VICTORY SYSTEM V9

Know Victory, Know Risk
No Risk, No Victory

CORE RULEBOOK

Dakkar Unlimited

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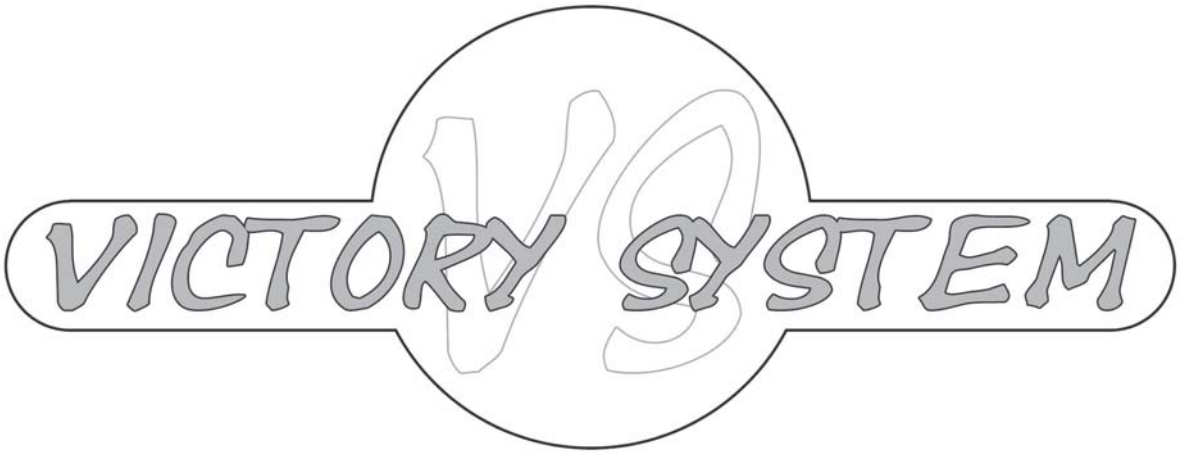

The Victory System Core Rulebook

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Victory System Core Rulebook

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Special Thanks To

Vic's cousin Dishannon, Scott's wife Annalisa and son Andrew. Also, our extended familes for their understanding and support, including allowing us the many hours we needed to produce this game

Leave us not forget our fans Jim Scofield, Simon Melmeth, and other fans of Hot Chicks who gave us moral support and the impetus to continue.

Also, the fine staff of the Baby's Badass Burgers lunch truck, who fed our souls.

Finally, a massive thanks to Lisa Palme'-Davey, who did much more for our company and our efforts than she will ever willingly admit herself.

Disclaimer

The **Victory System - Core Rulebook** is a Roleplaying Game and is for entertainment purposes only. It makes no claim to being a textbook of any sort, or to represent any actual facts. The concepts, events, and people represented in this book are entirely works of fiction, including the supernatural elements in its background, storylines, and themes.

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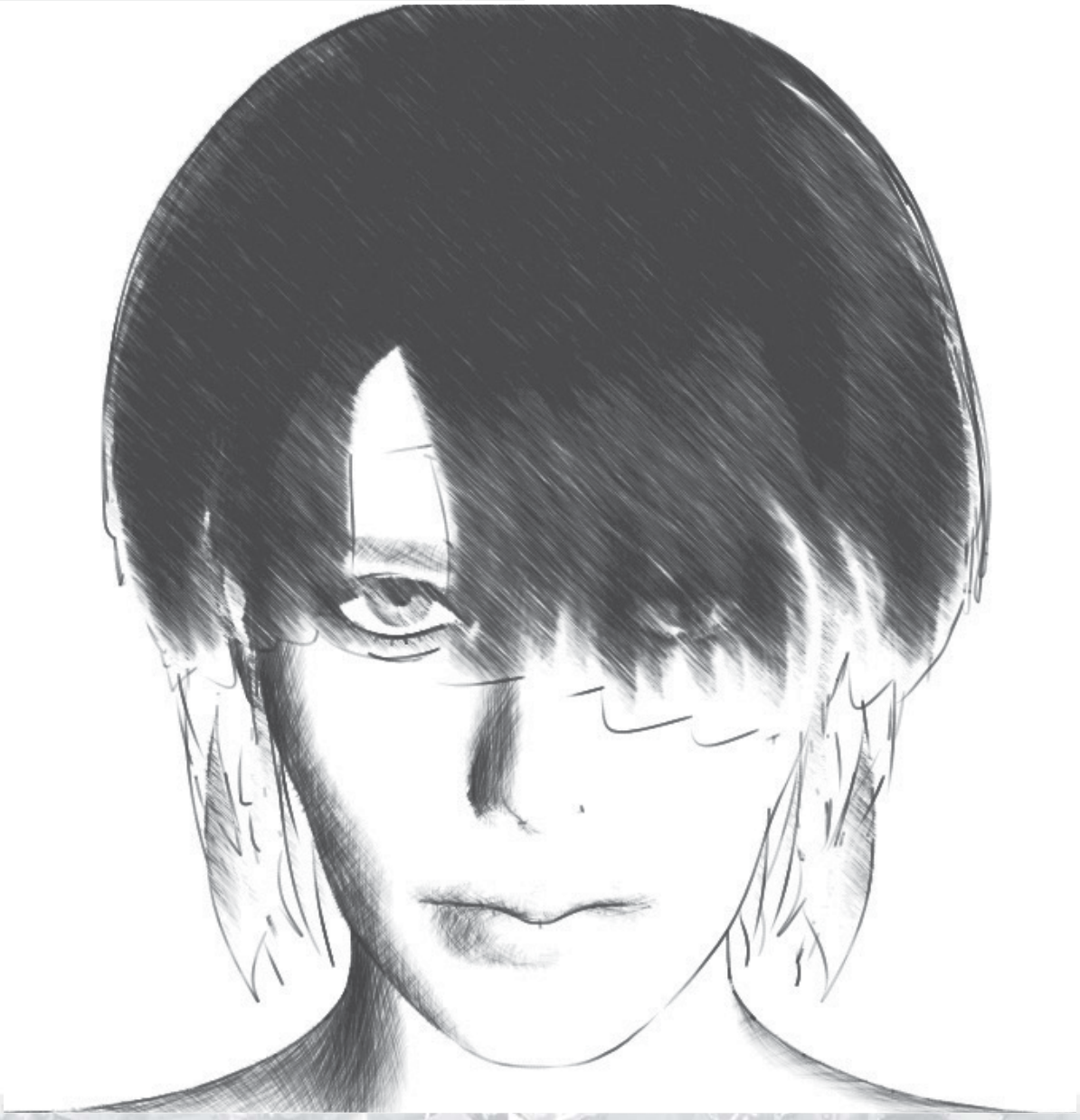

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Introduction

This game is for anyone who has ever watched a movie, read a novel, flipped through a comic book, or played a video game and said, "I want to tell a story like that." It is also for anyone who has heard of role playing games (or RPGs) and would like to see what playing or running one is like. It is for Players who want to do amazing things in a game, without hearing the Game Master say "you can't do that, it's not in the rules," as well as for Game Masters (GMs) who hate having to say that.

When you're playing a board game, a war game, or most classic types of games, there are clear winners and clear losers. Victory belongs to a few people at the table. When you're playing a Role Playing Game, however, you're not trying to play to see yourself win or to see the other person lose. If everyone at the table has fun, and everyone has a story to tell at the end of the night, everyone wins. Victory belongs to everyone at the table - hence, the "Victory System."

Everything accomplished with dice in this system is done with a roll of a twenty-sided die (d20). It is designed to be fast-paced, action-oriented, and to make everyone at the table yell out loud at least once a session.

This is a generic system – This book does not contain detailed information about a campaign world; a setting for the action to happen in. It is designed to use with any setting whatsoever – whatever world the Game Master wants to run a game in. It can be used to run the action in a fantasy campaign, a modern-day game, a high-concept science fiction game, or anything else that one can imagine. There are general guidelines for putting together game worlds in this book, and some defaults that can be used to get the action up and going.

The Victory System is adjustable – certain rules have guidelines for how they can be altered from one setting to the next, making the flavor of the game match the source material. Nor are the rules in this book carved in stone – if one finds that a change in how the rules work would better suit their campaign, we encourage you to not only make the change, but to let us know what the change was and how well it works for you.

Just one thing to remember, and this is more of a guideline than a rule; have fun with this game! When your group is sitting around four months after a game session and telling stories about what their Characters did, you've done it right. It *is* all about telling stories,

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after all. What we hope you'll find in these pages are the tools for telling amazing stories - stories that make people jump and shout and laugh and yell. Your stories.

We also produce books which contain information on specific settings, so you don't have to make it up from scratch. Those books contain the rule variations that make the settings work with the system, and everything you need in order to make your game as detailed, colorful, and action-packed as you like.

Welcome to the Victory System. You have questions. Here are some answers, probably not in the order that you're asking them. If you've played RPGs before, you probably know some of this information already.

What is a Roleplaying Game?

The most basic definition of a Roleplaying Game is playing make-believe, with rules. It's a cooperative activity where a number of people (no less than two, ideally four to six, sometimes more) engage in creating a story. One person, the Game Master, mediates the rules and gives the background of a story. The rest of those involved, the Players, create individual Characters and determine what those Characters are doing as the result of the story background that the Game Master has laid down.

It's a purely interactive activity… interactive storytelling. The Game Master tells the Players what they see, what they hear and feel and smell, and the Players tell the Game Master what their Characters are doing in response. The Game Master sets up situations for the Player's Characters to get into, and the Players try to determine how their Characters will get out of these situations, if they can.

Characters are represented by a set of numbers, telling what the Character's limitations are. If there is a chance for a Character to fail a task, such as hitting an opponent with a sword or casting a spell, dice are rolled to determine whether the action is a success or failure.

How do I play a Roleplaying Game?

Playing a Roleplaying game is like telling a story – as a group. One person will take the part of Game Master. This person has the hardest job at the table, and probably the most rewarding. The Game Master needs to know the rules fairly well, and will be developing the story lines that the rest of the people will be interacting with. The "office" of GM combines the qualities of a scholar, a writer, a referee, and occasionally, a therapist. If you're the kind of person who likes to read and talk, you might want to give it a try!

The rest of the people at the table will be Players. They will each make a Character using the rules in this book. This is like a Character in a book or movie… the Character is an imaginary person with imaginary abilities, controlled by the very real Player.

After the Game Master has prepared an Adventure (whether creating one or reading one), he tells the Players what situation their Characters are in. "You're all sitting in a tavern. The bard in the corner is singing a song about a group of goblins that have been ambushing caravans into the town and killing all of the people travelling with them. Sounds like something you may want to get involved in." The Players then tell the Game Master what their Characters do as a result of the situation that they are in. "My Character is going to ask around the tavern and see if anyone knows where the goblins might be."

The Game Master tells the Player what happens as a result of their Character's actions, perhaps having the Player roll dice to determine how successful they are. The Player reacts to the new situation, and a story unfolds.

What Dice will I need?

You will need one twenty-sided die (1d20) for all of the rolls used in this game. D20's can be found in many hobby shops, or purchased online from any number of RPG supply sites.

What else does it take to play this game?

You've already got the rulebook in your hands, so that's the main thing. You'll want to print out copies of the Character Sheets at the back of the book so that people can keep track of their Characters. Some note paper is also very handy – there will probably be a lot of information flowing, so taking notes can be useful.

That, and a place to play where you can get a little loud (the Victory System encourages enthusiasm). Optionally, you may want some provisions for your heroic journey - some form of stuff to eat and/or stuff to drink often accompany good game sessions.

Add a few senses - a sense of adventure, a sense of humor, and a sense of wonder - and you have everything that you need to get the most out of your roleplaying experience.

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Who are you, and where is this thing going?

We are Dakkar Unlimited, a small collection of artists and writers who love games. And when I say we love games, I mean not only in a wholesome, pure way, but we also love them in ways that go beyond what most people consider decent. We have over half a century of game expertise tucked under our belts, including being featured in documentaries on the nature of gaming and consulting on the subject with Hollywood script writers. We figured it was time to put it out there for the world to see and use.

The Victory System is our latest Magnum Opus - a refinement of the Inverted Twenty system featured in our product "Hot Chicks: The Roleplaying Game." We are dedicated to supporting the Victory System with supplements, adventures, rogue's galleries, and whatever else leaps into our minds.

What about Hot Chicks and the Inverted 20 System?

The Victory System is completely compatible with Hot Chicks: The Roleplaying Game and other products released in the Inverted 20 System. There are a few differences, mostly in the cost of equipment and Special Abilities. Also, the names of some Merits and Flaws have been changed, and some have been added. There is a conversion chart in the back of this book to translate from Hot Chicks Merits and Flaws to the Victory System (Appendix II: page 275).

There are a few mechanical changes, as well; Autofire works a little differently, for example, and some items of equipment have been refined. We've done our best to lay it all out so that old-timers can be up and running pretty fast.

Any NPC, storyline, piece of equipment, or Ability from Inverted 20 can be used unaltered in the Victory System; the Special Abilities tend to be less expensive in the Victory System as well. The statistics are essentially unchanged, and it all works the same way.

Likewise, if you've got a Hot Chicks game you want new material for, things from the Victory System can be used unaltered in the Inverted 20 System.

We'll be updating the world of Hot Chicks in a Victory System world book, and taking the world of Earth in 2015 into its action-packed future: Destiny 2025!

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Definitions

Adventure: A single story-arc of game-play. May be composed of one or more Sessions. A number of adventures over time are collectively known as a Campaign.

Armor Shrugs: Hard armor protection - the number of Shrugs that a Character or item would take from an attack is reduced by the number of Armor Shrugs that Character or item has... if this reduces the number of Shrugs from the attack to zero (0) or less, the attack has no effect.

Boss: The chief villain of a particular adventure/campaign. Usually commands a number of Lieutenants and has access to any number of Mooks.

Campaign: A long story-arc of game play. Composed of Adventures, can run from a very short Campaign (composed of only a few adventures) to a prolonged Campaign (which may take years to complete, if it is ever completed).

Character (or Player Character, also a PC): The fictional Character created by the Player.

Condition: A state, usually detrimental, imposed upon a living being. Can be in the form of a disease, poison, or curse. Occur in three levels... Minor Conditions, Standard Conditions, and Major Conditions. These states impose penalties on the subject of the condition. Can usually be cured by medicine and/or certain Special Abilities.

Contested Roll: A roll in which both the aggressor and the target roll 1d20, and compare their Margin of Success. The being with the higher Margin of Success wins the contest.

Critical Failure: Any time a twenty (20) is rolled on 1d20. Should have results which are simultaneously tragic and hilarious.

Critical Success: Any time a one (1) is rolled on 1d20. Should have results which appear nearly miraculous.

Custom Era: An Era of Play heavily modified, either by the Game Master or a published World Book. In the Custom Era, the Skill set, the operation of certain Merits and Flaws, and available equipment are determined by the World Book or GM's choice (and whim);

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this is suitable when the setting would not fit into the Fantasy, Near-Modern, or Space Eras.

D20: A twenty-sided Die.

Damage Resistance (DR): A Secondary Statistic equal to two times (2x) the Character's Stamina (can be modified with the use of Special Abilities or Equipment), reflecting a being's or object's resistance to taking Damage. The higher the DR, the more difficult it is to damage this thing. Incoming Damage is subtracted from the target's DR when a target is hit - the target must then roll 1d20 and attempt to roll under the DR minus Incoming Damage. Failing this roll will result in at least one Shrug of Damage.

Dead: The state of existence which a Character is in should it take more than twice its total number of Shrugs in Damage, but not three times. Dead Characters can be revived through the use of the Medical skill or healing abilities. Other than that, they're dead... unmoving, not breathing, incapable of function, out of the game. They will continue to lose a Shrug each day they are Dead as the effects of decomposition kick in. Should a Character take enough Damage to equal three times their total number of Shrugs (or more), the Character is no longer considered Dead but Dead as Hell. They stop taking Shrugs of Damage each day - this is about as Dead as it is possible to get. Medical skills and most healing abilities have NO power over the Dead as Hell. Only powerful Resurrection abilities will bring them back from this state, although it is rarely worth the trouble. Characters which are Dead as Hell can only be brought back at the cost of inconveniencing the rest of the Party terribly.

Deal, The: The social contract at the core of the rule system. When something is out of the reach of a Player's Character, the Player may request a Deal - this might be using a different skill than the one requested by the GM, access to a power or ability the Character does not have or cannot afford, or the ability to perform a feat which is beyond the scope of the rules. The GM is free to allow the Player's Character access to the item beyond their reach, at a price; usually (but not always) Risk or Shrugs.

Depletion: The process by which the Game Master worries the hell out of the Players by depleting some resource of the Character, often Risk, Shrugs, or money. This is often the primary source of dramatic tension in the game.

Era: The time-period of game play, determined by the setting of the game. There are four Eras - Fantasy, Near-Modern, Space, and Custom. Each Era has it's own list of Skills available to Characters, causes several Merits and Flaws to act differently, and alters what type of Equipment (and technology) is available.

Fantasy Era: The Era of Play associated with medieval, dark-age, Renaissance, or fictional settings Characterized by low technology and the presence of magic. Uses the Fantasy Era Skill set and Low Technology Equipment.

Flaw: A disadvantage inherent to the Character which limits their abilities in some way. Acquired at Character creation, one Flaw allows the Character to have one additional Merit (up to a total of five (5) Flaws). Can be acquired during play after Character Creation through misadventure; acquiring a Flaw through misadventure does not grant the Character an additional Merit.

Game Master (or GM): The person responsible for running the game. Should have a copy of the rules and an understanding of them; is responsible for laying out a base storyline and giving the Players information about the situations their Characters are in, then resolving those situations with application of the rules.

High Tech: The highest level of technology available. Includes directed energy weapons, space flight, forcefields, and most other elements of technology that are generally considered the realm of Science Fiction.

Incoming Damage: The total Damage that is about to be done by an attack, after all of the factors influencing the Damage have been included. Subtracted from Damage Resistance in a successful attack to make the Damage Resistance roll more difficult.

Lieutenant: (1) A military rank, the lowest of the "Officer" ranks, answering directly to a Captain and commanding directly a Sergeant. (2) In any group of thugs, hirelings, or other NPCs sent to harass or injure the Party, Lieutenants are full-fledged NPCs, possessing a name, Shrugs, and being able to spend their Risk on re-rolls and bonuses as well as Special Abilities. Generally in command of a group of Mooks. Can also apply to any full-fledged NPC in opposition to the party.

Low Technology: The lowest level of technology. Includes swords, spears, bows, wind and oar driven ocean vessels, animal drawn carts, castles, and in some settings, cannon. Essentially medieval technology, with adjustments made for what may have been possible, but not contemplated, at the time.

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Magic: A metaphysical force which can link the Will of a sentient being to an alteration in the structure of reality. Also, the general term for metaphysical energy tapped into by Mages and other practitioners of Magic. Considered more metaphysical than Psionics, which are considered scientific.

Magic Spell: A codified formula for altering reality through an effort of Will. Accessible with the Spell Slinger Merit.

Margin of Success: The difference between the number someone is required to roll to achieve success, and the number on the dice, on a successful roll.

Martial Art: A tradition of combat which develops more effective technique. Allows for feats of combat which appear inexplicable to the uninitiated.

Martial Art Ability: A specific technique of a Martial Art, allowing a combat feat of unusual ability. Accessible with the Martial Artist Merit.

Material Shrugs: The Shrugs of an inanimate object. When the object has taken its total number of Shrugs, it is considered broken, no longer able to fulfill its function. Broken items can be repaired through the use of the Repair skill or Special Abilities. When the object has taken up to two (2) times its total number of Shrugs (but not three (3) times), it is considered irreparable... Special Abilities might be able to restore it, but otherwise, it is good only for scrap material. When the object has taken three (3) times its total number of Shrugs or more, it is considered destroyed. Obliterated. Annihilated. There may be some dust or fragments of it left, but there isn't even anything worth salvaging.

Mechanica: Essentially equipment that is grafted to a Character, or prosthetic replacement which can improve on a Character's original, "natural" capabilities. Accessed with the Moda Mechanica Merit.

Merit: An advantage for a Character, allowing the Character to exceed some limit or exhibit an unusual ability. Special Merits allow the Character to have abilities from a Special Ability list... these Merits are Martial Artist, Mind of Power, Moda Mechanica, Preternatural, and Spell Slinger. Each Character can have five (5) Merits at Character creation. Flaws may be taken to increase this number; for each Flaw that a Character takes (up to five (5)), the Character may receive an additional Merit.

Modern Tech: The median technology level. Includes firearms, internal combustion engines, computer technology, and in some game settings, Cybernetics. Essentially, includes technology that is currently known, including technologies that currently may be only speculative.

Mook: An NPC that has little resistance to being injured or killed. Mooks generally come much cheaper than full-fledged NPCs, have no actual names, and have no Shrugs (a single failed Damage Resistance roll knocks them Unco). While Mooks can have Risk, it is only useful for powering abilities such as Spells or Monster Powers, it cannot be used for re-rolls or bonuses. These are generally thugs and hirelings.

Near-Modern Era: The Era of Play associated with the modern world, from the Industrial Revolution to the near future, as well as fictional settings such as Urban Fantasy and Cyberpunk. Uses the Near-Modern Era Skill set and Modern Tech Equipment.

Non-Player Character (or NPC): A Character presented by, and controlled by, the Game Master.

Party: A group of Characters working towards (a) common goal(s).

Player: The real-life person creating and controlling a Character.

Player Character (or Character, also a PC): The fictional Character created by and controlled by the Player.

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Power: An ability giving one capacities above and beyond those of mortal beings. Usually endemic to an Animal or a Monster. Accessible with the Preternatural Merit.

Psionic Discipline: A specific technique for affecting reality through the use of powers of the mind. Accessible with the Mind of Power Merit.

Psionics: The science of using one's mind to affect reality. Considered a more scientific practice than Magic, which is primarily metaphysical.

Refill!: The process of regaining lost Risk. Also, the word shouted by everyone at the table when a Character manages to regain all of their lost Risk through foolhardy action.

Re-Roll: The re-rolling of a failed, or insufficiently successful, die roll; accomplished with the expenditure of five (5) Risk; a tremendous source of Depletion.

Risk: A secondary statistic, equal to ten (10) times the Character's Will statistic (can be modified through the use of Merits and Flaws). Used to alter probability and effect (allowing the Player to re-roll a failed roll, add bonuses to a roll, increase an attacks' Damage, etc), and also used to power certain Special Abilities. Risk Pool starts at its Maximum at the beginning of each session, can be refilled during the session with some difficulty.

Roll: The roll of 1d20, generating a number between one (1) and twenty (20) which will be compared to a numeric value - often the addition of a Statistic to a Skill with bonuses or penalties applied.

Session: A single unit of game play. Starts when the Players and GM gather at the table to play, ends when everyone goes home; this can take anywhere from two hours to a weekend, if everyone involved is really, really into the game. Adventures may span several sessions.

Shrugs: Shrugs are a secondary statistic equal to one half the Character's Stamina statistic rounded up (can be modified with Merits and Flaws). This is the number of times that the Character can fail a Damage Resistance roll before they become Unco. Some attacks will do so much damage that the Character will take more than one Shrug from a failed Damage Resistance roll. If a Character should take twice their total number of Shrugs in Damage, they are no longer Unco but Dead. If a Character should take three times their total number of Shrugs in Damage or more, they are not merely Dead but Dead as Hell.

Space Era: The Era of Play associated with the far future and Science-Fiction; this Era does not necessarily include space travel. Uses the Space Era Skill set and High Tech Equipment list.

Special Abilities: Abilities purchased from one of the Special lists, which can only be accessed by Characters having Special Merits; Martial Artist, Mind of Power, Moda Mechanica, Preternatural, or Spell Slinger. These abilities allow Characters to exceed limitations in the rules or exhibit impressive powers.

Statistics: The numerical values assigned to a Character's capabilities. There are three varieties of Statistics. Primary Statistics reflect the Character's most basic abilities. There are six of them: Strength, Stamina, Agility, Dexterity, Intelligence, and Perception. Secondary Statistics are based on calculations using the Primary Statistics (and in one case, a skill). There are six of these as well: Shrugs, Speed, Will, Initiative, Damage Resistance, and Risk. Performance Statistics reflect what the Character is capable of as far as basic movement and physical strength. There are six of these also: Running Speed, Standing Broad Jump, Running Broad Jump, Standing High Jump, Running High Jump, and Dead Lift.

Unco: When a Character is at zero (0) Shrugs, they are in danger of becoming Unco - a failed Damage Resistance roll at zero (0) Shrugs will render the Character Unco. The Character is unconscious, badly hurt, and incapable of action. They will remain Unco until they are healed or heal naturally to the point where they have at least one Shrug. A Character that is the victim of a Stun attack can become Unco with Shrugs, meaning that they are unconscious even though they have more than zero (0) Shrugs.. They will recover when they would naturally heal, or are healed, at least one Shrug.

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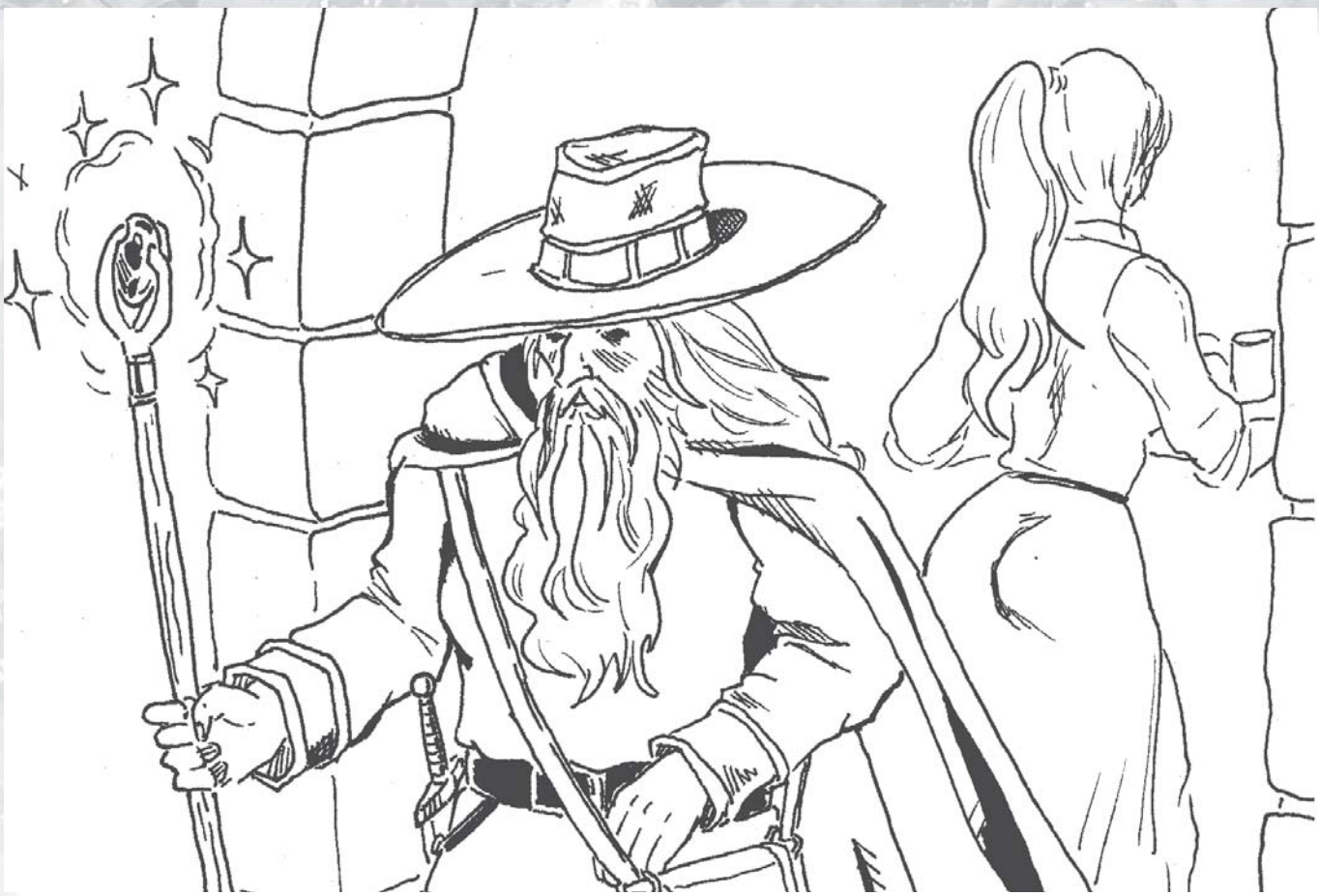

Concepts and Conventions

The Base Mechanic

Accomplishing things in the Victory System is generally done with a single roll of 1d20 (one twenty-sided die). A Statistic, such as Strength or Intelligence, is added to the ranks in a Skill, such as Melee or Computers.

A number of bonuses and penalties may be added to, or subtracted from, this number. Bonuses may come from having exceptional equipment, or being aided in a task. Penalties might come from lacking proper equipment, poor visibility, or hostile conditions.

1d20 is rolled, and compared to the final value. If the roll is equal to, or under, the final value, the roll is a success. The difference between the roll and the final value, on a successful roll, is referred to as the "Margin of Success." This is used in determining the overall degree of success. A high "Margin of Success" is very good, a low "Margin of Success," while still a success, made it by the skin of your teeth.

A roll of a 1 on the 1d20 roll is always a Critical Success. This grants benefits which vary depending on what you were rolling for; it should be spectacular.

A roll of a 20 on the 1d20 roll is always a Critical Failure. This causes complications and difficulties which vary, depending on what you were rolling for.

Some rolls will be Contested rolls. In a contested roll, a Player is rolling against either the Game Master or another Player. In a contested roll, a roll is made for each Character or NPC involved. If one roll is a success, and the other is a failure, the Character with the successful roll automatically wins the contest.

If both rolls are failures, the contest is a "push," and the contestants roll again.

If one roll is a success, and the other roll is a critical success, the Character with the critical success automatically wins the contest.

If one roll is a failure, and the other roll is a critical failure, the contest is a "push," but the Character with the critical failure makes their next roll at a penalty of minus four (-4).

If both rolls in the contest are successes, then the Margin of Success for each roll is compared. The Character with the higher Margin of Success wins the contest.

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If the Margins of Success are a tie, then the contest is a "push," and the contestants roll again.

Dice rolls, however, are not always necessary. If a Character is simply walking down the sidewalk, there is no need to roll to determine success. Nor is there a need to roll to see if a Character chokes while eating a hamburger, or successfully shoots an unconscious, unarmored opponent in the head at point-blank range. These things can be considered "automatic successes," because there is little or no chance of failure.

Dice rolls are for situations where there is a significant chance of failure. Walking across a busy street while traffic is in motion may require a roll. Eating a poisoned hamburger full of ball bearings may require a roll, as might shooting a fully conscious, armored opponent in the head while he is trying to shoot you back.

Rolling against Large Numbers

In the course of the game, a Player may find themselves rolling 1d20 against a number greater than twenty (20). Bonuses and other factors may raise target numbers higher than (twenty) 20.

If the Player is rolling against a number from twenty-one (21) to twenty-four (24), then the roll of a natural twenty (20) on the die is not a critical failure, but it is still a failure. If a Player is rolling against a number of twenty-five (25) or higher, then there is no need to roll at all - this is an automatic success for the Player. The Player may roll 1d20 if they wish, so that they may have the chance of rolling a natural one (1) for a Critical Success, but there is no chance of failure on this roll, even if a natural twenty (20) is rolled.

This is unless the roll is a Contested Roll. Even if one Character has a target number of twenty-five (25) or more, and the other does not, the contest must still be rolled. The Character with the target number of twenty-five (25) or more does not automatically succeed, but can't critically fail. The margins of success are still compared to determine who wins the contest.

For Example: *Our hero, Bob, is rolling off against a massive evil tentacle monster. The tentacle monster's total of Statistic, Skill, and Bonuses is a massive twenty-six (26!). Bob's roll to attempt to get clear, including Statistic, Skill, and Bonuses is fourteen (14). They must still roll a contest in order to determine whether or not Bob will get away.*

The Game Master picks up his 1d20 and rolls for the tentacle monster, rolling a nineteen (19). This is a clear success on the Monster's total of twenty-six (26), with a margin of success of seven (7).

Bob's Player rolls his 1d20, rolling a six (6). 14 – 6 = 8, so Bob has a higher margin of success than the Tentacle Monster. Bob escapes evisceration… this turn.

Rounding

There will be a lot of division done as you play. I mean, there's some math involved in Character creation, but you'll be calculating half of things a lot during game play. Its almost as if we're obsessed with dividing by two.

When numbers are divided such that the result is not a whole integer (there are numbers past the decimal place), we follow standard rounding convention. If your last digit is a four (4) or lower, round down. If your last digit is a five (5) or higher, round up. When dividing an odd number by two (2), you will always round up (because your last digit will always be a five [5]).

For Example: *Dividing three by two (3 / 2) you will get a result of 1.5. The last digit is a 5, so you round up to 2.0.*

Don't worry – none of the math is complex at all. We hate slowing down the fun for numbers – so it's all pretty easy and smooth.

Eras of Play

For flexibility, we've included divisions between common Roleplaying genres in the form of "Eras." There are four in the Victory System - the Fantasy Era, the Near-Modern Era, the Space Era, and Custom Eras.

The Fantasy Era is a low technology, high magic game world which can be used to emulate Fantasy movies, books, and games.

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The Near-Modern Era features technology that is more familiar to the modern day, and can be used to emulate fictional (and real) settings from the modern day to the near future.

The Space Era features high technology, and is designed to emulate Science Fiction settings.

Custom Eras are game settings that don't fall into these categories, or which combine these settings in an unusual fashion; anything from cowboys in space to modern gangs of Orcs and Elves, and anything in between.

Once the Game Master informs the group as to what Era their game will be set in, this determines which set of skills and what equipment is available as a default. It is possible for a Player to make a Character that either comes from another Era, or for some other reason has skills and equipment that is not native to the Era that the Campaign is set in.

Currency

When developing a purchasing system for the Victory System, we stuck with a system we know pretty well - money. Not only equipment but Special Abilities, Improvement, even possibly Statistics can be purchased with a Character's money.

We list the prices for these things in dollars, using the conventional dollar sign ($). This is not to say that this is the hard default currency for every era. The Fantasy Era, for example, may use Silver Pieces (SP), or the Space Era may use Credits (CR). We're going to use dollars as a basis; most folks are familiar with the dollar and can relate to its value.

When referring to the monetary units of other Eras, therefore, one can read the dollar sign ($) as the Era's standard basic currency, whether it's dollars, Silver Pieces, Credits, Quatloos, or what have you.

"The Deal"

Sometimes, a Player will want to do something with their Character that isn't exactly according to the rules of the game. They may want a to make a roll with different attributes than the Game Master has asked for, or they may want some piece of equipment or power that they cannot, at the moment, afford.

If the request isn't TOO unreasonable, the Game Master should consider a "Deal." This is a brief (and I do stress "brief") bit of haggling to see if the Player can get what they want, while providing the Game Master with a way to make the story more interesting at the same time.

Say, for instance, the Player wants some powerful Mechanica legs that they could not possibly afford at Character creation. The Game Master is free to say "well, I could let you have them, but you'd have to take the Flaw that you're Wanted by a gnomish guild that wants their cool clockwork legs back."

That way, if the Player accepts, the Player's Character gets their cool Mechanica legs, and the Game Master has a hook for creating future adventures and adding complications to the storyline.

The Deal is a way for the game to be extremely flexible. It relies on a bit of trust between the Players and the Game Master as well. It allows the Players to use their Character's strengths as much as possible, as well as keeping the game a cooperative activity.

If the Players seem stuck in a situation that they see no way out of, the Game Master is free to announce that "The Deal is in full effect," inviting the Players to try and think of a non-linear and creative way out of their situation.

The Deal can apply in any part of the game, from Character Creation through every aspect of play. A Game Master must be reasonable, but fair and consistent with The Deal. Players may request deals that are unreasonable or somehow extremely ridiculous. The Game Master need have no bad feelings about denying deals of this nature.

For Example: *Cameron's Character is being attacked by a thug that has been set on fire by someone else's attack. The Game Master asks Cameron to make a roll against his Character's Agility Stat plus Acrobatics Skill to avoid the attack.*

Cameron asks if, instead, he can roll against his Strength Stat plus Seduction Skill, so his Character can put on such a sexy display of rippling muscles that the thug can't bear to attack him.

The Game Master rules that a thug, dedicated to attack and, incidentally, on fire, is not in a frame of mind where it is possible to seduce him out of attacking. "No Deal," says the GM, and Cameron must rely on his Agility and Acrobatics to avoid attack.

The Deal may be taken out of play if it is slowing down the game. A Player who is making long-winded attempts at dealing constantly and slowing game play may be cut off from The Deal. A Player who consistently asks for things that are overblown or ridiculous may be cut off from The Deal. The Deal is there to make game play flexible and fun, allowing for possibilities that the Game Master and even the writers of the game have not considered. If it is abused, it may be taken out of play at the GMs option.

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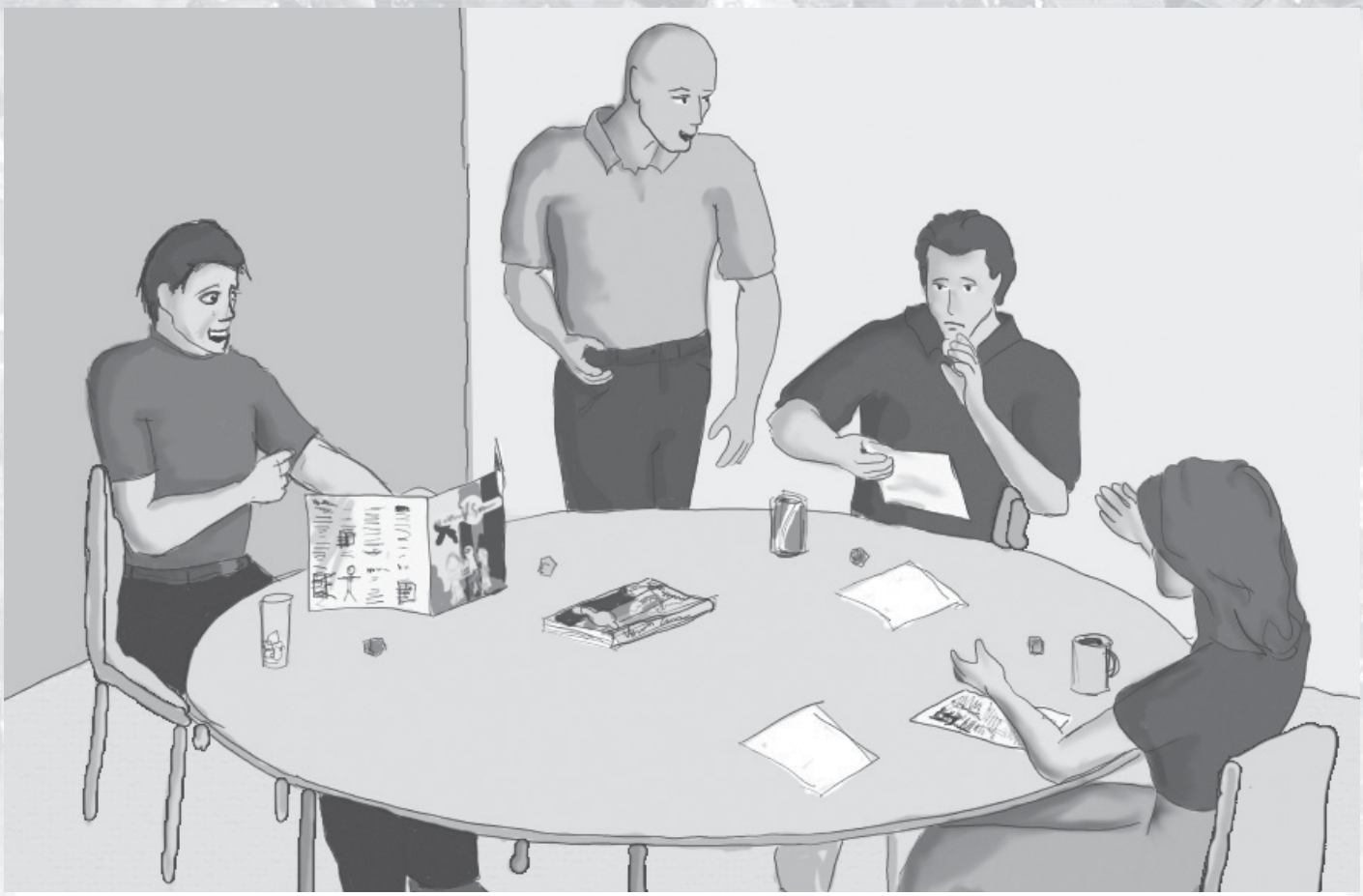

How Do I Do Stuff in the Victory System?

