a person's life energy to feed and fuel oneself. This power only works by direct touch. You must decide how your character uses this power: by touch alone, or by consuming some part of his target, such as blood. You must also decide what he takes from his target: either a number of Health Points equal to this power's value, or one level of the Agility, Strength, Endurance, Intelligence, or Willpower trait. Stolen Health Points are added to his own Health Points, and can temporarily raise them up to twice their normal amount. These extra points are used up first, and in any event, disappear after an hour. Stolen levels of traits can be used to regain lost levels in any trait, and to temporarily raise either Agility, Strength, Endurance, Intelligence, or Willpower by one level for an hour. One possible limitation to this power would be that your character would only be able to heal and feed by draining others (**Extraordinary** limitation). Another possible limitation would be that on being reduced to 5 Health Points or less, your character acts as if he has the mental limitation Craving (at **Great, Outstanding,** or **Extraordinary** level) for draining people.

Transport Powers

Climb

The power to climb along walls, and perhaps even ceilings. You must decide whether your character does this by means of suction cups, gecko-like pads, magic, or something else. This power's level opposes the Slipperiness of whatever surface your character is trying to climb.

Fly

The power to move through the sky. You must decide how your character does this: by some sort of levitation, through a pair of insect- or bird-like wings, or through control of the winds themselves, as different forms of flight have their own complications. This power's level equals the Speed level at which your character can move.

FTL Travel

The power to travel faster than the speed of light. Someone or something with this power can travel ten times the speed of light times this power's value. A possible **Fantastic** limitation for this power would be that it only works in near-zero gravity.

Interdimensional Travel

The power to move from this dimension to other dimensions. This power's value is the number of places to which your character can travel, and the number of people she can bring along with her. A possible limitation for this power could be that it only works through an actual door, or only through mirrors, or only through pools of water (**Outstanding** limitation).

Jump

The power to jump farther than normal. The distance that can be jumped is equal to the range for this power's level.

Speed

The power to move faster than normal. The level of Speed is equal to the level of this power. One possible stunt would be:

Acceleration: Instead of increasing speed by one level per turn, a character with this stunt can increase his speed every turn by the number of levels he has of Speed.

Teleport

The power to move from one place to another without crossing the space in between. A character with this power can bring along as much extra weight as she can carry. It is assumed that your character has adapted to the shock of suddenly finding herself in a place with a different temperature, air pressure, and rotational speed on the planet, but anyone she brings along must make an Endurance check vs. the level of the range traveled, or be stunned for SR turns on arrival.

Matter & Energy Powers

Body of Earth

The power to either be sheathed in a layer of some sort of earth, or to transform into a living, mobile, creature of earth. You should choose whether or not your character transforms into a specific form of earth, such as granite or shale. The Material trait of this earth equals the power's level, and the damage your character inflicts in hand-to-hand combat equals this power's value. Possible stunts include:

Control Earth: at -2 levels.

Move through Earth: as if swimming through water.

Shake the Earth: Create minor tremors at -1 level.

Body of Electricity

The power to either be wrapped in a field of electricity, or to transform into a living, moving, being of electricity. Your character can travel through conductive material at a Speed equal to this power's level, and inflict damage on contact equal to the value of this power. Possible stunts include:

Control Electricity: at -2 levels.

Generate Electricity: at -1 level.

Fly: at -1 level.

Body of Fire

The power to either be covered unharmed in a layer of fire, or to transform into a living, moving, creature of fire. Your character can inflict damage on contact equal to this power's value. Possible stunts for this power include:

Control Fire: at -2 levels.

Control Temperature: at -2 levels.

Generate Fire / Heat: at -1 level.

Body of Ice

The power to either be sheathed in a flexible layer of ice, or to transform into a living, mobile, being of ice. Your character only has the Material trait of ice, **Dreadful**, but inflicts damage on contact equal to this power's value. Possible stunts include:

Control Temperature: at -2 levels.

Generate Cold / Ice: at -1 level.

Speed: Slide across flat surfaces at a Speed equal to three levels lower than this power, by making skates from a constantly regenerating coating of melting ice.

Body of Light

The power to either be wrapped in a field of concentrated light energy, or to transform into a living, moving, creature of pure light. Your character can change the intensity of his light from a soft glow to a sudden, blinding flash of equal level to this power. Possible stunts for this power include:

Control Light: at -2 levels.

Fly: at -1 level.

Generate Light: at -1 level.

Body of Negative Energy

The power to either be covered in a field of negative energy, or to transform into a living, mobile, being of this negative energy. You must decide whether this energy behaves according to current speculations on "dark energy", or if it simply acts as a sort of energy sponge, sucking the heat and power out of everything it touches, at this power's level. Possible stunts for this power would be:

Control Negative Energy: at -2 levels.

Generate Negative Energy: at -1 level.

Body of Sound

The power to either be sheathed in waves of concentrated sound energy, or to transform into a living, moving, creature of pure sonic vibrations. Your character can change the intensity of her vibrations from a soft hum to a sudden, deafening roar equal to this power's level. Possible stunts include:

Control Sound: at -2 levels.

Generate Sound: at -1 level.

Body of Water

The power to either be covered in a layer of some sort of liquid, or to transform into a living, mobile, creature of

liquid. You should choose whether or not your character transforms into a specific type of liquid, such as water or oil. This liquid has the power to entangle a person with a Strength equal to this power's level, while at the same time cutting off the air of anyone it entangles.

Body of Wind

The power to either be wrapped in an ever-moving layer of gas or to transform into a living, mobile, creature of gas. You should decide whether your character transforms into a specific type of gas, smoke, or vapor. The gas can move fast enough to partially deflect distance attacks from physical weapons, such as bullets and arrows, reducing such attacks by this power's value. It also gives Fly at one level lower than this power's level. If your character is made of gas, he can fit through any opening that isn't air-tight.

Body of ...³

The power to either be covered by, or transform into, something not available through any other Body power. The GM will determine the exact nature of this power depending on what material or energy you choose, but in general, it may provide the equivalent of Armor or Resistance to Physical Attacks at a level equal to this power's level.

Control Earth

The power to reshape earth and rock. You may also choose to have your character only control one specific type of earth, such as sand or magma. The range of this power is also the amount of earth that can be reshaped. For example, a character with this power at **Common(0)(6)** level can manipulate 12 m³ of rock and earth from 120 m away.

Control Electricity

The power to manipulate electrical energy. Your character can disrupt or damage any electrical gear in range. Given an electrical source, she can build barriers of electric arcs, and even create semi-autonomous energy beings with no Willpower trait, **Poor** Perception and Intelligence traits, and Brawling, Agility, Strength, and Endurance traits all equal to this power's level. Possible stunts for this power include:

Body of Electricity: at -1 level.

Generate Electricity: at -1 level.

Protection from Electricity: at -1 level.

Control Fire

The power to reshape fire. Your character can decrease the level of any fire in range by the level of this power, or grow any fire up to this power's level. Given a source of fire, he can build walls of fire, and make semi-autonomous creatures of flame with no Willpower trait, **Poor** Perception and Intelligence traits, and Brawling, Agility, Strength, and Endurance traits all equal to this power's level. Possible stunts include:

Body of Fire: at -1 level.

Generate Fire / Heat: at -1 level.

Protection from Fire: at -1 level.

Control Light

The power to manipulate light energy. Your character can decrease the level of any light source in range by the level of this power, or increase any light source up to this power's level; she can even increase lighting very quickly to generate a stunning flash equal to this power's level. She can also shift the frequency of any light, and blur the light around her so opponents suffer a **(-1)** penalty when trying to target her. Possible stunts include:

Body of Light: at -1 level.

Generate Light: at -1 level.

Protection from Light: at -1 level.

Illusions: at -3 levels.

Invisibility: at -2 levels.

Chameleon: at -2 levels.

Control Magnetism

The power to manipulate magnetic fields. Your character can disrupt or damage any electrical or magnetic gear in range. He can decrease any magnetic field in range by the level of this power, or increase it up to this power's level. He can also move iron-rich objects as if he had Telekinesis. One possible stunt is:

Protection from Energy Attacks: at two levels lower, by disrupting the attack's electromagnetic properties.

Control Negative Energy

The power to manipulate negative energy, however that energy works in your story. Given a source of negative energy, your character can shape it into barriers, and make semi-autonomous beings of negative energy with no Willpower trait, **Poor** Perception and Intelligence traits, and Brawling, Agility, Strength, and Endurance traits all equal to this power's level. Possible stunts for this power include:

Body of Negative Energy: at -1 level.

Generate Negative Energy: at -1 level.

Protection from Negative Energy: at -1 level.