"So," you may be asking yourself, "how do I beat up bad guys and take their stuff?"

There will be a more detailed section on the mechanics of combat and task resolution later, but here are a few common questions that people generally have when they start reading a roleplaying game, with basic answers.

Q: How Do I Roll To Shoot Someone?

Add the Character's Dexterity statistic to the appropriate skill – Bow, Firearms, or what have you. Add or subtract any bonuses or penalties (many firearms have an Accuracy rating. This is added as a bonus). Roll against this total; you're hoping to get a number on the die equal to or (preferably) lower than the total. If your roll is lower than your total, congratulations, you've probably shot someone! Keep track of your Margin of Success (the difference between your total and your roll)... it's important in calculating defense.

Q: How Do I Roll To Hit Someone With A Sword?

Add the Character's Agility statistic to the Character's Melee skill. Add or subtract any bonuses or penalties (most melee weapons have an Accuracy rating – this is added as a bonus). Roll against this total; you're hoping to get a number on the die equal to or (preferably) lower than the total. If your roll is lower than your total, you have successfully attacked. Keep track of your Margin of Success (the difference between your total and your roll)... it's important in calculating defense.

Q: How Do I Roll To Punch Someone?

Add the Character's Agility statistic to the Character's Hand to Hand skill. Add or subtract any bonuses or penalties. Roll against this total; you're hoping to get a number on the die equal to or (preferably) lower than

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the total. If your roll is lower than your total, someone's probably gettin' smacked. Keep track of your Margin of Success (the difference between your total and your roll)... it's important in calculating defense

Q: How Do I Use A Non-Combat Skill?

Add the Character's appropriate Statistic to the skill you want to roll. This will vary depending on the situation you're in – to see if you're being followed, you might roll Perception plus Stealth. To be sneaky yourself, you might roll Agility plus Stealth. The GM will let you know what statistic is most appropriate, but feel free to suggest one yourself. Add or subtract any bonuses or penalties. Roll against this total; you're hoping to get a number on the die equal to or (preferably) lower than the total. If your roll is lower than your total, you have successfully used the skill. Keep track of your Margin of Success in case your use of the skill is contested.

Q: How Do I Defend Myself?

A Character may Dodge any incoming attack that they are aware of. To Dodge, add the Character's Agility statistic to the appropriate skill, usually Acrobatics, Sports, Extreme Sports, or Hand to Hand (feel free to suggest another if you feel it would be appropriate). From this number subtract half of the attack's Margin of Success (rounded up). Roll against this total; you're hoping to get a number on the die equal to or (preferably) lower than the total. If your roll is lower than your total, you have successfully Dodged the attack.

A Character may also elect to Parry an incoming attack if it is a Melee or Hand to Hand attack. The Parrying Character adds their Agility Stat to the appropriate skill, Hand to Hand or Melee. From this number, they subtract half of the attack's Margin of Success. From this number, subtract half of the attacks' Margin of Success (rounded up). Roll against this total; you're hoping to get a number on the die equal to or (preferably) lower than the total. If your roll is lower than your total, you have successfully Parried the attack.

Parrying melee attacks (attacks with weapons) while bare-handed incurs an additional -2 penalty; other situational modifiers may apply. The GM will inform you if any do.

Q: How Do I Calculate Damage?

Damage is a set number, not rolled on dice. For Strength-based attacks, damage is equal to the Character's Strength statistic plus any levels in the Martial Damage skill, plus bonuses from weapons or Special Abilities, if any. For other attacks, damage is listed for the weapon. A small caliber pistol, for instance, does ten (10) points of damage, while a ridiculously huge pistol would do twenty (20).

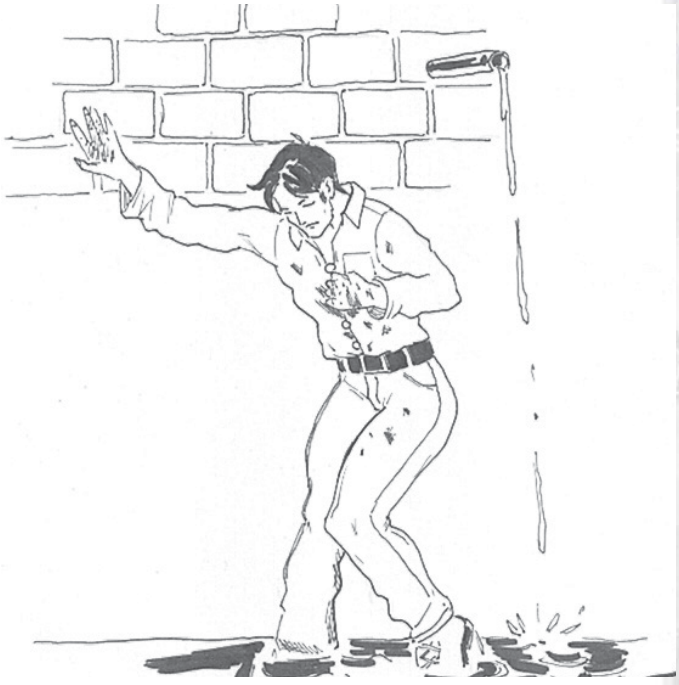
Q: How Do I Take Damage?

Every Character has a derived statistic called Damage Resistance (equal to twice their Stamina). Certain Special Abilities add to Damage Resistance. If the incoming attack is a Hand to Hand attack, or a blunt melee weapon, the Character's Toughness skill is added to the Damage Resistance.

The amount of incoming damage is subtracted from the Damage Resistance, and this new total is rolled against. (Without armor, it is not uncommon to fail this roll on a regular basis, but a roll of natural one (1) will always negate all incoming damage).

If the roll is failed, the Character loses at least (1) one Shrug – they "Shrug off" the damage and can continue acting normally. Some attacks are very large, and may take away more than one (1) Shrug.

Once a Character loses all of their Shrugs, a failed Damage Resistance roll will render them Unconscious. If they should continue to take damage past that point, they are in danger of being rendered Dead or even reduced to the dread state known only as "Dead as Hell."



Q: How Do I Heal?

A Character recovers all of their Shrugs in six (6) hours of sleep or deep rest. A Character may also have a "Healing Ritual," which is some activity that takes at least half an hour which completely heals the Character.

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This could be as simple as meditating in a zen garden for thirty minutes or as complex as washing the blood out of your mouth and making out with a replicant.

Aside from these natural healing processes, Characters with the Medicine skill and the proper equipment can heal Shrugs for themselves or other Players with successful rolls against their Intelligence plus their Medicine skill. There are also Special Abilities which can heal.

Q: What Are Some Common Penalties and Bonuses?

Situation	Penalty
Target has ¼ cover	-1
Target has ½ cover	-2
Target has ¾ cover	-3
Bad lighting (night time out doors)	-1
Horrible lighting (night time indoors)	-2
Total Darkness (night time in a cave)	-4
Point blank range	+1
Short Range	-0
Medium Range	-1
Long Range	-2
Maximum Range	-3
No Tools/Incorrect Tools	-4

A Character can get a bonus to attack for one Turn by "Forsaking Defense." A Character who Forsakes Defense can take no defensive action and does not roll to Dodge or Parry during that Turn; any successful attack roll against them scores a hit. During the Turn in which the Character is forsaking defense, they get a bonus of plus three (+3) on all attack rolls they make.

A Character can get a bonus to defend for one Turn by "Forsaking Attack." A Character who Forsakes Attack can make no attacks during that Turn as they are focusing entirely on not getting hit. During the Turn in which the Character is forsaking attack, they get a bonus of plus three (+3) on all defensive rolls, whether Dodging, Parrying, or using some Special Ability to defend themselves.

Weapons with an Accuracy statistic add that statistic to all attack rolls made with them, as well as any rolls to Parry with them (if they are a Melee weapon).

Quality equipment can give a bonus from plus one (+1) to the very rare plus five (+5).

Characters can also get bonuses to attack, defense, and the use of skills by spending Risk Points – see below.

Q: How Do I Spend Risk Points?

Glad you asked. Risk is that metaphysical "something" that gives the Player Character a minor edge over the Universe. A Character has only so much Risk to spend in any one game session, equal to ten times their Will statistic. Risk can be spent in the following ways.

Risk Use	Cost
+1 to a roll	3
+2 to a roll	6
+3 to a roll	10
+1 to damage	3
+5 to damage	6
DOUBLE damage	10
Heal One Shrug*	5
Miraculously find vital equipment	10
Re-Roll a failed roll	5

*once a Character has healed one Shrug using Risk, they cannot heal another until they have taken more damage.

Risk is also used to power a number of Special Abilities, particularly Magic Spells. Risk is commonly burned in making "Deals" with the Game Master to exceed a Character's abilities in times of stress or high action.

Q: How Do I Get Risk Points Back?

All Risk is completely refilled at the beginning of each game session. If you need more Risk before the end of the game, you're going to have to take a chance – the resource *is* called "Risk," after all.

As long as the Character has one (1) Risk Point left, they can perform a crazy, stupid, amazingly dangerous action WITHOUT THE BENEFIT OF USING ANY RISK POINTS. Whether they succeed or fail, they get back a certain number of Risk points, depending on how dangerous the action was.

If the Character performs a dangerous action that might cause them one Shrug of damage if they fail, they will get back ten (10) Risk points, whether they succeed or fail.

If the Character performs a dangerous action that might cause them three (3) Shrugs of damage if they fail, they will get back half of their maximum number of Risk Points, whether they succeed or fail.

If the Character performs an amazingly ill-advised, completely stupid action that would cause them five (5) Shrugs of damage if they fail (and one (1) Shrug if

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they should succeed!), they will get back all of their Risk Points , whether they succeed or fail. This is called a , and if one occurs, people around the table should shout "REFILL!" (These moments should be times of great celebration).

Characters with Special Merits can get their Risk back by performing quick rituals in which they metaphysically implore the Universe to refill them, risking a number of Shrugs to get back a portion of their Risk. The exchange rate is the same as for performing a dangerous and ill-conceived action to get one's Risk back, but the process is more dignified.

Q: How Do I Make a Character?

This is covered in detail in the next chapter, and there's a Quick Reference for it in Appendix IV (page 281), but here are the very basics.

Start by coming up with a Character concept.

Once you have a concept, you'll need to roll up some statistics. There are six basic statistics which range from 4 to 10; these can be rolled randomly or acquired with a purchase system.

Once you have your basic statistics, you can select five (5) Merits - enhancements that give the Character bonuses or access to Special Abilities.

You can add up to five (5) Flaws to the Character - Character defects that give the Character penalties, and make the Character more interesting to play. For every Flaw that you add to the Character, you can add one (1) additional Merit.

Next, you have forty (40) Skill Points to put into the Character's Skills (some Merits may increase this number, some Flaws may decrease it).

Then it is time to spend the Character's Budget. As a default, Characters start out with fifty thousand dollars ($50,000.00) in cash (some Merits and Flaws may alter this amount), although the GM can offer more or less money as starting cash to alter the level of play. Starting cash can be used to purchase improvements to Statistics, additional Merits, and Skill levels, for starters. Then there is equipment, and if the Character has the right Merits, they might be able to purchase Mechanica (Artificial Parts), Martial Arts abilities, Magic Spells, Psionic Disciplines, and/or Super Powers.

Calculate the Character's secondary statistics, and the Character's physical performance; these calculations are provided on the Character sheet.

Come up with a name, and you're ready to go!

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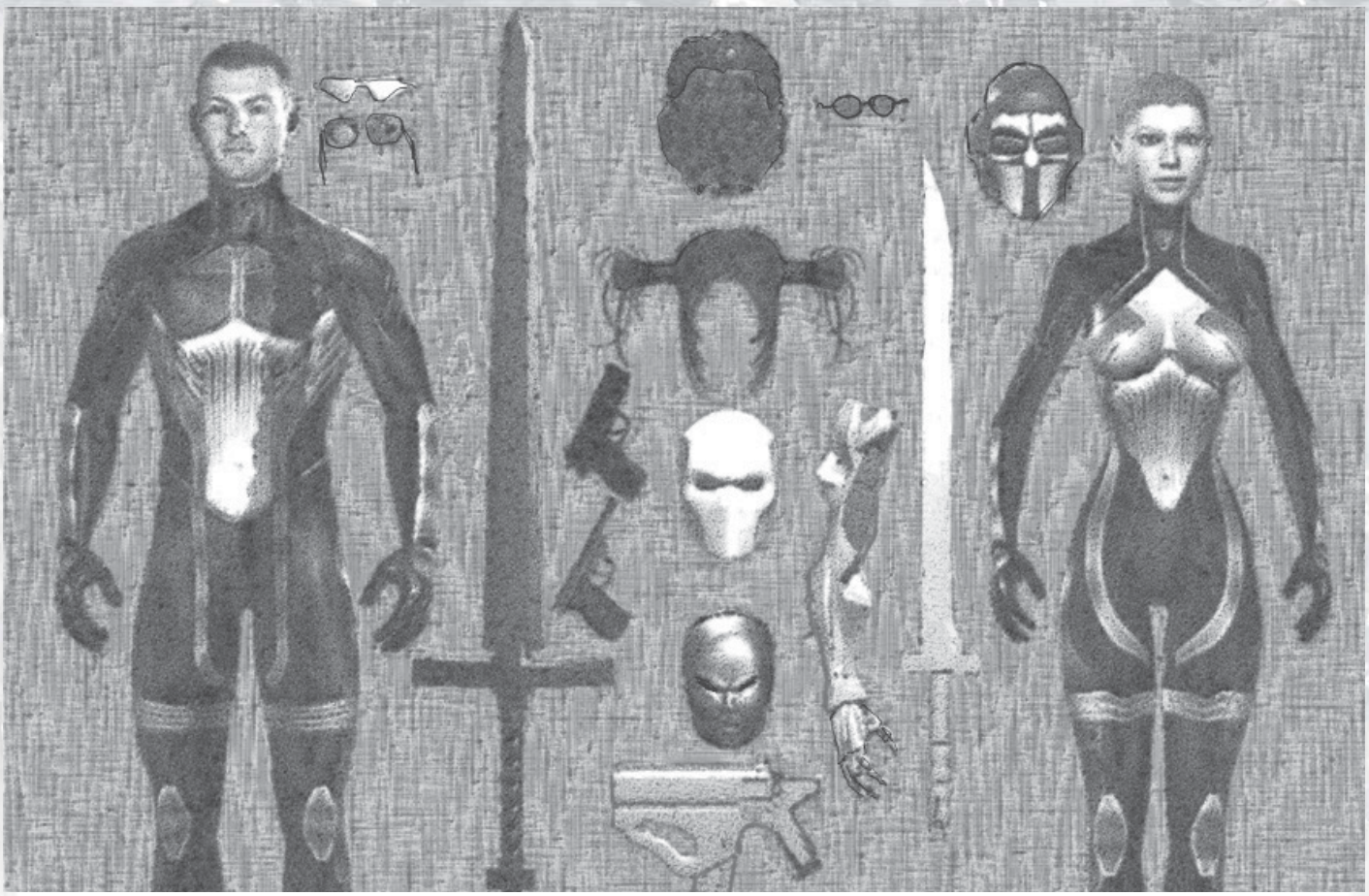

Character Generation

Setting and Concept

The first step in creating a Character is knowing what setting the game is going to be in. The Game Master will let the Players know whether the setting is in the Fantasy, Near-Modern, Space, or a custom Era. This is important to know because each Era has a different set of Skills, and causes some Merits and Flaws to act differently.

The next and, arguably, most important part of a Character is the part that never appears on the Character sheet. Before you even start rolling dice, you'll want to have some sort of Character concept in mind. It doesn't have to be very detailed or fully fleshed out, it just has to be a rough idea of who and what this Character is going to be.

Is the Character a mage, or a student of ancient pistol techniques? Are they employed by a guild, or a town guard, or do they make their living by adventuring? Do they stay within the law, or are they an edge-driven loner out for vengeance?

If you're getting stuck for concept, sit back and watch a few of your favorite films, or read you favorite novel. This system is designed to help you emulate the qualities of cinematic and literary Characters, so pick and choose the things that you like from your favorite Characters. Mysterious ranger with a dark secret? Can do. Leather-clad nomad biker getting by on a shotgun and a prayer? It's in here. Alien robot? Entirely possible.

Remember that there are a lot of options for special abilities in this game, including Martial Arts abilities, Magical spells, super Powers, Psionics, even having artificial limbs and organs. Let your imagination roam around a little.

Another source of inspiration is a good chat with the Game Master. They probably have some idea of what types of Characters would work well in their story line. They might have a suggestion for you, or some idea of what would work well.

The other Players at the table are also a good source of ideas. You might want to make a Character to fill a void in the team. "We've got two fighter types, a magic user with plenty of healing, and someone who can unlock anything. We probably need some battle magic or an archer."

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Also remember that, while you can create a "combat monster" Character who is capable of hacking his way through a clan of Ninjas with a butter knife and a mean smile, there are usually a multitude of ways to get around a problem. It never hurts to have good medical skills, stealth, lore, or even cooking and cleaning.

The most important question you can ask yourself when you are coming up with your Character concept, however, is "what will I have the most fun with?" At the end of the day, you want to have a good story. What kind of Character can you play that you'll connect with, and have a good time with? What will make you yell and jump up from the table when you have a great success or a great failure?

The Game Master may give the Players limits on certain things, such as how high a Character's Damage Resistance can go. This is generally done to help the GM control the feeling or "flavor" of the campaign, whether it's a "street level" down and gritty game or a super heroic highly cinematic action smash-fest. If a Player really wants to exceed the limits placed on certain statistics by the Game Master, this is certainly a time when "The Deal" is in play. Just be careful what you ask for... because a good Game Master will make absolutely sure that you end up needing to have it.

Concept firmly in hand, it's time to put statistics on the sheet.

Basic Statistics

There are six base (primary) statistics. They are:

- Strength
- Stamina
- Agility
- Dexterity
- Intelligence
- Perception

Strength: This is a measure of the Character's sheer physical power. The higher a Character's Strength, the more weight they can lift and carry, and the more damage they can do in melee or hand to hand combat

Stamina: This is a measure of the Character's physical toughness and reserves of endurance. The higher a Character's Stamina, the more damage they can resist, and the more stress they can endure (including mental stress).

Agility: This is a measure of the Character's gross motor abilities. It governs "whole body" movement, such as dodging, acrobatics, and melee attacks. The higher a Character's agility, the easier it is for them to perform complex acrobatic maneuvers, ride a horse, or strike in hand to hand combat.

Dexterity: This is a measure of the Character's fine motor abilities. It governs movements of the hands and/or fingers, or other extremities, such as lock picking, marksmanship, or sewing. The higher a Character's Dexterity, the easier it is for them to fire a bow accurately, repair clockwork, or manipulate a lock. Dexterity is also a factor in the Character's physical quickness, in speed and reaction time.

Intelligence: This is a measure of the Character's aptitude for knowledge and deduction. A Character with a higher Intelligence score has a better chance to know an obscure fact, deduce a conclusion from several clues, or understand a puzzle. It also partially governs the Character's ability to cope with mental stress.

Perception: This is a measure of the Character's ability to observe the world around them with their various senses. A Character with a higher Perception score can observe a greater amount of details in a smaller amount of time, hear more distinctly and clearly, and touch, taste, and smell more information than Characters with low Perception scores. Perception is also a factor in how quickly a Character can react.
For Player Characters, each statistic will range from (four) 4 to ten (10). NPCs may have statistics lower than four (4).

Stat	Equivalent
1	Weakling, mentally deficient, sickly, near coma
2	Average stat of the four-year-old child
3	Considered disadvantaged, unhealthy
4	Low average, the common man's stat
5	Average. You perform at a C level
6	Above average. You are slightly more talented than the people around you.
7	Considered strong, fast, agile, or intelligent. A cut above.
8	A true contender, capable of engaging in professional competition.
9	A superman/woman. Considered to be an example of the statistic.
10	The peak of human capability, close to perfection.

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There are three methods for determining base statistics, two of which involve rolling 1d20 and comparing the result to the following chart to determine the statistic. The method that you use to roll the Character's base statistics should be determined by the entire group and approved by the GM.

D20 roll	Statistic
1-2	10
3-4	9
5-7	8
8-12	7
13-16	6
17-18	5
19-20	4

Method One: Standard Statistics – Method one is to roll one set of six numbers (6 rolls in all), then distribute the six numbers among the six statistics.

For Example: *When rolling up Bob the Example Character, we roll six numbers, getting a result of 7-8-8-4-7-10. We assign the numbers to the six statistics: the four goes into his Strength, one of the sevens goes into his Stamina. We put the ten into Agility and one of the eights into Dexterity. Finally, we put the remaining seven into Intelligence and the remaining eight into Perception.*

Statistic	Value
Strength	*4*
Stamina	*7*
Agility	*10*
Dexterity	*8*
Intelligence	*7*
Perception	*8*

Method Two: Hard Core – Method two is to roll one number for each statistic in order.

For Example: *We roll a number for Strength – we get a 6. We roll a number for Stamina - we get a 7. We roll a number for Agility – we get a 8. We roll a number for Dexterity – we get a 6. We roll a number for Intelligence – we get a 4 (ouch!). We roll a number for Perception, we get a 6.*

Statistic	Value
Strength	*6*
Stamina	*7*
Agility	*8*
Dexterity	*6*
Intelligence	*4*
Perception	*6*

When rolling up a Character Hard Core, the Character receives a bonus Merit (starts with 6 Merits instead of only 5 Merits).

Method Three: Purchased Statistics – Method three is much less random than the first two methods. Rather than rolling dice to determine statistics, the Character starts with all stats at four (4), and then has a budget of thirty-five thousand dollars ($35,000.00) to purchase higher stats, using the following purchase charts.

Stat Purchasing

Stat	Strength, Stamina	Agility, Dexterity, Intelligence, Perception
5	$500.00	$1,000.00.00
6	$1,500.00	$3,000.00.00
7	$3,500.00	$7,000.,00.00
8	$7,500.00	$15,000.00.00
9	$15,500.00	$31,000.00.00
10	$31,500.00	$63,000.00.00

As a note, thirty-five thousand dollars ($35,000.00) is enough to purchase a statistic of seven (7) in all stats.

Any of the Statistic budget that is not spent CAN be added to the Character's Starting budget.

Method Three is the default method for generating the statistics of artificial beings such as Golems and Androids. It can be used for naturally born PCs with the GM's permission.

Derived Statistics

These are statistics that are based on the primary Statistics. These may change later in Character Generation as the result of taking Merits, Flaws, or the purchase of Special Abilities.

Shrugs: This is the number of failed Damage Resistance (DR) rolls that the Character can "Shrug off" before they are in danger of falling Unco (Unconscious). The base value for Shrugs is Stamina divided by two.

Shrugs = Stamina / 2

Speed: A general measure of the Character's physical speed. This number, multiplied by 4, is the number of feet that the Character can run in one turn (five seconds). The base value for Speed is Agility plus Dexterity. Any ranks in the Running skill are added to the value for Speed.

Speed = Agility + Dexterity + Running skill

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Will: This is the Character's base statistic for mental effects. This is used to resist mental stresses of all kinds including torture, psionic and magical powers affecting the mind, and horror or emotional stress. The base value for Will is Intelligence plus Stamina, divided by two.

Will = (Stamina + Intelligence) / 2

Initiative: This is a measure of how quickly the Character reacts, particularly in combat. It is used primarily to calculate the order in which Player Characters and NPCs may act during combat, higher Initiatives having a better chance of acting first. The base value for Initiative is Perception plus Dexterity, divided by two.

Initiative = (Perception + Dexterity) / 2

Damage Resistance: This is a measure of how easy or difficult it is to damage the Character. Incoming damage is subtracted from the Character's Damage resistance before a Damage Resistance roll is made. The base value for Damage Resistance is the Character's Stamina multiplied by two.

Damage Resistance = Stamina x 2

Risk Points: This is a measure of a Character's personal metaphysical strengths. It measures how much "energy" a Character has to expend in using magic, psionics, chi, or in sheer ball-brazenness. The base value for Risk Points is the Character's Will times ten.

Risk = Will x 10

Performance Statistics

These statistics measure the Character's physical performance, such as running speed, jumping heights and distances, and how much they can lift. They are covered in the chapter on Physical Performance (page 57). The calculations for determining them are included on the Character Sheet and the QuickRef Appendix (page 281).

Merits and Flaws

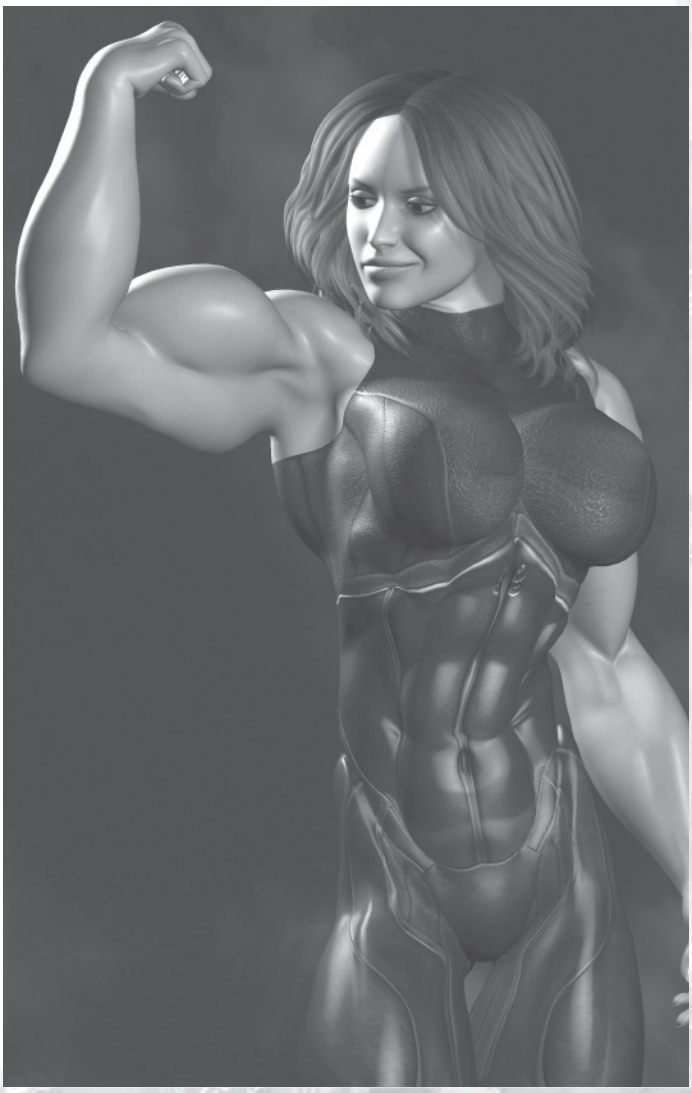
Merits are qualities which give a Character an advantage; whether it is in combat, movement, social situations, or what-have-you.

Characters start with five (5) Merits... attributes that give the Character an edge in a particular area. If the Character was rolled up Hard Core (Method 2), they start with six (6) Merits. Merits are chosen from the list on the following pages. Some Merits are mutually exclusive; if one Merit makes it impossible to select another Merit, that is noted in the Merit's description. Some Merits can be taken more than once - this is also noted in the Merit's description.

There are five Merits which are designated as "Special Merits." These Merits give the Character access to Special Abilities; things such as possessing Mechanica, knowing special Martial Arts abilities, or being able to use Magic. These Special Merits give the Character access to skills that are otherwise not available.

Characters may also receive up to five (5) more Merits by taking up to five (5) Flaws. Flaws are inherent disadvantages to the Character, such as being physically more frail or having a smaller pool of points to spend on Skills. One (1) Flaw makes it possible to select one (1) more Merit. Some Flaws are mutually exclusive; if one Flaw makes it impossible to select another Flaw, that is noted in the Flaw's description. Some Flaws can be taken more than once - this is also noted in the Flaw's description.

Some Merits and Flaws are also mutually exclusive; again, this is noted in the descriptions of the individual Merits and Flaws.



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Merit List

Ambidexterity
Athlete
Bad-Ass
Bestial Affinity
Comely
Coping Mechanism (l)
Crafty
Deadly Aim
Drink Like a Fish
Eat Like a Bird
Era-Wise
Fast
Fast on the Draw
Fit as a Fiddle
God of Reloading
Haymaker
Higher Tech
Highest Tech
Homemaker
Iron Will
Jackrabbit (l)
Kick Like a Mule
Knowledgeable
Martial Artist (s)
Master Cook
Mind of Power (s)
Moda Mechanica (s)
Natural Engineer
Night's Eyes
Polyglot (l)
Preternatural (s)
Pro Jumper
Pro Lifter
Pro Runner
Quick
Really Skilled (m)
Rich (m)
Riskful (m)
Spell Slinger (s)
Spy
Steel-Trap Mind
Striking Presence
Supple Lover
Tough as Hell (m)
Transporter
Well-Funded (m)

Notes:
(l) Leveled: This Merit can be taken up to three times
(m) Multiple: This Merit can be taken any number of times
(s) Special: This is a Special Merit

Flaw List

Asthmatic
Bad Cook
Bad Driver
Blood Feud (l)
Can't Jump
Can't Stay Dressed
Cheap Drunk
Delicate Feet
Delicate Hands
Dishonored (v)
Doubtful Presence
Dyslexic
Fashion Victim
Forgetful
Frigid
Horrific Slob
Infertile
Lower Tech
Lowest Tech
Malleable
Mental Malfunction (v)
Nervous Stomach
OCD (v)
Owned
Personal Dedication (v)
Phobic
Physical Impairment (v)
Poor (m)*
Prude
Psycho
Range Challenged
Riskless (m)
Self-Imposed Limitation (v)
Sidereal
Socially Unacceptable (v)
Squeamish
Stands Out
Strongly Scented
Swims like a Brick
Ugly
Unskilled (m)**
Very Fertile
Wanted (v)
Weak as Hell (m)***

Notes:
(l) Leveled: This Flaw can be taken up to three times
(m) Multiple: This Flaw can be taken any number of times
*Poor can be taken only up to five (5) times
** Unskilled can only be taken up to eight (8) times
*** Weak as Hell can't take a Character below Zero (0) Shrugs
(v) Varied: This Flaw can be taken multiple times - each time referring to a different variable

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Merit Descriptions

Ambidexterity: The Character can use both the right and the left hand equally well, and wield two weapons at the same time with no penalty. The Character can take one additional attack a round at no multiple action penalty.

Athlete: Characters with this Merit have a natural aptitude for Athletic activities of all sorts. With this Merit, the Character adds a bonus of one (+1) to all skills in the Athletics category. This CAN raise the ranks in an Athletics skill above the limit of six (6) ranks.

Bad-Ass: The Character is proficient in the arts of killing people and breaking things. They receive a plus one (+1) to all skills in the Combat category. This CAN raise ranks in a Combat skill above the limit of six (6) ranks.

Bestial Affinity: The Character has an inherent rapport with animals, and gain a plus three (+3) on any roll for dealing with animals, whether they are riding them, attempting to communicate with them, or tracking them. It does NOT apply as a bonus in combat against animals.

Comely: (Prerequisite – Character may not have the Ugly Flaw) The Character is particularly attractive, drawing attention and turning heads. This conveys a bonus of plus two (+2) to rolls in which their appearance can reasonably make a difference, such a Seduction rolls to attract attention, Communication rolls to sway a crowd, or Streetwise rolls to get into exclusive parties. Comely people can get into places that people of average or bad appearance simply can't.

Coping Mechanism: (Prerequisite – Character cannot have the "Malleable" Flaw) (This Merit can be taken up to three times). Normally, it requires a week of time under the care of a psychologist or psychiatrist in order to recover a point of Will lost to psychological trauma. The Character with this Merit recovers lost Will points on their own, without the need for a mental health professional (and their weekly Intelligence plus Psychology or Medicine roll). The speed with which the Character recovers lost points of Will depends on how many times this Merit is purchased.

Number of "Coping Mechanism" Merits	Recovers one lost Will point in…
1	One Week
2	One Day
3	One Hour

Crafty: The Character has an aptitude for artistic expression and crafting of all kinds. They receive a plus one (+1) to skills in the Craft category. This CAN raise ranks in a Craft skill over the limit of six (6) ranks.

Deadly Aim: The Character with this Merit has a knack for hitting a target where they want to hit it. Deadly Aim reduces all penalties for Called Shots by two (2) (i.e. - normally, a called shot to the Head is a penalty of minus three [-3]. With this Merit, the penalty becomes a mere minus one [-1]).

Drink Like A Fish: (Prerequisite – Character may not have the "Cheap Drunk" Flaw) The Character can drink more alcohol without ill effects than the average person. When rolling Stamina plus Toughness to determine whether the Character is drunk, the Character with this Merit receives a plus four (+4) Bonus.

Eat Like A Bird: The Character does not need to eat nearly as much food to be satisfied and nourished as the average person. A Character with the Eats Like a Bird Merit need eat only one (1) full meal a day, or two (2) or three (3) small snacks, in order to remain healthy.

Era-Wise: The Character has a fundamental and historical understanding of how things work, and therefore does not suffer the minus three (-3) Penalty for working with Equipment from an Era earlier than their own: Near-Modern Era Characters with this Merit do not suffer the penalty for using Fantasy Era equipment, and Space Era Characters with this Merit do not suffer the penalty for using Near-Modern or Fantasy Era Equipment.

Fast: The Character reacts to situations faster than the average person. Characters with this Merit add thee (+3) to their Initiative.

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Fast on the Draw: Characters with this Merit need not spend an action to draw a weapon, but rather, draw their weapons as a Free Action. In situations where the Character is entering combat but has not yet drawn their weapon, this gives a plus five (+5) to Initiative.

Fit as a Fiddle: The Character is extremely resistant to disease. When rolling to resist being affected by a Disease, the Character enjoys a bonus of plus three (+3).

God of Reloading: The Character is so proficient at reloading a ranged weapon that it takes them no time at all to reload an arrow or crossbow bolt, or even a magazine for a clip fed firearm. Characters with this Merit must still keep track of the total number of shots fired from their inventory, but they never have to worry about taking a turn to reload. (If the Character is using a Revolver, they can continue to reload without taking a turn to do so if they have a supply of Speed Loaders for their revolver).

Haymaker: (Prerequisite – Character may not have the "Delicate Hands" Flaw) For whatever reason, Characters with this Merit can punch harder, for more damage, than the average Character. Characters with this Merit do one (1) additional Shrug of damage when successfully landing a Hand to Hand attack declared as a Punch or other hand strike (i.e. - does not affect the performance of kicks or foot strikes).

Higher Tech: The Character has access to, and understanding of, equipment of a higher level of technology than the average Character. In the Fantasy Era or a Custom Era where the default level of technology is Low Technology, this gives the Character access to the Modern Tech equipment list and use of the Modern-Era skill list, In the Near-Modern Era, or a Custom Era where the default level of technology is Modern Tech, this gives the Character access to the High Tech equipment list and use of the Space Era skill list.. If this is used in a Fantasy (or low tech) campaign, the Character is treated as if they were created in a Near-Modern Era Campaign. If used in a Near-Modern Era Campaign, the Character is treated as if they were created in a Space Era Campaign. This Merit is not available in the Space Era, or a Custom Era where the default level of technology is High Tech.

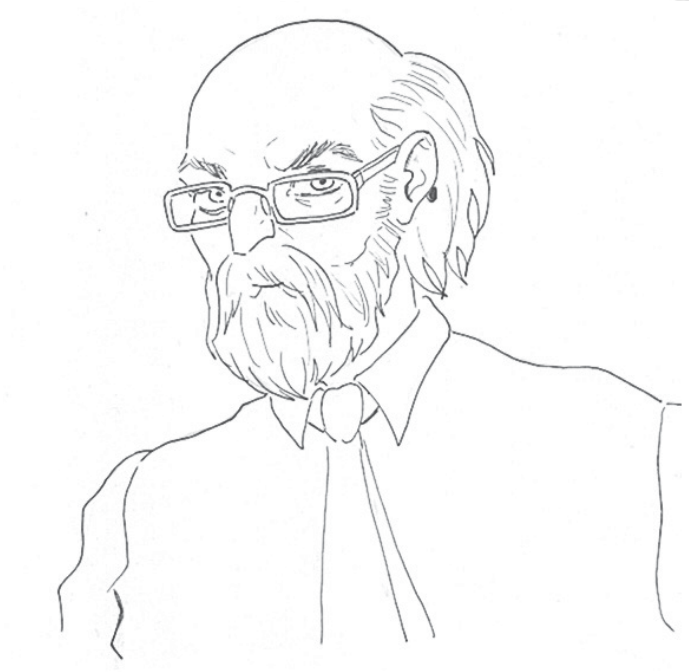
Highest Tech: (Prerequisite – Character must have the Higher Tech Merit) The Character has access to, and understanding of, equipment of a higher level of technology than the average Character. Available only in the Fantasy Era or a Custom Era where the level of technology is Low Technology, this gives the Character access to the High Tech equipment list and use of the Space Era skill list. They are treated as if they were created in a campaign in the Space Era.

Homemaker: (Prerequisite – Character may not have the "Horrific Slob" Flaw) The Character has an uncanny knack for cleaning things up. The Merit confers a plus three (+3) bonus to the Cleaning skill. Any room that the Character occupies for an hour or more will suddenly seem to have been professionally cleaned, and it will seem impossible to render the space untidy.

Iron Will: Characters with this Merit have more sheer Willpower than the average Character. Characters with this Merit add a bonus of plus three (+3) to their Will.

Jackrabbit: (Prerequisite – Character may not have the "Delicate Feet," or any Physical Impairment Flaws affecting the Character's legs or ability to move) (This Merit may be taken up to three (3) times) The Character is exceptionally good at Jumping. For each time that the Character has this Merit, the Character adds three (3) feet to their horizontal jumping distance and one (1) foot to their vertical jumping height.

Kick Like A Mule: (Prerequisite – Character may not have the "Delicate Feet" Flaw) For whatever reason, this Character can kick harder, for more damage, than the average Character. Characters with this Merit do one (1) additional Shrug of damage when successfully landing a Hand to Hand attack declared as a Kick or foot strike (i.e. - does not affect the performance of punches or hand strikes).



Knowledgeable: The Character has an aptitude for book learning and a knack for scientific thought. They receive a plus one (+1) to all skills in the Knowledge category. This CAN raise ranks in a Knowledge skill over the limit of six (6) ranks.

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Martial Artist: Character may purchase items off of the "Martial Arts" List, and has access to the "Martial Arts" skill.

Master Cook: (Prerequisite – Character may not have the "Bad Cook" Flaw) The Character has a knack for preparing food. This Merit confers a bonus of plus three (+3) to the Cooking skill. Even if there does not appear to be adequate equipment, the Character can generate a full meal of nourishing and tasty food.

Mind of Power: (Prerequisite – Character may not have the "Moda Mechanica" Merit) Character may purchase items off of the "Psionics" list, and has access to the "Use Psionics" skill.

Moda Mechanica: (Prerequisite – Character may not have "Mind of Power" or "Spell Slinger" Merit) The Character may purchase items from the "Mechanica" List, and has access to the "Use Mechanica" skill.

Natural Engineer: Characters with this Merit are amazingly fast at the tasks of construction, fabrication, and repair. When a Character with this Merit is using any of these skills, the time necessary to complete the tasks shifts four (4) spaces up on the Time and Tasks chart (i.e. - tasks measured in months take weeks, tasks measured in weeks take days, tasks measured in days take hours, etc.).

> When making their own versions of equipment, not only do Natural Engineers do it four steps faster on the Time and Tasks chart, but they also do it at one-tenth (1/10) the materials cost.
>
> If a Character with this Merit has no tools whatsoever available for repairing, fabricating, or constructing, they can still perform the tasks without penalty if they take the full time required, rather than shift four (4) spaces up on the Time and Tasks chart.

Night's Eyes: Characters with this Merit have extremely good night vision. All penalties for darkness are reduced by two (2) (i.e. - Total Darkness is normally a penalty of minus four (-4); Characters with this Merit suffer only a minus two (-2)).

Polyglot: (This Merit may be taken up to three times) The Character has the ability to speak more than one language. Every Character has a "Native" language. A Character who has the Polyglot Merit one (1) time can speak a small number of languages - they are assumed to be fluent in languages that they are likely to encounter in their local community. A Character who has the Polyglot Merit two (2) times is considered Polylingual – they are assumed to be fluent in just about every language commonly encountered in the world in which they live, but not dead or alien languages. This would be appropriate for world travelers and students of linguistics. A Character who has the Polyglot Merit three (3) times is considered Omnilingual – there is no language that they cannot communicate in. Even if they encounter a brand new and language never before encountered by anyone they may have been able to learn from, they can pick it up after listening to a few sentences or studying a few scraps of text. Even languages not native to their race come easily to Omnilingual Characters, after an hour or so of study.

Preternatural: Character may purchase items from the "Powers" list, and has access to the "Use Powers" skill.

Pro Jumper: (Prerequisite – Character may not have the "Asthmatic" Flaw) Characters with this Merit are professionally trained to expend their energy with efficiency while jumping. When trying to get a "Burst of Speed" for a long or high jump, a successful "Burst of Speed" roll will not cost the Character ten (10) Risk, although a critically failed "Burst of Speed" roll will still cost the Character ten (10) Risk.

Pro Lifter: (Prerequisite – Character may not have the "Asthmatic" Flaw) Characters with this Merit are professionally trained to expend their energy with efficiency while lifting. When trying to get a "Burst of Strength" for lifting, a successful "Burst of Strength" roll will not cost the Character ten (10) Risk, although a critically failed "Burst of Strength" roll will still cost the Character ten (10) Risk.

Pro Runner: (Prerequisite – Character may not have the "Asthmatic" Flaw) Characters with this Merit are

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professionally trained to expend their energy with efficiency while running. When trying to get a "Burst of Speed" for running, a successful "Burst of Speed" roll will not cost the Character ten (10) Risk, although a critically failed "Burst of Speed" roll will still cost the Character ten (10) Risk.

Pro Thrower: (Prerequisite – Character may not have the "Asthmatic" Flaw) Characters with this Merit are professionally trained to maximize the efficiency of their throws. When trying to get a "Burst of Strength" for throwing distance, damage, or both, a successful "Burst of Speed" roll will not cost the Character ten (10) Risk (or fifteen (15) Risk, in the case of trying to , although a critically failed "Burst of Strength" roll will still cost the Character ten (10) (or fifteen (15)) Risk.

Quick: Characters with this Merit are naturally a little more fleet of foot than the average Character. Characters with this Merit gain a plus three (+3) Bonus to their Speed.

Really Skilled: (This Merit may be taken multiple times) For each time the Character has this Merit, they have ten (10) additional points to spend on skills.

Rich: (Prerequisite – Character may not have the Poor Flaw. This Merit may be taken multiple times) For each time the Character has this Merit, their Budget increases by ten thousand dollars ($10,000). Also, Characters with at least one (1) "Rich" Merit do not have to worry about day to day purchases, such as food… they simply have enough extra handy cash to cover these expenses. Characters with the "Rich" Merit twice (2x) do not have to worry about housing or insurance – they can easily afford a small two to three bedroom house or a large apartment. With the "Rich" Merit four (4) times, the Character simply does not worry about non-equipment purchases… he simply goes out and gets things such as horses, boats, manor houses, and small secret lairs. If the Character has any more than four (4) "Rich" Merits, they are considered one of the world's wealthiest people, and easily fit into high society and exclusive organizations.

Riskful: (Prerequisite – Character may not have the "Riskless" Flaw) (This Merit may be taken multiple times) This Character seems to be able to push the envelope and take more chances than other Characters. For every time this Merit is taken, the Character's Maximum number of Risk Points is increased by ten (10).

Spell Slinger: (Prerequisite – Character may not have the "Moda Mechanica" Merit) Character may purchase items off of the "Magic Spells" List, and has access to the "Do Magic" skill.

Spy: This Character has a knack for skills involving stealth and guile. Characters with this Merit gain a plus one (+1) Bonus to all skills in the Espionage category. This Merit CAN raise the ranks in an Espionage skill above the limit of six (6) ranks.

Steel-Trap Mind: (Prerequisite – Character may not have the "Forgetful" Flaw). Characters with this Merit rarely forget anything – they have a photographic memory. Any time the Player of a Character with this Merit forgets something, the GM or other Players must remind them of the forgotten information out of Character. It would be useful for the Player of a Character with this Merit to take notes during play.

Striking Presence: Something about the Character with this Merit commands a little more attention and respect. Rather than being a matter of the Character's appearance, this is a question of the Character's bearing being particularly noble, powerful, or compelling. Characters with this Merit receive a bonus of plus two (+2) to social rolls where their powerful personality comes into play (which will be just about any roll to interact socially).

Supple Lover: (Prerequisite – Character may not have the "Frigid" or the "Prude" Flaw) The Character has a knack for bringing a partner to the peaks of sexual pleasure. This Merit confers a plus three (+3) bonus to the Seduction skill when it is used to determine the quality of one's performance during sex.

Tough As Hell: (This Merit May be taken Multiple Times) For each time the Character has this Merit, the Character gains one (1) additional Shrug.

Transporter: Characters with this Merit have a natural knack for driving, flying, sailing… any operations of vehicles whatsoever. With this Merit, a Character gains a plus one (+1) to all skills in the Transport category. This CAN raise the ranks of a Transport skill above the limit of six (6) ranks.

Well-Funded: (This Merit may be taken up to five times). For each time the Character has this Merit, they receive an additional fifteen thousand dollars ($15,000.00) in Starting Budget.

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Flaw Descriptions

Asthmatic: (Prerequisite – Character may not have the Pro Jumper, Pro Lifter, Pro Runner, or Pro Thrower Merits) The Character has breathing difficulties and cannot use energy as efficiently as possible. When attempting to get a "Burst of Speed" or "Burst of Strength" when running, jumping, lifting, or throwing, the Character loses twenty (20) Risk on a successful attempt, and thirty (30) Risk for a critical failure. The Character can still lose only ten (10) Risk on a critical success, if they choose.

Bad Cook: (Prerequisite – Character may not have the "Master Cook" Merit) A Character with this Flaw is less capable of preparing food in any meaningful way, and must rely on other people's cooking, or the consumption of raw food. This Flaw confers a penalty of minus three (–3) to the Cooking skill. Forced to prepare food for themselves, Characters with this Flaw may well starve or poison themselves accidentally.

Bad Driver: (Prerequisite – Character may not have the Transporter Merit) The Character is a bad driver, and has a great deal of difficulty just getting across town. Characters with this Flaw take a minus three (–3) penalty on any Transport related skill roll, and on any Critical Failure while riding an animal or operating a vehicle, they are involved in a crash.

Blood Feud: (This Flaw may be taken up to three times). The Character with this Flaw is involved with a Blood Feud against a particular person, small group, or large group. If this Flaw is taken once, the Character is in a Blood Feud with an individual or small family (up to 10 people). When encountering individuals within this group, they must either succeed at a roll against their Will stat, or immediately attempt to kill the target of the Feud. If this Flaw is taken twice, the Character is in a Blood Feud with a small group (a large family, a guild, a military unit). When encountering an individual or group of people from within this group, the Character must succeed at a roll on their Will statistic, or immediately attempt to kill the person or group who is the target of the Blood Feud. If this Flaw is taken three times (not recommended), the Character is in a Blood Feud with a large group of people (members of a particular nation, members of a particular race, all people of a particular profession). When encountering an individual or group of people from within this group, the Character must succeed at a roll on their Will statistic, or immediately attempt to kill the person or group who is the target of the Blood Feud. Yes, this Flaw makes it very likely that the Character who has it will be involved in fights much larger that they can handle, or will be pursued as a murderer. That's why it's a *Flaw*.

Can't Jump: (Prerequisite – Character cannot have the "Jackrabbit," or "Pro Jumper" Merits) (This Flaw may be taken up to three (3) times) This Character, for whatever reason, does not have the capacity to jump that other Characters do. For every time that this Flaw is taken, the Character subtracts three (3) feet from their jumping distance and one (1) foot from their jumping height.

Can't Stay Dressed: Characters with this Flaw tend to have their clothing fall off at the most inopportune times. Buttons pop open, belts loosen, straps come off of shoulders, pants and skirts slide off. It is rarely dangerous, but Characters with this Flaw may find themselves inconvenienced by hanging straps and such at the worst possible moment.

Cheap Drunk: (Prerequisite – Character may not have the "Drinks like a Fish" Merit) Characters with this Flaw cannot hold their liquor. When rolling Stamina plus Toughness to determine whether they have become drunk, Characters with this Flaw roll at a penalty of minus two (-2).

Delicate Feet: (Prerequisite – Character cannot have the "Kicks like a Mule" or the "Quick" Merit,) Characters with this Flaw have delicate feet that are unsuited for Kicking. If they should attempt a Hand to Hand attack declared as a Kick or foot strike, they will suffer a penalty of minus two (–2) to the attack roll. Also, Characters with this Flaw suffer a minus two (–2) to their Speed statistic. It hurts to move too fast on delicate feet.

Delicate Hands: (Prerequisite – Characters with this Flaw may not have the "Haymaker" Merit) Charac-

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ters with this Flaw do not have hands conditioned for combat or manual labor. Characters with this Flaw receive a penalty of minus two (–2) to Hand to Hand attacks declared as punches or hand strikes. More, their Dead Lift is effectively halved - they can lift up to the full amount, but if they try to lift more than half of their Dead Lift, they will automatically take one (1) Shrug of damage and lose the use of their hands for twenty-four (24) hours.

Dishonored: Characters with this Flaw are victims of being shunned by their community for doing some wrong, imagined or real. When making rolls to socially interact with people aware of their dishonor, they are at a penalty of minus two (-2). Dishonor tends to follow a Character - even if they leave their local community, it is possible (at the GM's option) that word of their dishonor spreads to follow them, and perhaps even precede them, wherever they travel.

Doubtful Presence: Characters with this Flaw are inherently difficult to trust - they may be somehow more slimy or distasteful than the average citizen, or may simply be so plain and innocuous that there seems to be nothing there to trust. Characters with this Flaw suffer a minus two (-2) to rolls to socially interact where their personality might be an issue (which is essentially any social interaction).

Dyslexic: Characters with this Flaw have a difficult time reading anything quickly (unless they use special adaptations, such as rose-colored glasses), and can get their left and right directions confused under stress. In a stress situation where the Character is trying to find their direction (riding to a specific place, running through a maze, et cetera), the Character must make a Will check. On a failure of this check, the Character becomes horribly lost.

Fashion Victim: Characters with this Flaw have little or no grasp on current fashion (or perhaps on fashion at all). When dressing themselves, they display a clear lack of any grasp of what it means to be fashionable. They suffer a minus two (-2) penalty to the Styling skill when they are attempting to look fashionable or "cool." Even when going into casual situations, they will be at a minus one (-1) to rolls to successfully communicate or convey their ideas, as people will look at them as if they have killed a clown and are wearing its skin.

Forgetful: (Prerequisite – Character may not have the "Steel-Trap Mind" Merit). Characters with this Flaw have a hard time retaining information. Players of Characters with the Forgetful Flaw may not take notes during play, and may not be reminded, out of Character, of information by the GM or other Players. This Flaw must be roleplayed to some extent – a forgetful Character should appear absent-minded and have difficulty with names and places.

Frigid: (Prerequisite – Character may not have the "Supple Lover" Merit) Characters with this Flaw have little or no aptitude when it comes to actual sexual activity. They can be seductive and sensual, and they may have no hang-ups when it comes to sex, but they simply cannot perform the act of sex well. Characters with this Flaw receive a minus three (–3) penalty to their Seduction skill when performing sexual acts, and may gain a reputation for being a bad lover.

Horrific Slob: (Prerequisite – Character may not have the "Homemaker" Merit) Character has no aptitude for cleaning or maintaining the cleanliness of a room. This Flaw confers a penalty of minus three (–3) to the Cleaning skill. If a Character with this Flaw spends more than an hour in a room, it will become messy and cluttered, and it will be nearly impossible for anyone to tidy up while the Character continues to inhabit the room.

Infertile: (Prerequisite – Character may not have the "Very Fertile" Flaw) Characters with this Flaw are incapable of producing offspring. They may still engage in the act of sex, but it will not produce progeny.

Lower Tech: The Character with this Flaw does not have access to the same level of technology that the average person of their Era does. In the Modern Era, or a Custom Era where the default level of technology is Modern Tech, this Flaw limits the Character to equipment from the Low Technology list. In the Space Era, or a Custom Era where the default level of Technology is High Tech, this Flaw limits the Character to

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equipment from the Modern Tech or Low Technology list. In a Near-Modern Era Campaign, the Character is treated as if they were created in a Fantasy Era Campaign. In a Space Era Campaign, the Character is treated as if they were created in a Near-Modern Campaign.

Lowest Tech: The Character with this Flaw has a crippling difficulty with technology. Available only in the Space Era, or a Custom Era where the default technology level is High, this Flaw limits the Character to equipment from the Low Technology list. The Character is treated as if they were created for a Fantasy Era Campaign.

Malleable: (Prerequisite – Character may not have the Iron Will Merit) Characters with this Flaw are easier to manipulate, and do not deal with mental or emotional stress well. They suffer a minus two (-2) to Penalty to their Will stat.

Mental Malfunction: There is SOMETHING wrong with this Character. The Player determines what thing or situation gives the Character a difficulty. Examples include having a bad temper, being a glutton, really hating orcs, or even being addicted to danger (or addictions in general). When faced with a situation in which the GM has determined that the Character is dealing with their Malfunction, the Player rolls the Character's Will stat at a penalty of minus two (-2). On a failure, the Character is reacting badly - losing control of their temper, over eating, randomly attacking something that reminds them of an orc, or indulging in their addiction. Note that this Flaw covers mental difficulties other than Obsessive Compulsive Disorders (see OCD, below), Phobias (see Phobic, below), or being Psychotic (see Psycho, below).

Nervous Stomach: Characters with this Flaw tend to throw up when under emotional stress. Any time a Character with this Flaw fails a Will roll, they lose their lunch explosively, losing one (1) Shrug to the effort as well as their next action. On a critical failure of a Will roll, they lose two (2) Shrugs.

Owned: The Character with this Flaw is not their own person, but rather are the property of some other person or organization, usually a group of slavers. The owned Character has no rights other than those given to them by their owner, and has no ability to prove that they legally exist on their own. They possess no documents that provide evidence of their status as a citizen. The owner of the Character with this flaw, on the other hand, has some capacity to prove, legally, that the owned Character is their "responsibility," and that they have legal custody of the owned Character. It is possible for the owner of the owned Character to release the Character, giving them their freedom and independence, but this is unlikely to happen as the owner can generally find some use for the owned Character. Unlike other Flaws, this cannot merely be bought off for thirty thousand dollars ($30,000.00), but must ALSO be roleplayed to a suitable conclusion; either the owner is convinced to release the owned Character, or the necessary records and paperwork must be found, modified, and stolen. In the latter case, this Flaw CAN be traded in for the "Wanted: By Owner" Flaw, rather than be bought off.

OCD: (This Flaw may be taken multiple times). This is actually more than one Flaw. OCD stands for "Obsessive Compulsive Disorder." It is a psychological condition in which someone performs some action out of habit as a reaction to stress. It includes such behaviors as hand-washing, compulsive cleaning, whistling or humming, and the like. A Character with this Flaw must make a roll against their Will in a stressful situation. A failure on this roll means the Character takes a minus two (–2) to all actions until they can perform their compulsive behavior. Even when NOT in a stressful situation, a Player should constantly roleplay their Character's OCDs. If you're not annoying other people at the table, you're not playing a Character with OCDs right. A Character may have multiple OCDs; for each time this Flaw is taken, they have another compulsive behavior. EACH compulsive behavior must be rolled separately in a stressful situation, and penalties for a failed roll are CUMULATIVE.

Personal Dedication: (This Flaw may be taken more than once). The Character with this Flaw has a person, group, or organization that they are personally dedicated to protecting for reasons of the Character's own – a love relationship, a personal code of honor, or a bomb implanted in their head are all possibilities.

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Should the Character with this dedication discover that the person, group, or organization to which they are dedicated is in danger, they will become intensely focused on ending that danger. The Character will be at minus two (–2) to all tasks NOT related to ending the danger to their dedicated person, group, or organization until the danger has been "dealt with" (at least as far as the dedicated Character is concerned). Should the person, group, or organization that the Character is dedicated to be grievously injured, killed, or destroyed, the minus two (–2) penalty becomes PERMANENT (until this Flaw is bought off). For every time that a Character has this Flaw, there is another person, group, or organization that they are dedicated to.

Phobic: (This Flaw may be taken more than once). The Character with this Flaw has an unreasoning fear of some object or situation. When confronted with their primal fear, the Phobic Character must make a roll against their Will statistic. On a successful roll or a critical success, they manage to continue to function despite their fear. On a failed roll, they immediately suffer a minus two (-2) to all actions because they are falling into the grip of terror. This minus two (-2) will remain until they are away from the source of their Phobia. On a critically failed roll, the penalty to all actions is a minus four (-4). For every time that the Character has this Flaw, there is another object or situation that they have an unreasoning fear of.

Some Common Phobias

This Phobia…	…is a fear of…
Acrophobia	High Places
Agoraphobia	Wide Open Places
Arachnophobia	Spiders
Brontophobia	Loud Noises
Carcinophobia	Cancer
Claustrophobia	Small Enclosed Spaces
Coulrophobia	Clowns
Cynophobia	Dogs
Emetophobia	Vomit
Mysophobia	Dirt and Germs
Necrophobia	Death and the Dead
Ophidiophobia	Snakes
Scotophobia	The Dark
Trypanophobia	Injections
Xenophobia	Foreigners and Strangers

Physical Impairment: (Prerequisite – variable, see below). (This Flaw may be taken multiple times) The Character with this Flaw has a body part that is not functional, giving them some impairment to their physical function. For each time that this Flaw is taken, there is another body part that does not function, often compounding the difficulty. Some examples of impaired body parts and their associated difficulties:

Eyes: If one eye is impaired, the Character will take a minus two (-2) penalty to all of their ranged attacks, having no depth perception. If both eyes are impaired, the Character is blind, and functions as if in total darkness (minus four (-4) to all physical actions) at all times.

Legs: If one leg is impaired, the Character's speed statistic will be halved. They will be at minus three (-3) to any rolls to jump, climb, run, perform acrobatics, or kick. If both legs are impaired, the Character can move at their regular speed only if they are in a wheelchair. Otherwise, they are reduced to one quarter of their speed stat by having to crawl with their arms alone. They cannot run, jump, do acrobatics, or perform kicks.

Arms: If one arm is impaired, the Character may not have the Ambidexterity Merit, nor can they use weapons that require two hands to use. If both arms are impaired, the Character cannot use weapons, lift anything, or perform any other action that would require the use of their arms.

If an impaired body part is replaced by a prosthetic from the Mechanica list, the cost for buying off the Flaw must be paid ($30,000.00). Non-functioning body parts replaced with Mechanica are not considered impaired.

Poor: (Prerequisite – Character may not have the Rich Merit). (This Flaw may be taken multiple times) For each time the Character takes this Flaw, their budget decreases by ten thousand dollars ($10,000). This Flaw cannot be taken so many times that it takes the Character's budget below zero dollars ($0). Characters with one "Poor" Flaw must roleplay the process of saving money for food and fuel, and other day to day expenses. Characters with two "Poor" Flaws must roleplay the process of keeping their home, which will be a small house in a disadvantaged part of town or an apartment with inadequate utilities. Characters with four "Poor" Flaws cannot own property and roleplay the struggle to acquire enough resources to survive. Characters with more than four "Poor" Flaws are the truly disenfranchised of society, unable to afford even the basest necessities, living off of refuse.

Prude: (Prerequisite – Character may not have the "Supple Lover" Merit). Characters with this Flaw have little or no experience with sex, and don't want

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any. They may not have any ranks in the Seduction skill (except for the one (1) rank that would come from the Spy Merit), and may not attempt Seduction rolls. Faced with a situation in which sex or sexual situations are forced upon them, Characters with this Flaw suffer a minus two (–2) penalty to all rolls to resist sexual advances – they simply do not have enough experience with sex to know how to handle these situations.

Psycho: Characters with this Flaw lack a sense of personal restraint, and their reactions tend to be disproportionate to the situations they are in. In situations calling for subtlety or restraint, Characters with this Flaw must make a Will roll. If this roll is failed, the Character may not act with EITHER subtlety OR restraint, but rather must react with as much force as they can apply. On a critical failure of this Will roll, Characters with this Flaw must react to subtle situations with the most dangerous and foolhardy means possible.

Range Challenged: Characters with this Flaw have a difficulty attacking at range, and double all penalties for range (i.e. the minus one (-1) penalty for Medium range becomes a minus two (-2), the minus three (-3) penalty for Maximum range becomes a minus six (-6!)).

Riskless: (Prerequisite – Character may not have the "Riskful" Merit) (This Flaw may be taken multiple times) This Character doesn't have what it takes to take chances. For every time that the Character has this Flaw, their maximum number of Risk Points is reduced by ten (10). This Flaw may not be taken so many times that it reduces the Character's Risk Points to zero (0).

Self-Imposed Limitation: (This Flaw may be taken more than once) Characters with this Flaw follow a code or a set of rules of behavior that limits their actions. This might include a personal code against taking human life, a vow to never harm a woman, or a warrior's agreement to never fight an opponent less well-armed than yourself. A practitioner of the Bushido Code would have this Flaw, as would someone dedicated to Chivalry or someone who has taken the Hippocratic Oath. If the Character is forced to act in a way contrary to their personal code, they will be at a penalty of minus two (-2) to all actions (due to shame and a sense of personal failure) until they can atone for their personally heinous act. Atonement should include some form of self-sacrifice, but the GM is the final arbiter of what it will take to atone for the perceived misdeed. For every time that this Flaw is taken, the Character has another set of personal limitations.

Sidereal: Literally "of the stars." The Character with this flaw does not originate from the same dimension (plane, reality) that the rest of the campaign is set in - they are from some other place, such as Hell, the Astral Plane, or some other dimension/plane/reality. Because of this, they are vulnerable to being Banished; certain spells and other special abilities can break their tenuous connection to the default plane and send them back to their dimension of origin, or perhaps even someplace else of the Banisher's choosing.

Socially Unacceptable. (This Flaw may be taken more than once). Characters with this Flaw have a certain behavior, or live by a system of belief, that is contrary to the standards of the community in which they live. This may bring unusual scrutiny from law enforcement or cause difficulties in functioning in the community (may be the target of gossip, people may protest against their presence in the community, may be shunned at small markets, et cetera). Examples of Socially Unacceptable behaviors and beliefs include Polygamy, extreme fetishes, promiscuity, being Republican in a Blue State or being Democrat in a Red State, and the like. These behaviors and beliefs may be hidden from the community, but there will constantly be a risk of discovery. For each time that this Flaw is taken, the Character has another behavior or belief system that is socially unacceptable.

Squeamish: Characters with this Flaw react badly to things that are inherently disgusting, such as slime, entrails, corpses, muck, hordes of insects, rats, tentacle monsters, pulsing brains, and the like. Any time a Character with this Flaw encounters something that is inherently disgusting, they must make a Will roll. Failing this Will roll means that the Character is having a massive attack of "The Willies," and suffers a minus two (–2) penalty to all task and combat rolls until the inherently disgusting item is no longer in the Character's presence.

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Stands Out: The Character has some physical feature, such as oddly-colored skin or pointed ears, that makes it difficult for them to "blend in" to a crowd. The Character suffers a penalty of minus two (-2) when trying to blend into their surroundings, and anyone looking for this Character enjoys a bonus of plus two (+2).

Strongly Scented: Characters with this Flaw exude a strong personal odor, for some reason. This is not necessarily an unpleasant odor – it may be a distinctive perfume or cologne, or an exotic personal body scent. The difficulty with this situation is that it wrecks the Character's ability to hide and sneak. Characters with this Flaw suffer a penalty of minus two (–2) to any rolls on the Stealth skill.

Swims like a Brick: Characters with this Flaw, for whatever reason, simply cannot swim. They may take no ranks in the Swimming skill, and even if they have a plus one (+1) bonus from the "Athlete" Merit, they make rolls to Swim at a penalty of minus three (–3). Characters with this Flaw find it impossible to float without the aid of a flotation device.

Ugly: The Character is unattractive, and is the target of staring and derision. When making rolls in situations where physical appearance could make a difference such as Seduction rolls to attract attention, Communication rolls to persuade someone, or Streetwise rolls to get into a club, the Character rolls at a minus two (-2).

Unskilled: (This Flaw may be taken multiple times) For each time the Character has this Flaw, they have five (5) fewer points to spend on skills.

Very Fertile: (Prerequisite – Character may not have the "Infertile" Flaw) Characters with this Flaw are likely to produce offspring even with casual sex. Using a single form of birth control (with the exceptions of surgical intervention or Abstinence) is ineffective at preventing unwanted pregnancies. Characters with this Flaw must use at least two forms of birth control, or more, in order to prevent conception.

Wanted: The Character with this Flaw is being hunted by some authority, rightly or wrongly. If the Character does not continuously cover their tracks, change their name, alter their appearance and/or identity, and otherwise cover the tracks that they make in daily life, some organization will find them, catch them, and do unpleasant things to them.

Weak As Hell: (This Flaw may be taken multiple times) For each time the Character has this Flaw, the Character has one (1) less Shrug than normal. This Flaw cannot be taken so many times that the Characters total number of Shrugs drops below one (1).

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Skills

Skills are ranked from one (1) to six (6), six being the best possible knowledge of the skill. Characters start with fifty (50) points to distribute among skills.

There are five (5) skills that may not be accessed unless the Character has certain Special Merits.

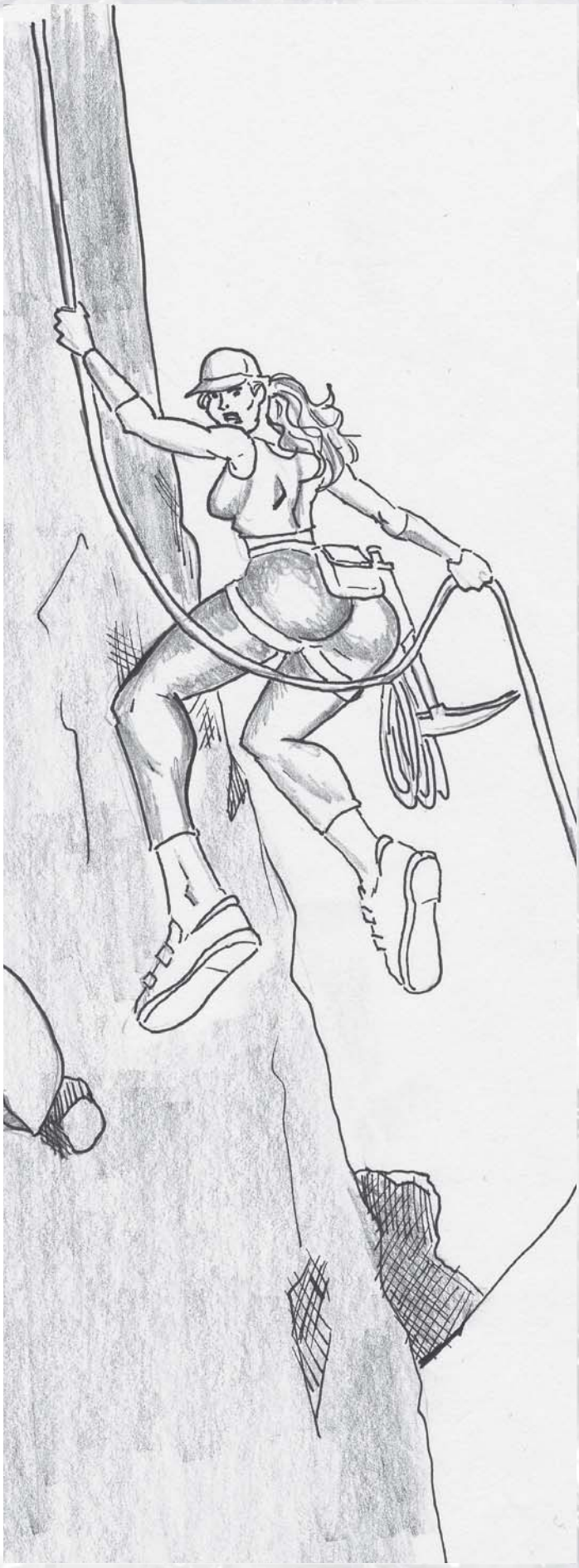
Skill	Special Merit Required
Do Magic	Spell Slinger
Martial Arts	Martial Artist
Use Mechanica	Moda Mechanica
Use Psionics	Mind of Power
Use Powers	Preternatural

The higher the level of a skill, the more competency the Character has in that skill. Not only does a higher level in a skill increase the likelihood that the Character will be able to use that skill with success (and a larger margin of success), but it also affects how that Character's competence is viewed by those around them.

Characters with high levels of skill can make money not only by using the skill, but by teaching it to others.

Skill Level	Equivalent
0	Untrained, no concept of using most skills at this level.
1	Vague familiarity – has been shown how to do this, but has not studied the skill
2	Average training – has passed base proficiency courses in this skill
3	Professional level – can make a living using this skill
4	Above average – can begin to teach others this skill
5	Exceptionally competent – can write papers on this skill, and may be asked for opinions on matters regarding this skill by authorities
6	Master of this skill, has a reputation for using it and may be sought out by people interested in dedicating themselves to the study of this skill

Certain Merits may actually make it possible for some skills to go above six (6) to a maximum of seven (7). Skills of this level are nearly supernatural, leading to worldwide reputations for one's ability with that particular field.



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Fantasy (FA) Era Skills

ATHLETICS
Acrobatics
Climbing
Lifting
Running
Sports
Swimming
Throwing

COMBAT
Bows
Firearms - Short
Firearms - Long
Grappling
Hand to Hand
Martial Damage
Melee
Toughness

ESPIONAGE
Acting
Business
Communicate
Cryptography
Demolition
Escapology
Investigation
Lock Picking
Security
Seduction
Sleight of Hand
Stealth
Streetwise
Survival

CRAFT
Art
Cleaning
Construction
Cooking
Dancing
Fabrication
Music
Repair
Ropework
Sewing
Styling

KNOWLEDGE
Academics
Alchemy
Clockwork
Engineering
Heraldry
Law
Lore - Magic
Lore - Mentalist
Lore - Monster
Lore - Outer
Medicine
Mind Engine
Military Science
Naturist
Navigation
Physics
Psychology

TRANSPORT
Airship - Large
Airship - Small
Animal - Basic
Animal - Flying
Animal - Large
Animal - Water
Anthro
Crew Vessel
Drawn
Gunnery
Mecha
Ship - Large
Ship - Small
Steam Vehicle
Submersibles
Ultra-Light

SPECIAL
Do Magic
Martial Arts
Use Mechanica
Use Powers
Use Psionics

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Near-Modern (NM) Era Skills

ATHLETICS
Acrobatics
Climbing
Extreme Sports
Lifting
Running
Sports
Swimming
Throwing
Zero G

COMBAT
Bows
Firearms - Short
Firearms - Long
Grappling
Hand to Hand
Martial Damage
Melee
Toughness

ESPIONAGE
Acting
Business
Communicate
Cryptography
Demolition
Escapology
Investigation
Lock Picking
Security
Seduction
Sleight of Hand
Stealth
Streetwise
Survival

CRAFT
Art
Cleaning
Construction
Cooking
Dancing
Fabrication
Music
Repair
Ropework
Sewing
Styling

KNOWLEDGE
Academics
Biology
Chemistry
Computers
Cybernetics
Electronics
Engineering
Genetics
Law
Lore - Legend
Lore - Magic
Lore - Monster
Medicine
Military Science
Navigation
Parapsychology
Physics
Psychology
Xenology

TRANSPORT
Animal
Astro
Automotive
Boats
Crew Vessel
Fighter Craft
Ground Effect
Helicopter
Instruments
Jet Pack
Mecha
Motorcycle
Remotes
Submersibles
Tracked
Transport Craft
Ultra-Light

SPECIAL
Do Magic
Martial Arts
Use Mechanica
Use Powers
Use Psionics

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Space (SP) Era Skills

ATHLETICS
Acrobatics
Climbing
Extreme Sports
Lifting
Running
Sports
Swimming
Throwing
Zero G

COMBAT
Bows
Firearms - Short
Firearms - Long
Grappling
Hand to Hand
Martial Damage
Melee
Toughness

ESPIONAGE
Acting
Business
Communicate
Cryptography
Demolition
Escapology
Investigation
Lock Picking
Security
Seduction
Sleight of Hand
Stealth
Streetwise
Survival

CRAFT
Art
Cleaning
Construction
Cooking
Dancing
Fabrication
Music
Repair
Ropework
Sewing
Styling

KNOWLEDGE
Academics
Biology
Chemistry
Computers
Cybernetics
Electronics
Engineering
Genetics
Law
Lore - Aliens
Lore – Enigmas
Lore – Magic
Medicine
Military Science
Navigation
Parapsychology
Physics
Psychology
Xenology

TRANSPORT
Animal
Automotive
Capital Craft
Crew Vessel
Fighter Craft
Ground Effect
Gunnery
Helicopter
Instruments
Jet Pack
Mecha
Remotes
Tracked
Transport Craft
Ultra-Light

SPECIAL
Do Magic
Martial Arts
Use Mechanica
Use Powers
Use Psionics

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Skill Descriptions

Athletic Skills

Acrobatics: This is the general skill of doing flips, leaps, tumbles, and other gymnastic-style maneuvers. Performing in a circus requires this skill, as does most stunt work.

Climbing: This is the skill of ascending and descending vertical surfaces. It is used for climbing up and down buildings, trees, mountains, towers, and giants.

Extreme Sports: This is the skill of performing "Extreme" sports activities, such as rollerblading, skateboarding, stunt bicycling, skydiving, airboarding, snowboarding, or other sports involving high risk and high speed.

Lifting: This is the skill of maximizing your strength and stamina for the purpose of raising weights off of the floor and into the air. It is used whenever a Character needs to lift for weight, or increase the time that they have weight in the air.

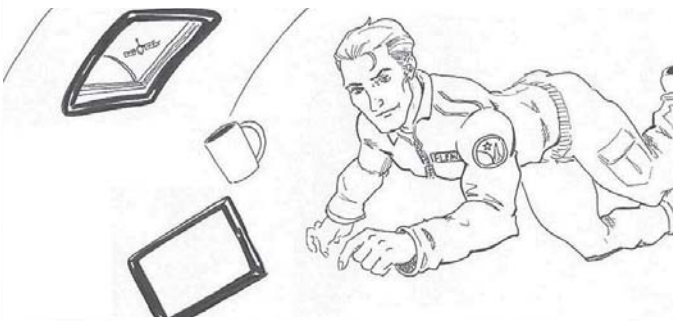
Running: This is the skill of increasing speed and performance while running. It is used in track and field events, as well as foot chases and catching runaway carriages.

Sports: This is the skill of performing traditional sports activities, such as throwing a ball around or badminton. It is used when engaging in traditional sports activities. It can occasionally be substituted for the Running or Acrobatics skills.

Swimming: This is the skill of moving through the water, either on the surface or below the surface. It is used when trying to remain afloat, or trying to move for some distance through liquid mediums (not necessarily water).

Throwing: This is the skill of hurling projectiles. It is used for throwing rocks, balls, knives, rats, and spears.

Zero G: This is the skill of being able to operate in an environment without Gravity. It is used primarily by astronauts, but may find other applications.



Combat Skills

Bows: This is the skill of using bows of all types - short bows, long bows, composite bows, and even crossbows.

Firearms - Short: This is the skill of using pistol firearms, whether they be match-lock, flintlock, or clockwork. If a firearm can be wielded in one hand, this is generally the skill to use.

Firearms - Long: This is the skill of using rifle firearms, whether they be match -lock, flintlock, or clockwork. If a firearm must be wielded in two hands, this is generally the skill to use.

Grappling: This is the skill of fighting in Hand to Hand combat using grabs, locks, and throws. It is the skill used for Wrestling and Judo. It is also the skill used to resist being grabbed or locked.

Hand to Hand: This is the skill of attacking with hands and feet in Hand to Hand combat. It is used for punches, kicks, and strikes of all kinds. This skill governs how accurate a Character's Hand to Hand attacks are.

Martial Damage: This is the skill of increasing one's capacity for doing damage in melee, whether one is using hand to hand attacks or swinging a Melee weapon. It is used not only for doing additional damage in personal combat, but for board and brick breaking in exhibition. This skill governs how damaging a Character's personal attacks, both hand to hand and melee, are. It is added directly to a Character's Strength to calculate damage for Hand to Hand and Melee attacks.

Melee: This is the skill of using weapons in melee combat, from knives and clubs to swords and whips. It governs the use of all melee weapons, regardless of technology level. It also governs a Character's familiarity with the mechanics of melee weapons and how to maintain them.

Toughness: This is the skill for developing additional capacity to take damage in hand to hand combat. It is used primarily to add to a Character's Damage Resistance against hand to hand and blunt melee weapon attacks, and reflects training in body toughening. It is also used to resist becoming Drunk.

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Espionage Skills

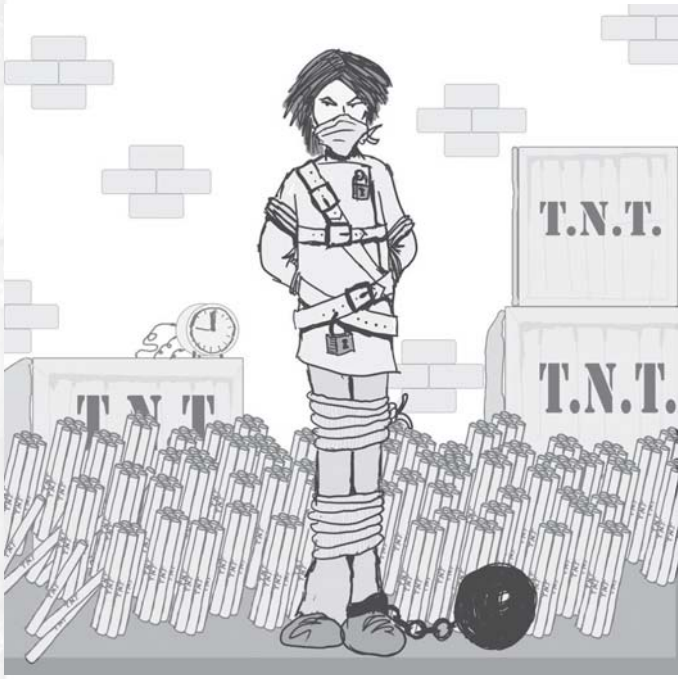
Acting: This is the skill of conveying information and emotions that the Character is not genuinely feeling. It is used to play a dramatic role, to fast talk one's way out of a situation, and to bald faced lie. It is also useful in espionage, sales, and politics.

Business: This is the skill of understanding finance, business law, organizational skills, and other feats associated with owning and/or operating a business. It is used when investing, creating a company, and doing day-to-day tasks associated with keeping a company in operation.

Communication: This is the skill of conveying concepts clearly and distinctly, in a manner that aids understanding. It is used to negotiate hostage deals, present diplomatic information, and clear up disputes. It is used by professional negotiators, counselors, diplomats, and the like.

Cryptography: This is the skill of working with codes. It is used to create codes, to encode a message, and to decode a message. It is used by spies, intelligence operatives, and pharmacists.

Demolitions: This is the skill of working with explosives of all types. It is used to create bombs, improvised explosive devices (IEDs), to affix detonators, to set charges in the correct location for maximum effect, and to disarm explosive devices.



Escapology: This is the skill of being an escape artist. It is used for escaping from bonds and traps, such as handcuffs, suspension harnesses, ball gags, large crystal boxes rapidly filling with water, and prison cells. It confers the ability to pick the locks on restraints, but not to pick other locks, such as locks in doors or security systems.

Investigation: This is the skill of finding clues, observing subjects, and using deductive reasoning. It is used to find important items, notice important events, and solve crimes once sufficient clues have been found. It is also the general skill of noticing things that the GM wants the Characters to notice.

Lock Picking: This is the skill of defeating locks. It is used to open locked doors, and to disable security systems. It does not confer the ability to pick the locks on handcuffs or other restraints.

Security: This is the skill of working with security systems. It is used to examine security systems, install security systems, and defeat security systems. It is also used to design security systems, and to evaluate them for effectiveness.

Seduction: This is the skill of sexual knowledge. It is used not only to entice someone into a sexual encounter (or to make someone believe you are enticing them into a sexual encounter) but is also used to gauge the quality of one's sexual performance.

Sleight of Hand: This is the skill of sleight of hand. It is used to hide and produce small objects, making them seem as if they have "magically" disappeared or reappeared. It is used to perform magical tricks without the use of magic, conceal weapons, or to cheat at cards.