Control Shadow

The power to reshape shadows. As long as some object within range is casting a natural shadow, your character can make it grow, shrink, and take on different shapes, all in complete contradiction to the commonly understood rules of optics. She can hide herself in this shadow; if she

stays still, and no one has a reason to look for her, she won't be noticed. Someone deliberately looking for her can resist this power with his Perception trait.

Control Sound

The power to manipulate sound. Your character can decrease the level of any sounds in range by the level of this power, or increase any sound up to this power's level; she can even do it suddenly to create a stunning effect equal to this power's level. Given an audio source, she can make semi-solid and semi-autonomous creatures of sonic vibrations with no Willpower trait, **Poor** Perception and Intelligence traits, and Brawling, Agility, Strength, and Endurance traits all equal to the level of this power. Possible stunts include:

Body of Sound: at -1 level.

Generate Sound: at -1 level.

Protection from Sound: at -1 level.

Control Temperature

The power to manipulate the temperature. Your character can increase or decrease the temperature felt within range of this power to a level equal to this power's level. The exact effects vary with the surroundings: a lake could freeze over or a steam engine could rupture. It also automatically gives protection from both heat and cold equal to this power's level.

Control Water

The power to reshape liquids. You must decide whether your character can affect all liquids or only one in particular, such as water or oil. He can use this power to form air bubbles and tunnels in liquids. The range of this power is also the amount of liquid that can be reshaped. For example, a character with this power at **Common(0)(6)** level can reshape liquids from 120 m away, and can reshape 12 m³ of liquid.



Control Weather

The power to manipulate the weather. Any weather effect can be decreased by the level of this power or increased up to this power's level. Possible stunts for this power include:

Call Down Lightning: Similar to Generate Electricity, except it comes from the sky, at -1 level.

Call Down Hail: Inflicting damage at -1 level.

Control Wind: at -1 level.

Call Up Fog: at -1 level.

Control Wind

The power to manipulate the wind. Any wind can be decreased by the level of this power or increased up to this power's level. Your character can change its direction and create sudden drafts to push and knock around objects with a Strength equal to this power's level. One possible stunt is:

Fly: at a level equal to this power.

Control ...³

The power to control something not covered by any other Control power. You must specify what your character can control, so the GM can determine the exact nature of this power. In general, your character can reduce the effects of an attack based on this material of energy. If she controls something physical, she can shape it into different forms.

Generate Cold / Ice

The power to shoot either waves of cold or missiles made of ice and snow as a distance attack. This attack inflicts damage equal to this power's value. Possible stunts include:

Body of Ice: at -1 level.

Ice Trap: Encase a target in a block of ice.

Generate Electricity

The power to shoot arcs or balls of electricity as a distance attack, inflicting damage equal to this power's value. Possible stunts for this power include:

Body of Electricity: at -1 level.

Control Electricity: at -2 levels.

Generate Fire / Heat

The power to emit either waves of heat or jets and missiles made of fire as a distance attack. This attack inflicts damage equal to this power's value. Possible stunts include:

Body of Fire: at -1 level.

Control Fire: at -2 levels.

Generate Light

The power to shoot beams of concentrated light as a distance attack, inflicting damage equal to this power's value. Possible stunts for this power include:

Body of Light: at -1 level.

Control Light: at -2 levels.

Generate Negative Energy

The power to shoot beams or missiles of negative energy, however negative energy works in your story, inflicting damage equal to this power's value. Possible stunts for this power include:

Body of Negative Energy: at -1 level.

Control Negative Energy: at -2 levels.

Generate Sound

The power to emit waves of sonic vibrations as a distance attack, inflicting damage equal to this power's value. Possible stunts include:

Body of Sound: at -1 level.

Control Sound: at -2 levels.

Generate ...³

The power to create a distance attack from something that isn't covered by any of the other Generate powers. This attack inflicts damage equal to this power's value, and the GM may determine that it has other side effects as well.

Protection from Cold

The power to reduce the effects of attacks based on cold. Both the modifier and value of the attack are reduced by the modifier and value of this power before they affect your character. For example, if your character has **Gd(+1)(10)** Protection from Cold and he's blasted with some sort of **Ex(+4)(30)** science fiction "cold ray", it's as if the attack had a **(+3)** dice roll modifier and a point value of 20. So instead of losing 30 Health Points, he only loses 20. A character with this power can also ignore extremely cold temperatures equal to or less than this power's level.

Protection from Electricity

The power to reduce the effects of attacks based on electricity. Both the modifier and value of the attack are reduced by the modifier and value of this power before they affect your character. For example, if your character has **Gr(+2)(15)** Protection from Electricity and she's hit with a **Ph(+5)(40)** lightning bolt, it's as if the attack had a **(+3)** dice roll modifier and a point value of 25. Instead of losing 40 Health Points, she only loses 25.

Protection from Energy Attacks

The power to reduce the effects of attacks based mostly or entirely on energy, such as laser beams, science fiction plasma weapons, and flamethrowers. Both the modifier

and value of the attack are reduced by the modifier and value of this power before they affect your character. For example, if your character has **Ou(+3)(20)** Protection from Energy Attacks and he's hit with a **Ph(+5)(40)** energy bolt, it's as if the attack had a **(+2)** dice roll modifier and a point value of 20. So instead of losing 40 Health Points, he only loses 20.

Protection from Fire

The power to reduce the effects of attacks based on fire. Both the modifier and value of the attack are reduced by the modifier and value of this power before they affect your character. For example, if your character has **Ou(+3)(20)** Protection from Fire and she's hit with a **Ex(+4)(30)** fireball, it's as if the attack had a **(+1)** dice roll modifier and a point value of 10. So instead of losing 30 Health Points, she only loses 10.

Protection from Light

The power to reduce the effects of attacks based on light. Both the modifier and value of the attack are reduced by the modifier and value of this power before they affect your character. For example, if your character has **Gd(+1)(10)** Protection from Light and he's exposed to a **Ou(+3)(20)** level blinding flash, it's as if the flash had a **(+2)** dice roll modifier and a point value of 10.

Protection from Negative Energy

The power to reduce the effects of attacks based on negative energy, whatever the GM decides that actually is in your story. Both the modifier and value of the attack are reduced by the modifier and value of this power before they affect your character. For example, if your character has **Gr(+2)(15)** Protection from Negative Energy and she's exposed to a **Ex(+4)(30)** negative energy field, it's as if the field had a **(+2)** dice roll modifier and a point value of 15.

Protection from Sound

The power to reduce the effects of attacks based on sonic vibrations. Both the modifier and value of the attack are reduced by the modifier and value of this power before they affect your character. For example, if your character has **Ou(+3)(20)** Protection from Sound and he's hit with a **Fa(+6)(60)** sonic wave, it's as if the attack had a **(+3)** dice roll modifier and a point value of 40. So instead of losing 60 Health Points, he only loses 40.

Protection from ...³

The power to reduce the effects of attacks based on ... something not covered by any of the other Protection powers. You must choose what it is that doesn't hurt your character as much as it hurts others. Both the modifier and value of the attack are reduced by the modifier and value of this power before they affect your character.



Limitation Descriptions

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With the exception of those limitations inherent to particular powers, limitations are always optional. For example, A player might build a PC with a hearing impairment, who also has the philosophy that it's not really a disability, just a part of her existence. Even though the normal dice roll modifiers for distance combat with a hearing impairment will still apply to that character, the player may choose not to take the 20 Character Points available to his PC for her Hearing Impairment limitation.

Power Limitations

Side Effect (variable)

Your character's power comes with a troublesome side effect. Depending on this limitation's level, it could be:

Pr: A power that could otherwise be used with stealth creates all manner of lights / sounds / smells that make it obvious it's being used —and who's using it.

Gd: Once started, it stays on for a number of turns equal to the power's value.

Gd: Requires a **Good** result on a Willpower check vs. the level of this limitation just to see if it works at all.

Gr: Requires a **Great** result on a Willpower check vs. the level of this limitation to see if it works.

Ou: Requires an **Outstanding** result on a Willpower check vs. the level of this limitation just to see if it works.

Ex: Every use stuns the character for 1 turn.

Ph: Every use stuns the character for SR turns or drains one Health Point.

Fa: Every use drains SR Health Points.

Wo: Each use drains HP equal to the power's value.

Limited Number of Uses (variable)

After your character uses his power, he must wait before he can use it again; How long depends on this limitation's level:

Pr: 10 turns / 1 minute

Cm: 100 turns / 10 minutes

Gd: 1 hour

Gr: 12 hours

Ou: 1 day

Condition (variable)

In order for her powers to work, your character must satisfy a certain set of conditions. Alternately, her powers won't work at all under certain conditions. Examples include:

Gr: The power only works at night / day.