Stealth: This is the skill of concealment and silence. It is used by Ninja, pirates, and others who are trying to conceal their activities. This skill would be used to hide, to move silently, to follow someone without their knowledge, or even to conceal the presence of other items.

Streetwise: This is the skill of knowing the dark, seedy underside of society. It is used by criminals, city guard, king's investigators, and others who work within the influence of the underworld. It would be used to fence a stolen item, locate a kidnap victim, or locate black market goods.

Survival: This is the skill of staying alive in adverse environmental conditions. It includes the ability to find food and water in sparse environments (such as deserts or the open ocean), starting fires, and finding or constructing shelter. It is used by rangers, scouts, and most adventurers who spend any time outdoors.

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Craft Skills

Art: This is the skill of artistic expression. It is used to draw or paint a picture, carve a sculpture. It is used by artists, heraldrists, and monks.

Cleaning: This is the skill of cleaning and maintaining items or space. It is used to polish silverware, clean a room, keep a house clean, or wash pets. It is used by maids, housewives, wizards maintaining an alchemy lab, and people with Obsessive Compulsive disorder.

Construction: This is the skill of building structures. It is used to draw architectural designs, frame a house, cut stone and set iron reinforcements. It is used by architects, construction workers, carpenters, and contractors of all kinds. It would also be used to refurbish a property or build a secret lair.

Cooking: This is the skill of preparing food. At its most basic level, it is the application of heat and seasonings to make food palatable. It is used for all food preparation tasks, from making a baloney sandwich to preparing a banquet for 100.

Dancing: This is the skill of expressing one's self through bodily movement, usually to music or rhythmic sound. It is used by choreographers, ballerinas, bards, and performers of all kinds.

Fabrication: This is the skill of making custom pieces and parts out of metal, wood, stone, or other materials. It is used to make custom jewelry pieces, clockwork items, and to form custom armor and weapons.

Music: This is the skill of musical expression. It is used to write and perform songs. It confers the ability to use musical instruments and sing.

Repair: This is the skill of fixing things that are broken. It is used to repair carts, leather goods, weaponry, boats, and clockwork devices.

Ropework: This is the skill of working with rope: tying knots, coiling rope for rapid deployment, storing rope and maintaining rope. It is used by sailors, boy scouts, and dungeon keepers.

Sewing: This is the skill of manipulating textiles to produce garments and other sewn items. It is used for making clothing, stuffed animals, interior decorating accents, and soft armor.

Styling: This is the skill of presenting one's self or others in a pleasing and currently stylish fashion. It is used for hairstyling, applying makeup, selecting and properly wearing clothing, and performing manicures and pedicures.

Knowledge Skills

Academics: This is general knowledge accumulated through study in schools. It is used for doing homework, writing reports, doing research, and knowing general information. At level one (1), the Character with this skill has had a basic elementary education. At level two (2), they have roughly a high-school education. At level three (3), they have a body of knowledge comparable to a lower college degree (such as an Associate of the Arts). At four (4) and above, they have the equivalent of higher level degrees, and may be considered well-educated and highly knowledgable.

Alchemy: This is the knowledge of how different material compounds can be combined to create other compounds, often with magical effects. It is used to analyze potions, create potions, and to enchant certain types of magic items. It is used by mages and alchemists, as well as those practicing medicine and pursuing other forms of knowledge.

Biology: This is the knowledge of life sciences. It includes knowledge of plants and animals, as well as biochemistry (but not non-organic chemistry). It is used to identify species and speculate on new organisms, such as diseases or tentacle monsters.

Chemistry: This is the knowledge of non-organic chemistry and organic chemistry (but not biochemistry). It is used to identify and generate chemical compounds. It can be used to break down dangerous compounds, or to create them. It is especially useful in the creation of explosive compounds.

Clockwork: This is the knowledge of how to create and assemble gears, springs, and other small metal components into larger functional devices. It can be used to analyze and create all manner of clockwork devices, from the smallest watch to artificial limbs and organs to giant wind-up war machines. It is used by engineers, combat mechanics, and others who want to gain a mechanical advantage.

Computers: This is the knowledge of operating, maintaining, programming, and building computer systems. It is used to construct new computers, repair existing computers, programming computers, and operating computers. It is particularly useful in using computers to perform research or to hack into secure systems.

Cybernetics: This is the knowledge of interfacing organic and inorganic systems to create "Cyborgs," cybernetic organisms. It is used to design, generate and install Bionic components into humans, animals, and other organics. It does not confer the ability to perform any other type of medical treatment or operation.

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Electronics: This is the knowledge of electronics. It is used to design, maintain, and create electronic devices other than computers. It is used for making and maintaining digital cameras, listening devices, and computer peripherals such as printers.

Engineering: This is the knowledge of materials, stresses, and construction. It is used for designing physical structures, from bicycles to buildings. It also conveys a knowledge of the best way to break physical structures. It is used for architecture, mass production, and demolitions.

Genetics: This is the knowledge of the secrets of the genetic code. While Biology can identify a species, Genetics can be used to identify an individual member of a species from a small sample. It is used for criminal investigations, biological analysis, and making freaky-deaky tentacle monsters.

Heraldry: This is the knowledge of heraldic devices and symbology. It can be used to rapidly identify combat units by their markings, determine the history of a family by its crest, and to create new heraldic markings. It is used by researchers, nobles, generals, and field tacticians.

Law: This is the knowledge of legal codes and legal precedents. It is used for researching legal matters, working as a counsel or a lawyer, and creating legal defenses.

Lore - Aliens: This is the knowledge of beings and cultures that are not commonly encountered by one's civilization. This skill is used to identify an alien race, to know their cultures and mores, and to understand any racial taboos they may have. It is important to note that while one is using this skill on an alien, the alien is likely using this skill in return!

Lore - Enigmas: This is the knowledge of mysteries beyond the ken of normal thought. It is used when encountering stellar phenomena, worlds with bizarre and "unnatural" climates and conditions, and any time something does not fit into conventional scientific thought. This skill is the realm of far off, visionary and crackpot theories which might, just might, not be as crazy as we thought!

Lore - Legend: This is the knowledge of the bizarre, creepy, "spooky" things that happen in the darkened corners of society. It is used when encountering what may be a supernatural phenomena, or some type of freaky alien or demonic influence. If it appears in a supermarket tabloid, this is the skill to work with it.

Lore - Magic: This is the knowledge of the history and practice of magic, including rituals and rare and ancient spells. It is used to analyze magic spells, create new spells and rituals, to research and create new spells, and to do theoretical work in the area of magic.

Lore - Mentalist: This is the knowledge of the history and practice of psionic disciplines. It involves theory of how the structures in the brain interact with the metaphysical world, and the disciplines necessary to use these structures. It is used to analyze the effects of psionic disciplines, to create new disciplines, and to do theoretical work in the area of psionics.

Lore - Monster: This is the knowledge of the general class of creatures known as "Monsters," things that are not among the normal classes of "people" or "animals" but somehow a little of both or neither. This skill is used to identify monsters by their tracks and trails, to know the specific abilities and limitations of a given monster, or to analyze newly encountered monsters to determine abilities and limitations. This skill is used by rangers and scholars.

Lore - Outer: This is the knowledge of things that are not meant to be known, from extra-dimensional beings to magic spells taught by creatures from the beyond and even, perhaps, the true nature of the universe, depending on who you talk to. It is used to determine the presence of things from the Outside, to gauge their abilities and limitations, and to know the rituals necessary to work with them. This is a relatively new skill and somewhat rare - people who spend too much time studying this field tend to fall to insanity or worse.

Medicine: This is the knowledge of the healing arts. It is used for everything from applying a bandage to

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performing surgery. It is used by Healers, Clerics, Chiurgeons, and Mages.

Military Science: This is the knowledge of military operations. It reflects knowledge of tactics, strategy, and military history.

Mind Engine: This is the knowledge of the workings and function of Mind Engines... for all intents and purposes, clockwork thinking machines. This skill is used to analyze, construct, and teach Mind Engines, as well as to design new Mind Engines and to do theoretical work in the field of Mind Engines.

Naturist: This is the knowledge of plants, animals, land, water, and the world of nature. It can be used to identify plants and animals, to produce holistic cures for simple conditions using herbs and/or animal products, and to live off of the land. It can also be used to determine the nature of problems with the local environment, such as oddly inclement weather or problems with local wildlife. It is known by druids and rangers.

Navigation: This is the knowledge of using maps and charts to plot courses, whether on the sea, land, in the air, or in space. It is used both to plot courses, and to create new maps and charts in unknown areas.

Parapsychology: This is the study of the paranormal – phenomena such as ghosts, telepathy, and other "oogie boogie" subjects. Many scientists do not consider this an actual area of study. It is used when verifying accounts of U.F.O. sightings or alien abductions, testing for psionic ability, ghost hunting (scientifically), and performing other tasks that are, at best, "fringe" science.

Physics: This is the science that deals with matter, energy, motion, and force. It is used for analyzing these elements, creating simulations, and working with dangerous materials.

Psychology: This is the knowledge of the workings of the mind. It conveys information about the process of thought, mental illness, emotional distress, and disorders of the mind. It is used to diagnose and treat mental disorders, and can also be used to aggravate mental disorders and create phobias where there were none before.

Xenology: This is the scientific knowledge of Things that are Not of this Earth. It confers the ability to intelligently study non-terran life forms and materials, and may confer some knowledge about "already known" alien artifacts or life forms. It is held by top level government scientists, conspiracy theorists, and Mad Scientists.

Transport Skills

Airship - Large: This is the skill of piloting large (crew of thirty (30) or over) Airships. It is used regardless of what keeps the ship in the air, whether it is a lighter-than-air craft, magically levitated, or held aloft by other technology. This skill also reflects a knowledge of the ship systems besides helm, such as basic engineering and efficient command of crew. It is known by large Airship helmsmen and captains.

Airship - Small: This is the skill of piloting small (crew of thirty (30) or less) Airships. It is used regardless of what keeps the ship in the air, whether it is a lighter-than-air craft, magically levitated, or held aloft by other technology. This skill also reflects a knowledge of the ship systems besides helm, such as basic engineering and efficient command of crew. It is known by small Airship helmsmen and captains, as well as crew responsible for handling smaller sub-craft of larger Airships.

Animal - Common: This is the skill of riding common riding animals, such as horses, camels, donkeys, or dogs (for small races). It is used for mounting, riding, and generally controlling common riding animals. Can also be used to control and perhaps even ride animals that are common livestock but not classically considered riding animals, such a bulls or very large pigs. Animals specifically bred for riding, such as large wolves, can also be ridden and controlled with this skill. This skill does not convey the ability to work with animals too large for riding in populated areas, animals which fly, or aquatic animals.

Animal - Flying: This is the skill of riding flying animals, such as giant eagles, griffons, or pegasi. It is used for mounting, riding, and generally controlling flying animals, including the art of Falconry (training and controlling flying animals too small to be ridden). Useful for breaking wild flying creatures to be ridden or controlled.

Animal - Large: This is the skill of riding and controlling animals generally considered too large to be

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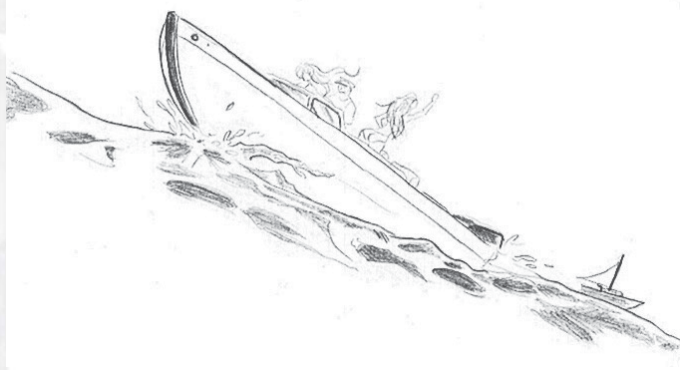
ridden, such as elephants and giant versions of most animals. Is is used for mounting, riding, and generally controlling large animals, as well as breaking them and training them to be ridden. If an animal is too large to be ridden safely through a populated area, this is the skill to use for it.

Animal - Water: This is the skill of riding and controlling aquatic creatures, such as dolphins and large fish. Used for mounting, riding, and generally controlling aquatic creatures, also useful for breaking them to being ridden and training them.

Astro: This is the skill of piloting "primitive" orbital vessels, from simple manned rockets to space shuttles and space planes.

Automotive: This is the skill of driving automobiles, from subcompacts to *grand prix* racers. It also confers the skill of driving trucks and other wheeled vehicles, so long as they have three or more wheels.



Boats: This is the skill of piloting watercraft, from small fishing boats to ships of the line. It is used whether the ship is driven by sail, oar, magic, or some other technology. This skill also reflects a knowledge of the ship systems besides the helm, such as basic engineering and efficient command of crew. It is known by helmsmen, ship captains, and crew responsible for handling the smaller sub-craft of larger ocean-going vessels.

Capital Craft: This is the skill of piloting extremely large vessels... usually space craft. Vessels piloted using the Capital Craft skill generally have crew numbered in the hundreds, thousands, or even higher.

Crew Vessel: This is the skill of being crew on a vessel requiring crew, be it Airship or ocean-going vessel. It reflects the ability to operate various functions of the vessel, such as putting up sails, repairing rigging, manning oars, and the like. It governs how well crew maintains a vessel during long voyages and in the middle of combat. This is the skill that the average seaman or Airshipman uses to make their wage.

Fighter Craft: This is the skill of piloting small (one to three person) combat craft, generally air or space. Also applies to small non-combat craft.

Drawn: This is the skill of operating vehicles drawn by animals, regardless of animal type. Used to operate carriages, carts, and to work as a driver on a caravan. This skill is used to hook up the animals to the cart, control the animals while driving the vehicle, and to see to the proper maintenance of the cart and it's hitching apparatus.

Flight Pack: This is the skill of piloting personal flight equipment, such as Jet Packs or Clockwork Ornithopther Packs.

Ground Effect Vehicles: This is the skill of operating ground–effect vehicles, regardless of size, from Hovercraft to Gravity Tanks.

Gunnery: This is the skill of using vehicle (usually ship) mounted weaponry, such as cannons, spell cannons, deck guns, and the like. Also used for firing artillery and large siege weapons, such as catapults or ballistae. Used to load, fire, and clean just about any artillery piece.

Helicopter: This is the skill of flying rotary wing craft, from touring helicopters to Apache attack craft. It is also the skill of using weapon systems integral to the craft.

Instruments: This is the skill of using a vehicle's instrumentation; things such as altimeters, depth gauges, radar, sonar, and other sensors. It is used to "fly by instruments," allowing a sufficiently advanced vehicle to be piloted in conditions where visibility is limited or completely absent. This is the skill that makes a Character "instrument rated."

Mecha: This is the skill of operating vehicles equipped with legs, or that are human-shaped, such as very large clockwork suits or war machines.

Motorcycle: This is the skill of driving two or three wheeled vehicles, such as motorcycles. It is also used for driving or piloting vehicles in a similar configuration - small one or two person craft operated by straddling the vehicle and controlled with handlebars.

Remote: This is the skill of operating vehicles designed to be driven or piloted by remote control. It is also the skill of using weapon systems integral to such craft.

Ship - Large: This is the skill of piloting larger watercraft (crew of 30 or more), from big yachts to ships of the line. It is used whether the ship is driven by sail, oar, magic, or some other technology. This skill also reflects a knowledge of the ship systems besides the helm, such as basic engineer-

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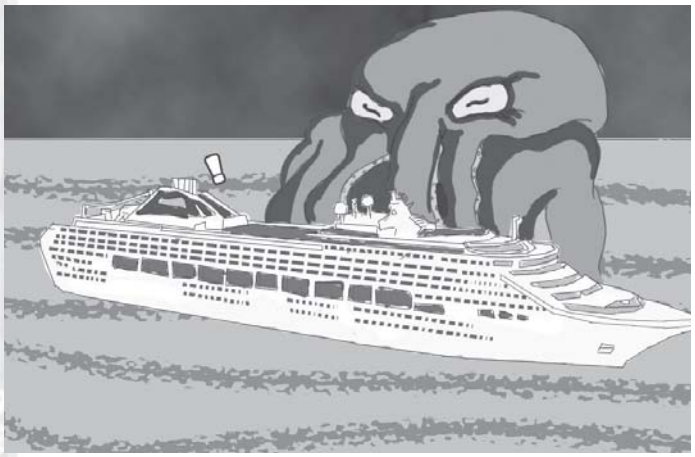
ing and efficient command of crew. It is known by helmsmen, and ship captains.



Ship - Small: This is the skill of piloting smaller watercraft (crew of 30 or less), from small fishing boats to medium-sized yachts. It is used whether the ship is driven by sail, oar, magic, or some other technology. This skill also reflects a knowledge of the ship systems besides the helm, such as basic engineering and efficient command of crew. It is known by helmsmen, ship captains, and crew responsible for handling the smaller sub-craft of larger ocean-going vessels.

Steam Vehicle: This is the skill of handling vessels driven by steam technology, such as steam boats or locomotives. It is used for the maintenance and operation of the vehicle's boilers and steam pistons, such as keeping the fires stoked and making sure the water intakes aren't drawing in silt or other objectionable materials. This skill is often combined with other skills... a steam-driven Airship will require someone with this skill to maintain its boilers, as well as crew with the appropriate Airship skill.

Submersibles: This is the skill of using water craft that are designed to submerge and surface, such as submarines. It is used to see to the proper submerging and surfacing of the vessel, piloting its course both above and below the surface, and maintaining its air supply.

Tracked: This is the skill of operating vehicles that move about on tracks, such as contentional tanks and construction equipment.

Transport Craft: This is the skill of operating most median-sized (between five and a hundred people) craft, generally air or space.

Ultra-Lights: This is the skill of operating ultra-light flying craft, such as parasails, hang-gliders, or flying carpets. This is the skill used for small magically-propelled flying vehicles, such as brooms or magic saddles.

Special Skills

Do Magic: This is the skill of using Magical Spells. It is used to activate spells, and also confers a knowledge of Magic and associated Magical practices (although the Lore - Magic skill also confers a certain amount of this knowledge).

A Character with the "Spell Slinger" Merit can use the Perception stat plus the Do Magic skill to detect the use of magic in an area (generally within a city block, or so), and to analyze magical effects. More, they can use their Will stat plus the Do Magic skill to attempt to "Wild Cast" magic spells that they do not actually know. Wild Casting spells costs five (5) Risk plus the Risk Cost of the spell that the Mage is attempting to use. The GM may assess a penalty to this use of the "Do Magic" skill if the spell being Wild Cast is particularly powerful or expensive - as a suggestion, a penalty of minus one (-1) per ten thousand dollars ($10,000.00) of spell cost would be appropriate.

Martial Arts: This is the skill of using esoteric abilities taught by the Martial Arts. This is not used for simple attacks (punches, kicks, head-butts, tackles), but for more esoteric activities (Using Chi to harden the body, walking on rice paper without leaving footprints, screaming really loud and turning blonde).

A Character with the "Martial Artist" Merit can use the Perception stat plus the Martial Arts skill to detect the use of Chi in an area (generally within a city block, or so) and to analyze another Martial Artist's style. More, they can use their Will stat plus the Martial Arts skill to attempt to "Stunt" Martial Arts feats that they do not actually know**.** Stunting Martial Arts abilities costs five (5) Risk plus the Risk Cost of the Martial Arts ability that the Martial Artist is attempting to use, if any. The GM may assess a penalty to this use of the "Martial Arts" skill if the Martial Arts ability being Stunted

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is particularly powerful or expensive - as a suggestion, a penalty of minus one (-1) per ten thousand dollars ($10,000.00) of Martial Arts ability cost would be appropriate.

Use Mechanica: This is the skill of manipulating clockwork devices that have been grafted directly onto (or into) the Character's body. While many uses of Mechanica do not require a roll on this skill (throwing something with a clockwork arm, running on cyber-legs), there are certain functions of Mechanica that require training and special conditioning to use (firing a gun built into an arm, activating an extra mainspring for legs).

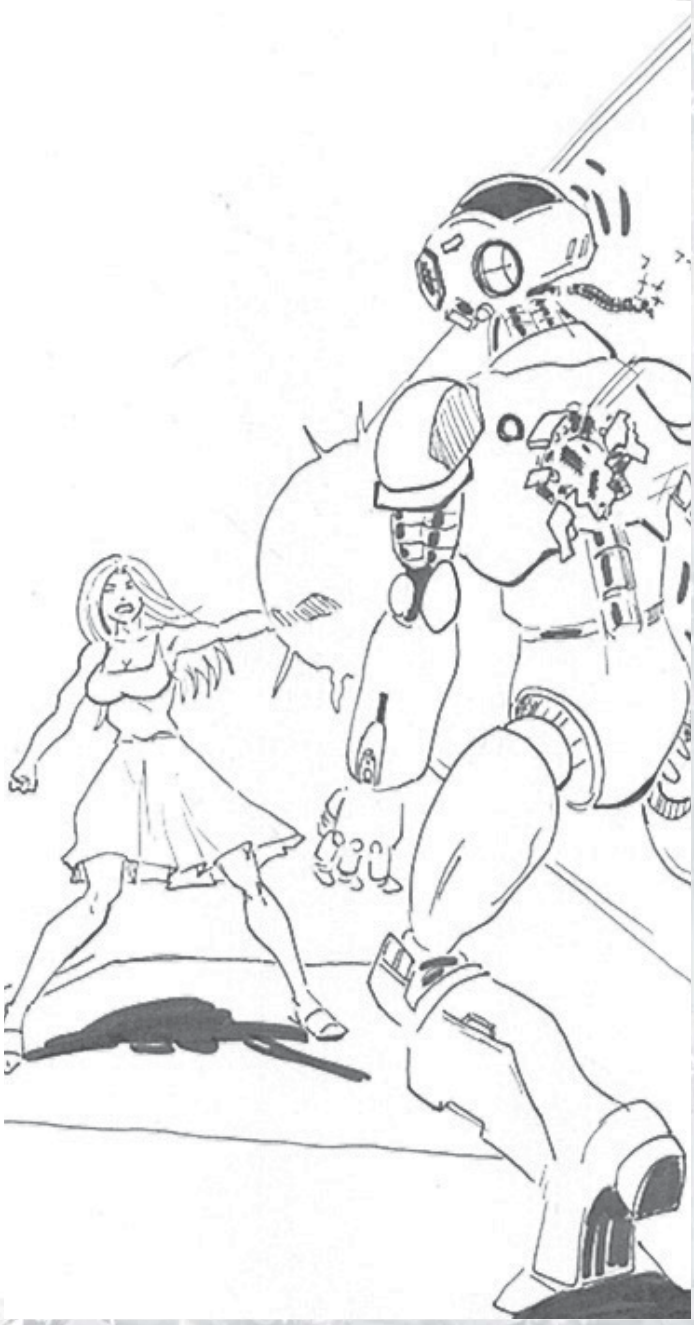
A Character with the "Moda Mechanica" Merit can use the Perception stat plus the Use Mechanica skill to assess the Mechanica installed in another Mechanized individual, determining what their capabilities may be. More, they can use their Will stat plus the Use Mechanica skill to "Push" their Mechanica past its normal limits. Pushing Mechanica can either generate effects that the Mechanica was not originally designed to do (such as driving another mechanical device or firing off a spring or cog like a bullet), or can double the Mechanica's effects for a single action. Pushing Mechanica costs five (5) Risk.

Use Psionics: This is the skill of using mental powers beyond the ability of normal humans. It is used for telepathy, telekinesis, and using other psionic abilities.

A Character with the "Mind of Power" Merit can use the Perception stat plus the Use Psionics skill to sense the use of mental powers in the local area (about a city block, or so). More, they can use their Will stat plus the Use Psionics skill to attempt to "Wild Talent" a Psionic discipline they do not actually know. Wild Talenting Psionic disciplines costs five (5) Risk plus the Risk Cost of the Psionic discipline that the Martial Artist is attempting to use, if any. The GM may assess a penalty to this use of the "Use Psionics" skill if the Psionic Discipline being Wild Talented is particularly powerful or expensive - as a suggestion, a penalty of minus one (-1) per ten thousand dollars ($10,000.00) of Psionic discipline cost would be appropriate.

Use Powers This is the skill of using Metahuman Powers. It is used to activate certain powers, and to perform "Feats" with powers, pushing their limits.

A Character with the "Preternatural" Merit can use their Perception stat plus the Use Powers skill to sense the use of Powers within the local area (about a city block, or so). More, they can use their Will stat plus the Use Powers skill to attempt to "Feat" a Power they do not actually know. Feating Powers costs five (5) Risk plus the Risk Cost of the Power that the Preternatural Character is attempting to use, if any. The GM may assess a penalty to this use of the "Use Powers" skill if the Power being Feated is particularly powerful or expensive - as a suggestion, a penalty of minus one (-1) per ten thousand dollars ($10,000.00) of Power cost would be appropriate.



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Finishing The Character

Now that you have Primary, Secondary, and Performance statistics, Merits, Flaws, and Skills, there are only a few steps left to round out your Character, but they're really good steps.

Characters start out with a Starting Budget. Exactly how many Silver Pieces are in the Starting Budget is set by the GM, but as a general rule...

Characters Starting out as...	Receive
Novices	$25,000.00
Established Adventurers	$50,000.00
Veteran Adventurers	$75,000.00
Lords of Butt Whuppin'	$100,000.00

Certain Merits and Flaws can modify the Starting Budget, such as Rich, Well-Funded, and Poor.

This Starting Budget is used for purchasing Improvements, Special Abilities, and Equipment. They can also be used for purchasing a Package (page 48), if you're not interested in playing the default Human.

Improvement costs are as follows:

Stat Improvement

Raising Strength and Stamina from	Raising all other stats from	Costs This
4 to 5	-	$500
5 to 6	4 to 5	$1,000
6 to 7	5 to 6	$2,000
7 to 8	6 to 7	$4,000
8 to 9	7 to 8	$8,000
9 to 10	8 to 9	$16,000
-	9 to 10	$32,000

Skill Improvement

Raising a Skill from this to this	Costs This
No ranks to 1 rank	$500
1 rank to 2 ranks	$1,250
2 ranks to 3 ranks	$2,500
3 ranks to 4 ranks	$3,750
4 ranks to 5 ranks	$5,000
5 ranks to 6 ranks	$6,250

Or in other terms, if you're purchasing a skill you don't yet have any ranks in...

Skill Purchasing

Buying a Skill you Don't Have to this Rank	Costs this
1	$500.00
2	$1,750.00
3	$4,250.00
4	$8,000.00
5	$13,000.00
6	$19,250.00

Purchasing a new Merit costs $15,000.00. Buying off a Flaw and removing it from the Character costs $30,000.00.

In order to purchase Special Abilities from the section starting on page 191, the Character must have the appropriate Merit for the Special Ability list they want to purchase from...

To Purchase From...	Character Must Have...
Martial Arts	Martial Artist
Clockwork Parts	Clockworked
Psionics	Mind of Power
Monster Powers	Preternatural
Magic Spells	Spell Slinger

The Equipment section start on page 108.

One might also consider the purchase of a Character Package (page 48).

Once the Character's Starting Budget has been spent, all that is needed is a description of what the Character looks like and a name (often the hardest part of creating a Character), and they're ready to go!

Note: Artificial Beings

Not every Character or NPC is the product of natural reproduction... Characters can be robots, golems, or other types of artificial or "made" beings.

Artificial beings come with a design cost, in dollars.

The cost of an Artificial Being starts with the base cost for existing. Twenty-five thousand dollars ($25,000.00) is the cost of a base artificial being; human sized, possessed of a sentient mind, capable of self-direction, possessing a statistic of four (4) in every Primary Statistic, and having forty (40) Skill points.

The statistics of an Artificial Being are selected using Method Three (the purchase method). The final cost of their Primary Statistics is added to their base cost.

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Packages

Packages are bundles of Merits, Flaws, and Special Abilities that can define a Character "Type." When a package is purchased, the Character receives all of the Merits, Flaws, and Special abilities of the Package. It's usually a good idea to purchase a Package before getting other Merits, Flaws or Special Abilities.

In general, a Character should have one (1) Package, if any. With the GM's permission, a Character could have more than one (1) Package. Packages purchased after the first may receive a discount if both packages have the same feature; i.e., if both packages have the Night's Eyes Merit, the cost of the second package would be discounted the price of the Merit ($15,000.00), as there is no need to have Night's Eyes twice.

The Merits and Flaws in a Package do NOT count towards the total available Merits and Flaws in Character Creation.

It is possible to custom make one's own Package. GMs are cautioned to examine Player-constructed Packages VERY carefully, as this possibility is subject to TREMENDOUS abuse. All custom Packages are subject to GM approval.

It simply wouldn't do for the GM to be running the game, assuming that the Package had been reasonable, only to find that members of the PC's race can suddenly grow to ten times their normal size and cover the field of battle under six feet of blueberry yogurt.

The value of the Custom Package is calculated the same way that the elements within the Package would be priced for Character Creation - each Merit adds $15,000.00 to the price, each Flaw subtracts $30,000.00 from the price, and the price of each Special Ability is added.

If the Package includes Special Abilities, it must also include the Special Merit which grants access to those Special Abilities - i.e., if a Package includes Powers, it must also include the Preternatual Merit.

Packages should be made if the Character the Player wants to use is a representative of a race or type... "I want to be one of a specific model of android" is a good reason to make a Package. "I want more Merits" is not.

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Beasts

Package Cost: **$5,250.00**

Creatures of sheer animal power, not entirely human (or other sentient race), not entirely a mindless predator. Beings with this package may resemble some form of hybrid or half-way point between a sentient being and animal.

Beasts have greatly enhanced physical structure and capabilities. They are frightful things of claw and fang, impressive strength, physical durability, and improved ability to run and jump. More, their senses are keen, with their vision extending further into the electromagnetic spectrum than the average, and incredibly sensitive senses of taste and smell.

With all of the benefits, however, come some detriments. While they are capable of thinking, speaking, and acting like a civilized being, they tend towards more animalistic thoughts and actions. They prefer to hunt their food rather than shop for it, they will issue growls and snarls instead of reasoned arguments, and in every other way go about things more like an animal than a sentient being. This also contributes to their general lack of a sense of subtlety or restraint; this is less of a choice than the tendency of their animal instincts to kick in before civilized thought can intervene.

Examples of Beasts include many (but not all) Furries, uplifted animal species, undeveloped alien cultures, and bestial fantasy races such as Orcs and Gnolls.

Merits	
Preternatural	$15,000.00
Flaws	
Mental Malfunction: Animal-like thinking/behavior	-$30,000.00
Psycho	-$30,000.00
Powers	
Claws	$5,000.00
Discriminatory Taste/Smell	$6,500.00
Fangs	$3,500.00
Enhanced Strength (x 5)	$3,750.00
Hide, Tough	$2,500.00
IR Vision	$9,000.00
Leap, Impressive	$10,000.00
Sprint, Impressive	$10,000.00

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Incorporeals

Package Cost: $33,354.50

Ethereal beings, an intellect and a presence with no physical structure to speak of. Generally "not from around here," originating in other dimensions and/or planes of reality, visiting this plane by their own designs or perhaps forced here by magic or science gone awry.

They are insubstantial and invisible, having no physical presence. They move through walls and mountains as easily as people move through the air. They can communicate mentally, and affect the physical world with telekinesis. Unless they are prevented from doing so, they can travel between dimensions/planes of reality/astral levels at will.

Being essentially dimensional vagabonds, and having no physical structure, they do not accumulate material wealth easily; often, it isn't even a consideration for them. As they generally do not originate from the dimension where they are encountered, they are vulnerable to attempts to "bind" or "banish" them; they can be forced to remain in one plane, or forced to flee from it. They generally really hate it when that happens, too.

Examples of Incorporeals include elementals, ghosts, specters, beings of pure thought, and most other "ethereal" or intangible beings.

Merits	
Mind of Power	$15,000.00
Preternatural	$15,000.00
Flaws	
Poor (x 1)	-$30,000.00
Sidereal	-$30,000.00
Powers	
D-Shift	$5,200.00
Insubstantiality I	$45,000.00
Invisibility I	$5,500.00
Psionics	
Telekinesis	$6,300.00
Telepathy II	$1,354.50

Simon Wentworth (Order #28533685)

Mechanicals

Package Cost: **$20,000.00**

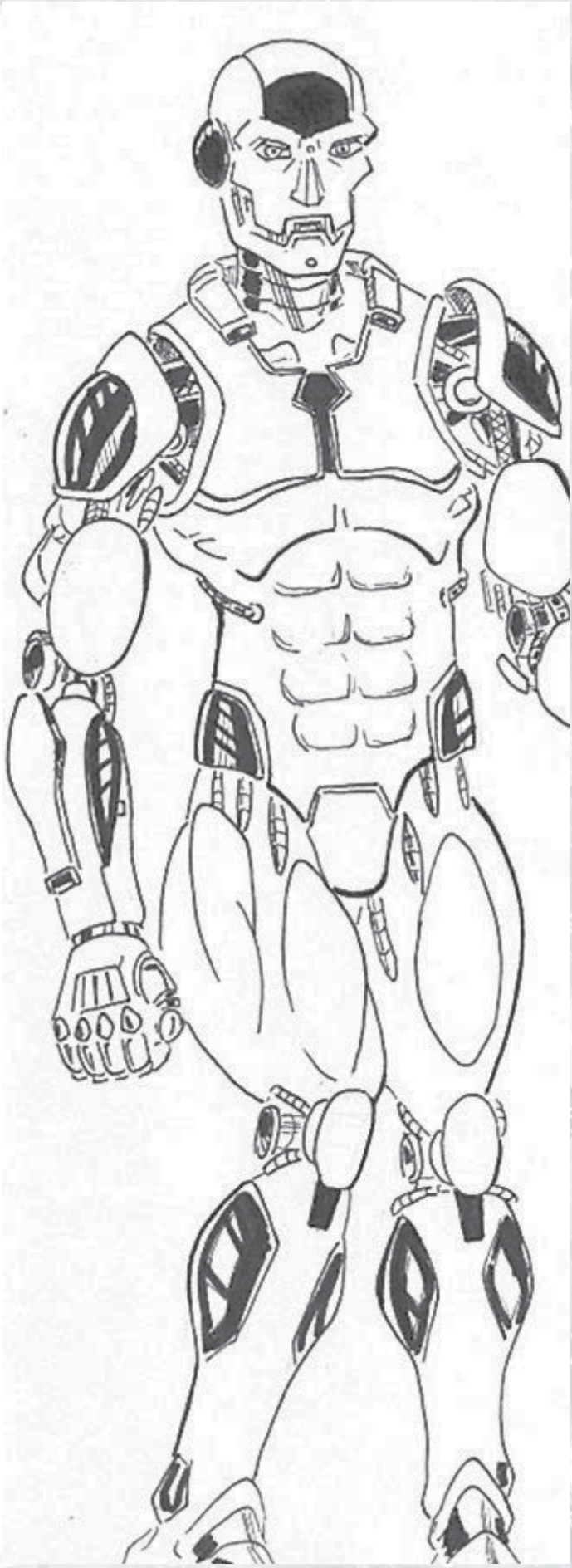
Mechanicals are creations; beings that have been crafted. A Mechanical with an Intelligence of 4 or higher is a sentient being in and of itself; self-aware and capable of defining its own destiny.

Mechanical beings are not heir to many limitations of living being.. They are unaffected by hunger, thirst, or lack of air - they simply do not have these needs. They cannot be poisoned, and they cannot themselves suffer from nor carry disease. They can use either manipulator with equal dexterity, their artificial brain never loses a fact, and they can be upgraded with Mechanica as needed.

Not having life processes, they do not heal damage naturally, and even magic spells or psionic powers that heal the organic will not work on them. Rather, they must be repaired - a successful Intelligence plus Repair roll will restore one lost Shrug. (Depending on the Era, either the Clockwork or Cybernetics skill can be substituted for the Repair skill). They cannot sire nor bear children; if they are to produce progeny, it will require duplication of their core data and production facilities rather than any form of romance the organic would recognize. Their minds are designed to receive data, making them easily influenced.

Examples of Mechanicals include golems, robots, clockwork warriors, androids and gynoids.

Merits	
Ambidexterity	$15,000.00
Moda Mechanica	$15,000.00
Preternatural	$15,000.00
Steel-Trap Mind	$15,000.00
Flaws	
Infertile	-$30,000.00
Malleable	-$30,000.00
Physical Limitation: Immune to Healing	-$30,000.00
Powers	
Non Metabolic	$50,000.00



Simon Wentworth (Order #26533695)

Monsters

Package Cost: $21,550.00

Monsters take many, many different forms. What they have in common is that they are terrifying, implacable opponents with a desire to cause pain. A monster isn't a monster strictly because of what they are on the outside - there has to be a certain monstrousness to their inside, as well. Monsters are, almost by definition, not nice.

Physically, they are the embodiment of power. Their ability to lift, to run, and to jump are legendary; their abilities surpass those of most other beings. They are fierce in combat, both delivering and absorbing huge amounts of damage, and regenerating any damage that gets through even as they continue to fight.

Outside of their own kind, they are universally reviled. No matter how normal their appearance might be, once their true nature is revealed they are "the enemy." Even if they have a perfectly normal physical appearance, their true nature tends to radiate in the form of a disquieting feeling in all who encounter them. While it may seem that they are the targets of a certain amount of discrimination, this is partially in response to the fact that they are genetically programmed to cause discomfort, pain, and gruesome death in as many ways as they can possibly manage.

Examples of monsters are, again, numerous and varied. This template is for a "baseline" monster - they will have a broad variety of powers and abilities. If it has caused people to scream and run, or to pick up heavy weapons in the hopes of hurting it, it's an example of a monster.

Merits	
Preternatural	$15,000.00
Flaws	
Doubtful Presence	-$30,000.00
Mental Malfunction: Sadistic	-$30,000.00
Social Stigma: Monster	-$30,000.00
Powers	
Hide, Armored	$5,750.00
Leap, Monster	$25,000.00
Lift, Monster	$25,000.00
Ogre Punch	$5,000.00
Regeneration II	$10,800.00
Sprint, Monster	$25,000.00

Simon Wentworth (Order #28533885)

Shorts

Package Cost: **$9,000.00**

Shorts are just like most people of their world, but at half the size. They may even be known as "little people" or "the small ones," but you may not want to let them hear you calling them that. True, their physical performance isn't up to that of beings of more average stature, but they often compensate with bigger-than-average determination.

Shorts do get something of an advantage in combat, as their size gives their opponents a penalty of minus three (-3) to hit them. They are also at a penalty of minus three (-3) to be noticed, and gain a bonus of plus three (+3) to their Stealth skills. There may be a "little person" right under your nose, and you might just miss them. They are also naturally good at crafting skills, and have an edge on learning just about anything as they can be VERY determined - they start out with ten (10) more skill points than the average Character.

On the down side, all of their physical performance statistics (Running Speed, all Jumping heights and distances, and their Dead Lift) are halved (1/2) due to their diminutive nature. They also tend to have very dense body structures, making it difficult for them to swim well, if at all.

Examples of Shorts include Halflings, Gnomes, Goblins, Leprechauns, and scavenging sand-dwelling nomads of desert planets.

Merits	
Crafty	$15,000.00
Preternatural	$15,000.00
Really Skilled (x2)	$30,000.00
Flaws	
Physical Impairment: Halved performance	-$30,000.00
Swims Like a Brick	-$30,000.00
Powers	
Get Small I	$9,000.00

Simon Wentworth (Order #26533695)

Slims

Package Cost: **$25,000.00**

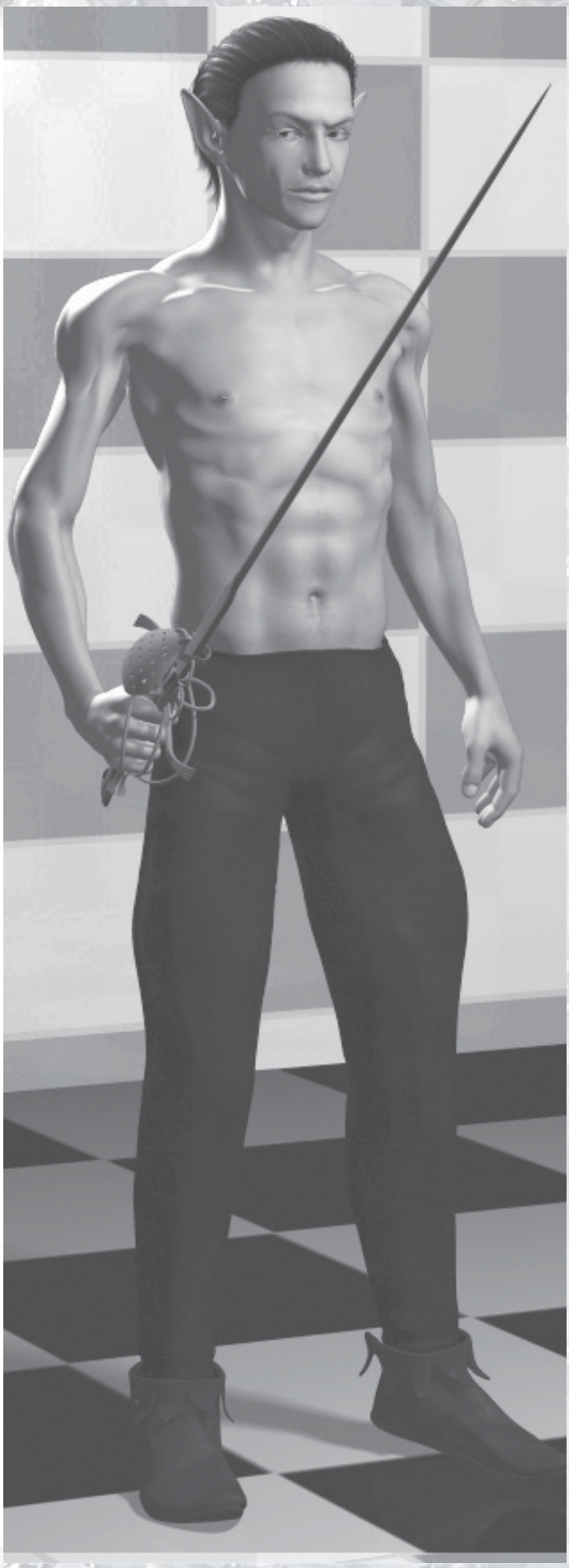
There is something otherworldly about Slims. They have a supernatural grace about them, a tight and compact musculature, combined with an air of superiority. It's not their fault that they're awesome, though.

Slims tend to be in touch with their natural surroundings - animals react well to them, in general. They have an ease with making called shots due to their sense of grace, and an implacable Will to go along with it. Their eyes and ears are exceptionally keen, not only gaining a bonus of plus two (+2) to Perception rolls based on vision and hearing, but also being able to see very well in darkened conditions (all Darkness penalties reduced by two (2)). They heal exceptionally well, regaining one (1) Shrug every hour even without medical assistance.

Slims are often members of old and well-established races, and as such, they tend to have a difficult time being connected to members of younger races. This makes them seem very aloof, which, in fact, they are. They also tend to have striking physical features, often in the form of pointed ears, that make them stand out in a crowd.

Examples of Slims include Elves of all kinds and pointy-eared aliens, who may or may not have green blood.

Merits	
Bestial Affinity	$15,000.00
Deadly Aim	$15,000.00
Iron Will	$15,000.00
Night's Eyes	$15,000.00
Preternatural	$15,000.00
Flaws	
Mental Malfunction: Aloof	-$30,000.00
Stands Out	-$30,000.00
Powers	
Heightened Sense (+2) (Vision & Hearing)	$2,000.00
Regeneration I	$8,000.00



Simon Wentworth (Order #28533885)

Stouts

Package Cost: **$38,000.00**

You know a Stout when you see one. They may be a bit shorter than average, but they're often just as wide as they are tall. They are compact beings of muscle and power, and damn proud of it.

Stouts tend to enjoy drinking games, because they tend to win. The only thing they enjoy more than drinking games are lifting contests... a Stout need not spend Risk to get a "burst of strength" when lifting, and their Dead Lift is doubled. They're also hell in combat, having ten (10) additional points of Damage Resistance, and doing five (5) more points of Strength-Based Damage than average. Even when the fight is over, their hearty physiologies heal one (1) Shrug an hour, whether their wounds are tended to or not.

Of course, all of that muscle being optimized for lifting things and beating people up does make it hard for them to get much height or distance on a jump... their jumping heights are reduced by one (1) foot, and their jumping distances are reduced by three (3) feet.

Examples of Stouts include Dwarves and humanoids from heavy-gravity planets.

Merits	
Drink Like a Fish	$15,000.00
Preternatural	$15,000.00
Pro Lifter	$15,000.00
Flaws	
Can't Jump (x 1)	-$30,000.00
Powers	
Hide, Tough	$2,500.00
Lifting, Impressive	$10,000.00
Regeneration I	$8,000.00
Troll Punch	$2,500.00

Simon Wentworth (Order #26533895)

Undead

Package Cost: **$10,000.00**

The undead, in general, do not occur naturally. They are often the result of Necromancy, the acts of deities, or science gone horribly wrong. No matter the Era, chances are that there is some form of the undead shambling around out there... or perhaps many forms. They might be the servants of a mad wizard, the victims of a horrific plague, or a carefully calculated super-science terror weapon.

The undead have a number of benefits. They are unaffected by hunger, thirst, or lack of air - they no longer have these needs. They cannot be poisoned, and they cannot suffer from disease. More, their dead-yet-not-dead state gives them the capacity to sense the living, even around corners and through walls. The undead are implacable hunters, even the ones that aren't terribly quick.

On the down side, they're dead - they do not heal damage naturally, and even magic spells or psionic powers that heal the living will not work on them. More, people are generally terrified of the undead. Most living beings capable of perception have an instinctual fear of dead things that are still moving; it is wrong on such a base level that animals and even insects know that an undead *anything* is bad news.

Examples of undead include skeletons, revenants, and zombies of every shape and size. Vampires are very powerful undead.

Merits	
Preternatural	$15,000.00
Flaws	
Doubtful Presence	-$30,000.00
Physical Limitation: Immune to Healing	-$30,000.00
Powers	
Non Metabolic	$50,000.00
Sense Life	$5,000.00

Simon Wentworth (Order #28533685)

Physical Performance:
Running, Jumping, and Lifting

Time and Movement: Running

The base unit of time in the Victory System is the Combat Turn, which lasts five (5) seconds.

The total of a Character's base Speed stat, plus their ranks in the Running skill, multiplied by four (4), is the number of feet that they can move in one combat turn. *E.G. Bob has an Agility of seven (7), a Dexterity of seven (7), and a three (3) ranks in the Running skill, so his base Speed stat is seventeen (17). Multiplying this by four (4), we find that Bob can move up to sixty-eight (68) feet per turn (17 x 4 = 68).*

Running Speed = Speed x 4

Characters with ranks in the Running skill can add a "Burst of Speed" to their movement rate. To do this, they add their Stamina to their Running skill and roll 1d20. If the roll is a success, the Margin of Success, multiplied by 5, is added to their movement rate for one (1) turn. As this is an extremely exhausting process, using a "Burst of Speed" costs the Character ten (10) Risk.

On a failure, the Character cannot add a "Burst of Speed" to their movement, but they do not lose ten (10) Risk.

On a critical success, either the Character adds their margin of success times eight (8!) to their running speed at the cost of ten (10) Risk, OR the Character adds their margin of success to their running speed, but they do NOT lose any Risk.

On a critical failure, the Character does not add a "Burst of Speed" to their movement, but they lose ten (10) Risk anyway.

Jumping for Distance

Characters can perform a Standing Jump for a distance, in feet, equal to the total of their Agility stat and any ranks they have in the Acrobatics, or a Sports skill, divided by two (2), rounded up. *E.G. Bob has an Agility of seven (7) and three (3) ranks in the Sports skill. His standing long jump is five (5) feet (7 + 3 = 10, 10 / 2 = 5).*

Standing Long Jump = (Agility + Acro or Sports) / 2

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Characters who can run for a distance equal to their Speed stat, in feet, before jumping, can make a Running Jump for a distance equal to the total of one-half their Speed stat and any ranks they have in the Acrobatics or Sports skill. *E.G. Bob has a Speed stat of fourteen (14) and three (3) ranks in the Sports skill. If he can take a run of fourteen (14) feet or more before jumping, he can make a Running Jump of ten (10) feet. (14 / 2 = 7, 7 + 3 = 10).*

Running Long Jump = (Speed / 2) + Acro or Sports

Characters with ranks in the Acrobatics or Sports skills can add a "Burst of Speed" to their jumping distance. To do this, they add their Agility to the appropriate skill (Acrobatics or a Sports skill), then roll 1d20. On a success, the Margin of Success, in feet, is added to the Character's jumping distance for that jump only. Doing this is an exhausting activity, and costs the Character ten (10) Risk.

On a failure, the Character may not add a "Burst of Speed' to their jumping distance, but they do not lose any Risk.

On a critical success, the Character may either add TWICE their margin of success to their jumping distance in feet at the cost of ten (10) Risk, or they may add their margin of success to their jumping distance in feet without losing any Risk. On a critical failure, the Character does not add a "Burst of Speed" to their distance, but they lose ten (10) Risk anyway.

Jumping for Height

Characters can perform a Standing High Jump for a distance, in feet, equal to the total of their Agility stat plus their Strength stat, divided by two (2), plus any ranks in any one of the Acrobatics or Sports skill, divided by four (4), rounded up. Or…

Standing High Jump =
(((Agility + Strength) / 2) + (Acro or Sports)) / 4

E.G. Bob has an Agility stat of seven (7) and a Strength stat of five (5). He is using his three (3) ranks in the Sports skill to make a Standing High Jump. He adds his seven (7) Agility and five (5) Strength together for a total of twelve (12), and divides by two (2) to get six (6). He adds his three (3) ranks in Sports for a total of nine (9). This he divides by four (4), for a total of two point two five (2.25), which he rounds down to two (2). Bob can make a Standing High Jump of two (2) feet.

If the Character can get a running start of a distance equal to their Speed stat in feet, the Character can make a Running High Jump. The height of the Running High Jump is equal to the total of their Agility stat plus their Strength stat, divided by two (2), plus any ranks in either of the Acrobatics or Sports skill, divided by two (2), rounded up. Or…

Running High Jump =
(((Agility + Strength) / 2) + (Acro or Sports)) / 2

E.G. Bob has an Agility stat of seven (7) and a Strength stat of five (5). He has a Speed stat of fourteen (14). He is using his three (3) ranks in the Sports skill to make a Running High Jump. He takes a running start of fourteen (14) feet. He adds his seven (7) Agility and his five (5) Strength together for a total of twelve (12), and divides by two (2) to get six (6). He adds his three (3) ranks in Sports for a total of nine (9). This he divides by two (2), for a total of four point five (4.5), which he rounds up to five (5). Bob can make a Running High Jump of five (5) feet.

When making a Running High Jump, the Character will travel a distance equal to half their Running Long Jump distance during the jump. If the Character burns five (5) Risk, they can reach their maximum height AND maximum distance in the same jump.

Characters with ranks in the Acrobatics or Sports skills can add a "Burst of Speed" to their jumping height. To do this, they add their Strength to the appropriate skill (Acrobatics or Sports), then roll 1d20. On a success, the Margin for Success, in feet, is added to the Character's jumping height for that jump only. Doing this is an exhausting activity, and costs the Character ten (10) Risk.

On a failure, the Character may not add a "Burst of Speed" to their jumping height, but they do not lose any Risk.

On a critical success, the Character may either add TWICE their margin of success to their jump-

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ing height in feet at the cost of ten (10) Risk, or they may add their margin of success to their jumping height in feet without losing any Risk.

On a critical failure, the Character does not add a "Burst of Speed" to their jumping height, but they lose ten (10) Risk anyway.

Lifting

Characters can lift a number of pounds equal to their Strength plus their ranks in the Lifting skill times fifty (50). This is a dead lift, lifting the weight clear of the ground. *E.G. Bob wants to impress someone with his strength. He has a Strength of five (5) and three (3) ranks in the Lifting skill. He adds these together for a total of eight (8). This he multiplies by fifty (50), for a total of four hundred (400). Bob can lift a four hundred (400) pound barbell over his head.*

Dead Lift = (Strength + Lifting) x 50

To lift up to this weight for more than one turn, the Character must make a Stamina plus Lifting skill roll. If the roll is a success, he Margin of Success is the number of turns that the Character can successfully keep the weight in the air. *E.G. Bob wants to keep his four hundred (400) pound barbell in the air as long as possible. He adds his Stamina of five (5) to his Lifting skill of three (3), for a total of eight (8). He rolls 1d20, getting a roll of four (4). Eight minus four equals four (8 – 4 = 4),* so Bob can keep the weight in the air for four (4) turns, or twenty (20) seconds.

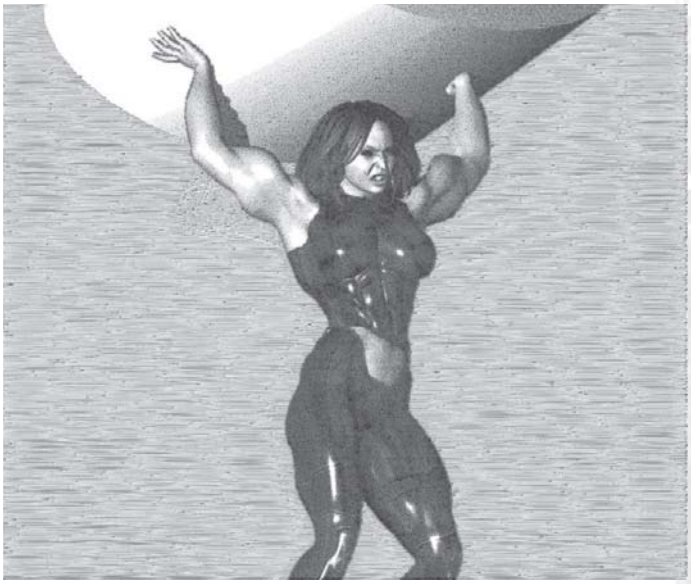
On a failure, the Character can keep the weight in the air for only one (1) turn.

On a critical success, the number of turns that the Character can keep the weight in the air is the Margin of Success multiplied by two (2).

On a critical failure, the weight is dropped, and the Character takes one (1) Shrug of damage as they have strained themselves.

If the Character wants to lift more weight, they can attempt to generate a "Burst of Strength." To do this, the Character adds their Strength and their Lifting skill, then rolls 1d20. If the roll is a success, the Player multiplies the Margin of Success by fifty (50). This is the number of additional pounds that the Character can lift.

For Example: *Bob really needs to try and lift a five hundred (500) pound refrigerator off of a friend of his. He can normally lift only four hundred (400) pounds, so he tries for a "Burst of Strength." He adds his Strength of five (5) to his Lifting skill of three (3), for a total of eight (8). He rolls 1d20, and gets a five (5). His Margin of Success is a three (3), which he multiplies by fifty (50). He can lift an additional one hundred and fifty (150) pounds, for a total of five hundred and fifty (550) pounds – more than enough to get the fridge off of his buddy.*



The act of gaining a "Burst of Strength" is extremely strenuous, so on a successful roll, the Character loses ten (10) Risk. On a failed roll, the Character does not get the "Burst of Strength," but they do not lose any Risk.

On a critical success, the Character EITHER multiplies their Margin of Success by one hundred (100), instead of fifty (50), doubling the effects of the "Burst of Strength," OR they multiply the Margin of Success by fifty (50) as normal, but do not lose any Risk to the effort.

On a critical failure, the Character not only does not gain the "Burst of Strength," but also lose the ten (10) Risk AND strain themselves, taking one (1) Shrug of damage.

Carrying Capacity

A Character can carry up to ten percent of their Dead Lift at no penalty. For every ten percent of their Dead Lift that they are carrying over the first, their Agility is reduced by one, along with their speed. EG: *Bob's Dead Lift is three hundred (300) lbs. He can carry up to thirty (30) pounds at no penalty, but for every thirty (30) pounds, or portion thereof, over that, his Agility drops by one. With ninety (90) pounds of equipment, his Agility is dropped by two (2).*

Throwing Distance And Damage

Some items are designed to be thrown - they are balanced and aerodynamic. While they are light, and

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don't carry much momentum, they are optimized to be thrown for distance with some accuracy and effect.

If a weapon has a Strength-based range (a range that is expressed as Strength multiplied by a number in feet, such as Str x3), the item can be thrown a maximum of that range, for its listed damage. If the Character has any ranks in the Throwing skill, those ranks can be added to the Character's Strength stat before multiplying.

For Example: *Bob has a Strength of seven (7) and a Throwing skill of three (3). He throws a knife with a listed range of Str x3 (Strength times three). He adds his Throwing skill of three (3) to his Strength of seven (7) for a total of ten (10) (7 + 3 = 10), then multiplies this total by three (3) for a final range of thirty (30) feet (10 x 3 = 30).*

If an item is not balanced for throwing, the matter becomes a little more complicated. A Character's Strength plus their Throwing skill is the Character's Base Throw statistic. A Character can throw an item with this weight (weight = Base Throw) twice this distance in feet (Base Throw x 2) - this is the Base Range.

For Example: *Bob, with his Strength of seven (7) and his Throwing skill of three (3) has a Base Throw of ten (10) (7 + 3 = 10). He can throw a ten (10) pound object twenty (20) feet (10 x 2 = 20) - this is his Base Range.*

To determine the distance that a Character can throw items of other weights, divide the Base Range by one-tenth of the item's weight. (Base Throw / (Weight x 0.10). As always, round to the nearest whole number.

For Example: *Bob wants to throw a twenty (20) pound item. He multiplies the weight of the item (20) by one tenth (0.10) for a total of two (2). He then divides his Base Range of twenty (20) by two (2) for a new total of ten (10) feet (20 / 2 = 10).*

He then wants to throw, as a follow up, a five (5) pound item. He multiplies the weight of the item (5) by one tenth (0.10) for a total of five-tenths (0.50). He then divides his Base Range of twenty (20) by five tenths (0.50) for a new total of forty (40) feet (20 / 0.50 = 40).

A Character can only throw an item so far (accurately) before gravity and momentum cancel each other out. The farthest a Character can throw an unbalanced item of any weight, no matter how light, is equal to their Base Throw multiplied by eight (8). This is the Character's Range Cap.

For Example: *Bob, with his Strength of seven (7) and Throwing skill of three (3) has a Range Cap of eighty (80) - (7 + 3 = 10, 10 x 8 =80).*

When a thrown unbalanced item arrives successfully on target, it's going to hurt. Such an item gives a bonus to Strength-based Damage equal to one-half the weight of the item.

For Example: *Bob nails some clown with a ten (10) pound rock. He gets a Damage bonus of plus five (+5) - (10 / 2 = 5).*

There are two exceptions to this. The first is that very light items (weighing less than a tenth of a pound) carry little to no kinetic force, and therefore, do no damage. This includes such things as playing cards, pens and pencils, and the like.

The second exception is that, at some point, it takes so much energy to get a heavy item to the target that it loses kinetic force by the time it gets there. A Character can get a maximum bonus to Damage from an item equal to their Strength-based Damage (including the Martial Damage skill). This is the Character's Damage Cap.

For Example: *Bob, with his Strength of seven (7) and Martial Damage skill of three (3) has a Damage Cap of ten (10). Even if he throws an item heavier than twenty (20) pounds, he is still only getting a bonus of plus ten (+10) to his Damage (20 / 2 = 10).*

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Task Resolution

To resolve a task, add the required statistic to the required skill (E.G. To unlock a door without the key, add Dexterity to Lockpicking). Add bonuses for equipment or miscellaneous bonuses, subtract penalties. (E.G. To unlock a door, add +1 for a good set of lockpicks, but subtract 2 for a particularly difficult lock, being picked in poor light).

Roll 1d20. A roll equal to, or under Stat plus Skill, plus Bonus, minus Penalty is a success. A roll over this number is a failure. A roll of one (1) is a critical success, and the task is accomplished better than anticipated. A roll of twenty (20) is a critical failure, and the results should be both tragic and hilarious.

Common Task Penalties

Task is slightly more difficult than expected	-1
Task is just plain hard to do.	-2
Task has defeated a number of experts.	-3
Task has made experts cry in the shower.	-4
Task is nigh-impossible for experts.	-5

Poor light (dimly lit room with no windows)	-1
Bad light (moonless but clear night)	-2
Near total darkness (moonless cloudy night)	-3
Total darkness (Deep in a cave)	-4

Uncomfortable Environment for Task	-2
Non-combat task in a combat situation	-3
Working without necessary Tools	-5

Equipment is not from Character's Era	-3
Skill does not exist in Character's Era	-3
(If Character has non-Era experience)	-1

Performing after missing 1 night's sleep	-1
Performing after missing 2 night's sleep	-2
Performing after missing 3 night's sleep	-4
Performing after missing 4 night's sleep	-8
(Penalty continues to double until Character sleeps).	

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Non-Era Tasks

Because there are different Eras, there may be problems if a Character needs to use Equipment or a Skill that is not from their own Era.

When dealing with weapons and shields, if a Character is faced with a weapon from a *later* Era, they are at a penalty of minus three (-3) to use that weapon. There is no penalty for a Character using a weapon from an *earlier* Era.

For Example: *Grog the Fantasy Warrior and Jack the Space Pirate are in an interdimensional prison, and are trying to fight their way out; unfortunately, they have found each other's weapons.*

Grog lifts Jack's Blaster Pistol and tries to shoot his captors. Even though Grog has points in Firearms - Short (for using a Flintlock Pistol), he is at a -3 to use the strange and complicated Directed Energy weapon.

Jack, on the other hand, has found Grog's Axe. He can swing the Axe with no penalty at all; even in Space, they know how to beat people with heavy sharp things.

When using equipment other than weapons, such as tool kits and survival gear, a Character is at a penalty of minus three (-3) to use equipment from outside of their Era regardless of whether it was produced earlier or later than their own Era.

For Example: *Grog and Jack have found each other's back packs, and are trying to set up each other's tents to ward off the coming rain and cold.*

Grog wrestles with the unfamiliar fastenings and the electric air compressor for the inflatable metallic ribs of the advanced survival tent, suffering a -3.

Jack, on the other hand, is trying to figure out how to make the canvas, wood, and rope nightmare that is Grog's Fantasy Era tent take a proper shape without memory plastic, electrostatic adhesive pads, and the solar panels that he is used to, and so suffers a -3 as well.

There are Merits that can negate these penalties.

Equipment

There are some uses of skills which simply cannot be done without the proper equipment. In general, if a Character is using a skill to figure something out from the information in their own head, they do not need Equipment (i.e. - "I'm going to roll Intelligence plus Academics to figure out what these strange symbols mean" or "I'm going to roll Intelligence plus Melee to see if I can figure out that guy's combat style").

When someone is attempting to use a skill to physically examine something, or to otherwise affect it, Equipment is generally required (i.e. - "I'm going to roll Perception plus Chemistry to analyze the composition of this explosive compound" or "I'm going to roll Dexterity plus Repair to put the cogs back in this pocketwatch").

For very basic tasks, simple instruments are often all that is needed as a tool; a knife of any kind can be considered the proper equipment for elementary survival, simple medicine, or even cooking. A knife is not so useful for repairing robots, making jet fuel, or removing a brain tumor.

This may often be a matter for "The Deal;" if a Player can convince the GM that, for some reason, their Character needs only simple tools to perform complex tasks, it can certainly be allowed - within reason. "My Character was an Army Ranger, so I can do some field maintenance of my rifle using only a shoestring and a little oil" is perfectly fine. "My Character was an Army Ranger, so I can re-program this robot with some bamboo and a couple of coconuts" is not.

Characters with the Natural Engineer Merit can accomplish tremendous feats with simple tools, or even no tools at all... but the GM should still require the proper Equipment for very complex tasks, such as building Nuclear bombs and the creation of life itself. Even MacGyver would have a difficult time Terraforming Mars with a couple of paper clips and half a can of soda, although he could probably make a good try at it.

Attribute/Skill Combinations

The attribute that is added to a given skill may change depending on the situation. In general, the Agility statistic is used for hand to hand and melee combat, the Dexterity statistic is used for firearms combat, and Stamina is used to resist physical stress.

In combat, the Firearms - Short skill will then most often be added to the Dexterity statistic. There will be times, however, when you're doing something with a pistol besides firing it.

To quickly examine a pistol to see if it is in proper condition to be fired, the GM might ask for a roll combining the Perception statistic with the Firearms - Short skill. It's more a matter of perception to determine the condition of the pistol. To repair the pistol the GM might call for a roll against the Intelligence statistic plus the Firearms - Short skill. That would be more a case of knowing how the gun works than firing it. (A roll of Intelligence plus Repair would also suffice for this task).

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Determining what statistic is used is a matter of which one is most appropriate for a given task.

- If a task requires brute physical force, the appropriate skill would be added to the Strength statistic.
- If a task requires physical endurance, the appropriate skill would be added to the Stamina statistic.
- If a task requires whole-body coordination, the appropriate skill would be added to the Agility statistic.
- If a task requires manual dexterity, the appropriate skill would be added to the Dexterity statistic.
- If a task requires raw knowledge or intellectual processing, the appropriate skill would be added to the Intelligence statistic.
- If a task requires sensing, detecting, or perceiving, the appropriate skill would be added to the Perception statistic.

Some Sample Tasks and their Stat/Skill Pairs

Task	Stat/Skill Pair
Throwing a Punch	Agility + Hand to Hand
Examining a potion	Perception + Alchemy
Swinging from roof to roof	Agility + Acrobatics
Being the bottom of a human pyramid	Strength + Acrobatics
Spotting a loose bolt in a trapeze rig	Perception + Acrobatics
Fixing a car	Intelligence + Repair
Lifting a car (Good Luck!)	Strength + Lifting

It is possible that more than one Statistic/Skill combination could be used for a given task. To clear a jammed firearm, a Character could use Intelligence plus Repair, or Intelligence plus Firearms - Short, or even Dexterity plus Repair. This is a good place to employ "The Deal," as Players will no doubt want to use the most advantageous possible combination for their Character.

If the Player suggests a combination that the GM does not believe is appropriate, the GM may always veto the suggestion.

For Example: *Bob is looking at a piece of alien technology that looks like a laser pistol. The GM declares that Bob must make an Intelligence + Physics roll to figure out how to use it.*

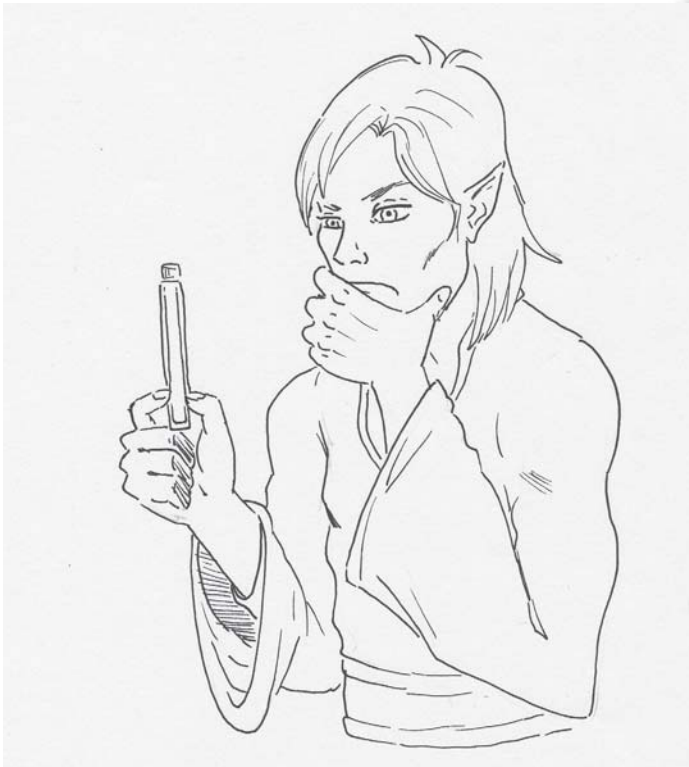
As Physics is not a strong suit for Bob, Bob's Player asks "Can I use Intelligence plus Firearms - Short instead? It sure LOOKS like a pistol, maybe I can figure it out."

The GM allows that the weapon is enough like a pistol that Bob can use Intelligence plus Firearms - Short to figure out how to use it.

When the gun stops firing, the GM asks Bob's Player to roll on Intelligence plus Physics to figure out what's wrong with the gun.

Again, Bob's Player suggests that he could roll on Intelligence plus Firearms - Short to figure out how to repair the odd device.

This time, the GM rules that the inner workings and function of the gun are substantially different from the workings of any pistol Bob has ever tried to repair, and the Intelligence plus Firearms - Short roll will not suffice. Bob must make the Intelligence plus Physics roll to determine how to make the alien device operate once more.



Tasks and Time

In a single turn (5 seconds), Characters can accomplish very fast, simple tasks. This is ideal for combat, but not so convenient for trying to build a house. The following chart delineates the necessary time for accomplishing certain tasks… it is a general guideline, open to alternate interpretations (as per "The Deal").

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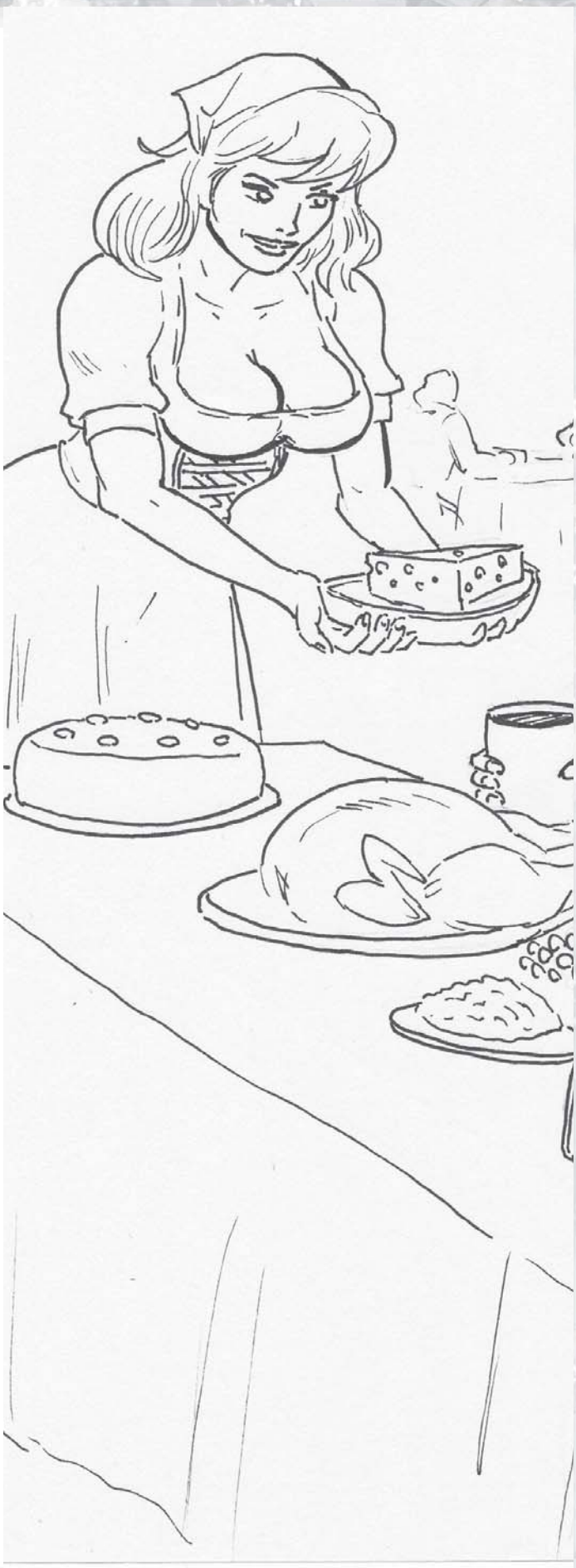
TIME SEGMENT	EXAMPLE TASK
One Free Action	Make a bad combat pun
One Action	Throw a punch, fire a cross-bow, stab someone
One Turn	Draw a weapon
1 Minute (12 Turns)	Repair a very simple machine
5 Minutes	Restring a bow
30 Minutes	Clean and sharpen a sword
1 Hour	Fix a simple machine, have a good meal
2 Hours	Maintain a complex machine
6 Hours	Build a simple item
12 Hours	
1 Day	
2 Days	Build a complex item
4 Days	
1 Week	Build a cottage
2 Weeks	Build a very complex or large item
1 Month	Build a house
3 Months	Prototype a very complex machine
6 Months	
9 Months	Make a Human
1 Year	Build a manor house

A Character can get a +3 bonus on any task that they can do slowly and carefully, which means taking it one step slower on the Time and Tasks chart. I.E. – a Character can get a +3 on a task that it normally takes one minute to do by taking five minutes to do it. This can only be used as a single shift… a Character could not get a +18 on stringing a bow by taking six hours to do it.

Likewise, a Character that is pressed for time can try to hurry up a task, risking a greater chance of failure in exchange for the chance to get a task done in time. Trying to perform a task one step faster on the Time and Tasks chart incurs a penalty of -3. It might be possible to hurry even faster, at a greater penalty, but that is a matter for "The Deal."

Certain activities can be considered "Free" actions, taking effectively no time in combat. Speaking a sentence is considered a free action, as is drawing a weapon with the "Fast on the Draw" Merit.



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Combat

Determining Initiative

When combat begins, determine if any Characters have been surprised. This is the case if any Characters have no idea that an incoming attack is directed at them. Resolve these attacks first.

After the surprise attacks have been resolved, determine Initiative by rolling 1d20 for each Character and NPC. Add this roll to the Character or NPC's Initiative stat. Highest initiative goes first, second highest goes second, et cetera. Groups of NPCs such as large Mook groups can determine initiative off of a single roll.

If more than one Character and/or NPC have the same Initiative number, they are assumed to be acting "Simultaneously." All participants acting Simultaneously may attack normally and defend normally during their turn, suffering all effects from combat on the following Initiative number.

For Example: *Bob and Mook #7 roll the exact same Initiative number. Both of them roll attacks. Bob and the Mook both succeed on their attacks. The Mook rolls a Damage Resistance roll against Bob's incoming damage, and is knocked Unco. Even though the Mook is Unco, Bob still must make a Damage Resistance roll against the Mook's successful attack, because the attacks were Simultaneous. Bob succeeds in resisting the Mook's damage, and is unharmed.*

On the next Initiative number, the Mook is Unconscious, and Bob waits for the next turn to act again.

Attacking

When attacking, first determine what type of attack the Attacker is going to use. For Hand to Hand or Melee attacks, add the Attacker's Agility to the appropriate skill. For attacks involving Throwing or Firearms of some sort, add the Attacker's Dexterity to the appropriate skill. Add any bonuses from weapon accuracy or other bonuses. Subtract any penalties for cover, moving target, range, or other factors. The result is the target number for the attack. Roll 1d20. If the roll is equal to or under the target number, the attack is a success. Note the Margin of Success, which is used to calculate the roll for defense. If the roll is higher than the target number, the attack is a failure, and misses.

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If the roll on 1d20 is a one (1), the attack is a critical success. Any defense roll against a critical success must also be a critical success (rolling another one (1)). On a critical success... any Shrugs of damage done in the attack (if any) are doubled.

If the roll on 1d20 is a twenty (20), the attack is a critical failure. Melee weapons are dropped, ranged weapons jam or otherwise malfunction, and hand to hand attacks unbalance the Character so badly that they lose their next action.

If the target of an attack is directly to the front of a Character, the attack occurs at no penalty. Attacking a target to a horizontal flank (the right or the left) incurs a penalty of minus one (-1), while attacking an enemy on a vertical flank (above or below) incurs a penalty of minus two (–2). If the target is directly to the rear of the attacker, the attack is at a penalty of minus four (–4) (the same penalty for attacking in total darkness, as the target cannot be seen).

Forsaking Defense

A Character can sacrifice the ability to defend themselves for a turn to gain a plus three (+3) bonus to all attacks made that turn. A Character who Forsakes Defense for the turn gets no rolls to defend themselves - successful attacks against them cause them to make a Damage Resistance roll, with no opportunity to Dodge or Parry. They can defend themselves normally again the next turn if they are still able. This is a desperation maneuver, putting all of one's energy and focus into pure attack.

Multiple Attacks/Actions

It is possible to make more than one attack in a round. For every attack past the first, there is a cumulative –1 penalty to all attacks that round. *E.G. Bob wants to hit the Ogre robot three (3) times. There are two (2) attacks past the first, so each of the three attacks is at a penalty of minus two (–2).*

Certain Merits and special abilities can reduce this penalty.

Autofire

Certain weapons and special abilities have an Autofire ability. They will have an Autofire number, somewhere between two and ten. This is the number of "shots" that the weapon or ability is firing down range with a single attack roll.

The attacker using an Autofire attack has three options for how to apply the Autofire number to their attack.

First, they can apply the margin of success of their attack, up to the Autofire number of the attack, as a number of additional hits made against the same target.

For Example: *Izzander the Mage has a spell that attacks with Autofire 5. He rolls to attack a goblin, and his margin of success is a four. The Goblin fails to roll a successful defense, so he must make four Damage Resistance rolls, as he has been struck four times. Izzander uses the same spell on another Goblin, this time getting a margin of success of six. This Goblin will be hit five times... even though Izzander's margin of success was six (6), the spell's Autofire number is five, so it can strike a target only five times.*

With the Second option, the attack's margin of success, up to the Autofire number of the attack, can be applied as a Radius to the attack, striking all targets in an area with a radius equal to the margin of success up to the Autofire number, and giving all targets a penalty to their defenses equal to the margin of success up to the Autofire number.

For Example: *Izzander is confronted with five Goblins charging him down a wide corridor. Using his spell with an Autofire number of five, he rolls to attack and gets a margin of success of four. The GM decides that the corridor is only ten feet across, and so with Izzander striking an area with a radius of four (an eight-foot wide circle), he has struck all five Goblins. The Goblins can attempt to dodge, but they will be at a penalty of -4 (the margin and the radius) to do so. Should they fail the dodge (likely), they will all need to make a single Damage Resistance roll.*

The third, and most deadly option for attacks with an Autofire number is for the attacker to spend five (5) Risk on the attack (or five MORE Risk, in the case of an attack that already costs Risk), and receive both benefits... striking every target in an area with a radius equal to the margin of success of the attack, up to the attack's Autofire number, and causing every target to make a number of Damage Resistance rolls equal to the margin of success of the attack up to the attack's Autofire number!

For Example: *Izzander is faced with three Goblin lieutenants, standing fairly close together. He spends the Risk for his*

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spell, AND an additional five Risk to stack his Autofire effects. He makes his attack roll with a margin of success of three (3). The GM determines that the attack will strike all three Goblins, as they are standing within an area six feet across. The Goblins can attempt to dodge the attack, with a penalty of -3. If they should fail to dodge, each of the Goblins will need to make three Damage Resistance rolls against Izzander's spell!

Note that this can lead to the seemingly physics-defying situation of, for example, striking five foes ten times each having fired only ten bullets. This can be explained by stating that the attacks managed to ricochet off of bones and belt buckles, bouncing from foe to foe and penetrating each a number of times, or that the enemies managed to line up exactly right for the bullets to pass through a number of them in straight lines. Or, you could simply applaud, look at the pile of severely dead bad guys, and move on. Hollywood doesn't count bullet hits particularly well, so there's no real reason we need to.

Weapon "Kick"

Larger caliber firearms and other powerful weapons produce a certain amount of recoil when fired. This recoil is commonly referred to as a weapon's "Kick." In larger caliber firearms, Kick is applied as a penalty (generally from minus one (–1) to minus three (–3), but exceptionally large caliber weapons might have kicks higher than minus three (–3)).

"Kick" can also refer to the difficult of wielding a particularly large melee weapon... the more times one tries to use an unwieldy weapon in a single turn of combat, the more difficult it becomes to do so accurately.

Kick penalties apply when a weapon is used more than once in the same turn using Multiple Actions. This reflects the fact that firing a weapon that Kicks more often causes the shooter's aim to be thrown off by the Kick, or wielding a melee weapon that is difficult to handle requires more and more effort to bring around for another hit.

After Multiple Action penalties have been calculated, the Kick is applied as a cumulative penalty on all shots after the first during that turn.

For Example: *Bob is firing a revolver with a Kick of minus two (–2). He wants to shoot his opponent three (3) times during one (1) turn, so he starts by calculating the Multiple Action penalty. For three (3) actions in one (1) turn, Bob will take a penalty of minus two (–2) to each action, a minus one (–1) for each action past the first.*

Bob adds his Dexterity of seven (7) to his Firearms - Short skill of seven (7) for a total of fourteen (14). He subtracts two (2) for the multiple action penalty, for a new total of twelve (12). His first shot is rolled against a target number of twelve (12), and he rolls a nine (9), scoring a hit.

His second (of three (3)) shots incurs the Kick penalty of the gun – an additional minus two (–2). He takes his current total of twelve (12) and subtracts two (2) for a new target number of ten (10). He rolls an eleven (11), a miss.

His third shot incurs the Kick penalty cumulatively... he subtracts an additional minus two (–2) from the shot, for a new target number of eight (8). He rolls a six (6), hitting with the third shot.