Gr: The power will not function at some environmental extreme, such as underwater, in outer space, below **Wk** cold, or above **Pr** heat.

Ou: The power is useless against one type of object or creature, such as faerie folk, objects colored red, beings from another dimension, or animals.

Ex: The power is useless against a broad category of objects, such as all organic matter.

Ex: Requires the use of a specific item, something that can be described by at least three distinct characteristics, such as *“teardrop-cut two-carat ruby”* or *“white eagle feather”*.

Ph: Will only work on one specific type of object or creature, such as trolls or cats.

Fa: Will only work in some environmental extreme.

Fa: Requires the use of a unique item.

Physical Limitations

Allergy (variable)

Your character has a bad reaction to some relatively common substance or energy. Examples include sunlight, water, wood, salt, iron, silver, gold, and sulfur. If the GM determines that the allergy is too exotic (a specific iridium isotope) this limitation will be worth one or two levels less. A common bad reaction is to lose Health Points equal to this limitation's value on contact. Others include:

Gd: Weapons made from this substance / using this energy inflict +1 level of damage.

Gd: For every hour that your character stays within **Dr** range (20 m), he loses 10 Health Points.

Gr: Weapons made from this substance / using this energy inflict +2 level of damage.

Gr: For every ten minutes that your character stays within **Dr** range (20 m), she loses 15 Health Points.

Ou: Weapons made from this substance / using this energy inflict +3 levels of damage.

Ou: For every ten turns that your character stays within **Dr** range (20 m), he loses 20 HP.

Ex: Weapons made from this substance / using this energy inflict +4 levels of damage.

Ex: For every turn that your character stays within **Dr** range (20 m), she loses 30 Health Points.

Ph: Weapons made from this substance / using this energy inflict +5 levels of damage.

Fa: Weapons made from this substance / using this energy inflict +6 levels of damage.

Wo: Weapons made from this substance / using this energy inflict +7 levels of damage.

Blindness (Fa)

Your character cannot see. The GM will describe everything to you in terms of your character's other senses. Without some sort of assistive device, such as a pair of cybernetic eyes, he will have a **(-2)** dice roll modifier for all hand-to-hand and distance combat.

Deafness (Ph)

Your character cannot hear, and the GM will not include sounds in any descriptions given to you. Without some sort of assistive device, such as a pair of cybernetic ears, she will have a **(-2)** modifier when defending herself in distance combat.

Dependency (variable)

Your character requires some specific substance or set of conditions to live. Deprive him of that substance or change those conditions for more than a short time, and he will start to die. Possible dependencies include:

Gr: Your character must ingest some substance once per day. Going more than 24 hours without it will cause her to feel faint, giving a **(-4)** modifier to all her actions. Use the rules for drowning to see how long she stays conscious at this point; once unconscious, she starts dying. This limitation is one level higher if the substance is something exotic.

Ou: As above, except he requires it twice a day, and he begins suffering after twelve hours.

Ex: As above, except she requires hourly doses.

Ph: He breathes in water and drowns in air. This limitation is one level higher if he breathes something more exotic, such as methane gas.

Disabled Legs (Ph)

Your character can't walk. She requires a wheelchair (see [Gear Descriptions](#)), exoskeleton, or some other device to get around.

Farsightedness (Ou)

Your character cannot clearly see objects at closer than **Dr** range (20 m). Without some kind of corrective lenses, his Perception is considered **Wk(-2)(2)** when detecting and reacting to sights, and he has a **(-1)** dice roll modifier in hand-to-hand combat.

Hearing Impairment (Ou)

Your character cannot clearly make out sounds emanating from beyond **Dr** range (20 m). Without some sort of hearing aid, her Perception is considered **Wk(-2)(2)** when detecting and reacting to sounds, and she has a **(-1)** modifier in distance combat when defending against any attack that originates from outside of **Dreadful** range.

Limp (Ex)

Your character has some sort of injury in one or both legs. He is considered to have a **Wk(-2)(2)** Strength and Endurance for the purposes of running and jumping.

Muteness (Ex)

Your character cannot speak, and without the assistance of some power or device, will only communicate with other characters through signing and gestures.

Nearsightedness (Ou)

Your character cannot clearly see objects beyond **Dr** range (20 m). Without some kind of corrective lenses, her Perception is considered **Wk(-2)(2)** when detecting and reacting to sights, and she has a **(-1)** modifier in distance combat when defending against attacks that originate from outside of **Dreadful** range.

Night Blindness (Ou)

Your character operates at night as if he were in total darkness, making distance combat impossible and giving him a **(-2)** modifier for all hand-to-hand combat at night.

No Sense of Smell (Ou)

Your character cannot smell anything. The GM will describe everything to you in terms of your character's other senses. This can sometimes prove dangerous (not smelling escaping gas before a fuel line ruptures, not smelling smoking wires before they erupt into flame, etc...).

No Sense of Touch (Ex)

Your character cannot feel anything. The GM will not include touch in any descriptions given to you. Any damage she takes will be described in terms of her other senses, and never given out as an exact number.

Paralysis (Wo)

Your character cannot move under his own power, and requires a powered exoskeleton or some similar device to move around.

Partial Colorblindness (Ou)

Your character cannot perceive certain colors, or simply can't distinguish between two different colors. This could be nothing more than a nuisance or it could become life threatening (wires for explosives are often color-coded).

Sensitive Sense (Ex)

Either from past injury or illness, your character's sight, hearing, or smell is more sensitive to injury than normal. She resists attacks aimed at her injured sense with a **(-1)** dice roll modifier.

Sensitivity (variable)

When within **Dr** range (20 m) of a given substance, or when coming into contact with a particular energy, the levels of all your character's powers drop. Alternately, the levels of his Brawling, Agility, Strength, Endurance, Willpower, Intelligence, and Perception drop. If both his powers and traits drop, he is considered to have taken this limitation twice. This limitation is one level lower if the substance or energy isn't common. The level of this limitation is tied to on how far the powers or traits drop:

Gd: -1 level

Gr: -2 levels

Ou: -3 levels

Ex: -4 levels

Ph: -5 levels

Fa: -6 levels

Wo: -7 levels

Shortwinded (Ex)

Your character may have asthma, be a heavy smoker, or have a damaged lung. She is considered to have **Wk(-2)(2)** Endurance for the purposes of running, holding her breath, or any other prolonged strenuous activity that requires her to check how long she can maintain it.

Mental Limitations**Craving (variable)**

Your character craves something to the point of distraction, taking a penalty on all his actions while in its presence. When given the opportunity to consume it, he must make a Willpower check (with the same penalty) vs. the level of this limitation, or drop what he's doing to satisfy his craving. The penalty varies with the level of this limitation:

Gd: -1 level

Gr: -2 levels

Ou: -3 levels

Compulsive Behavior or Obsession (variable)

Your character can hardly resist doing something, such as leaving a calling card, being a showoff, or having the last word. When presented with an opportunity to indulge in her obsession, convenient or not, regardless of the risks, she must make a Willpower check vs. the level of this limitation or engage in this behavior. Alternately, she is fascinated with something to the point of distraction, such as well-made automobiles or adorable baby animals, and failing the check means she drops what she's doing to spend SR turns being distracted.

Phobia (variable)

Your character fears something to the point of distraction or paralysis, taking a penalty on all his actions while in its presence. When directly confronted by the source of his fear, he must make a Willpower check (with the same penalty) vs. the level of this limitation, or drop what he's doing to get away from it. If he can't get away, he'll be unable to act for SR turns, after which he must make a new check. The penalty changes with this limitation's level:

Gd: -1 level

Gr: -2 levels

Ou: -3 levels

Special Limitations**Fugitive (variable)**

Somebody is after your character. It could be an individual, a corporation, a crime syndicate, a government, or something worse. At the beginning of every chapter, the GM makes a secret check, pitting the level of this limitation against a **Common** challenge. The level of this limitation is an indication of the determination and means of your character's pursuers. At a **Dreadful** result level, your character's enemies are either not looking for her right now, or have lost her trail; there will be no encounter with them in this chapter. With a **Good** result, they are in the vicinity, but your character gets some advanced warning (sees them, or signs of them, before they see her) and has a chance to avoid them. With a **Great** result, your character and her enemy encounter each other with no advanced warning; both are surprised. With a **Outstanding** result, your character's enemies spot her before she is aware of them, and may set up an ambush or trap. Your character should be a fugitive from someone or something that presents a real inconvenience or danger for her when they meet.