A Character with a high enough strength can suppress a certain amount of Kick, fighting the recoil of the gun with their sheer muscle power. Up to Strength six (6), a Character has no ability to suppress Kick. At Strength seven (7), a Character can suppress one (1) point of the Kick penalty. At Strength eight (8), a Character can suppress two (2) points of the Kick penalty. At Strength nine (9), a Character can suppress three (3) points of Kick penalty. It is theoretically possible, therefore, that a Character with Strength of ten (10) could suppress a hypothetical firearm with a Kick penalty of minus four (–4).

For Example: *In the previous example, Bob, with his strength of seven (7), was suffering the full minus two (–2) Kick penalty from his .45. With Bob's strength however, he can successfully suppress one (1) point of the Kick penalty, so he suffers a cumulative minus one (–1) penalty, instead of the full minus two (–2).*

Strength Of	Suppresses
1 to 6	No Kick
7	1 Kick
8	2 Kick
9	3 Kick
10	4 Kick

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Called Shots

A Player may take an additional penalty to make a "Called Shot," aiming for a particular part of an opponent. Hits are normally assumed to hit a target in center mass, which affects the target normally. (-0 Called Shot penalty)

Hitting an opponent in a limb cannot only cost the target a Shrug or take them Unco, but if a Character or Named NPC takes a Shrug as a result of a hit to a limb, that limb is Disabled, until medical attention can restore the lost Shrug. (minus one (-1) Called Shot penalty)

Damaging an opponent in an extremity, such as a hand or foot, will not cost the target a Shrug, but will disable that extremity until medical attention that would restore a Shrug can be acquired. (minus two (-2) Called Shot penalty)

Damaging an opponent in the head will cost the target two additional Shrugs. A blow to the head also forces the victim to make a roll against their Stamina stat plus their Toughness skill. On a failure, the blow has knocked them unconscious. On a critical failure, they are not only Unco, but lose an additional Shrug. If the target is out of Shrugs, a called headshot will not render the target Unco, but will kill them instead. (minus three (-3) Called Shot penalty)

Damaging a target with a called shot to a Vital area will also cost the target an additional Shrug. If the target is protected by armor, a called Vital shot will allow the attacker to bypass that armor. (minus four (-4) Called Shot penalty)

Damaging a target with a called shot to the Groin not only costs the target an additional Shrug, but also forces the target to make a Will roll. On a successful will roll, the target can retain all of their weapons and equipment. If the Will roll is failed, the target drops everything held in their hands, clutches their groin, and spends one turn on their knees, after which they may act normally. This result is the same for both male and female targets (minus three (-3) Called Shot Penalty).

Random Hit Location

An attack in which no specific target is declared is normally assumed to hit the target's center mass, or Torso. Certain attacks may be so imprecise or so unpredictable that the attack strikes a random hit location.

Random or wild attacks may hit a random location. These would happen if someone were swinging blindly or without thought. In such an attack, roll on the chart below. Strikes to Random Locations have exactly the same effect as Strikes that are the result of Called Shots to that area.

Random Hit Location: Roll 1d20	
Roll	**Location**
1	Head
2-10	Torso
11-12	Arm (roll 1d20... even, right / odd, left)
13-14	Leg (roll 1d20... even, right / odd, left)
15-16	Hand (roll 1d20... even, right / odd, left)
17-18	Foot (roll 1d20...even, right / odd, left)
19	Vital/Armor Bypass
20	Groin

Aiming

A Character or NPC may elect to spend a turn Aiming, rather than attacking. This means they are assessing the target, steadying their weapon, focusing their concentration, and determining that their next shot will be a hit. Aiming can have one of two possible effects.

Firstly, a Character that spends a turn Aiming may gain a plus three (+3) bonus to their next attack This attack must come within three turns of taking the Aiming maneuver. If they wait longer than that, they will "lose the aim," and must take another turn to re-acquire it.

Secondly, the Character may elect to take a Called Shot at NO PENALTY after an Aiming Maneuver. Again, this will occur on their next attack, and must be performed within three turns or the aim will be lost.

Normally, a Character may use one of these effects after an Aiming maneuver, but not both. If, however, the Character spends five (5) Risk, they can gain both of the benefits of an Aim - gaining a bonus of plus three (+3) to hit with no penalties for called shots.

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Hand to Hand Maneuvers

When attacking in Hand to Hand, using one's body as a weapon, there are certain options that make these attacks more efficient or more damaging. Some of these attacks are inherently more difficult to perform, but they generally give a benefit in the form of additional damage.

Strikes with the hand, suffer no penalty and do "standard" damage for Hand to Hand attacks. Standard damage for Hand to Hand attacks is the Character's Strength stat plus any ranks in the Martial Damage skill. Hand strikes include punches, chops, spear-hand strikes, and the like.

Strikes with the foot suffer a penalty of minus one (–1), as kicks are somewhat more difficult than punches. By taking a foot off of the ground, the Character sets themselves off balance, and reduces their stability. This penalty is offset by the fact that foot strikes, or kicks, enjoy a bonus of plus two (+2) to Damage.

It is also possible to strike with the head, in a maneuver commonly known as the "Headbutt." This maneuver is usually good only for very close in attacks. There is a penalty of minus one (–1) to strike with this attack, but the attack does an additional two (2) points of damage. If the attack is successful, the attacker must make a roll against their Stamina stat plus their Toughness skill, or be knocked Unco with Shrugs by the impact. The head really shouldn't be used as a weapon, except as a last resort.

The Knees and Elbows are excellent striking surfaces on the human body. Striking with either an elbow or a knee suffers a minus one (– 1) penalty, as the attacker is not getting the benefit of the full length of the limb involved, but these attacks do an additional two (2)points of damage, as the striking surface is much harder and the surface area to which the force is applied is much smaller.

It is possible to strike with the entire body, in a Tackle. This is a high risk maneuver. There is a minus two (–2) penalty to perform a Tackle, but should the Tackle succeed, not only does it do five (5) additional points of damage, but both the attacker and the target make Damage Resistance rolls against the Tackle's damage. If the attacker fails this roll, the attacker loses a Shrug. If the target fails this roll, the target takes an additional Shrug from the attack.

Finally, a maneuver considered a last resort by just about every Martial Art that teaches it. Biting is difficult to do in combat, having a penalty of minus two (-2). It does a Character's Strength in damage, but because the teeth are sharp and designed to rip flesh, the opponent does not get to add their Toughness skill to their Damage Resistance when resisting the damage from a bite.

Attack Penalties

Target Position Relative to Attacker

Target in front of Attacker	-0
Target is on horizontal flank (Right, Left)	-1
Target is on vertical flank (Above, Below)	-2
Target is to the rear of Attacker	-4

Cover

¼ cover	-1
½ cover	-2
¾ cover	-3
Total Cover/Darkness	-4

Moving Target

More than 25 feet per turn, less than 75	-1
More than 75 feet per turn, less than 100	-2
More than 100 feet per turn	-3

Range

Point-Blank (Less than 5 feet)	+1
Short	-0
Medium	-1
Long	-2
Maximum	-3

Called Shot

Center Mass	-0
Limb (arm, leg)	-1
Extremity (hand, foot)	-2
Head	-3
Vital Shot (armor bypass)	-4
Groin	-3

Hand to Hand Maneuvers

Maneuver	Penalty	Extra Damage
Punching	-0	+0
Kicking	-1	+2
Knee Strike	-1	+2
Elbow Strike	-1	+2
Head Butting	-1	+2
Full Body Tackle	-2	+5 +1 Shrug
Biting	-2	+0 (Sharp)

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Target Position

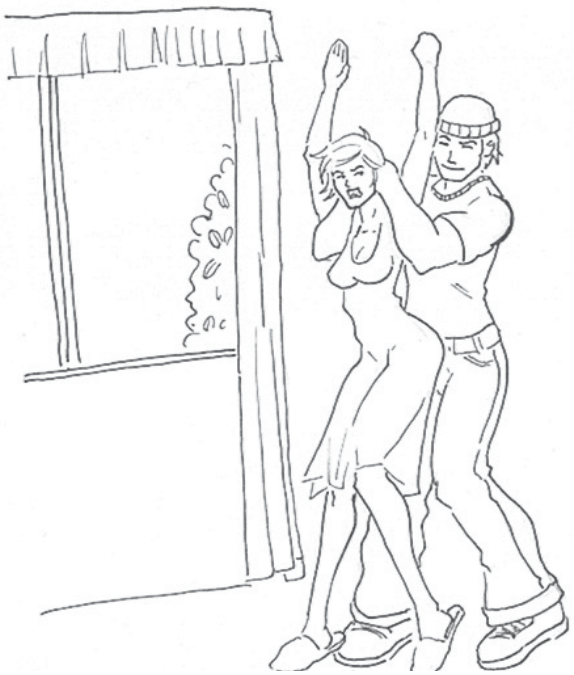
Target is Prone	-1
Target is Kneeling	-1
Target is Sitting	-2

Grappling

Attackers can elect to Grapple an opponent. The attacker adds the highest of their Strength stat or their Agility stat to their Grapple skill and then rolls 1d20. On a successful roll, the attacker records their Margin of Success. On a failure, the Grapple has already failed. A Grapple roll that is a critical success will not only Grapple the target, but also deliver a Shrug of Damage.

The target may elect to either Dodge, or counter the Grapple.

Dodging a Grapple is done the same as Dodging any other attack - see Dodging (page 72). Critically failing a Dodge will cause the target to take a Shrug of Damage.



To counter-grapple, the target rolls a Strength or Agility plus Grappling roll of their own, making the Grapple attempt a Contested Roll.

The winner of the contest successfully Grapples the loser. Should the contest be a draw, neither combatant is grappled. If the winner should roll a critical success in the contest, the loser is not only Grappled, but takes one Shrug of Damage from the strain. If the loser should roll a critical failure in the contest, they are not only Grappled, they take one Shrug of Damage. In the unlikely event that the winner succeeds critically and the loser fails critically, the GM is free to hose the loser without let or hindrance, probably ending up with the loser either dying a humiliating death or going home to cry in the shower.

On a successful grapple, the default assumption is that the attacker grapples the target around center mass. In this case, the target can no longer Dodge, and their Speed is reduced by the Speed of the attacker. (If this reduces the speed of the target to zero (0) or below, the target may no longer move, and may be dragged at one (1) yard per turn in a direction chosen by the attacker).

For Example: *Bob is fighting a zombie, and against his better judgment, he elects to grapple with it. He adds his Strength of seven (7) to his Grapple skill of four (4) for a total of eleven (11), and rolls 1d20. He rolls an eight (8), and records his margin of success, three (3) (11 – 8 = 3). The Zombie adds its strength of five (5) to its grappling skill of three (3) for a total of eight (8), and rolls 1d20. The Zombie rolls a twelve (12). Bob has successfully grappled the zombie!*

The Zombie can now no longer dodge, and its speed of ten (10) is reduced by Bob's speed of eighteen (18) – the Zombie can no longer move (10 – 18 = -8). Bob can drag the Zombie one (1) yard per turn, if he so wishes… meaning he can toss it into that red-hot forge only five (5) yards away in five (5) rounds!

Grapple attacks can be Called Shots. To Call the location of the grapple attack, simply apply the Called Shot modifier as a penalty to the attackers Strength stat plus Grapple skill roll. The target takes no penalty in a Called Location Grapple attack.

If a Called Location Grapple attack successfully grapples a limb, then the target cannot Dodge and their Speed is reduced as per a Center Mass grapple, but the grappled limb is also disabled. Any weapon held by a grappled limb is assumed to be dropped, and is on the ground.

If a Called Location Grapple attack successfully grapples an extremity, the target can still Dodge, but they still suffer the reduction in their Speed. Any weapon held in that extremity has been dropped... to take the weapon from the target, see Disarming (page 74). Extremity Grapples can be exceedingly painful - if the attacker chooses, they can apply the Margin of Success for the Grapple attempt as a penalty to all of the target's actions while they are Grappled.

If a Called Location Grapple attack successfully grapples the target's head, the target cannot Dodge, their Speed is reduced as per a center mass Grapple, and the target is at a penalty of minus four (–4). More, until the Grapple is broken, the attacker can choose to make the target make a Damage Resistance roll as if

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the attacker had successfully hit with a Hand to Hand attack without making another attack roll.

If the attacker so chooses, with a successful Head Grapple, they can declare that they are strangling the target. The target begins the process of holding their breath, and if the grapple can be maintained for long enough, may begin to suffocate.

The attacker can Dodge while they have the target Grappled, but can do nothing else besides Maintain the Grapple, or release the Grapple - it takes both hands to Grapple someone effectively.

Every turn that the attacker elects to Maintain the Grapple, another Contested Skill roll is made between the attacker's Strength or Agility plus Grappling, and the defender's Strength or Agility plus Grappling or Escapology.

For Example: *Bob begins the process of dragging his grappled Zombie to the forge. He has five (5) yards to go, which will take five (5) turns. The first turn, he has already beaten the Zombie in a Grapple contest, so he simply moves one (1) yard.*

The next turn, he and the Zombie must contest again. This time, Bob rolls a three (3) against his target of eleven (11), getting a margin of success of eight (8). The Zombie rolls a two (2) against his target of eight (8), for a margin of success of six (6). Bob has the greater margin of success, so he maintains his grapple and moves another yard. Three (3) to go!

The third turn, Bob and the Zombie must contest again. This time, Bob rolls a ten (10) on his target of eleven (11), getting a margin of success of one (1). The Zombie rolls a seven (7) on its target of eight (8), getting a margin of success of one (1). A Tie! The two re-roll their contest. This time, Bob rolls eleven (11) on his target of eleven (11), a success, but with a margin of Zero (0)! The Zombie rolls a nine (9) on his target of eight (8), a failure. Bob retains his grapple on the Zombie, and drags the zombie another yard. Two (2) yards to the forge!

The fourth turn, Bob and the Zombie must contest again. This turn, Bob rolls a five (5) against his target of eleven (11), getting a margin of success of six (6). The Zombie rolls a natural one (1) against its target of eight (8), a critical success! The Zombie breaks free of the grapple two (2) yards short of the forge and starts circling Bob warily… for a Zombie. If Bob wants to see some Zombie-on-forge action, he's going to have to try for another grapple next turn.

Certain weapons have the ability to Entangle, which is effectively using the weapon to Grapple. This is done using the Melee skill rather than the Grappling skill. Handling a weapon designed to Entangle can be done with only one hand. In every other way, treat Grappling with an Entangling weapon the same as Grappling with the bare hands, except that the controlling skill is Melee instead of Grappling.

Throwing an Opponent

When an attacker has an opponent grappled, they may elect to Throw that opponent. This is a contested Grapple roll, as above, but should the attacker win the contest, the target is thrown a number of feet equal to the Strength stat of the attacker, in a direction of the attacker's choice. If this causes the target to strike something, treat this as a collision at a speed equal to the attacker's Strength stat (see Collisions, page 90). If this causes the target to go over the edge of a roof or a cliff, treat it as a fall.

A target may elect to try to land on their feet when thrown – this requires a successful Agility plus Acrobatics roll, minus the Strength of the attacker. Should the target fail to land on their feet, they must make a Damage Resistance roll versus an Incoming Damage equal to the attacker's Strength stat plus their Martial Damage skill.

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Defending

Unless the victim of an attack has no idea the attack is coming, or is somehow rendered completely helpless, they can make a roll to defend against each and every attack against them. When defending, first determine what type of defense the defender is going to use. The most common defenses are Dodging and Parrying, although having a high Damage Resistance (and some Armor Shrugs) and just sitting there and taking the attack is certainly an option. Not a really good one, but an option nonetheless.

Dodging

A Character who is aware of an incoming attack may elect to Dodge that attack. In order to Dodge, the Player adds their Agility to the Acrobatics or a Sports skill (Sports or Extreme Sports), and applies one half of the Margin of Success for the incoming attack as a penalty. Other penalties, such as a Radius of the attack, may also apply. The final total is the target number to Dodge. If this roll is a success, the attack has been avoided completely. If the roll is a failure, then the successful incoming attack roll scores a hit.

For Example: *Bob is being attacked by a maniac with a knife, and finds himself unarmed. The knife wielding maniac makes his attack roll with a margin of success of four (4). Bob adds his Agility of seven (7) to his Acrobatics skill of three (3) for a total of ten (10). He then subtracts half of the attack's margin of success (one half of 4 is 2) for a new total of eight (8) (10 - 2 = 8). He rolls an eleven (11) and is hit!*

In the event of a critical success on the Dodge roll, the defending Character can immediately make a free attack. In the event of a critical failure, the Dodging Character is hit and has "walked into" the attack; they will take double the Shrugs of Damage that the attack would normally do if they fail the Damage Resistance roll against the attack.. If the incoming attack is already a critical success, a critical failure on the Dodge roll will cause the Incoming Damage to do FOUR times the number of Shrugs that it would normally do, should the defending Character be so unlucky as to fail the Damage Resistance roll against the attack. Critically failing sucks, and Critically failing while you're in the process of getting hit with a Critical success sucks even more. This is the kind of thing that makes people's heads explode when they get punched in the nose.

When the attacker is directly in front of the defender, the defender Dodges at no penalty. If the attacker is to the horizontal flank (Right, Left) of the defender, the defender Dodges at a penalty of minus one (-1). Should the attacker be to the defender's vertical flank (Above, Below) of the defender, the defender Dodges at minus two (–2). If the attacker is to the rear of the defender, *and the defender is aware of the attack,* the defender Dodges at minus four (–4). If the defender is not aware of the attack from the rear, there is no Dodging it.

Dodging Area Attacks

When a Character or NPC is caught in an attack that has a Radius (such as an explosion or certain Autofire attacks), the only option the Character or NPC has is to Dodge. This is very difficult, as Area Attacks are by nature extremely hard to avoid.

Area Attacks have a listed Radius – the distance between the center of the attack and the edge of its effect in feet. To Dodge an Area Attack, the Defender adds their Agility stat to their Acrobatics, Sports, or Extreme Sports skill. As per normal, they subtract half of the Margin of Success for the attack. Then, they subtract the Radius of the Area Attack from this total (regardless of how far from the center of the Area Attack they are, so long as they are within the Radius). This gives them the target number for their Dodge roll.

On a Success, they have Dodged the attack, and take no damage.

On a Critical Success, they not only Dodge the attack, but they may take a free attack against their attacker

On a Failure, they do not Dodge the attack, and are must roll Damage Resistance.

On a Critical Failure, not only are they caught in the Area Attack, but any Shrugs of Damage that they take from failing a Damage Resistance roll against the attacks' Damage are doubled.

For Example: *Bob is walking down the street when some malcontent throws a Grenade at him, succeeding their attack roll with a Margin of four (4). The Grenade will explode with a five (5) foot Radius. Bob tries to dive out of the area of the explosion. Bob adds his Agility stat of seven (7) to his Acrobatics skill of three (3) for a total of ten (10). He subtracts half of the Margin of the attack roll, two (2) (4 / 2 = 2), netting a total of eight (8) (10 - 2 = 8). He then subtracts the Grenade's radius of effect, five (5), for a new total of three (3) (8 - 5 = 3). He rolls a 1d20, and rolls a thirteen (13). He fails to get out of the Grenade's Radius, and must not make a Damage Resistance roll against the Grenade's damage, which is likely to suck horribly.*

Bob hates grenades.

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Parrying

A Character who is aware of an incoming Melee or Hand to Hand attack may elect to Parry that attack. A Character can Parry every attack that meets these criteria, regardless of how many of them are coming in during the turn.

In order to Parry, the Player adds the Character's Agility to their Hand to Hand or Melee skill, and applies one half of the Margin of Success for the incoming attack as a penalty. This is the target to successfully Parry the attack. If the roll is a success the attack has been blocked completely, and does no damage. If the roll is a failure, then the successful incoming attack roll scores a hit, and does damage.

In the event of a Critical success, the Character gets an immediate attack against their attacker as a Free Action. In the event of a Critical failure, the incoming attack does twice the number of Shrugs it normally would, should the defender fail to successfully roll their Damage Resistance against it.

Additionally, depending on the circumstances, the GM may declare that the damage is all done to the defender's Parrying limb, or that the defender has dropped the weapon that they were Parrying with. Remember that Critical failures should be both tragic and funny.

If the attacker is directly in front of the defender, the defender Parries at no penalty. If the attacker is to the horizontal flank (Right, Left), the attack is Parried at a penalty of minus one (-1). If the attacker is to the defender's vertical flank (Above, Below), the attack is parried at a minus two (–2). If the attacker is directly to the rear of the defender, *and the defender is aware of the attack*, the defender Parries at a minus four (–4). If the defender is not aware of the incoming attack from the rear, it cannot be Parried.

Strength-based ranged attacks (those made with arrows, spears, or even thrown knives or rocks) can be Parried, but it is difficult - the margin of success of a ranged attack is not halved before being applied as a penalty to the Parry! Non-strength-based ranged attacks (those made with firearms, spells, or the like) cannot be Parried. Certain special abilities may make it possible to Parry such ranged attacks.

Parrying Melee Attacks while Unarmed

When an attacker uses a melee weapon against a defender who is unarmed, the defender is at a distinct disadvantage. Parrying melee weapons while empty-handed is done at a penalty of minus two (-2): you're not Parrying the weapon so much as you're Parrying the arm behind the weapon, which is a more difficult proposition.

Should a defender fail a roll to Parry an attack made with a melee weapon while they are unarmed, the damage is applied to the parrying limb. On a Critical failure, the number of Shrugs done by the attack is doubled. As usual, sufficiently massive damage may even amputate the Parrying limb.

Armored gloves, chain wrapped around the palm, Ninja climbing claws (*Nekode*), or other items designed to armor or protect the hand allow this Parry to be made at no penalty, as do having Armor Shrugs which protect the hands, or having certain special abilities.

Parrying and Shields

Shields make it easier to Parry incoming attacks of all sorts. They come in two basic categories.

Bucklers are essentially small pieces of armor strapped to the forearm. They do not require that the wielder use one of their hands to hold them in place or control them. They remove the minus two (-2) Penalty for Parrying melee attacks while unarmed. They are used with the Agility stat and the Hand to Hand skill.

Shields are larger pieces of armor which are affixed by a strap to a forearm and hand. This does take up one of the wielder's hands. While wielding a Shield, the wielder can use it to Parry any melee attack without subtracting half of the attacks Margin of Success - the wielder need only roll their Agility stat plus Melee skill, plus the Accuracy of the Shield (if any) to successfully Parry the melee attack.

More, Shields are designed to give the wielder protection from ranged attacks as well. While wielding a shield, the wielder can parry ranged attacks of all sorts, from daggers, arrows, and fireballs to bullets and lasers. When parrying ranged attacks, half of the Margin of Success of the attack IS applied as a penalty to the Parry - it's inherently harder to parry these things.

Shields do not negate any penalty for an attack having a Radius.

The downside to this ease of defense is that Shields don't last forever - in Parrying these attacks, they themselves are taking Damage. If a Buckler or Shield is successfully used to Parry an incoming attack, it must roll against the attack's incoming Damage using only its own Damage Resistance. Failing this roll reduces the Shield's Shrugs - when the Shield has no more Shrugs to lose, it longer offers any sort of protec-

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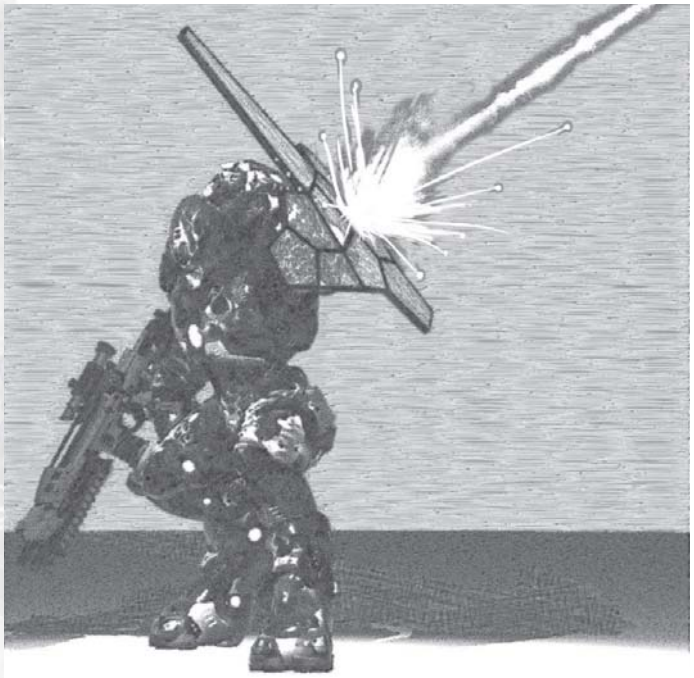
tion whatsoever. If an attack has an Armor Piercing value, this does no more additional Shrugs of Damage to the Shield, but can allow Damage to more easily blow through the Shield.

For Example: *Jack has a Steel Kite Shield with twenty-five (25) DR and eight (8) Shrugs. He is hit by a magic arrow doing forty (40) Damage with AP five (5). Jack's shield needs to roll a one (1) to avoid taking damage, and he rolls a thirteen (13). The Shield takes five (5) Shrugs of Damage. The Armor Piercing value of the Arrow (five (5)) brings the Shield's effective Shrugs down to three (3), so Jack's arm takes two (2) Shrugs of Damage. The Shield has not been destroyed, however... it still has three (3) Shrugs left (8 - 5 = 3). Only the Shield's* effective *Shrugs were reduced by the Armor Piercing value of the attack - the ACTUAL Shrugs were not.*



Any damage in excess of the Shield's current amount of Shrugs is done to the arm to which the Shield is attached.

Grapple Parries

A Character may Parry using the Agility statistic and the Grapple skill, but this is very difficult. Such parries suffer an additional minus (-2) penalty. Should the Grapple Parry be successful, however, the attacker's attacking limb is successfully Grappled.

Certain weapons have the ability to Entangle, such as flails or chains. These weapons can be used to make Grapple Parries at no penalty, and can Grapple attacking limbs normally. Grappling an opponent's weapon is a different matter, known as Disarming.

Disarming

A Character can Disarm an armed opponent in melee by making a contested roll between the attacker's Agility OR Strength plus Hand to Hand OR Melee and the defender's Strength plus their Melee skill (even if the weapon being taken away is a pistol or other ranged weapon). The attacker rolls at minus one (-1), or minus two (-2) if unarmed. If the attacker wins the contest, the defender has been Disarmed, and the weapon is no longer in the defender's possession. If the attacker is empty-handed and chooses to take the weapon, it is now in the attacker's hand, ready for use; otherwise, the weapon is dropped.

If the defender wins the contest, they retain their weapon, and are likely upset that someone tried to take it from them.

Being Prone, Kneeling, and Sitting

The base assumption for combat is that all participants are up on their feet. When someone is knocked prone, or is in the act of rising to their feet, they operate a little less efficiently.

Effects of Being Prone: There is a benefit to being flat on the ground, or laid out on some other surface – you're naturally harder to hit. Attackers take a minus two (-2) penalty to attack a target that is prone. That's pretty much the sole combat benefit to being prone, however. A prone Character has a minus three (-3) penalty to any attack other than use of a handgun or longarm. They can move only one-quarter (¼) their Speed statistic in a turn by crawling along on their elbows and knees.

Effects of Kneeling: There is a minus one (-1) penalty to hit Characters who are on their knees. A Character fighting from their knees take a minus two (-2) penalty on any attack other than the use of a handgun, longarm, or archaic ranged weapon. They cannot make a Hand to Hand attack declared as a Kick. They can move only one-half (½) their Speed statistic in a turn.

Effects of Sitting: There is a minus one (-1) penalty to hit Characters who are sitting. A Character fighting from a seated position takes a minus (-2) penalty on any attack other than the use of a handgun, longarm, or archaic ranged weapon. They cannot move, unless the object they are sitting on is equipped with wheels, and then they are limited to one-half (½) their Speed statistic in a turn.

Standing Back Up: A Prone Character can get back to their feet by taking two (2) turns to do nothing else. If

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they can make a successful Agility plus Acrobatics roll, they can get to their feet in one (1) turn, but again they are able to do nothing else that turn. A kneeling or sitting Character can stand in one (1) turn, doing nothing else. The Martial Arts ability "Kip Up" allows a Character to go from prone to standing as a free action.

Forsaking Attack

In a desperate situation, a Character can surrender any opportunity to attack for a turn to gain a plus three (+3) to all of their defense rolls for that turn. A Character forsaking attack for a turn can make no attacks that turn, but can attack normally on the next turn.

Doing Damage

When an attack is successfully scored and defenses have failed, the target is in danger of being damaged.

Attacks that are based on bodily power use the attacking Characters Strength stat as a basis for damage. In a Hand to Hand attack, the Character's Strength stat is added to their level of Martial Damage skill (if any), and any modifiers for the attack itself. This total is the incoming damage.

Attacks with Melee weapons are likewise Strength based, except for the case of certain exotic high-tech melee weapons. The Character's Strength stat is added to the Weapon's damage modifier, and then any levels in the Character's Martial Damage skill (if any) are added. This total is the incoming damage.

Firearms, spells, and other abilities have a listed damage. The listed damage of a weapon is the incoming damage.

The incoming damage is applied as a penalty to the targets's Damage Resistance, and then a Damage Resistance roll is made. If this roll is a success or a critical success, the targeted Character takes no damage.

If the Damage Resistance minus incoming damage roll is a failure, the targeted Character either marks off a Shrug. If the target is already at zero (0) Shrugs, a failed Damage Resistance roll renders them Unco. If the damage takes the Character to fewer than zero (0) Shrugs, the Character is Unco (or worse).

If the Damage Resistance minus incoming damage roll is a critical failure, the attack does DOUBLE the amount of Shrugs of Damage it normally would.

The Toughness skill may be added to the Damage Resistance roll in certain situations.

If the attack is a Hand to Hand attack, or used a blunt Melee weapon such as a club or a staff, the Character's Toughness skill **will** apply to the calculations for the Damage Save.

For Example: *Bob is being punched by a pirate in a bar-fight. Bob's luck isn't with him tonight, he fails to Dodge the attack, and is hit. The pirate's strength gives the incoming punch a damage of nine (9). Bob adds his Damage Resistance of fourteen (14) to his Toughness skill of four (4) for a total of eighteen (18). From this number, he subtracts the incoming damage of nine (9), for a new total of 9 (18 – 9 = 9). Bob rolls 1d20, and gets a fifteen (15). The pirate's punch does one (1) Shrug of damage, and Bob's Player marks the Shrug off of Bob's Character sheet.*

If the attack is a ranged attack, or a sharp or impaling Melee weapon such as a sword or a knife, the Character's Toughness skill **will not** apply to the Damage Resistance roll.

For Example: *Bob manages to fight off his pirate opponent, but one of the pirate's shipmates comes at Bob with a knife. Bob doesn't see the attack coming, and the attack is successful. The pirate's shipmate is bringing in eleven (11) points of damage with the Knife. Bob can't add his Toughness skill to this roll, so he takes his Damage Resistance roll of fourteen (14), and subtracts the eleven (11) points of incoming damage for a new total of three (3) (14 – 11 = 3). Bob rolls 1d20, scoring a two (2). The knife fails to find purchase in Bob, and does no damage.*

If the Damage Resistance Roll with modifiers is 25 or higher, the target need not roll… the attack bounces off of them. If the total is 24 or less, the target rolls 1d20. Even if the target's total is 20 to 24, a roll of 20 on the 1d20 is a failure, but not a critical failure.

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If the Damage Resistance Roll with modifiers is zero (0) or less, the attack may remove additional Shrugs. If the new total is 0 to –4, the attack will remove an additional Shrug. For every additional five (5) points under zero (0) that the new total is reduced to, the attack will do one (1) additional Shrug. A successful roll of one (1) (a critical success) on the Damage Resistance roll will, however, completely negate any incoming damage.

As usual, however, on a natural twenty (20) (a critical failure), the attack will double the Shrugs of damage.

For Example: *Bob is being shot at by an evil ranger using an enchanted explosive arrow. The weapon is listed as doing thirty (30) points of Damage – it's for killing Dragons, for God's sake! Bob doesn't know the attack is coming, so the attacker hits him easily. Bob's Damage Resistance is a fourteen (14). Subtracting thirty (30) from this number gives us negative sixteen (–16); Enough of a penalty to cost Bob five (5!) additional Shrugs! Unless Bob can roll a natural one (1) on 1d20, he's hurt pretty badly!*

Damage Save Total	Additional Shrugs Removed
0 to –5	1
-6 to –10	2
-11 to –15	3
-16 to –20	4
-21 to –25	5
Etc.	Etc.

Once the Damage Resistance roll is failed, the summary of calculating total Shrugs of Damage goes like this:

- If the Damage Resistance roll is failed, one (1) Shrug.
- If the Damage Resistance roll, minus the incoming damage, is zero (0) or less, one (1) additional Shrug.
- If the Damage Resistance roll, minus the incoming damage, is zero (0) or less, for every five points of damage below zero (0), one (1) additional Shrug.
- If the attack was a critical success, multiply total Shrugs of Damage by two (2).
- If the defense was a critical failure, multiply total Shrugs of Damage by two (2).
- If the Damage Resistance roll was a critical failure, multiply total Shrugs of Damage by two (2).

(Note: Yes, this means that someone who is hit by a critical success, then critically fails both their defense and their Damage Resistance rolls, is in for the worst day of their life, and likely the last one, multiplying the total Shrugs of Damage by EIGHT (8!) (2 x 2 x 2 = 8). Of course, the chances of this happening are one in eight thousand (1 in 8,000), but it happens).

On a successful Damage Resistance roll, the target bounces the attack, and takes no damage. On a failed roll, the attack has done damage. The target marks off one (1) Shrug (or more, if the attack was particularly damaging), unless they have no Shrugs left. When the target has zero (0) Shrugs left, a failed Damage Resistance roll will knock them out, making them **Unco** (Unconscious).

A Character or Named NPC who is Unco is effectively out of the fight – they can be killed by a *Coup de Grace* (see below), or captured. A Character or named NPC will remain Unco until they receive medical attention or some other form of healing that brings their total Shrugs up to zero (0). At zero (0) Shrugs, a Character or named NPC is restored to consciousness.

Unnamed NPCs, or "Mooks," do not have Shrugs. They resist damage the same way that Characters and named NPCs resist damage, but should they fail a Damage Resistance roll, they are automatically Unco until they receive medical attention that would restore a Shrug; alternately, the attacker can simply decide that rather than Unco, they'd prefer that the Mook were dead. It's easy enough to kill Mooks.

Unco Mooks are often the target of unusually cruel practical jokes.

Should a Character or named NPC take twice their maximum number of Shrugs, they are not Unco, but **Dead**. Only immediate medical attention or some form of magic or miracle will return the Character to normal function… short of this, they are deceased, bereft of life, an ex-Character.

Should a Character or named NPC take three times their maximum number of Shrugs, they are not merely Dead, but **Dead as Hell**. Recovering from this state is the stuff of legend, as there isn't so much as a recognizable corpse left behind. Only epic quests and horrific risk to the rest of the party can hope to restore a Character who is Dead as Hell.

A Mook is considered Dead when it fails a Damage Resistance roll and the attacker decides that they'd rather have the Mook dead than Unco. Medical attention, magic, or miracles that would restore Dead PC will restore a Mook as well, but why bother?

It is possible through the use of special attacks and equipment to render a Character or NPC Unco without costing it all of its Shrugs. If a Character or NPC

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finds themselves "Unco with Shrugs," then any medical assistance or special ability which would normally restore a Shrug will bring the Character back to Consciousness as well. If a Character or NPC is rendered "Unco with Shrugs" by some form of attack, they will remain Unco until they would normally regain at least one Shrug (a minimum of 6 hours without aid or special abilities). This would be a very good time for their opponent to capture them and put them in a compromising or perilous situation, hint hint.

Certain poisons will also cause a state of "Unco with Shrugs" that can be recovered from by rest or personal healing powers alone. If a Character is overcome by Alcohol, six hours of rest is probably what they need.

If the Character or NPC was reduced to "Unco with Shrugs" not by an attack, but by a condition such as starvation, thirst, or some other Environmental Hazard, they will need to have the problem remedied before they can regain consciousness (giving hydration or nutrition to someone that is starving/dying of thirst, shading someone who has succumbed to the desert sun, what-have-you).

(Note: Any time a natural one (1) is rolled on the Damage Resistance roll, the target takes NO Damage. This is true regardless of how massive the attack is, and no matter how much incoming damage there is. People falling out of aircraft at thirty-thousand feet or getting hit point-blank with a battleship's sixteen-inch gun who manage to roll a one (1) on their Damage Resistance roll take no Damage whatsoever... which we like to think of as "miracles happen").

Doing Damage to Non-Living Targets, Items, and Objects

Items, objects, and non-living targets take damage just like a Character does... rolling against it's Damage Resistance minus the incoming Damage, and taking at least one (1) Shrug of Damage if it fails: more if there is a critical success or critical failure involved, or if the damage is so massive it reduces the Damage Resistance minus Damage roll to zero (0) or below. In this way, Material Shrugs act just like the Shrugs of a living or animate Character.

Once an inanimate object has been reduced below zero (0) Shrugs (but has not yet taken two times its total number of Shrugs), it is considered "crunched," and it is temporarily unable to perform any function for which it was designed - one successful roll using the Repair skill will restore one Shrug to the item. Once the item is at zero (0) Shrugs or more, it can function again.

Once an inanimate object has taken twice it's total number of Shrugs in damage (but not three times), it is considered "wrecked." It is in more than one piece, and will not be able to fulfill any function (including simply supporting weight). It can still be repaired, but that will require the appropriate tool kit and one quarter the item's cost in materials (or more, at the GM's option).

Once an inanimate object has taken three times its total number of Shrugs in damage, or more, it is considered "destroyed." Buy a new one... there isn't enough left to fix. If it was a particularly beloved piece of equipment, or something else that a Character would really like to get back, vastly extreme measures must be undertaken. It is only slightly easier to recover a Destroyed object than it is to resurrect a Dead as Hell Character.

Current Shrugs	Characters	Objects
Zero and Above	Healthy	Functional
Below Zero (but not negative 1x Shrugs	Unco	Crunched
Below negative 1x Shrugs (but not negative 2x Shrugs)	Dead	Wrecked
Below negative 2x Shrugs	Dead as Hell	Destroyed

The time required for a Character to repair a damaged object depends on how badly the object is damaged, and on what Era the object was produced at.

Object is	One Repair Roll takes...		
	Fantasy	Near-Modern	Space
Crunched	5 minutes	1 minute	1 turn
Wrecked	5 hours	1 hour	10 minutes
Destroyed	Forever	Forever	Forever

Effects of Taking Multiple Shrugs In a Single Attack

It may occasionally happen that a target will take multiple Shrugs of damage from a single massive attack. This is virtually assured by taking damage from a critical hit, or by being hit with vastly powerful weapons.

If a Character or NPC takes enough Shrugs to put them BELOW zero (0) Shrugs in one (1) attack, the Character is automatically Unco, at least. With sufficient incoming damage, a Character or NPC could be reduced to Dead or even Dead as Hell with one (1) blow. This is often accompanied by polite applause from the rest of the gaming group, or, with particularly massive amounts of damage, loud shouts of "DAAAAAMN!"

If the Character isn't knocked Unco or killed by taking Multiple Shrugs from a Massive Attack (meaning they have not been taken below zero (0) Shrugs), theoretically, they are still able to function at their peak capacity. At times like this, however, the GM may rule that there may be Cinematic Damage from the injury.

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Cinematic Damage

Cinematic Damage can occur, at the GM's option, if a Character takes more than one (1) Shrug as the result of a single attack. This reflects massive tissue damage, broken bones, or other painful effects of sustaining injuries. Every wound taken should not incur Cinematic Damage, but when a target takes damage in such a way that everyone at the table winces, Cinematic Damage is certainly appropriate.

When Cinematic Damage does occur, the GM assigns a penalty of up to minus two (-2) to all of the Character's rolls until the Character receives at least one (1) Shrug's worth of healing of some sort, or heals one (1) Shrug on their own. This is not a hard and fast rule, however; at the GM's option, Cinematic Damage may require additional medical attention (see "Healing Cinematic Damage," page 101)

Penalties from Cinematic Damage should only be assessed when the GM considers it completely appropriate.

For Example: *Bob is having a bad day. He takes two (2) of his four (4) Shrugs in one (1) attack by being shot with a short bow. It isn't a particularly dramatic moment, so the GM assesses no penalty from the injury.*

Later that day, Bob gets clobbered very hard by an Ogre with a spiked club. Again, he takes two (2) of his four (4) Shrugs in one (1) attack, but this time, the GM feels that assessing some Cinematic Damage would be appropriate. He gives Bob a minus one (-1), telling him that the club broke his collarbone and that the pain is interfering with his ability to fight. Bob will be at this penalty until he heals one (1) Shrug back.