Trapped In (variable)

Your character cannot leave a certain area without losing Character Points, either because he is duty-bound to stay in some domain, or is prevented from leaving in some way. To leave would cost the character a number of Character Points equal to the value of this limitation. If he's completely incapable of leaving, this limitation is raised by one level. The area to which your character is confined is determined by the level of the limitation:

Gd: One planet

Gr: One continent

Ou: One city

Ex: One district / prefect / ward

Ph: One building

Trapped Out (variable)

There are certain places your character simply cannot go into without losing Character Points due to moral, magical, or power-related reasons. The number of Character Points lost per transgression equal the value of the limitation. This limitation may be raised by one level by making it absolute; nothing will allow your character to pass, she simply can't get in. An example of this is the prohibition some vampires have against entering into houses uninvited.



Codes of Honor

Appendix V

In this game, a Code of Honor is a particular interpretation of the heroic ideal which provides characters additional opportunities to earn (or lose) **Character Points** and levels of **Reputation**. For characters with the Magic power, many magical paths will demand adherence to some magician's honor code, such as the Code of the Fey or the Code of the Healer. For most other characters, adopting a Code of Honor is an optional detail to write down when the character is being built. Real world honor codes such as Bushido, Chivalry, Emi Omo Eso, Futuwwa, and the Wiccan Rede serve best as inspiration for a fictional Code of Honor that is interesting to play. It is possible for a character to live by more than one code if none of them conflict with each other.

A few possible codes include:

Code of the Explorer

- Charting a new path for others to follow is the same as solving a mystery.
- Each time you recover a piece of lost knowledge, preserve rare knowledge, or discover something that is new to your own people, you achieve another critical step in your life-long mission of learning about the universe and sharing what you've learned.

Code of the Fey

- Breaking an oath, failing to fulfill an obligation when called to fulfill it, uttering a literal lie (misdirection is permitted), being a bad host, and being a bad guest are all dishonorable acts.

Code of the Guardian

- Allowing your charges to get captured or come to harm is the same as failing to prevent a major crime.
- Each time you deliver your current charges from one safe place to another, you achieve another critical step in your life-long mission to guard those you've promised to protect.

Code of the Healer

- Turning away someone in need of healing (non-magical treatment will suffice), even an enemy, is a major crime.
- Killing an animal which symbolizes healing for your people, outside of a ceremonial hunt, or not using every piece of that kill, is a dishonorable act.
- Magically healing a dying NPC is rescuing an innocent.
- Stopping an epidemic or a plague outbreak is the same as defeating superior opposition.

Code of Justice

- Attempts to corrupt, destabilize, or delegitimize the recognized legal system are all major crimes, as are attempts to carry out vigilante or mob justice.
- Allowing innocent bystanders to get hurt or killed, or deliberately killing someone, are both unheroic acts.
- Each time you bring in a criminal to face the judgement and due process of the recognized legal system, you achieve another critical step in your life-long mission to serve justice.

Code of Knighthood

- Breaking an oath, disobeying an order given by your liege lord, refusing a duel from a challenger of equal or greater noble rank, and failing to protect the innocent among your lord's subjects are all dishonorable acts.
- Failing to display proper deference to those of greater noble rank, or failing to be courteous to anyone, is considered a loss to an inferior opponent —your own base impulses.
- Each time you defeat one of your lord's ancestral / clan enemies of equal or greater noble rank, in single combat, you achieve another critical step in your life-long mission to serve your liege lord and your honor.

Code of the Maker

- If one of your creations gets out of control and commits a crime, it will be the same as if you had committed that crime yourself.
- Each time you have a complete success when building a new piece of gear, or successfully reverse-engineering a piece of lost technology, you achieve another critical step in your life-long mission to fill the world with your clever creations.

Code of the Wild

- Rescuing wild animals is equal to rescuing innocents.
- Temporarily interfering with an existing natural cycle is a minor crime; Permanently disrupting a natural cycle is a major crime.
- Poisoning, polluting, irradiating, or contaminating an ecosystem is a major crime.



Sample Non-Player Characters (NPCs)

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Wild Kingdom

Alligator / Crocodile

B	A	S	E	W	I	P	R	RP	HP	SP
Pr	Cm	Ou	Gr	Wk	Wk	Wk	Dr	Dr	45	7

CP: 1,151

Powers

- Sharp Attack: **Ou**
- Speed - Water: **Wk**

Bear

B	A	S	E	W	I	P	R	RP	HP	SP
Gd	Cm	Ou	Ou	Wk	Wk	Pr	Dr	Dr	56	9

CP: 1,281

Powers

- Sharp Attack: **Ou**
- Speed - Land: **Wk**

Skills

- Unarmed Combat

Bird of Prey

B	A	S	E	W	I	P	R	RP	HP	SP
Gd	Gd	Pr	Gr	Wk	Wk	Cm	Dr	Dr	39	11

CP: 1,602+

Powers

- Sharp Attack: **Pr**
- Enhanced Vision: **Gd**
- Fly: **Cm**

This description can be used for eagles, hawks, and similar birds. A nighttime hunter such as an owl will also have **Good Night Sight** (+522 CP).

Cat

B	A	S	E	W	I	P	R	RP	HP	SP
Wk	Gd	Wk	Wk	Wk	Wk	Cm	Dr	Dr	16	11

CP: 968

Powers

- Sharp Attack: **Wk**
- Night Sight: **Gd**

Camel / Cow / Llama / Reindeer

B	A	S	E	W	I	P	R	RP	HP	SP
Pr	Cm	Gd	Gr	Wk	Wk	Wk	Dr	Dr	35	7

CP: 22+

This description can apply to many herd animals. Those with antlers, horns, or powerful hooves either have a **Good Blunt Attack** or a **Good Sharp Attack** (+522 CP).

Dog

B	A	S	E	W	I	P	R	RP	HP	SP
Gd	Cm	Cm	Gd	Wk	Wk	Gd	Dr	Dr	32	15

CP: 1,555

Powers

- Sharp Attack: **Cm**
- Enhanced Smell: **Gr**
- Speed - Land: **Wk**

Dolphin

B	A	S	E	W	I	P	R	RP	HP	SP
Gr	Gd	Ou	Ex	Pr	Cm	Gd	Dr	Dr	75	21

CP: 1,330

Powers

- Sense Sonar: **Gd**
- Speed - Water: **Pr**

Limitations

- Dependency - Water: **Ph**

Elephant

B	A	S	E	W	I	P	R	RP	HP	SP
Gd	Gd	Ex	Ph	Wk	Wk	Wk	Dr	Dr	100	7

CP: 1,558

Powers

- Entangling Attack: **Ex** (trunk)
- Sharp Attack: **Ex** (tusks)

Gorilla

B	A	S	E	W	I	P	R	RP	HP	SP
Cm	Gd	Gr	Gr	Pr	Pr	Cm	Dr	Dr	46	15

CP: 120**Horse**

B	A	S	E	W	I	P	R	RP	HP	SP
Cm	Gd	Ou	Ou	Pr	Pr	Cm	Dr	Dr	56	15

CP: 712

Powers

- Speed - Land: **Cm**

Lion / Puma / Tiger

B	A	S	E	W	I	P	R	RP	HP	SP
Gr	Gd	Gd	Gr	Wk	Wk	Cm	Dr	Dr	50	11

CP: 1,148

Powers

- Sharp Attack: **Gd**
- Speed - Land: **Wk**

Monkey

B	A	S	E	W	I	P	R	RP	HP	SP
Cm	Gd	Pr	Gd	Pr	Wk	Cm	Dr	Dr	30	13

CP: 20**Orca**

B	A	S	E	W	I	P	R	RP	HP	SP
Gd	Cm	Ex	Ex	Pr	Pr	Cm	Dr	Dr	76	15

CP: 1,298

Powers

- Sense Sonar: **Cm**
- Speed - Water: **Pr**

Limitations

- Dependency - Water: **Ph**

Rhino

B	A	S	E	W	I	P	R	RP	HP	SP
Gd	Gd	Ou	Ex	Wk	Wk	Wk	Dr	Dr	70	7

CP: 801

Powers

- Sharp Attack: **Ou**

Snake, Boa

B	A	S	E	W	I	P	R	RP	HP	SP
Cm	Cm	Gr	Gr	Wk	Wk	Wk	Dr	Dr	42	7

CP: 114

Skills

- Unarmed Combat

Snake, Viper

B	A	S	E	W	I	P	R	RP	HP	SP
Gd	Pr	Wk	Pr	Wk	Wk	Wk	Dr	Dr	20	7

CP: 462

Powers

- Poison Attack: **Gd**

Shark

B	A	S	E	W	I	P	R	RP	HP	SP
Gd	Gd	Ou	Ex	Wk	Wk	Pr	Dr	Dr	70	9

CP: 1,275

Powers

- Sharp Attack: **Ou**
- Speed - Water: **Pr**

Limitations

- Dependency - Water: **Ph**

Wolf

B	A	S	E	W	I	P	R	RP	HP	SP
Gr	Gd	Gd	Gd	Wk	Wk	Gr	Dr	Dr	45	20

CP: 2,262

Powers

- Sharp Attack: **Gd**
- Enhanced Smell: **Ou**
- Night Sight: **Gr**
- Speed - Land: **Wk**

Tinker, Tailor, Soldier, Spy

Aristocrat / Executive / Official

B	A	S	E	W	I	P	R	RP	HP	SP
Pr	Cm	Cm	Cm	Pr	Gd	Cm	Gr	Dr	22	35

CP: 194+

Skills

- Profession: Government *or* Knowledge: Strategy *or* Psychology *or* Negotiation
- One or more Language skills

Bard / Griot

B	A	S	E	W	I	P	R	RP	HP	SP
Pr	Cm	Cm	Cm	Cm	Gd	Gd	Wk	Dr	22	28

CP: 256+

Skills

- Knowledge: History (of a particular people)
- Knowledge: Legends & Folklore (of a particular people)
- Profession: Storyteller
- One or more Language skills

Driver / Pilot

B	A	S	E	W	I	P	R	RP	HP	SP
Pr	Gd	Cm	Cm	Pr	Gd	Cm	Pr	Dr	26	24

CP: 102

Skills

- One Vehicle skill

Doctor

B	A	S	E	W	I	P	R	RP	HP	SP
Pr	Gd	Cm	Cm	Gd	Gr	Gd	Gd	Dr	26	45

CP: 316

Skills

- Medicine
- A Knowledge skill for an area of medical specialization

Fire Fighter

B	A	S	E	W	I	P	R	RP	HP	SP
Pr	Gd	Gd	Gd	Pr	Cm	Cm	Pr	Dr	34	20

CP: 172

Skills

- First Aid
- Profession: Firefighting

Mechanic / Technician / Tradesperson

B	A	S	E	W	I	P	R	RP	HP	SP
Pr	Cm	Cm	Cm	Pr	Cm	Cm	Cm	Dr	22	22

CP: 74

Skills

- Mechanic *or* a Profession skill *or* Programmer

Paramedic

B	A	S	E	W	I	P	R	RP	HP	SP
Pr	Gd	Cm	Cm	Pr	Gd	Cm	Pr	Dr	26	24

CP: 152

Skills

- First Aid
- Vehicle: Ambulance

Police Officer

B	A	S	E	W	I	P	R	RP	HP	SP
Gd	Gd	Cm	Gd	Pr	Cm	Cm	Pr	Dr	36	20

CP: 184

Skills

- Firearms
- Profession: Law Enforcement

Scientist

B	A	S	E	W	I	P	R	RP	HP	SP
Pr	Cm	Cm	Cm	Gd	Gr	Gd	Gd	Dr	22	45

CP: 196

Skills

- A Knowledge skill for an area of scientific specialization

Secret Agent / Spy

B	A	S	E	W	I	P	R	RP	HP	SP
Gr	Gd	Cm	Gd	Pr	Gd	Gd	Gd	Dr	41	34

CP: 386

Skills

- Firearms
- Forgery *or* Lockpicking
- Stealth
- A Profession skill for a cover identity

Soldier

B	A	S	E	W	I	P	R	RP	HP	SP
Gr	Gd	Cm	Gd	Pr	Cm	Cm	Pr	Dr	41	20

CP: 214

Skills

- Archery *or* Firearms
- Gunnery *or* Weapons: Blunt *or* Weapons: Sharp

Thief

B	A	S	E	W	I	P	R	RP	HP	SP
Cm	Gd	Cm	Cm	Pr	Cm	Gd	Pr	Dr	28	24

CP: 264

Skills

- Connoisseur
- Lockpicking
- Slight Of Hand
- Stealth

Myths & Legends

Cyclops / Ogre / Oni / Troll

B	A	S	E	W	I	P	R	RP	HP	SP
Gr	Gd	Ex	Ex	Cm	Cm	Gd	Cm	Dr	85	28

CP: 1,473+

Powers

- Enhanced Smell: **Gr**
- Sharp Attack: **Gd**, tusks *or* horns *or* claws

This description works for all sorts of large, strong, human-like creatures that appear in legends from Greece to Japan. They could have one to three eyes; one or two legs; use tusks, horns, or claws; and come in a variety of colors. Some have more than just one or two arms, and are able to make Extra Attacks (+500 CP per extra attack). A few are **Good** at Magic (+1022 CP, select ten spells).

Ghost / Spirit

B	A	S	E	W	I	P	R	RP	HP	SP
Pr	Cm	Cm	Cm	Pr	Cm	Cm	Dr	Dr	22	17

CP: 1,034+

Powers

- Body of Thought: **Gd**
These are beings of pure thought who can't normally be seen nor affect the physical world. They cannot be hurt by physical objects nor blocked by physical barriers, but can be hurt by mental attacks and blocked by Mental Armor. These entities have their own natural Mental Armor equal to the level of this power.
- Telepathy: **Gd**
Any of these beings can telepathically project an image of herself into the mind of anyone within 200 m (600 ft). This projection may change with her state of mind, and might be accompanied by sounds, smells, and even sensations such as dampness or cold.

Limitations

- Compulsive Behavior or Obsession: **Gd**
Each of these entities has a preoccupation with either a momentous event from his life or some important task left incomplete. When reminded of this, he must make a **Good** Willpower check or replay his part in that event. Helping one of these beings to resolve his obsession will allow him to "pass on".

Entities much like these are mentioned in the folklore of many countries. Some of these beings learn **Common** Mind Control as a stunt through their Telepathy, and can possess living creatures, to either speak through them or to take over their bodies (+100 CP). Others can affect the physical world with **Dreadful** Telekinesis (+500 CP).

Jackalope

B	A	S	E	W	I	P	R	RP	HP	SP
Cm	Gd	Dr	Pr	Cm	Cm	Gr	Wk	Pr	21	29

CP: 2,348

Skills

- Pressure Points: deliver a knock back, knock out, or critical hit even when no damage is done.
- Quick Strike: **(+1)** bonus to Perception in hand-to-hand combat.
- Language: Jackalope, English (US), Shoshoni (Eastern), Spanish (Mexico)

Powers

- Extra Attacks: **+1**
- Jump: **Wk**, 40 m (120 ft)
- Sharp Attack: **Cm**, antlers
- Speed - Land: **Gd**, 120 kph (75 mph)

Cultures all over the world have legends of horned rabbits, but this description is for a creature from Eighteenth Century Wyoming (US) folklore with the body of a hare and the antlers of a pronghorn.

Unicorn

B	A	S	E	W	I	P	R	RP	HP	SP
Gr	Gr	Ou	Ex	Ou	Gd	Gr	Cm	Ex	80	51

CP: 4,655

Skills

- Stealth: **(-1)** penalty to being detected, followed, or tracked.

Powers

- Heal: **Wo**
- Regenerate: **Ph**
- Sense Disease or Illness: **Gr**
- Sense Poison: **Gr**
- Sharp Attack: **Ou**, horn
- Speed - Land: **Cm**, 72 kph (45 mph)

Different variations on this creature appear in European, Middle Eastern, and Asian myths. This description can be used for a version of the beast found in Thirteenth Century French literature.

Wise Old One

B	A	S	E	W	I	P	R	RP	HP	SP
Pr	Cm	Cm	Cm	Gr	Gd	Gd	Gd	Dr	22	45

CP: 1,308

Skills

- Arcana
- First Aid
- Psychology

Powers

- Magic: **Cm** (select six spells)

This description works for those teachers and advisors to heroes, found in many different fables, who have a touch of magic to them. Often encountered on the edges of civilization, a wise old one must be sought out —or just stumbled upon when the hero needs her most. She isn't always direct with her council or her help, and may possess more than a few eccentricities.