Statistic Penalties

Certain special abilities have the ability to reduce a Characters primary Statistics. This is usually a temporary condition. When a primary Statistic is reduced, all secondary and performance statistics based on that statistic are reduced as well. The Character may need to be slightly (and temporarily) recalculated.

As a result of the use of these powers, some Statistics may reach zero (0). Even if the powers are used again, no primary Statistic can go below zero (0). When a Statistic reaches zero (0), there can be varying effects, depending on which statistic is affected.

Should a Character's Strength reach zero (0), the Character can no longer move... they lack the strength to lift their weight against gravity. Thy can remain conscious, but thy are trapped in their useless body.

Should a Character's Stamina reach zero (0), the Character is in a dire situation. They have no Shrugs, they cannot resist environmental hazards or most special abilities that can be resisted with a Stamina roll. Taking so much as a single Shrug of Damage can reduce the Character to a state of Dead as Hell.

Should a Character's Agility reach zero (0), the Character can move, but not in a way that would be recognized as meaningful. They have no grace, no physical accuracy, and have a tendency to move like an epileptic hamster on a floor covered in butter and banana peels.

Should a Character's Dexterity reach zero (0), the Character has no manual dexterity. They have no ability to grasp or manipulate anything - they cannot hold a weapon or a tool. They are likely to put their finger in their eye when attempting to perform even the simplest task, even if that task is unlikely to put their finger close to their eye.

Should a Character's Intelligence reach zero (0), they run the distinct risk of being elected to public office. They have access to no information within their mind, cannot communicate in an effective way, and yet seem endlessly brave as they have lost the intellect necessary to preserve their own life. Good to have smarter friends around at this time, such as chipmunks or crickets.

Should a Character's Perception reach zero (0), they have lost the power all of their senses. They cannot see, hear, smell, taste, feel, nor use any of their special Merits in a sensory capacity.

Special Abilities which can cure Conditions or Regrow Limbs and Organs can restore a Character who has had a primary Statistic dropped to zero (0).

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The *Coup de Grace*

A Character or NPC who is Unco is vulnerable to a *Coupe de Grace* (French for "blow of mercy"). This is an attack that instantly kills the Unco individual, usually a single bullet to the back of the head or a blade across the throat.

Any attack, however, that does at least one (1) Shrug of damage can be a *Coupe de Grace*. The attack need not be rolled, merely declared.

Once a *Coup de Grace* has been administered, the target is Dead, but not yet Dead as Hell. Only if additional steps are taken to degrade the corpse or to deliberately render the target unrevivable (such as burning, decapitation, or the creative use of a food processor) will they become Dead as Hell.

Mook Blow-Through

It is possible that large amounts of damage done to nameless Mooks will pass through them, inflicting damage on things (or other Mooks) behind them.

If an attack hits a Mook that would do more than one (1) Shrug of damage, and the Mook fails to save versus the incoming damage of that attack, then not only is the Mook rendered Unco or Dead (at the attacker's option), but the attack continues through to the other side of the Mook, losing one (1) Shrug. Anything behind the Mook must then avoid that attack, or failing to do so, save versus the same damage.

For Example: *Bob is completely surrounded by Ninjas. He aims his ridiculously powerful pistol at one Ninja, realizing that there are so many of them clustered around him that they are almost lined up in rows. Bob's gun is doing three (3) additional Shrugs of damage. Bob successfully hits the first Ninja he shoots at, and the Ninja fails his Damage Resistance roll. The Ninja is knocked Unco, and the damage from the pistol is reduced by one (1) Shrug, so two (2) Shrugs of damage move through the first Ninja to the Ninja behind it. That Ninja also fails to Dodge the attack, and fails his Damage Resistance roll. The second Ninja is knocked Unco, and the gun's third Shrug of damage moves on to the next Ninja in the line. Predictably, that Ninja also fails to Dodge, and fails to save versus the incoming damage. The last Shrug of the pistol's damage knocks the third Ninja Unco as well.*

Armor

Armor is something that a Character can wear which provides a level of protection. Like any item, armor has DR and Shrugs. Should a Character be hit in combat, in an area which is protected by armor, their armor saves against the Incoming Damage first.

Especially tough armor has Armor Shrugs, a special form of Shrugs with the sole purpose of reducing the total number of Shrugs done to the target. (Some Special Abilities may give Armor Shrugs to Characters, as well).

If the armor should successfully save against the Incoming Damage, then the attack is negated and neither the armor nor its wearer suffer any Damage.

Should the armor fail its Damage Resistance roll against the Incoming Damage, calculate the number of Shrugs done to the armor normally.

If the armor has any Armor Shrugs, subtract the number of Armor Shrugs from the Shrugs being done by the attack. If this reduces the number of Shrugs being done by the attack to zero or less, the attack is negated and neither the armor nor its wearer suffer any Damage.

If there are Shrugs of Damage that have not been negated, apply this damage to the armor's Material Shrugs. Though the armor failed to save against the Incoming Damage, it is still protecting the Character wearing it by taking the Damage itself - up to a point.

If the number of Shrugs being done to the armor exceeds the armor's current number of Material Shrugs, not only is the armor (in the area that is hit) badly damaged to the point of uselessness, but any Damage in excess of the armor's current number of Shrugs BOTH carries the armor's Material Shrugs below zero (0) AND carries through to the Character inside the armor.

Should this occur, the Character inside the armor must make a Damage Resistance roll against the Incoming Damage of the original attack. If they succeed this roll, they negate the Damage. If they fail this roll, they will take Damage as usual, except that no matter how much Incoming Damage is being done, the Character will take, at a maximum, only as many Shrugs as exceeded the current Material Shrugs of the armor at the time of attack.

For Example: *A shock trooper in armor with a DR of twenty-five (25) and three (3) Material Shrugs is hit by a Beam Sword with an Incoming Damage of thirty-five (35), which does two (2) extra Shrugs. The armor fails to save versus the Damage (it would have needed to roll a 1). The armor takes six (6) Shrugs of Damage (one (1) Shrug because it failed the Damage Resistance roll, one (1) Shrug for having it's Damage Resistance reduced to zero (0) by the Damage, two (2) Shrugs for having it's Damage Resistance exceeded by five (5) twice, and two (2) Shrugs for the extra Shrugs of the Beam Sword (1 + 1 + 2 + 2 = 6)).*

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The armor's Material Shrugs (3) have been exceeded by three (6 - 3 = 3). The armor takes all six (6) Shrugs, rendering it Wrecked (no longer offers any protection in that area, broken beyond repair, but its materials can be salvaged). The three (3) Shrugs that exceeded the armor's Material Shrugs carry through to the Character inside.

The Character (with a DR of twelve (12) and three (3) Shrugs must roll their DR against the original Incoming Damage of thirty-five (35). They need to roll a 1, they fail to do so.

If they had taken this hit without the armor, they would be taking eight (8) Shrugs and being killed outright (on the edge of Dead as Hell). Because the number of Shrugs of Damage that exceeded the armor's current Material Shrugs was three (3), however, the Character will take only three (3) Shrugs of Damage. Instead of being dead and nearly annihilated, they are still alive and still conscious, although only just barely.

To put it another way: should any Shrugs of Damage get through the armor, that is the maximum number of Shrugs the Character inside can take.

Armor-Piercing Attacks

Attacks with an Armor-Piercing (AP) value ignore a number of Armor Shrugs equal to this value; i.e. - a knife with an AP value of two (2) can ignore two (2) Armor Shrugs.

When using an attack with an Armor Piercing value in Melee, if the AP value exceeds the number of Armor Shrugs, there is no additional effect from the attack. Ranged attacks from Fantasy Era weapons are treated the same way. This changes drastically when using a ranged attack with an Armor Piercing value from the Near-Modern or Space Eras.

On a successful hit with a ranged attack with an Armor Piercing value from the Near-Modern or Space Eras, it is important to note the amount, if any, by which the AP value exceeds the number of Armor Shrugs. If the AP value is twice (2x) the number of Armor Shrugs (or more), then the attack does its listed damage, passing completely through the target. If the AP value is greater than the number of Armor Shrugs, but NOT twice (2x) the number of Armor Shrugs, then the amount by which the AP value exceeds the number of Armor Shrugs is applied as additional Shrugs of Damage to the target. This represents bullets bouncing around inside of helmets, or lasers heating up the interior body structure, or the like.

For Example: *Bob gets shot by a thug using Armor Piercing bullets. Bob is wearing armor with two (2) Armor Shrugs, but the AP value of the bullets is three (3). The AP value of the bullets exceeds Bob's Armor Shrugs by one (1) (3 - 2 = 1), so Bob takes one (1) additional Shrug of Damage from these bullets as they bounce off the inside of the armor.*

If a Character does not have Armor Shrugs, then Armor Piercing attacks have no additional effect on them.

This also applies when the target is a vehicle. Should the area of a vehicle with one or more operators be the target of an attack with an Armor Piercing value, and should the AP value exceed the Vehicles number of Armor Shrugs, not only does the vehicle take damage to its Material Shrugs with the number by which the AP value exceeded its Armor Shrugs applied as additional Shrugs of Damage, but the occupants must save versus the Damage of the attack, with the number by which the AP value exceeded the Armor Shrugs of the vehicle applied as additional Shrugs of Damage!

For Example: *Jack is sitting inside a Main Battle Tank with a DR of fifty (50) and five (5) Armor Shrugs. The tank's passenger compartment gets hit by a Destroyer's five-inch gun, doing a Damage of fifty (50) with an AP value of eight (8). The tank fails to roll a one (1) on its Damage Save, so the Tank takes five (5) Shrugs of Damage (one (1) Shrug for failing to save versus the incoming Damage, one (1) Shrug for hitting zero (0), and three (3) Shrugs for its Armor Shrugs being exceeded by three (3) (1 + 1 + 3 = 5). Jack, with his DR of twelve (12), must roll against the Damage as well, now, and fails to roll a one (1). Jack takes THIRTEEN (12) Shrugs! (One (1) Shrug for failing the Damage save, one (1) Shrug for hitting zero, EIGHT (9) Shrugs for the Damage exceeding his Damage Resistance by five (5) just over seven and-a-half (7.6) times (12 - 50 = -38. 38 / 5 = 7.6), and an ADDITIONAL three (3) Shrugs for the Armor Piercing value of the attack exceeding the Armor Shrugs of the tank by three (3), for a grand total of thirteen (13)). (1 + 1 + 8 + 3 = 13). Unless Jack is something very special, he's likely Dead as Hell, which is what happens to people in Main Battle Tanks when they get hit by offshore batteries.*

Amputations

If any single attack to a Limb or Extremity does a number of Shrugs of Damage equal to the Character's maximum number of Shrugs, then that limb or extremity has been removed. This will take the Character to the edge of Unco, if not take it straight past Unco or kill them outright (if they're already somewhat damaged).

If the Character manages to not only remain alive, but conscious, they are in deep trouble. Amputations of this sort will generally lead to death from shock and blood loss in a very short time. The Character must roll 1d20 versus their Stamina stat plus their Toughness skill each turn after an Amputation. On a successful roll, the Character does not lose a Shrug that turn.

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On a failed roll, the Character loses one (1) Shrug that turn to shock and blood loss.

On a critical success, the Character does not lose a Shrug that turn, and does not need to make a roll on the next turn (although after the next turn, the rolls will resume).

On a critical failure, the Character is Dead. The rapid loss of blood pressure has caused the heart to seize up and it is over. Without some sort of magical or medical miracle, this Character is done.

A Character can be stabilized if someone can get to them and make an Intelligence plus Medicine roll. This roll takes only one (1) turn (tourniquets are easy to apply), and if successful, will stabilize the wounded Character.

If the weapon that caused the amputation had a heat-based enchantment, or was a weapon on fire, then the wound is considered to be cauterized as it is made, and the Character merely loses the massive amount of Shrugs. They do not run the risk of bleeding out, although they may wish that they did.

Should a Character take a number of Shrugs of Damage equal to the Character's maximum number of Shrugs in a shot to the Head or to the Vitals, the Character is Dead. Without some sort of a miracle, this Character is done.

Should a Character take a number of Shrugs of Damage equal to the Character's maximum number of Shrugs in a shot to the groin, treat it as a limb amputation – an amazingly cruel, horrifically painful limb amputation (regardless of gender). This situation will call for the Character to make a roll against their Stamina statistic plus their Toughness skill, with a penalty of minus five (-5), to remain conscious, whether they want to or not.

Knockback

When a Character is hit by an attack, some kinetic force may be imparted to the Character. In the case of most attacks, this kinetic force is negligible, but in some instances, Knockback may actually become a difficulty.

Knockback occurs only when a Character actually takes damage. If the Character makes a successful Damage Resistance roll against incoming damage, no Knockback is received.

When a Character is struck by a projectile from a firearm, they will take a very small amount of knockback – a bullet doesn't carry a lot of kinetic energy, and is usually expending it all in one very small point. For every Shrug of damage taken from a projectile fired by a firearm, the target Character will be knocked back one (1) inch in the direction of the attack.

When a Character is struck by a sharp or pointed melee weapon, they will also take a very small amount of knockback. Again, this is because the force of the blow is being expended in a small, concentrated area… the point of a knife or the edge of a blade. For every Shrug of damage taken from a sharp or pointed melee weapon, the target Character will be knocked back one (1) inch in the direction of the attack.

When a Character is struck by a hand-to-hand attack, they will take somewhat more knockback. The force of a hand-to-hand attack is being applied in a larger area, and there is generally more mass behind the attack. For every Shrug of damage taken from a hand-to-hand attack, the target Character will be knocked back one (1) foot in the direction of the attack.

When a Character is struck by a blunt melee weapon, they will also take more knockback than if the attack were a sharp or pointed melee weapon, because the force is being applied to a larger area. For every Shrug of damage taken from a blunt melee weapon, the target Character will be knocked back one (1)foot in the direction of the attack.

When a Character is caught in an explosion, they will take considerable knockback. The pressure wave of an explosion applies its maximum force over the entire surface of the target, conveying a great deal of kinetic force. For every Shrug of damage taken from an explosion, the target Character will be knocked back one (1) yard in the direction of the attack.

Characters taking three (3) feet or more of Knockback will have to make a roll against their Agility stat and their Acrobatics or Sports skill to retain their footing. A success or critical success on this roll means they remain standing. A failure on this roll means they fall to the ground. A critical failure on this roll means that they both fall to the ground AND take one (1) Shrug from falling badly.

Once the amount of Knockback a Character will be taking is determined, it is possible that the knockback will cause the Character to strike something as it is knocked back. If a Character is traveling more than three (3) feet in Knockback, and strikes something before they travel the entire distance, they must make a Damage Resistance roll against an Incoming Damage of the total number of yards they were initially knocked back. Treat this as a collision – the object or individual struck by the Knocked Back Character must also make this roll, if they fail to dodge it. The Toughness skill can be added to this Damage Resistance roll.

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For Example: *Bob manages to get caught in the explosive radius of a Grenade. The Grenade does two (2) Shrugs of damage that Bob fails to avoid. So, after taking his two (2) Shrugs, Bob is knocked back six (6) feet – two (2) yards (one (1) for each Shrug). Unfortunately, Bob is one (1) yard away from a brick wall. Bob hits the brick wall and must roll his Damage Resistance of fourteen (14) against an incoming damage of two (2) – the total number of Yards of Knockback he received. His Toughness skill of four (4) is added in, making the Damage Resistance roll eighteen (18) (14 + 4 = 18), minus two (-2) for incoming damage for a new total of sixteen (16). He rolls a twelve (12), and manages to avoid taking any more damage from hitting the wall.*

Character Attacked By	1 Shrug Knocks back
Bullet	1 Inch
Sharp Melee Weapon	1 Inch
Hand to Hand attack	1 Foot
Blunt Melee Weapon	1 Foot
Explosion	1 Yard

Radius Attacks: Explosions and Such

Attacks which cover an entire area with damage or some other effect are very difficult to Dodge. Area attacks have a given Radius – the maximum distance, in feet, between the center of the attack and the outside edge of its effect. A small grenade might have a Radius of five (5), while a Nuclear Device might have a Radius of five thousand (5,000) or more.

Characters or NPCs caught in the Radius of an area attack may attempt to Dodge out of the way, at a penalty equal to the Radius. (Obviously, not many are going to Dodge a Nuclear Device, which is one of the many reasons that Nuclear Devices are considered "bad").

Anyone that fails to Dodge the area attack must make a Damage Resistance roll versus the Damage of the attack, if the Attack does damage, or otherwise resist the effect of the attack; some area attacks will affect Characters in other ways. They might be dispersed gas attacks, which may cause Characters to save versus Poison. They might be Stunning attacks, which may cause Characters to make a Stamina plus Toughness roll to avoid being knocked Unco. The damage and/or other effect of a given Area Attack will be listed with that Attack.

For Example: *Bob, wondering why his is Dodging yet another Grenade, sees the Grenade hit the ground in front of him. He adds his Agility of seven (7) to his Acrobatics of three (3) for a total of ten (10). Then he subtracts the Grenade's Radius of five (5), for a new total of five (5). Sighing in resignation, he rolls 1d20. Amazingly, the d20 comes up with a four (4), and Bob dives clear of the Grenade's Radius of effect.*

His joy is short lived when a second, slightly different Grenade hits the spot where he landed. This is a Gas Grenade with a Radius of ten (10). "You are KIDDING me," Bob says, adding his Agility of seven (7) to his Acrobatics of three (3) for a total of ten (10). He subtracts the Radius of the Gas Grenade (ten (10)) for a total of zero (0). He must roll a natural one (1) on 1d20 in order to not be caught in the Area Attack. He rolls, making a valiant effort, but the die comes up an eleven (11). Bob is caught in a cloud of green, choking gas, and must make a Stamina plus Toughness roll to avoid the effect of the gas.

Attacks With Effects Other Than Damage

Not every attack will result in a roll against a Character's Damage Resistance. Certain special abilities or items of equipment may have different effects, such as rendering the target unconscious or immobile.

Such attacks generally involve a roll to resist their effects, often using the target's Stamina or Will plus a skill such as Toughness. Powerful attacks of this nature may come with a penalty to the resistance roll, making it more difficult to resist the effect of the attack.

The specific rules governing the effects of attacks such as this vary from attack to attack, and are therefore included in the description of the weapon, item, or ability that is used for the special attack.

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Psychological Trauma

There are far worse things than having one's body damaged. Player Characters can recover from lost Shrugs with relative ease, through the use of medicine, psionics, magic, even a personal Healing Ritual. When the damage is done to their will, however, this is more problematic.

Enduring torture, extreme stress mind-shredding supernatural powers, or exposure to the sheer alien-ness of things from the Outside can do damage to a Character's mind and spirit, or more specifically, to their Will statistic. This should be a rare circumstance – reducing a Character's Will, even temporarily, can be in and of itself traumatic. It is also a slippery slope – the more Will one loses, the easier it becomes to lose more. The rapidly accelerating process of slipping into cold, terrified insanity can be one of the worst things a Character can endure... even the most physically durable Character can succumb to the loss of sanity.

When enduring a situation that could cause psychological trauma, the Character needs to make a roll on their Will stat plus their Toughness skill, with the following modifiers.

Situation	Modifier
Character is the victim of violation	-2
Character is tortured physically	-2
Character is tortured psychologically	-1
Character is the target of a magic spell or psionic discipline that directly causes psychological trauma	As per power
Character is forced to endure the presence of something they have a phobia against	-5
Character is forced to witness the torture and/or death of someone they have a personal dedication to	-5
Character is verbally humiliated	+2
Character is physically humiliated	-0
Character is dumped by a lover	-2
Character learns a dark and/or forbidden secret about the structure of the universe	-4
Character is confronted with something outside of the realm of what they consider physically possible	-3

Succeeding on this Will plus Toughness roll means that the Character has sustained no psychological trauma… they have coped with the situation

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and can deal with it. Critically succeeding on this Will plus Toughness roll means that the Character thrived through the situation, and a similar situation will not force them to make the roll again. They have coped with it so well that it is no longer traumatic to their mind.

Failing the Will plus Toughness roll means that the Character has endured psychological trauma, and their Will stat is temporarily reduced by one (1). Critically failing this roll means that the psychological trauma was more severe, and the Character temporarily endures a loss of two (2) from their Will stat.

The reduced Will affects the Character's Risk… for every lost point of the Will stat, the Character's maximum Risk pool is temporarily reduced by ten (10). The Will points lost in this matter are not gone forever.

It is said that time heals all wounds, and that is the case with psychological trauma. If a Character elects to try and deal with the trauma on their own, without assistance, they have two options.

First, they can immediately take an additional Flaw (which can take them over the limit of five (5) Flaws, but which does NOT get them an additional Merit). Phobias and OCDs are quite appropriate, but if the Player has another idea, the Deal Is In Full Effect. Taking this Flaw immediately restores one (1) lost Will, and any of their lost maximum Risk pool. This Flaw can eventually be bought off like any other.

Second, the Character can see to their own needs, doing whatever it is they feel will help them cope. After one (1) month of time, they will regain one (1) lost Will, and any of their lost maximum Risk pool.

If the Character seeks help, this process can be sped up. Seeing someone with any ranks in the Psychology skill or the Medicine skill can make the process up to four times (4x) as fast. Every week that a Character that has lost Will due to psychological trauma is under the care of a mental health professional (such as a priest or psychiatrist), the mental health professional can roll their Intelligence stat plus Psychology skill or their Intelligence stat plus Medicine skill. Succeeding on these rolls restores one (1) lost Will point to the patient, and any associated lost maximum Risk pool. Critically succeeding these rolls restores two (2) lost Will (if more than one (1) have been lost). Failing this roll means that the week of therapy has been wasted, try again next week. Critically failing this roll means that the Character under treatment has endured more psychological trauma at the hands of their therapist, and their Will is further reduced by one (1). Time to get a new therapist.

The Coping Mechanism Merit can also speed up recovery from psychological trauma.

There are consequences to losing points of Will beyond merely having a lower Will statistic and fewer Risk points. For one, when a Character's Will stat drops to three (3) or lower, they become extremely indecisive, and tend to hesitate a lot. This is more of a roleplaying effect than any imposed penalty… Player Characters will rarely have a Will stat that low, and if they do, they're likely to be kind of jumpy anyway.

If a Character's Will statistic should reach zero (0), they are catatonic – their mind shuts down to prevent any more damage to their psyche. They may have open eyes, may balance themselves upright, may even be able to take steps if they are pushed or guided, but that which is their free will and inner motivating force has been switched off. At this point, they are immune to the psychological effects of torture or other horrific influences; their mind is not receiving any new stimulus, it is closed for business. Left to their own devices, they will die of thirst or starvation as they lack the motivation to feed or hydrate themselves. They may or may not retain control of their ability to excrete waste – GM's option.

A Character who has been rendered catatonic as the result of their Will being reduced to zero (0) will not recover on their own, unless they have the "Coping Mechanism" Merit. It will take a mental health professional one (1) month (and a successful roll as above) to restore a single point of their Will, after which point they can recover normally.

A Character who's Will has been reduced to zero (0) CAN answer questions and will not conceal the truth from the questioner. They can also be easily "programmed" or brain-washed; given suggestions that

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will remain in the subconscious until triggered by a key word or event. This is usually the ultimate goal of an interrogator or torturer… to completely break the will of the subject in order to get what they desire from them with no resistance.

It's an evil thing to do to someone, but there are evil people out there.

Metaphysically, a Character who's will has been reduced to zero (0) can offer no resistance whatsoever to psionic or magic mind control, or to Demonic possession. The tiny shred of a psyche remaining is easy to cram down into tiny corners of the being's existence so that a dominating mind or spirit can take its place. Torturers should be wary of this possibility… there are no end of spirits and demons out there who wander most game worlds looking for exactly such an opportunity.

Torture and Interrogation

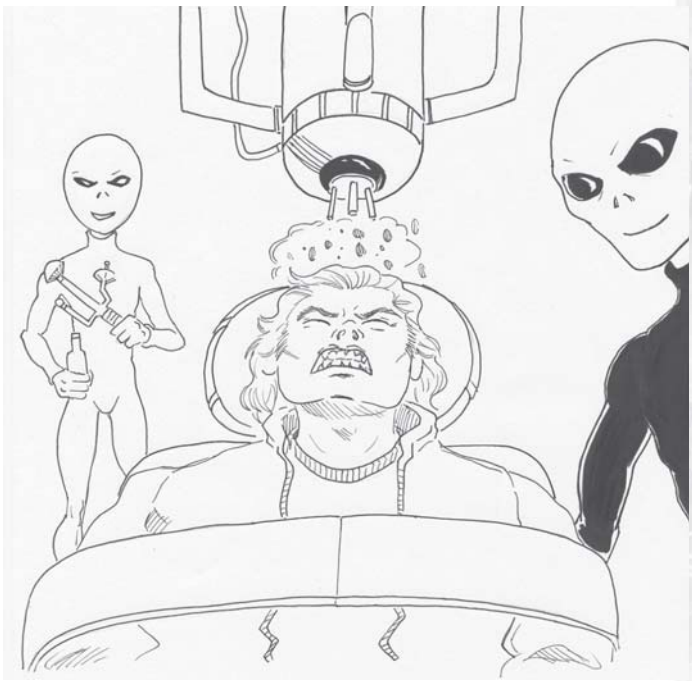
There are more reliable ways to get information out of people than torturing them. True, at some point, the human will tends to break and information pours out of the subject of torture, but unless you have the ability to test that information immediately, either with a polygraph or an intelligence network, what you're most likely to hear from a victim of torture is what the victim most thinks you want to hear. Whether this is the actual information or the product of a mind trying to escape agony is still a matter of some conjecture.

Interrogation has somewhat more reliable results when more subtle psychological methods are used. Once you start causing pain, not only has a moral and ethical line been crossed, but the information immediately becomes suspect.

Using the more subtle methods includes:

- Trying to trick the subject into revealing information (a contested roll between the interrogator's Intelligence stat plus Communication skill and the subject's Will stat plus their Communication skill)
- Trying to get inside the head of the subject (a contested roll between the interrogator's Intelligence plus Psychology skill and the subject's Will stat plus their Communication or Psychology Skill)
- The good old fashioned Good Cop/Bad Cop routine (two contested rolls… the Bad Cop rolls Intelligence plus Acting against the subject's Intelligence plus Communications. Any margin of success on the Bad Cop's roll is added to the Good Cop's Intelligence plus Acting roll as a bonus, which is rolled against the subject's Intelligence plus Communication).

There are other reasons to torture people besides getting information out of them, of course. Torture can be used to break down someone's will so that they can be programmed, brainwashed, or easily coerced into a course of action against their better interests. It can be used to set an example for other prisoners ("This is what we will do to all of you if you do not cooperate,") which can make it easier to control them. Torturing someone's friend or loved one in front of them can be an excellent tool in coercing that person to cooperate with the torturer (although the torturer will probably get horribly killed at some point, as countless '80's action movies have taught us). Sadists actually enjoy torture, and may engage in the practice for no reason other than the fact that it gives them pleasure to do so.



The mechanics for torture are fairly simple. The torturer has a wide variety of skills to choose from, depending on what tools and methods they wish to use. If they wish to employ subtle tortures that don't do too much damage, they can roll on their Intelligence stat plus their Psychology skill. If they want to simply beat the hell out of their subject, Strength or Agility plus Hand to Hand or Melee is useful. Classic torture with sharp instruments would use Dexterity plus the Medicine skill. Using ancient and horrific Eastern techniques would be a roll on Intelligence or Dexterity plus Academics or Occult. The GM and Player can try a large number of different methods, the Deal Is In Full Effect.

Torturing someone is a contested roll… the torturer's roll is contested by the victim's Will stat plus Toughness roll to resist psychological trauma (with the penalties associated with torture, see above). If

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the torturer wins this contest, the victim has suffered the effects of failing a roll to resist psychological trauma, and their Will has been reduced by one (1). If the victim wins this roll, the torturer has not succeeded in their efforts to break the victim's will… for now.

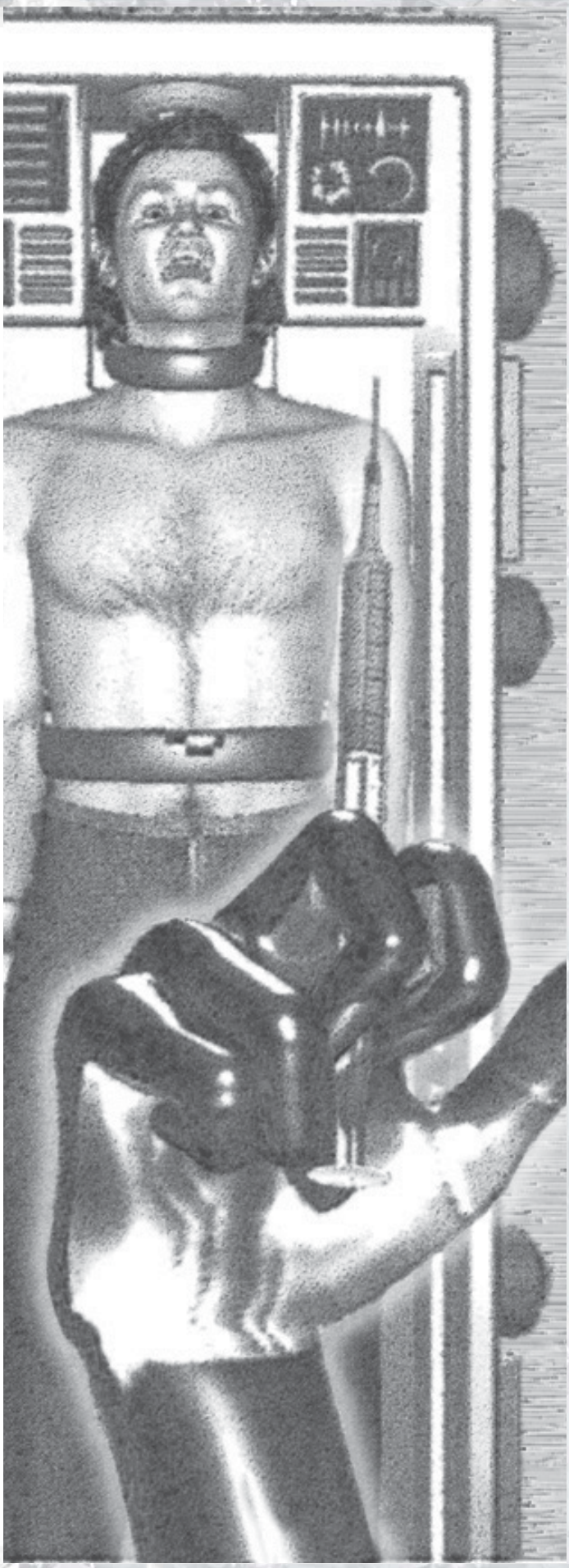
This contest usually takes about an hour. If the torturer is using more physical methods to break their victim's will, the victim not only has their Will stat reduced by one (1) when the torturer wins the contest, but also a Shrug. The GM is the final arbiter of whether or not a particular torture method causes this damage… in most cases, it should be fairly obvious. This can be problematic for the torturer for a number of reasons (and isn't all that great for the victim, either). Torture of this nature leaves marks. They may be subtle and hide-able marks (or they may not be), but there are marks. Investigators will have no doubts that the victim has been tortured.

More, most people have almost twice as many points of Will (or more) than they have Shrugs. A person being tortured can fall Unco while they still have Will left. It is possible to continue to do damage to someone that is Unco, but someone who is Unco is immune to psychological trauma. The torturer will have to employ some medical skills, or some other form of healing, to restore enough Shrugs to the subject so that the torture can continue, if the goal is to completely break the subject's will.

There are certain techniques which employ narcotics and/or herbal concoctions that can keep someone conscious when they should be Unco. Using these techniques allows the subject to continue to be tortured when they are at zero (0) Shrugs or less. Using these methods, the victim can be kept conscious until they have been tortured to death. Once someone reaches the state of Dead, it is virtually impossible to continue to torture them.

Some Necromancers and demons, however, would argue that true torture only really starts when someone dies.

Torture as a practice is generally outlawed in civilized countries, and considered evil, even if done out of a sense of patriotism. For intelligence purposes, its effectiveness is questionable and ethically, it's officially on the far side of the line. Of course, if one finds that one absolutely must engage in torture, it is convenient to re-name the practice so that the general public has the luxury of believing that you are not engaging in it.



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Environmental Hazards and Other Problems

There are factors other than Combat which can lead a Character to receive damage and lose Shrugs. There are also other conditions that a Character can succumb to besides damage.

Conditions
Disease, Poisons, Curses, et cetera

There are any number of pathogens, toxins, ancient curses, and other horrible things waiting to sicken, weaken, and/or kill Characters.

Diseases, poisons, and curses are Conditions; a set of penalties and difficulties that a Character must overcome to return to full health.

Conditions will first require a Character to roll their Stamina statistic plus their Toughness skill in order to resist them. This roll may be surreptitiously done - the GM may not even let the Player know exactly what the Character is rolling for. If the Condition has a "Time to Activate" (a disease's gestation time, for example, or the effect of a slow-acting poison), this time will pass without there being any effect on the Character.

After this time, whatever penalties the Condition applies to the Character takes full effect. It may be penalties to one or more primary statistics, a Stun effect, even continuing Damage - poison sucks. The Character suffers all of these effects, and will do so until a) the duration of the Condition (if it HAS a duration) expires, b) the Character is treated by a Healing Spell or other Special Ability capable of curing a Condition, c) someone makes a roll on the Naturist, Medicine, or Alchemy skill to generate a cure (may not work for Curses, may impose a penalty of minus one (-1) to minus five (-5) if the disease or poison is rare), or d) the Character is reduced to a state of Dead.

Sample Diseases

The Common Cold: One of the most common viruses on the planet; not only a bad way to spend a week, but often effective in eliminating alien menaces who have

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no resistances to it. Has an airborne vector, so simply being in the same room (or within ten or fifteen feet) of someone who has it forces the potential victim to roll Stamina plus Toughness at minus two (-2) to resist contracting it. If this roll should fail, the virus incubates for three (3) days, after which the victim suffers discomfort (must make Will plus Toughness rolls to engage in prolonged activities due to misery), and is at a penalty of minus two (-2) to all Stamina rolls for one (1) week. The Common Cold is considered a Minor Condition.

Horrific Wasting Disease: A fearsome plague, the kind of thing that can wipe out a community or inspire the government to quarantine the Hell out of an area. Has an airborne vector, so simply being in the same room (or within ten or fifteen feet) of someone who has it forces the potential victim to roll Stamina alone at minus three (-3) to resist contracting it. If this roll should fail, the disease incubates for one (1) day, after which the victim suffers discomfort (must make Will plus Toughness rolls to engage in prolonged activities due to misery), and is at penalties of minus two (-2) to all Strength rolls and minus three (-3) to all Stamina rolls for one (1) month. More, once a day during this month, the victim must save versus an incoming Damage of twenty (20). The Horrific Wasting Disease is considered a Major Condition.

Influenza: The stomach flu; forty-eight hours of plain' ol' misery. Has an airborne vector, so simply being in the same room (or within ten or fifteen feet) of someone who has it forces the potential victim to roll Stamina plus Toughness at minus two (-2) to resist contracting it. If this roll should fail, the virus incubates for one (1) day, after which the victim suffers discomfort (must make Will plus Toughness rolls to engage in physical activities due to muscle pain), and is at a penalty of minus two (-2) to all Strength and Stamina rolls for two (2) days. More, the victim of this virus acquires the Nervous Stomach Flaw for the duration. Influenza is considered a Minor Condition.

Syphilis: Almost like three diseases in one - Syphilis has three distinct phases. This is an STD or Sexually Transmitted Disease, so engaging in sexual activity with someone who has Syphilis (in any stage) forces the potential victim to roll Stamina plus Toughness to resist contracting it. If this roll should fail, the disease incubates for about a month (roughly four weeks), This incubation period is Stage One Syphilis... there aren't any symptoms during this phase, but it is still contagious. After the incubation is over, the victim suffers discomfort (must make Will plus Toughness rolls at minus three (-3) to engage in sexual activities due to pain), and is at penalties of minus one (-1) to all Stamina and Intelligence rolls. More the victim also suffers a penalty of minus two (-2) to all Will rolls; the victim is undergoing a general breakdown of the nervous system, and is going slowly insane. This lasts until the Syphilis is cured, or until it passes into Stage Three - Syphilis does NOT go away on its own. At the first two stages, Syphilis is considered a Minor Condition.

Stage Three Syphilis is waiting in the wings, though. Should someone suffering from Stage Two Syphilis critically fail ANY Stamina-based roll, the victim must them make a roll on Stamina alone at a penalty of minus four (-4). If this roll is failed, the Syphilis enters Stage Three. The discomfort is more acute (Will plus Toughness at a penalty of -4 to engage in sexual activity), and there are more penalties as multiple bodily systems are starting to fail. There is a minus two (-2) to Dexterity, a minus three (-3) to Stamina and Intelligence, and a minus three (-3) to all Will rolls. If the victim had the Fit as a Fiddle Merit, it is negated for the duration of this disease. More, as the immune system breaks down, the victim acquires the Flaw of Physical Limitation: Immune to Healing. This is particularly bad as, once per month, the victim must make a roll against an incoming Damage of 20 as the Syphilis rampages through their body, destroying tissue. With the penalty to the victim's Will stat, Psychological Trauma becomes much easier to acquire - insanity is almost a foregone conclusion with this disease. Again, one does not "get over" Syphilis... the disease remains with the victim until they are cured or until they die. At Stage Three, Syphilis is considered a Major Condition.

Sample Poisons

Assassin's Blade Poison: A powerful toxin based off of several animal venoms. A blood agent, this poison is best used applied to a bladed weapon, hence the name. Should this poison contact the victim's blood (the blade it is on does at least a Shrug of damage), the victim has five (5) turns to notice the burning sensation in the wound, after which they must start making rolls against their Stamina stat alone at a penalty of minus five (-5) once per turn. Each time this roll is failed, the victim loses one (1) Shrug. These rolls continue until a) the victim successfully rolls to resist the poison's effect, b) the victim dies, or c) one minute passes (there isn't enough toxin in one dose of this poison to last longer than that). This poison, costing $83.00 a dose, is considered a Major Condition.

Blinding Powder: This comes in the form of a tablet which can be quickly crushed in one's fingers, reducing it to a powder. This is thrown at the victim's face (minus three (-3) called shot penalty). The victim is at a penalty of minus one (-1) to Dodge this attack, as the powder spreads out into a cloud with a one (1) foot Radius. If the victim is wearing eye protection of

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any sort, blinding powder is ineffectual. Should the hit be successful, however, on a victim who is wearing no eye protection, the victim must make a roll on their Perception stat alone at a penalty of minus three (-3), or acquire the Physical Limitation: Blind Flaw for one (1) hour. This classic "dirty fighting" poison, costing $194.00 a dose, is considered a Minor Condition.

Cinematic "Knock Out" Drops: As seen in countless movies and television shows. Once a dose of this chemical, added to one's food or drink, is consumed, they must make a Stamina plus Toughness roll at a penalty of minus five (-5), or become Unco with Shrugs one minute later. As with any other condition rendering one Unco with Shrugs, they will recover when they would normally heal at least one Shrug. This drug, costing $18.75 per dose, is considered a Minor Condition.

Fast-Acting Poison (Weak): A liquid that is added to food or drink. On ingesting, the victim has one (1) minute before starting to make rolls on their Stamina stat alone with a penalty of minus three (-3), once per minute. Each time this roll is failed, the victim will lose one Shrug. These rolls continue until a) the victim successfully rolls to resist the poison's effect, b) the victim dies, or c) one hour passes. This poison, costing $55.00 a dose, is considered a Condition.

Stagger: This is a narcotic which debilitates the victim without rendering them unconscious or permanently damaging them. It is a blood agent, so it is best delivered by a needle or on the edge of a blade. Three (3)turns after this drug hits the victim's blood stream, the victim must make a roll on their Stamina plus Toughness at a penalty of minus three (-3). If this roll is failed, the victim will be at a penalty of minus three (-3) to all rolls based on their Strength, Agility, and Dexterity stats for six hours. This drug, costing $60.00 a dose, is considered a Condition.

Getting Drunk

Intoxication from Alcohol is a very specific form of Poisoning which the Character or NPC may attempt to self-induce, and is handled slightly differently from other forms of Poisoning.