Detective Max Behr

Supernatural Sleuth, Hero

Brawling:	Gr(+2)(15)	Reputation:	Gr(+2)(15)
Agility:	Gd(+1)(10)		
Strength:	Gd(+1)(10)	Health Points:	50
Endurance:	Gr(+2)(15)		
Willpower:	Cm(0)(6)	Story Points:	28
Intelligence:	Cm(0)(6)		
Perception:	Gd(+1)(10)	Character Points:	2,000
Resourcefulness:	Cm(0)(6)		

Powers

Sense Magic: **Gr(+2)(15)**

Max can sense magic as a kind of vibration almost like music, with a distinct rhythm and beat for each type of enchantment, which he experiences as everything from a tingle dancing at the back of his neck to a thumping down in his very bones. Behr needs to deliberately concentrate to feel magical vibrations, and he can't sense camouflaged magics and magical creatures without first succeeding in a check versus the level of the magical disguise. Max remembers the unique vibrations of spells, magic gear, and creatures the way other people remember favorite songs, and he can pick them up from 300 m (900 ft) away.

Regenerate: **Gd(+1)(10)**

Detective Behr heals much faster than the average human being, and given enough time, can even regrow a lost limb, all without so much as a scar to remind him of the injury. He regenerates 10 Health Points for every ten turns of complete rest, and one level of one diminished trait for every hour of complete inactivity.

Limitations

"Fugitive": **Ou**

While Behr isn't on the run from anyone, his services are in high demand. Once per chapter, there is a chance that some supernatural creature will come to Max asking for help, sometimes politely, sometimes with a threat, always in the most persistent and obtrusive manner it can arrange without actually revealing itself to more mundane human beings. The longer Behr ignores the creature, the more of a nuisance it will become.

Skills

Arcana: **(+1)** bonus to Intelligence.

Culture & Customs: The Fae.

Detective: **(+1)** bonus to Intelligence and Perception.

Firearms: **(+1)** bonus to Agility.

Languages: English (Ontario), Fae, French (Quebec).

Stealth: **(-1)** penalty to being followed or tracked.

Unarmed Combat: **(+1)** bonus in unarmed hand-to-hand combat.

Gear

The Ring of Fables

Resource Cost: **Fa(+6)(60)**

- Material: **Fa(+6)(60)**, Orichalcum (a magical alloy)
- Protection from Magic: **Ex(+4)(30)**
- Willpower Boost: **Ex(+4)(30)**

Various legends hint that this ring may possess other powers, but Max hasn't yet tried to unlock them.

9mm FN Browning HP-35 Pistol

Resource Cost: **Ex(+4)(30)**

- Material: **Gr(+2)(15)**, metal
- Range: **Wk(-2)(2)**, 40 m (120 ft)
- Damage: **Gd(+1)(10)**, sharp
- Shots: 13

Mobile Phone

Resource Cost: **Dr(-3)(1)**

- Signal Range: **Wk(-2)(2)**, 4 km (2.5 mi) to a cell tower; Requires a telecommunications network to function.

Forensics Kit

Resource Cost: **Cm(0)(6)**

- **(+1)** bonus when using the Detective skill in the field to analyze physical evidence.

Contacts

Detective Janet Chase

Toronto Police Detective and Behr's ex-wife.

Sterling McKinney

Max's old college boxing coach and mentor, who now runs the boxing gym where Detective Behr works out.

The Toronto Thaumaturgy Guild

Team of magical scholars, theorists, and researchers.

Description

Appearance

Max is a big bearish human male about 188 cm (6 ft 2 in) tall and weighing about 118 kg (260 lbs), with bright blue eyes, a reddish-blond goatee, and blonde bangs that never seem to stay in place. He's in his mid 30's, stocky, solid, and given to wearing a mid-20th century Fedora, a voluminous trench coat, and an array of revolting ties.

Background

Max's late mother used to tell him that when he was born, she used a magic ring (his only keepsake of her) to ask a sprite, a brownie, and a goblin to bless her son. The sprite said he would always bounce back from life's little accidents, the brownie declared he would always feel the magic of the world around him, and the goblin sneered and said the boy's life would never be boring. It hasn't been.

If you're a supernatural creature roaming around Ontario, Max Behr is the mortal to go to when you have problems with the world of humans. Whether it's an ancestor spirit unable to communicate a warning to her internet-entranced descendants, or a garden gnome gagging on pesticides, they all come to Max. They come because he respects their customs and can hold his own against dangerous humans whose actions disrupt the harmony of the natural and magical worlds. He tends to be so busy with supernatural clients that he rarely works for humans.

While Max can be a careful and professional investigator, when he's frustrated he tends to adopt the simplest and most direct approach to a problem —usually his fists. This may be because his personal life gets so complicated. Behr lives in Toronto with his husband, Youssef Abboud, and their mischief-magnet of a daughter, Amber, who seems to have inherited all his powers and more. He's still cordial to his ex-wife, a detective for the Toronto PD. By mutual agreement, Amber lives with him, because he has the best chance of teaching her to control her powers and to hide them from others. His former in-laws, however, don't know the truth about Amber and Max, and only see a little girl who spends too much time talking to imaginary friends, a father whose office is rarely open for business, and a new spouse that, well, simply isn't their daughter. They would like nothing better than to have Behr declared an unfit parent and take direct control over their granddaughter's upbringing. Thus far they have resorted to spying on Max and getting Amber's school to give her all manner of mental and physical tests.

Fortunately for the status quo, Max knows most of the private investigators in town, Amber is in robust mental and physical health and always makes top marks in school, and Youssef is not just the award-winning chef of downtown's hottest Tunisian restaurant, but a nutritionist. The ex-in-laws probably won't leave Behr alone until Amber graduates from university. As tempted as he gets to direct a goblin pack their way, he just works out his frustrations sparing at the gym or on the job —to the sorrow of anything on the receiving end of one of his fists.

Notes

Home Base: Modern-day Toronto.

Story: Cities of Secrets.

Max Behr can fit into just about any modern fantasy story; He can be a great ally so long as he doesn't get impatient while you're trying to be subtle and sneaky.

- Max could cross paths with your heroes when they're fighting an environmental crime, where the lake they try to protect is also the home of some nature spirits...
- A PC who gets permission to use the library of the Toronto Thaumaturgy Guild might learn that the tome or relic she desperately needs is on loan to Max. If she talks the librarian into telling her where Behr lives, she may come to his home just in time to see some unsavory fellow looking into his kitchen window and taking notes...

Unused Character Points: 73



R3D

Ami Liu, White Hat Hacker, Hero

Brawling:	Cm(0)(6)	Reputation
Agility:	Gd(+1)(10)	· R3D: Gd(+1)(10)
Strength:	Cm(0)(6)	· Ami Liu: Dr(-3)(1)
Endurance:	Gd(+1)(10)	
Willpower:	Gd(+1)(10)	Health Points: 32
Intelligence:	Gr(+2)(15)	Story Points: 50
Perception:	Gd(+1)(10)	Character Points: 1,200
Resourcefulness:	Gr(+2)(15)	

Gear

Wrist Computer

Resource Cost: **Ph(+5)(40)**

- Material: **Gd(+1)(10)**, aluminum shell and electronics
- Power Reserve: **Gr(+2)(15)**, 15 hours of operation
- Data Storage: **Ex(+4)(30)**
- Intelligence Boost: **Ou(+3)(20)**
- Protection from Jamming: **Gd(+1)(10)**
- Protection from Decoding: **Gr(+2)(15)**
- Protection from Hacking: **Gr(+2)(15)**
- Wireless Modem: **Wk(-2)(2)**, 4 km (2.5 mi) to a cell tower; Requires a telecommunications network to function.

Cybercycle

Resource Cost: **Fa(+6)(60)**

Structural Subsystem

Resource Cost: **Ex(+4)(30)**

- Material: **Gr(+2)(15)**, titanium alloys and ceramics
- Seats: 2, no cover
- Agility Boost: **Ex(+4)(30)**

Power/Propulsion Subsystem

Resource Cost: **Ou(+3)(20)**

- Power Reserve: **Gd(+1)(10)**, 10 hours of operation
 - Speed - Land: **Ou(+3)(20)**, 240 kph (150 mph)
- This experimental engine extracts hydrogen from almost any type of water, releasing oxygen and storing impurities.

Sensors Subsystem

Resource Cost: **Gd(+1)(10)**

- Headlamp: **Gd(+1)(10)** night sight
- GPS Locator: **Pr(-1)(4)** location and direction finding

Communication Subsystem

Resource Cost: **Gr(+2)(15)**

- Signal Range: **Wk(-2)(2)**, wireless modem/phone, 4 km (2.5 mi) to a cell tower; Requires a telecommunications network to function.
- Protection from Jamming: **Gd(+1)(10)**
- Protection from Decoding: **Gr(+2)(15)**

Autopilot Subsystem

Resource Cost: **Ex(+4)(30)**

- Agility: **Ex(+4)(30)**
- Intelligence: **Pr(-1)(4)**
- Perception: **Cm(0)(6)**
- Protection from Hacking: **Gr(+2)(15)**
- Programs: Navigation, Vehicle: Self

Motorcycle Helmet

Resource Cost: **Gr(+2)(15)**

- Material: **Gd(+1)(10)**, high-impact plastic and foam
- Armor: **Cm(0)(6)**

Skills

Acrobatics: (+1) bonus when defending in combat.

Charm: (+1) bonus in social situations.

Computers: (+1) bonus to design, build, & repair computers.

Culture & Customs: Hackers, Online Communities.

Electronics: (+1) bonus to Intelligence.

Language: Chinese (Cantonese), Chinese (Mandarin), English (Canadian), French (Quebec).

Mechanic: (+1) bonus to repair gear.

Programming: write, debug, correct, & change programs.

Vehicle: Motorcycle.

Contacts - R3D

Burin

R3D's favorite chess, go, and RPG opponent from Kiev, who often finds her lucrative side projects.

C0d3 M0nk3y5

An anarchist hacker collective.

Shalimar Truth

A well-connected slam poet and human rights activist who reports on R3D's exploits in her popular blog and podcast.

Contacts - Liu

Lakshmi Mukherjee

Owner of "The Rani's Gown" fabric and dress import store and the "Second Chances" used clothing store.

Mo "Gizmo" Harris

A scrap yard proprietor with a love for antique technology.

Description

Appearance

Ami Liu is a human female in her early twenties, about 160 cm (5 ft 4 in) tall, weighing 48 kg (105 lbs), with a gymnast's build. She has honey-gold skin, dark almond eyes, and lustrous black hair that she's constantly contorting into new configurations. Since the beginning of her university career, she has always dyed at least one lock a vibrant red. Ami wears self-designed mismatched clothes that somehow coordinate and often incorporate wearable electronics. On the increasingly less-rare occasions when R3D needs to appear in the physical world, she shows up in head-to-toe red riding leathers plus a balaclava, and keeps her helmet on as much as possible.

Background

Ami is a Canadian citizen of Chinese origin and is currently splitting her time between working on her Computer Science degree, her freelance programming projects, and her "secret missions" as the white-hat hacker R3D. Almost no one in the physical world (not even her parents) knows that Ami and R3D are the same person, since R3D usually just operates in cyberspace. Ms. Liu enjoys making things for herself—all sorts of things. She designs her own "fashion mash-up" clothes from her second-hand store and antique mall finds. Ami builds her own wearable custom computers running open-source software and programs of her own creation. She has taken apart and rebuilt her motorcycle twice; the latest incarnation includes an autopilot and makes its own fuel.

Notes

Home Base: Modern-day Vancouver.

Story: Cities of Secrets.

R3D can work in a near-future science fiction story or even a spy story that features exotic gadgets; But she'll always try to keep the worlds of Ami Liu and R3D far apart.

- A PC could meet Liu at an electronics swap meet, be charmed into telling her his problems with his latest criminal adversary, then receive some critical intelligence the next day, courtesy of someone named R3D.
- A hero's high-tech transportation might break-down near one of Ami's favorite haunts, and if he's polite, she could offer to make a temporary repair.

Unused Character Points: 68



Baskerville

Ian "The Hound" Baskerville, Villain

Brawling:	Ou(+3)(20)	Evil Reputation:	Gr(+2)(15)
Agility:	Ex(+4)(30)		
Strength:	Gr(+2)(15)	Health Points:	105
Endurance:	Ph(+5)(40)		
Willpower:	Pr(-1)(4)	Story Points:	44
Intelligence:	Gd(+1)(10)		
Perception:	Ou(+3)(20)	Character Points:	4,250
Resourcefulness:	Gd(+1)(10)		

Powers

Control Phase: Ex(+4)(30)

Ian Baskerville can make the atoms of his body "step out of phase" with the rest of the world. In this state he is immune to physical attacks, can pass through solid objects, and is able to do the following stunts:

- **Ghost Form: Ou(+3)(20)**
The Hound is nearly transparent while out of phase; Others must make a Perception check to notice him.
- **Phase Others: Ou(+3)(20)**
Ian can opt to bring anything touching his body along with him when he shifts out of phase.

Body of Fire: Ex(+4)(30)

Baskerville can vibrate his atoms in a way that heats up the air around him and creates an eerie, greenish glow. The heat doesn't harm him, but blisters and burns anything Ian touches with **Extraordinary** heat. He cannot use Control Phase and this power at the same time (**Cm** limitation).

Jump: Dr(-3)(1)

The Hound can displace all his atoms 20 m (60 ft) in any direction in one turn, appearing as a hot green streak when he moves. Baskerville cannot use Control Phase and this power at the same time (**Cm** limitation).

Postcognition: Ex(+4)(30)

Ian can relive the recent past of any object he touches. Once he finds a particular target in the past, Baskerville will attempt to track that person to the present day, moving from object to object.

Mental Blast: Ex(+4)(30)

When the Hound turns his eyes a glowing green, anyone meeting Ian's gaze is attacked with feelings of fear, dread, and horror. The onslaught is equivalent to a Mental Blast, and leaves its target stunned for SR turns, unless she is able to resist with her Willpower trait. Someone as far away as 600 m (1,800 ft) can be affected by it.

Skills

Command: (+1) bonus to highest Perception on your side; Join any team action; Attract & retain Followers.
Language: English (UK), Cornish, French (Normandy).
Local Geography: The Rural West Country of England.
Tracking: Urban, Woodland.

Gear

Teeth & Claws

Resource Cost: **Ph(+5)(40)**

- Material: **Ph(+5)(40)**, synthetic gemstones
- Climbing: **Ou(+3)(20)**

*Just under the gum line of his artificial smile and beneath the realistic-looking nails on his hands and feet, Ian can slide out retractable claws and teeth to make **Outstanding** sharp attacks.*

Contacts

Andrew "Doctor" Carver

A disgraced former surgeon who still preforms procedures in the back of his current business —a butcher shop.

"Cruel Sarah" McLeish

An underworld fixer who may not be completely human.

Mick Trip

The owner of several otherwise respectable restaurants, who fences goods and puts together criminal operations.

Followers

Baskerville's Henchmen

Ten Soldier NPCs retained as muscle for larger jobs.

Description

Appearance

Ian Baskerville is a human male in his late twenties, about 175 cm (5 ft 9 in) tall and weighing about 84 kg (185 lbs), with a lean, hungry, athletic build. He has a clean-shaven pale face, shoulder-length platinum blond hair combed straight back, and a pair of almost colorless ice-hazel eyes. He might be considered coldly handsome if it wasn't for an otherworldly quality to his features that tends to disturb more often than it charms. He favors dark, muted clothes, mostly in grey and black, and usually sports a long dark overcoat.

Background

Mr. Ian Baskerville is a British subject, a clanless loner by all accounts, who doesn't like to discuss his past, especially the origin of his powers. He has hinted that his artificial teeth and claws were not installed on his body by choice. He may be found working in a variety of dark enterprises, typically those that require an expert scout and tracker, but can also put together and lead squads of gunmen. He has a reputation in the underworld for paying his muscle well and going to great lengths to spring captured henchmen. When not on a job, he enjoys tracking random people without using his powers, just for practice. You know you've crossed the wrong person if Ian "The Hound" Baskerville, with or without a team, is sent after you.

Notes

Home Base: Modern-day Exeter, UK.

Story: Cities of Secrets.

Ian would work well in a modern-day horror story, or a dark near-future science fiction tale. Make his powers and gear based on magic, and he would also fit into a medieval or barbaric fantasy story. He could appear in your story in a number of ways:

- A friend of one of the PCs comes to her for help with a possible stalker, that seems to be following him most of the way home...
- While chasing a criminal through back alleyways, the heroes follow her through the back of a butcher shop and see something they shouldn't have. The owner, Andrew Carver, is forced to call in a favor from his old friend Ian, to make sure no one gets to talk about what they saw...
- Mick Trip starts to lose business to a rival operator, and decides to make his life miserable by sacking a pack of do-gooders on him with incriminating information. Unable to be seen with the PCs, Mick calls on Baskerville to make sure they see what he wants them to see, but Ian just can't resist having a little fun with heroes first...

Unused Character Points: 45



Ceryf

Ceryf Feyn, Sidhe (Elf) Huntress, Villain

Brawling:	Gd(+1)(10)	Evil Reputation:	Ou(+3)(20)
Agility:	Ou(+3)(20)	Health Points:	46
Strength:	Cm(0)(6)	Story Points:	50
Endurance:	Gd(+1)(10)	Character Points:	6,000
Willpower:	Gr(+2)(15)		
Intelligence:	Gd(+1)(10)		
Perception:	Gr(+2)(15)		
Resourcefulness:	Gd(+1)(10)		

Powers

Enhanced Hearing: **Ou(+3)(20)**

Enhanced Sight: **Ou(+3)(20)**

Night Sight: **Ou(+3)(20)**

As a Sidhe (Elf), Ceryf Feyn, has more sensitive vision and hearing than most humans. She can detect things 400 m (1,200 ft) away as well as a human could sense something right in front of him. Feyn can also see on a starry night as well as she can during the day. Ceryf has a **(-1)** penalty when defending against sonic- or light-based attacks, or any attacks specifically aimed at her eyes or ears.

Regenerate: **Dr(-3)(1)**

All Sidhe can eventually recover from any injury that isn't instantly fatal. They never scar, cannot maintain a piercing nor a tattoo, and can even regrow lost limbs. Feyn regenerates 1 Health Point for every ten turns of complete rest, and one level of one diminished trait for every hour of complete inactivity.

Vampirism: **Ex(+4)(30)**

What most people confuse for elaborate body paint is actually the physical manifestation of a magical parasite infecting and influencing Ceryf Feyn. The design shifts slowly from day to day, but races all over her body in the middle of combat. Anyone touching Ceryf's skin loses 30 Health Points on contact, as the parasite transfers those points to her. Feyn can temporarily gain twice her normal amount of Health Points this way. These extra points are used up first, and in any event, disappear after a hour.

Control Shadows: **Gd(+1)(10)**

Teleport: **Ex(+4)(30)**

As an apparent side affect of her infection, Ceryf can cause any natural shadow within 200 m (600 ft) to move, grow, darken, and reshape itself into any design as complex as those on her body. She can even step into a shadow, wrap herself in darkness, and hide with **Good** camouflage. Feyn can also step into one shadow then step out of any other shadow (**Ou** limitation) up to 400 m (1,200 ft) away.

Magic: **Gr(+2)(15)**

Ceryf Feyn follows the *Dearg*, or Red Path of Wizardry, from the magical tradition of her world:

- All spells tap *The Source Without*.
- **(+2)** bonus when casting spells based on fire, and those spells work at two levels higher.
- **(+1)** bonus when casting spells based on light or electricity, and those spells work at one level higher.
- **(-3)** penalty when casting spells that are Mental powers; plus Sense Magic, Invisibility, and Control Weather; and those spells work at three levels lower.
- **(+1)** bonus when casting spells within **Dreadful** range (20 m / 60 ft) of a **Great** or stronger fire.

She can cast the following spells, which she knows by original names:

- **Mage Sight** (Sense Magic)
- **Mage Light** (Generate Light)
- **Mage Shield** (Protection from Magic)
- **Air Charmer** (Control Wind)
- **Air Walker** (Jump)
- **Air Daggers** (Sharp Attack)
- **Fire Charmer** (Control Fire)
- **Fire Walker** (Protection from Fire)
- **Fire Breather** (Generate Fire)
- **Girding** (Armor)
- **Quickening** (**Great** Strength boost)
- **Riastarthaë** (Extra Attacks: +4)

Limitations

Allergy to Jade (**Ou**)

Sensitivity to Jade (**Ou**)

As long as Feyn remains infected, weapons made from jade inflict +3 levels of damage to her. In addition, all powers granted by the parasite (Vampirism, Control Shadows, Teleport) drop three levels when within **Dr** range (20 m / 60 ft) of even a handful of jade.

Skills

Archery: **(+1)** bonus to Agility.

Language: Sidhe, Human (Gothic), Traveler's Creole.

Marksmanship: ignore range penalties in distance combat.

Profession: Weaver.

Quick Draw: **(+1)** bonus to Perception in distance combat.

Survival: Woodland.

Tracking: Woodland.

Weapons, Sharp: **(+1)** bonus when fighting with sharp weapons.

Gear

Sidhe Clothes & Cloak

Resource Cost: **Ex(+4)(30)**

- Material: **Gd(+1)(10)**, mystically reinforced hemp
- Armor: **Gr(+2)(15)**
- Texture Chameleon: **Ex(+4)(30)**, only in forests (**Gr** limitation)

Twin Throwing Axes

Resource Cost: **Ou(+3)(20)**, each

- Material: **Ou(+3)(20)**, steel, sharp
- Range: **Dr(-3)(1)**, 20 m (60 ft)
- Damage: **Gd(+1)(10)**, sharp
- Shots: 1 each

Sword

Resource Cost: **Ou(+3)(20)**

- Material: **Ou(+3)(20)**, steel, sharp

Longbow

Resource Cost: **Ou(+3)(20)**

- Material: **Pr(-1)(4)**, willow wood
- Range: **Ou(+3)(20)**, 400 m (1,200 ft)
- Damage: **Cm(0)(6)**, sharp
- Shots: 1
- Ammunition: 20 standard arrows with steel tips

Contacts

Ceryf has alienated all of her former contacts.

Description

Appearance

Ceryf is a statuesque Sidhe female, barely past her hundredth winter, who stands about 2 m (7 ft) tall and weighs about 88 kg (195 lbs). She is an alien beauty, with ice-white skin and hair, luminous sapphire-blue eyes, bow-shaped indigo lips, pointed ears, and a face that distracts even non-Sidhe. Decorating much of Feyn's body are what appear to be elaborate body paint designs in metallic blue-black. She moves with flawless poise and grace, as if her every action was just another step in an eternal dance.

Background

Ceryf Feyn comes from a Sidhe collective of textile artists who grow their own materials and craft everything from magical clothes to mundane tapestries. While she did master the art of weaving, Ceryf was always happiest performing support tasks for the community. During the decades when Goblins tried to expand into their home, she seemed to find a new calling as a combat mage. It suited Feyn's temperament to spend weeks in the wilderness making life miserable for invaders.

During their last expansion attempt, the interlopers brought advanced Goblin technology: rifles, grenades, and a self-propelled siege machine. By Sidhe convention, defenders were supposed to immediately destroy any Goblin-tech they found. Ceryf followed this rule, but sometimes tinkered with gear before destroying it, annoyed that she had no mementos from hunts that were essentially unknown to the rest of the world. On one such occasion, other Sidhe got to learn the reason for this rule.

While touching a Goblin machine with battle-bloodied hands, beautiful designs began to cover her body, and she suddenly had some new ideas that were so outrageous they shocked her, plus a few that actually made a strange sort of sense. Feyn started taking dangerous risks in combat, devastating the enemy but also endangering fellow Sidhe, and all for the apparent thrill of it. Once the Goblins were finally beaten back, Ceryf parted ways with her much-relieved collective, seeking more excitement. Away from the calming influence of her people, Feyn learned new powers tied to her skin designs and indulged in more and more danger, realizing that her ultimate joy came from hunting intelligent creatures that fight back.

Notes

Home Base: The Dreadwood, on the world of Haven.

Story: After the Stars Fell.

Ceryf works in almost any sword & sorcery story by just changing Traveler's Creole, the *lingua franca* of Haven, to another world's "common tongue", and Human (Gothic) to the language of the local Humans.

- She could invite the PCs on a hunt for a dangerous magical creature, pay little heed for their safety, then get bored if the kill wasn't sufficiently exciting, and decide to hunt them as well...
- Feyn may appear to travelers entering a valley and offer a prize to whoever exits out the other end alive; Then she starts counting down from 100...

Unused Character Points: 77

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Closing Words

A Few Questions and Answers

Why? Why with all the terrible things happening in the world, did you do this bourgeois, escapist, impractical, [insert multisyllabic insult here], thing?

The most honest answer I can give is that I could not *not* do it. I had a story to tell and this is my medium and format of choice. This, by the way, is not that story; this is a foundation for that story and others. I have not been untouched by the events of the current century, and I do not suggest playing a game instead of working to make a positive change in the world. This game is for when you take a break from making the world a better place, and instead of sitting and passively absorbing someone else's idea of a good story, getting together with some friends and making one of your own.

I'm a fire fighter who rides a motorcycle, dates a scientist, and owns a dog, and I think that your descriptions of fire fighters, motorcycles, scientists, and dogs are all wrong.

I tried to describe what I thought were typical fire fighters, motorcycles, scientists, dogs, etc... If you want a more charming than average fire fighter, a more fuel efficient motorcycle, a scientist who knows kung fu, or a smarter than average dog, adjust any description to suit your needs. If you think all fire fighters are more charming than my description, then by all means, make all fire fighters in your story more charming.

Do you realize that you've repeatedly made the same punctuation errors throughout this entire document?

It was deliberate. I'm experimenting with what I call "nested punctuation".

Is "Version 2" the final, canonical version of this game?

Yes.