Alcohol is measured, for the purpose of this game mechanic, in Drinks. A single Drink could be one (1) large Beer (or two (2) small ones), one (1) glass of Wine, one (1) shot of Whiskey, or half (1/2) a shot of something stronger. (one eighth (1/8) of one (1) shot of Everclear is one (1) Drink).

A Character or NPC can safely imbibe as many Drinks as one half (1/2) their Stamina stat plus their Toughness skill.

For Example: *Bob, with his seven (7) Stamina stat and his four (4) Toughness skill can safely imbibe eight (8) Drinks without worrying about becoming impaired (7 / 2 = 3.5, rounding up to 4, 4 + 4 = 8)*

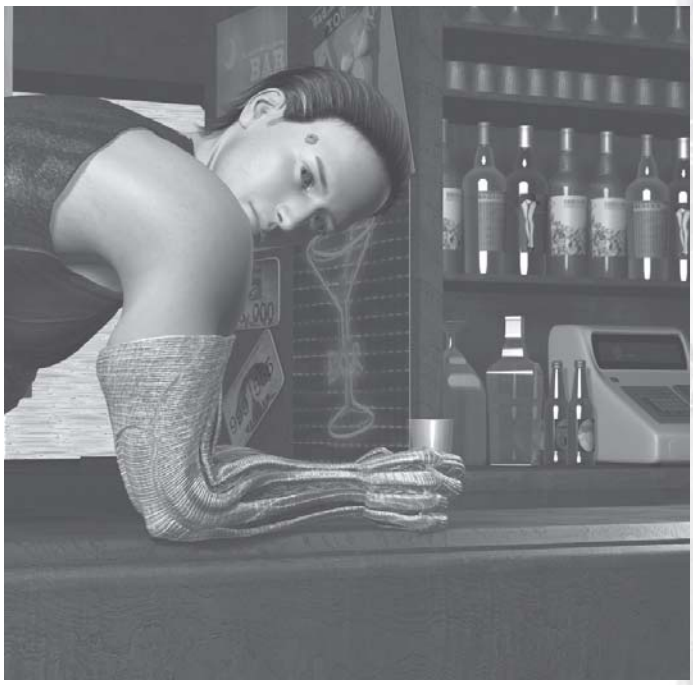
Once a Character or NPC exceeds this number of Drinks, they must roll against their Stamina plus their Toughness MINUS the number of Drinks past their safe limit.

On a Success, the Character or NPC remains unimpaired.

On a Failure, the Character or NPC takes a penalty equal to the number of Drinks they have had past their Safe limit to *all* rolls. If the Character continues to drink past this point, the penalties are CUMULATIVE. Should a Character or NPC's total penalties from inebriation exceed their Stamina stat, they are overcome by the alcohol, and become Unco with Shrugs.

On a Critical Success, the Character or NPC has thrown off the effect of the liquor, and starts over again as if they have had NO DRINKS AT ALL up to that point.

On a Critical Failure, the Character or NPC has been overcome by the alcohol, and becomes Unco with Shrugs.



For Example: *Bob is ready to tie one on. He asks the bartender to just keep the shots of Scotch coming. The Bartender, knowing how hard it is to be the example Character in a Roleplaying Game, just keeps serving them.*

Bob knocks back the first eight (8) shots of Whiskey without blinking. Other patrons of the bar, who have less than Bob's

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above-average Stamina and no training in Toughness, are impressed. The meaner, combat-ready types in the bar haven't even noticed.

Bob knocks back Scotch number nine (9), and must make his first inebriation roll. He adds his Stamina to his Toughness for a total of eleven (11), and then subtracts one (1) for the first Drink past his safety limit, for a new total of ten (10). Bob rolls a nine (9) on 1d20. He is unaffected by the ninth drink.

Knocking back Scotch number ten (10), Bob adds his Stamina to his Toughness for a total of eleven (11), then subtracts two (2) for being two (2) Drinks past his safety limit, for a total of nine (9). He rolls a twelve (12) on 1d20, failing the check. Having had two (2) Drinks past his safety limit, Bob is now at a minus two (–2) penalty on all rolls, INCLUDING HIS STAMINA/TOUGHNESS ROLL TO AVOID BECOMING DRUNK.

Bob knocks back Scotch number eleven (11). He again adds his Stamina to his Toughness for a total of eleven (11), then subtracts three (3) for being three (3) Drinks past his safety limit for a new total of eight (8). THEN he subtracts two (2) more for his previous failure to resist becoming drunk, for a new total of six (6). Bob rolls a ten (10) on 1d20, failing the roll. He is now at an ADDITIONAL minus three (-3) to all rolls, which is added to his previous penalty of minus two (-2) for a total penalty of minus five (–5). (See where this is going?)

Almost beyond the capacity for language and manipulating tools, Bob squints hard enough to see the glass in front of him, misses trying to pick it up a couple of times, and manages to pour Drink number twelve (12) down his throat. He once more adds his Stamina to his Toughness for a total of eleven (11), then subtracts four (4) for the total of (4) Drinks past his safety limit, for a new total of seven (7). THEN he subtracts five (5) for his previous failed rolls to become intoxicated, for a new total of two (2). Almost certain to succumb to the booze, he rolls 1d20 and is amazed to find himself staring at a natural one (1)! A cool breeze washes across him as his body throws off the alcohol in a fit of sweat. He runs to the men's room to purge his kidneys and bladder explosively, and returns to the bar stone cold sober!

"Set 'em up again," he says, almost disappointed that the drunk didn't last. The tough guys in the bar are noticing now.

The Bartender, having seen this before and knowing where it ends, crosses himself and starts setting up shots of Scotch again.

Bob knocks back eight (8) more Drinks without blinking, and everyone in the bar is starting to take bets. Because of the critical success, he starts the process completely fresh.

Picking up Drink number nine (9) (for the second time that night), Bob smirks at the combat ready types, and knocks it back. He adds his Stamina to his Toughness for a total of eleven (11), then subtracts one (1) for being one (1) Drink past his safety limit. He rolls 1d20, and with another astonished look, finds himself staring at a natural twenty (20).

Bob manages to get the shot glass back onto the bar before slumping quietly to the floor, overcome by the alcohol. The Bartender asks a couple of the tough patrons to help him carry Bob to a cot in the back, which is reserved for Role-playing Game examples who push their luck too far.

Beverage	# of Drinks
One Mug of Beer	1
One Stein of Beer	2
One Bigass Stein of Beer	3
One Glass of Wine	1
One Bottle of Wine	5
One Shot of Hard Liquor	1
Mixed Drink – Girly	1
Mixed Drink – Manly	3
One Shot of Everclear	8

A Character or NPC loses one (1) Drink an hour as the alcohol in their system is metabolized. If the Character or NPC vomits, they immediately lose all Drinks in their system, although they still suffer any effects from failed inebriation rolls.

It takes six (6) hours of rest to recover from penalties associated with Inebriation... although that may not be the end of the problems. Upon waking up after this six (6) hours of rest, the Character must make a roll against their Stamina stat alone. Failing this roll means the Character has a hangover, and is at a penalty of minus three (-3) to all actions due to pain until they eat a full meal, rest for at least six (6) more hours, or take some over-the-counter pain medication. Characters with the Drinks Like a Fish Merit may add their Toughness skill to their Stamina on their roll to avoid having a hangover.

Collisions

Collisions occur when a person or object travelling at speed intersect with another person or object. As a rule, if you're measuring the speed you're travelling in Miles Per Hour, you are traveling "at speed."

The speed of the collision is the TOTAL speed of the collision. If a cart leaves Elliston Bay traveling east at twenty (20) miles an hour, and it hits a cart from Serrulean travelling west at ten (10) miles an hour, the speed of the collision is thirty (30) miles an hour (20 + 10 = 30). That's probably going to leave a mark!

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Once all attempts to avoid the collision have failed, the Incoming Damage for each person or item involved in the collision is equal to one half (1/2) of the speed of the collision in Miles per Hour.

For Example: *A gun-toting psychopath is felled from his motorcycle as he is travelling forty (40) miles an hour. He is going to collide with the ground at forty (40) miles an hour. One half (1/2) of forty (40) is twenty (20) (40 / 2 = 20)… the psychopath is going to have to deal with an Incoming Damage of twenty (20).*

Because speed on the personal level is measured in Feet per Turn, here is a handy conversion chart to let you know when you're in trouble.

Feet per Turn	Miles per Hour (approx)
10	1
20	3
30	4
40	5
50	7
60	8
70	10
80	11
90	12
100	14
110	15
120	16
130	18
140	19
150	20
160	22
170	23
180	25
190	26
200	27

Armor is of limited value in a collision. The purpose of armor is to spread the damage from a small point of impact into a larger area, diffusing the power of fists, knives, or bullets. A collision is already doing its damage over a large area – generally the individual's entire body. When making a Damage Resistance roll against the Incoming Damage from a collision, a Character does not add the Damage Resistance bonus from their armor, nor does the armor's Shrugs absorb any of the Damage. Armor isn't useless in a collision though – it functions as a mitigator.

There are a number of factors that can reduce the risk of serious injury in a collision. These mitigators are things which slow down the time of the impact, cushioning people involved in collisions and making it easier for them to withstand collision damage.

Collision Mitigator	Bonus
Wearing any Soft Armor	+5 DR
Hard Helmet	+10 DR
Lots of Padding (big hay stack?)	+30 DR
Being in an enclosed vehicle	+20 DR

Electrocution

Incoming Damage from electrical sources varies by the intensity of the source. Should a Character come in contact with one of these sources of electricity, they must make a Damage Resistance roll versus the source's Damage rating. Because some of these sources have a very high Damage rating, it is likely that the Character will take multiple Shrugs.

AC versus DC: Electricity comes in two basic varieties… Alternating Current, or AC, and Direct Current, or DC. Most wall-socket powered devices are AC, most battery sources are DC.

Contact with AC power is easier to survive than contact with DC power. Alternating Current tends to cause muscle spasms that tense and release violently, throwing a Character out of contact with the electrical source (unless they are forced into contact with it). Direct Current tends to cause a single muscular contraction that causes the Character to hold onto the electrical source, or even to curl around it in fetal position, continuing the contact with the electrical source.

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Contact with an AC source of current, therefore, forces the Character to make a single Damage Resistance roll versus the Source of electricity. Contact with a DC source of current causes the Character to make a Damage Resistance roll every turn that the Character remains in contact with the electrical Source.

A Character may break contact with a DC electrical source by adding their Stamina to their Toughness skill and rolling 1d20. This roll can be made only after the initial Damage Resistance roll for coming in contact with the electrical source. On a success of the Stamina plus Toughness roll, the Character can break free of the DC electrical source. On a failure of this roll, the Character cannot release the DC electrical Source, and must make another Damage Resistance roll versus the Source the next turn, after which the Character can attempt another Stamina plus Toughness roll to release the source.

On a critical success of the Stamina plus Toughness roll to release the DC source, the Character not only releases the Source, but regains any lost Shrugs for contacting the Source.

On a critical failure of the Stamina plus Toughness roll to release the DC source, the Character not only fails to release the DC Source, but also loses the ability to make any more Stamina plus Toughness rolls to release the DC source. The Character has been overcome by the Electricity, and is at the mercy of the current, relying on outside sources to knock them clear of the DC source before the Character expires.

Common Electricity Sources and Damages

Source	Damage	AC/DC
Gnomish Battery	7	DC
Small Dwarven Generator	14	AC
Gnomish Generator	20	AC
Main Junction	30	AC
Lightning Bolt	40	DC*

*While a Lightning Bolt is technically Direct Current, it is an instantaneous discharge, rather than a continuing source... only one Damage Resistance roll is made.

Insulation and Grounding: These rules assume that the Character coming in contact with the electrical source is Grounded - that electrical current can pass through their body and into the "ground." (The "ground" can be, literally, the ground, or a large metal structure, such as a suit of Plate Mail or the metal support beams of a house or other large structure). If the Character is Insulated, by wearing rubber-soled boots, standing on a non-conductive surface, or in some other way being separated from a "ground," they still make the Damage Resistance roll on coming in contact with an electrical source, but they can take no more than one (1) Shrug of damage if they fail this roll, even on a critical failure. Direct Current still makes them make one (1) roll per turn until they can release the source, but each turn, even on a critical failure, they can take no more than one (1) Shrug of damage per turn.

Extreme Heat and Cold

Extremes of heat and cold can take their toll on a Character. The most comfortable median temperature for human beings to exist in is room temperature - roughly seventy-two (72) degrees Fahrenheit (twenty-two (22) degrees Celsius). As the temperature goes up and down from that point, the situation goes from uncomfortable to taxing to potentially lethal.

Spending time at extreme temperatures will reduce a Character's health, more and more rapidly as the temperature moves away from the comfortable median. A Character must make a roll against their Stamina stat plus their Toughness skill or their Survival skill for each Duration at a listed Temperature on the following chart.

TEMPERATURE (F)	DURATION
90 degrees	2 hours
95 degrees	1 hour
100 degrees	30 minutes
105 degrees	15 minutes
110 degrees	5 minutes
115 degrees	1 minute
120 degrees and higher	1 minute
40 degrees	2 hours
30 degrees	1 hour
20 degrees	30 minutes
10 degrees	15 minutes
0 degrees	5 minutes
-10 degrees	1 minute
-20 degrees and lower	1 minute

Failing this roll will cost the Character one (1) Shrug.

This assumes that the Character is in casual clothing and not well adapted to extremes of heat or cold. A Character who makes a successful roll on their Intelligence stat plus their Styling skill or their Survival skill can add the margin of success for that roll to their Stamina plus Toughness or Survival rolls to endure temperature extremes.

A Character who has spent a good deal of time (more than one (1) month) in a climate with an extreme tem-

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perature, such as a desert or a snow-capped mountain town, adds a bonus of plus five (+5) to Stamina Toughness or Stamina Survival rolls to resist suffering the effects of temperature extremes.

Falling

When a Character falls a moderate distance, there is some chance of survival. When a Character falls a great distance, they are almost assuredly going to become a wet spot on the ground. Gravity: the great equalizer.

The distance that a Character can fall without worrying about injury is equal to the Character's Running High Jump distance.

For heights greater than the Character's Running High Jump, the Character must make a Damage Resistance roll against damage calculated as the height of the fall, in feet, minus the Character's Running High Jump.

E.G. *Bob takes a fall from ten (10) feet. His Running High Jump is five (5) feet, so Bob subtracts his five (5) Running High Jump the ten (10) feet of the fall for Incoming Damage of five (5). Bob's Damage Resistance is a ten (10), so he must roll a five (5) or below (10 - 5 = 5) in order to avoid taking damage from the fall.*

A critical success on the Damage Resistance roll will negate all damage, as usual... it's possible that one could plummet from an airliner at 30,000 feet and land, unharmed, on the ground below. It's not likely, but it has actually been known to happen.

A critical failure on the Damage Resistance roll DOUBLES the number of Shrugs that a Character takes from a fall, virtually assuring a very high SPI (Street Pizza Index).

Certain items and/or situations can mitigate some of the damage for a fall. The bonuses for these mitigators is added to the victim's Damage Resistance for the purposes of determining damage, but only for the purposes of gauging how well the Character can survive the fall.

Fall Mitigator	DR Bonus
Soft Armor, per +1 DR	+5 DR
Big Hay Stack	+30 DR
Rolling Agility + Acrobatics	+ 10 DR
Wet Sponge	+1 DR
Diving into Water	Special*

*Up to a point, taking a high dive into water is a tremendous mitigator. With a successful Agility plus Acrobatics or Sports roll, a fall from up to thee hundred (300) feet can be completely mitigated by falling into twenty (20) feet or more of water. Even without a successful roll, falling from that height into water will do, at most, one (1) Shrug. Past three hundred (300) feet, however, this fall is treated the same as falling onto concrete… once a certain point of acceleration is passed, striking water is no different from striking asphalt.

Fire

Fires come in various intensities, each doing a certain amount of damage. Fires can ignite flammable materials, which includes people at high enough temperatures.

The amount of damage done by a fire depends on its intensity. A fire is also defined by how large it is. Fires have a Radius, and are considered an area-effect.

Fire Type	Damage	Radius
Match	2	1 inch
Torch	5	1 foot
Campfire	10	5 feet
Bonfire	20	20 feet
House Fire	30	40 feet
Small Forest Fire	40	100 feet
Forest Fire	45	more than 100 feet
Industrial Fire	50	more than 400 feet

It is possible to have larger, more spread-out but less damaging fires, or smaller but incredibly intense fires. These statistics are general guidelines.

Anyone and anything that is in an area that is on fire runs the risk of not only taking the fire's damage, but

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of becoming ignited. Every turn that something or someone is in a fire, they must make a Damage Resistance roll against the fire's damage. Failing this roll means that the fire has done its work, and the subject loses one (1) Shrug. (Armor does not protect against fire unless it has been specifically designed to do so. This will be noted in the armor's description - as a default, armor offers no innate fire protection).

Though the subject has taken damage, they are not yet on fire themselves. Ignition occurs in the following cases.

Should the subject critically fail their Damage Resistance roll, they are Ignited.

Should the subject fail two (2) Damage Resistance rolls in a row, they are Ignited.

Should the subject be covered in an accelerant, such as gasoline, napalm, alcohol, or other flammable substance, they are Ignited as soon as they fail their first Damage Resistance roll against the fire.

Being Ignited means that the subject remains on fire even if they should leave the original area of the fire. They will continue to roll against half the damage of the original fire every turn until they are extinguished, or until they are Dead as Hell.

Extinguishing an area of fire one (1) yard in radius (or on one person) takes one (1) person one (1) full round per ten (10) points of the fire's damage if they have the proper equipment (a fire extinguisher, hose, or blanket). Without the proper equipment, it takes one (1) person one (1) full round per five (5) points of the fire's damage.

If left unchecked, fires spread. In general, anything of the intensity of a House Fire or greater will increase its radius by one (1) foot per minute until it hits an area that is not truly flammable, such as ground covered in concrete or asphalt, the edge of a body of water, or an area where all of the flammable material has been deliberately destroyed (such as a firebreak).

Fires can be amazingly dangerous, and every Fireman out there should be paid more.

G-Stress (Gravity Stress)

As a default, Characters are acclimated to an existence under one Earth gravity (1g). There are a number of situations which can be encountered that may raise or lower the amount of gravity that a Character must deal with.

Should a Character find themselves in less than one gravity, they may need to make rolls on the Acrobatics, Sports, or even Zero G skills in order to retain their orientation and function properly.

When a Character is subjected to more than one gravity, or less than negative one gravity (-1g), they may be subject to G-Stress, or Gravity Stress.

In any situation where a Character is in increased gravity, they must deal with the fact that they, and all of their equipment and gear, weigh more. Multiply the Character's total weight by the number of G's (gravities) the Character is under at the moment, and subtract the Character's original weight. This is the amount of weight the Character must now deal with, which may easily lead to them being encumbered (see Carrying Capacity, Page 59). The Character must deal with the penalties to their Agility stat associated with this new heaviness... it might help to drop a few things. Then again, it might not.

The other way that a Character can be affected by very high gravities (positive or negative) is G-Stress, or the stress placed upon the body by the sheer force of increased gravity. This can happen in two different ways, each of which is handled slightly differently.

The first way that a Character is likely to encounter G-Stress is through high G maneuvering in some type of vehicle. This stress happens very quickly, and can be difficult for a Character's biology to cope with.

When G-Stress is applied in this fashion (quickly, as the result of a high G maneuver or some other rapid gravity change), the Character must make a roll against their Stamina stat plus their Toughness skill, at a penalty equal to the number of G's they are currently taking. This only happens when the Character is under 2 g's of stress or

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more. Succeeding this roll means the Character takes no ill effects and can continue to function normally.

The results of a failure of this roll are covered below.

The second way a Character is likely to encounter G-Stress is environmentally, by traveling to a larger or denser planet with a higher native Gravity or some other environment where higher G's are normal. This stress is more gradual and gentle on the system, although the fact that this stress is prolonged makes it difficult to deal with.

Every full day (24 hours) that a Character is in a higher G environment, they must make a Stamina plus Toughness roll at a penalty equal to the number of G's they are under (again, only when the gravity is 2g or over). Succeeding this roll means that the Character suffers no ill effects and continues to function normally; critically succeeding this roll means the Character has "acclimatized" to the local gravity and may stop rolling daily.

Failing the Stamina plus Toughness roll in either type of increased gravity situation has effects which depend on the amount of gravity being dealt with.

Any failure on this roll results in the loss of one (1) Shrug.

If the G's are less than the Character's Stamina stat or Toughness skill, a failure means a Grey Out - the Character is at a penalty equal to the number of G's being pulled to all actions until their next roll.

If the G's are equal to or greater than the Character's Toughness skill, a failure means a Black Out - the Character is Unco with Shrugs, and will not regain consciousness until they would normally heal one (1) point of Damage (such as a full night's sleep or some healing ability).

In the unfortunate event that the G's are equal to or greater than the Character's Stamina statistic, a failure means the Character is reduced to Dead by the stress... immediately taking two times their Shrugs in Damage. Medical assistance or some form of magic or psionic healing could bring them back around, but they are officially croaked.

In the unlikely but spectacular event that the G's are equal to the Character's Stamina multiplied by two (Sta x2), a failure (any roll other than a natural one) means the Character is Dead as Hell... squashed, smashed, liquefied, reduced to a "puddle of guy." A dedicated medical technician might get some usable DNA out of the goo that was once a Character, but the victim has completely succumbed to the gravity of the situation.

Radiation

Exposure to Radiation can cause damage over time. Radiation (in terms of this game) comes in five (5) levels.

SUNBURN: This is the lowest level of perceivable radiation. Over time, this can cause tissue damage, but it is the most easily tolerable level of radiation.

ALPHA: This is the first truly dangerous level of radiation. It would be found working with radioactive materials in an physics lab or being exposed to certain ores.

BETA: More dangerous than Alpha radiation, Beta radiation is found in more secure laboratory conditions. It might be encountered in high energy labs.

GAMMA: Truly Vicious radiation, this can be encountered close to nuclear power plants, from items that have been in space and too close to stars, and in areas that have been irradiated quite some time ago by a Nuclear Blast.

HIROSHIMA: This is a purely Cinematic level of Radioactivity. If a Character or NPC should encounter this level of radioactivity, they are pretty much dead… fried, burnt to a crisp, microwaved from the inside-out, their desiccated corpse glowing in the dark. This would be encountered in the hours after a Nuclear Blast at Ground Zero, on the inside of a nuclear reactor, or in some other ridiculously hazardous location.

Each level of Radiation has a particular Resistance roll, which must be made over a particular amount of time. The more lethal the radiation, the more difficult the roll and the more often it must be made.

For every hour of exposure to the Sunburn level of Radiation, an exposed Character must roll versus their Stamina times two (2), minus their number of hours of exposure. On a successful roll, the Character takes no damage from the exposure. On a Critical Success, not only does the Character take no damage that hour, but they need not roll the next hour. (The hour after that, the rolls continue).

On a failed roll, the Character takes a Shrug of damage from severe sunburn. On a critical failure, the Character takes two (2) Shrugs of damage.

Exposure to Sunburn can be prevented by wearing clothes that cover the skin.. A wide-brimmed hat also goes a long way towards preventing sunburn.

Shrugs of damage taken from Sunburn can be healed normally, like any other Shrugs.

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For every hour of exposure to the Alpha level of Radiation, an exposed Character must roll versus their Stamina times two (2), minus two (-2), minus the number of hour of exposure. On a successful roll, the Character takes no damage from the exposure. On a Critical Success, not only does the Character take no damage that hour, but they need not roll the next hour. (The hour after that, the rolls continue).

On a failed roll, the Character takes a Shrug of damage from minor Radiation burns. On a critical failure, the Character takes two (2) Shrugs of damage.

Exposure to Alpha level minor radiation can be prevented by wearing a lead-lined apron. Any Hard Armor with one (1) Shrug or more is also acceptable protection.

Shrugs of damage taken from Alpha level Radiation must be healed by another Character using the Medicine skill, or some extraordinary power, device, or ability. The natural process of healing will not heal Shrugs taken from Alpha level Radiation (or higher).

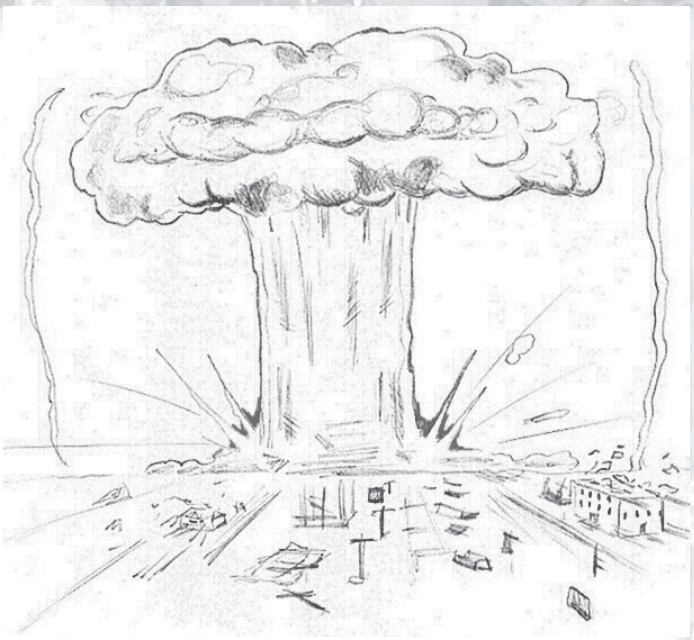
For every ½ hour of exposure to Beta level Radiation, an exposed Character must roll versus their Stamina times two (2), minus four (-4), minus the number of half-hours of exposure. On a successful roll, the Character takes no damage from the exposure. On a Critical Success, not only does the Character take no damage that hour, but they need not roll the next half-hour. (The hour after that, the rolls continue).

On a failed roll, the Character takes two (2) Shrugs of damage from Radiation burns. On a critical failure, the Character takes three (3) Shrugs of damage.

Exposure to Beta level radiation can be prevented by wearing Hard Armor with three (3) or more Shrugs of protection.

Shrugs of damage taken from Beta level Radiation must be healed by another Character using the Medicine skill, or some extraordinary power, device, or ability. The natural process of healing will not heal Shrugs taken from Beta level Radiation.

For every minute of exposure to Gamma level Radiation, an exposed Character must roll versus their Stamina times two (2), minus eight (-8), minus the number of minutes of exposure. On a successful roll, the Character takes no damage from the exposure. On a Critical Success, not only does the Character take no damage that minute, but they need not roll the next minute. (The minute after that, the rolls continue).



On a failed roll, the Character takes three (3) Shrugs of damage from severe Radiation burns. On a critical failure, the Character takes five (5) Shrugs of damage.

Exposure to Gamma level radiation can be only be prevented by wearing a suit specifically designed to prevent heavy Radiation exposure. Hard Armor not specifically sealed against Radiation will offer NO protection from Gamma level Radiation.

Shrugs of damage taken from Gamma level Radiation must be healed by another Character using the Medicine skill, or some extraordinary power, device, or ability. The natural process of healing will not heal Shrugs taken from Gamma level Radiation.

A Character exposed to the Hiroshima level of Radiation has their Stamina in turns to live. Each of these turns, they must make a Will roll, minus the number of turns of exposure, to do anything other than scream as their flesh melts and flows like water. On a successful roll, they can act normally. On a Critical Success, they may believe that they will survive. It's a false belief, but it's comforting.

On a failure of this Will roll, the Character is screaming until their throat erupts in pustulant flame. On a Critical failure of the Will roll, the Character has lost the will to live through the pain, and expires immediately.

Exposure to Hiroshima levels of Radiation can be avoided by not going near it. Even hard core anti-Raidiation suits only prolong the inevitable, allowing the Character to survive for their Stamina times two (2) turns.

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Within Stamina number of turns after death, the jerky-like corpse of the unfortunately exposed Character is officially Dead as Hell.

Radiation Level	Roll Versus	Every
Sunburn	Stamina x 2	Hour
Alpha	(Stamina x 2) –2	Hour
Beta	(Stamina x2) –4	½ Hour
Gamma	(Stamina x2) –8	Minute
Hiroshima	Don't Bother	Ever

Starvation and Thirst

Being deprived of water and food can reduce a Character's ability to function, and eventually lead to death. A Character can live without water without suffering ill effects for a number of days equal to their Stamina divided by two (2).

E.G. – *Bob is hiding out in a castle, and will give himself away if he leaves for water. He has a Stamina of five (5), so he can function without water, safely, for three (3) days (5 / 2 = 2.5, rounded up to 3).*

For every day past this limit that the Character does not get water, the Character adds their Stamina to their Survival skill, subtracts the number of days past their safe limit, and rolls 1d20. If this roll is a success, the Character can function normally for that day.

E.G. – Bob's little stakeout has dragged out for four (4) days. He can function without water, safely, for only three (3) days. He adds his Stamina of five (5) to his Survival skill of three (3), for a total of eight (8). He subtracts the number of days past his safe limit, one (1) (4 – 3 = 1), for a total of seven (7). He now rolls 1d20. If his roll is a seven (7) or less, he can function normally for that day.

If the roll of Stamina plus Survival minus days past safe limit is a failure, the Character will suffer a penalty to all of their actions for that day equal to the number of days past their safe limit. The Character can still roll to function normally the next day.

If the roll of Stamina plus Survival minus days past safe limit is a critical success, the Character can function normally for an additional day without rolling.

If the roll of Stamina plus Survival minus days past safe limit is a critical failure, the Character will suffer a penalty to all of their actions for that day equal to the number of days past their safe limit, AND the Character loses one (1) Shrug.

E.G. - Bob's little stakeout has dragged on for a week – seven (7) days. He can function without water, safely, for only three (3) days. He adds his Stamina of five (5) to his Survival skill of three (3), for a total of eight (8). He subtracts the number of days past his safe limit, four(4) days (7 – 3 = 4), for a total of four (4). He now rolls 1d20. His roll is a fourteen (14) – a failure! For that day, Bob is at a penalty of minus four (–4) to all of his actions.

The next day, Bob has been without water for eight (8) days, five (5) days past his limit. He adds his Stamina of five (5) (to his Survival skill of three (3), for a total of eight (8). He subtracts the number of days past his safe limit, five (5) days (8 – 3 = 5), for a total of three (3). He now rolls 1d20. He miraculously rolls a one (1) – a critical success! Bob can function normally for that day, and will be able to function normally the next day without rolling!

Two (2) days later, after enjoying the benefit of his critical success, Bob has been without water for ten (10) days. He can function without water, safely, for only three (3) days. He adds his Stamina of five (5) to his Survival skill of three (3) for a total of eight (8). He subtracts the number of days past his safe limit, seven (7) days (10 – 3 = 7), for a total of one (1). He rolls 1d20 and rolls a twenty (20) – a critical failure! Not only is Bob now at minus seven (–7) for all actions that day, but he also takes one (1) Shrug. Bob has another problem at this point, though.

Should a Character gain a penalty through failing to resist thirst which is greater than their Stamina statistic, they fall Unco with Shrugs until they are given water. Without water, they will remain Unco, and lose three (3) Shrugs each day until they reach the state of Dead.

E.G. – Bob has picked up a minus seven (–7) penalty to all of his actions on the 10th day of thirst. Seven (7) is greater than Bob's stamina of five (5), so Bob falls Unco with Shrugs. Until Bob is given water, he will lose three (3) Shrugs a day until he dies.

The Mechanics for Hunger work exactly the same way as the mechanics for Thirst, except that the number of days that a Character can safely go without eating is equal to his Stamina Stat.

E.G. – Bob has a Stamina of five (5). He can safely work without food for five (5) days.

Suffocation

A Character who is, for any reason, unable to breathe is in danger of Suffocating. A Character can hold their breath, or go without breathing, for a number of turns equal to their Stamina plus the higher of their Toughness or Swimming skills. After this point, the Character is considered to be Suffocating, and may succumb to the lack of air.

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Every turn that a Character is Suffocating, they may add their Stamina to their Toughness or Swimming skill, subtract the number of turns that they have been Suffocating, and roll 1d20.

On a successful roll, the Character is holding what little breath they have, and continuing to function normally.

On a failed roll, the Character is succumbing to the effects of suffocation, and loses one (1) Shrug.

On a critical success, the Character not only endures for this turn, but will also be able to function the next turn without re-rolling the suffocation check.

On a critical failure, the Character succumbs to the suffocation even more, losing two (2) Shrugs.

This continues until the Character either gets back to a situation where they can breathe normally, or they fall Unco.

If the Unco Character is still in a situation where they cannot breathe (drowning or being strangled), they take one (1) more Shrug each round they still have no air.

As usual, once the Character has lost twice their maximum number of Shrugs, they are Dead. At this point, the Character stops taking Shrugs – they do not proceed on to the state of "Dead as Hell," unless they are in a vacuum – see below.

Vacuum and other Pressure Differentials

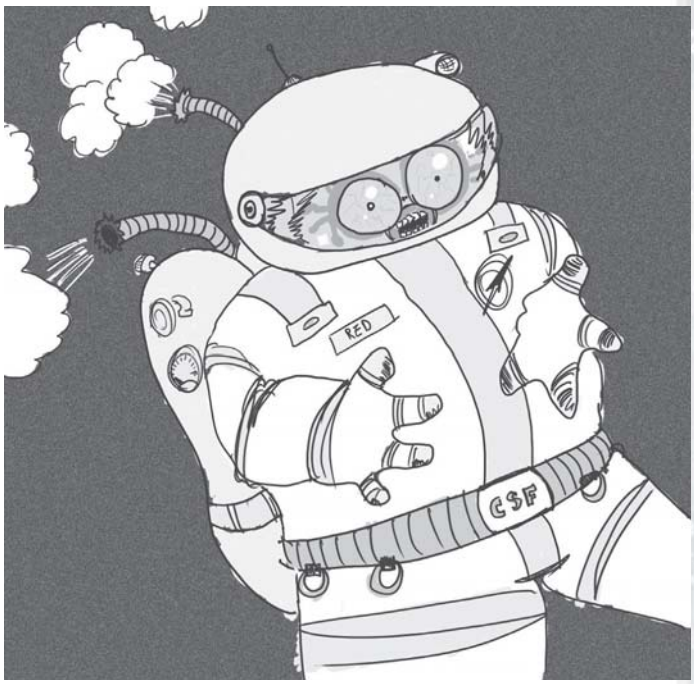
Characters may encounter a situation completely devoid of any air whatsoever - a vacuum.

There are two ways to enter a Vacuum without proper equipment (E.G. – a space suit). There is the "good" way, which is to enter the vacuum slowly, hyperventilating the whole time to oxygenate the blood, then screaming to evacuate the lungs completely of air. Then there is the bad way, which is to be in a sealed chamber or suit which is suddenly holed to vacuum, causing explosive decompression.

If a Character enters into a vacuum situation the "good" way (in actuality, there is NO good way to enter vacuum without equipment), they can survive for a number of turns equal to their Stamina plus the higher of their Toughness or Swimming skills. During this time, they are at a penalty of minus four (– 4) to all actions for pain and confusion. After this time, they lose one (1) Shrug per turn until they are either no longer in vacuum, or Unco. Once Unco, a Character in Vacuum loses one (1) Shrug per turn until they are either no longer in Vacuum, or Dead. Once Dead, the Character continues to take one (1) Shrug each turn until they are Dead as Hell, at which point they may stop taking damage.

If a Character enters into a vacuum situation the bad way, they must immediately make a Damage Resistance roll versus an incoming damage of thirty (30). A success on this roll means that the Character takes only one (1) Shrug of damage. A failure on this roll means that the Character takes three (3) Shrugs of damage. A critical success on this roll means that the Character has miraculously resisted the assault of explosive decompression. A critical failure on this roll means that the Character has taken five (5) Shrugs of damage!

After the initial shock of the Explosive Decompression, the Character then deals with the vacuum as if they had entered into vacuum the "good" way.



Vacuum is an environment with an Atmospheric Pressure of zero - the ultimate low-pressure environment. As a default, Characters are acclimatized to one atmospheric pressure (1a); the pressure exerted upon a body at sea level on Earth. Even without the atmospheric pressure dropping all the way to zero (0), a low atmospheric pressure can lead to some serious difficulties.

When atmospheric pressure drops to three-quarters (or 75%) of one atmosphere, breathing becomes difficult. Characters must succeed a roll on Stamina plus Toughness once per hour, or lose one Shrug to physical exertion.

Atmospheric pressure at one-half (or 50%) of one atmosphere is truly dangerous, as there is nearly

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not enough oxygen to sustain human life. Characters must roll Stamina plus Toughness once per minute; failing this roll not only costs the Character one Shrug, but also gives them a cumulative penalty of minus one (-1) to all rolls, including subsequent Stamina Toughness rolls. Bringing one's own oxygen supply to this environment negates this difficulty. Failing three such rolls (cumulative penalty minus three (-3)) will render the Character Unco with Shrugs, but still having to make these rolls until they are either in a higher atmospheric pressure or reduced to Dead.

One-third atmospheric pressure (33%) is the "death zone," encountered at roughly twenty-six thousand feet (26,000') above sea level. At this low pressure, the Character must make a roll on their Stamina plus Toughness at a penalty of minus five (-5) once per minute, or immediately be reduced to the state of Dead. Again, bringing one's own oxygen to the party is highly recommended... as is a heavy coat and a space heater. With reduced atmospheric pressure comes greatly reduced temperatures (see Extreme Heat and Cold, page 92).

As bad as this is, enduring atmospheric pressures higher than 1a can have negative effects as well. Technically, a Character caught in the radius of an explosion is suffering from very high atmospheric pressure in the form of a concussion wave - this is handled the same way that any other attack that does damage is dealt with.

Should a Character be subjected to very high pressure more gradually, such as by submerging in a deep body of water or introduced to a hyperbaric chamber, their situation can become bad very quickly.

Every minute that a Character finds themselves in a high pressure environment (any environment where the pressure is over 2a), they must make a Stamina plus Toughness roll at a penalty equal to the number of atmospheres they are under. Succeeding this roll means that the Character suffers no ill effects and continues to function normally.

Failing the Stamina plus Toughness roll in this high pressure situation has effects which depend on the amount of pressure being dealt with.

Any failure on this roll results in the loss of one (1) Shrug.

If the a's are less than the Character's Stamina stat or Toughness skill, a failure means a Grey Out - the Character is at a penalty equal to the number of a's being withstood to all actions until their next roll.

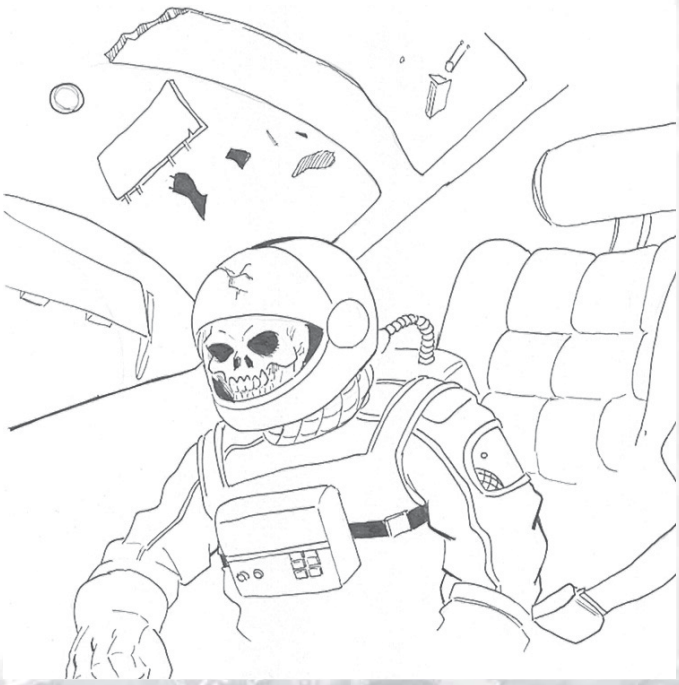
If the a's are equal to or greater than the Character's Toughness skill, a failure means a Black Out - the Character is Unco with Shrugs, and will not regain consciousness until they would normally heal one (1) point of Damage (such as a full night's sleep or some healing ability).

In the unfortunate event that the a's are equal to or greater than the Character's Stamina statistic, a failure means the Character is reduced to Dead by the stress... immediately taking two times their Shrugs in Damage. Medical assistance or some form of magic or psionic healing could bring them back around, but they are officially croaked.

In the horrific event that the a's are equal to the Character's Stamina multiplied by two (Sta x2), a failure (any roll other than a natural one) means the Character is Dead as Hell... crushed and pulped, mangled and deformed. As an example of what this might mean; hard hat divers had to have a constant and steady air flow from the surface when they descended in the ocean - not only so that they could breathe, but to keep the pressure inside their suit high enough to counter the pressure of the increasing depth. When that air supply was catastrophically interrupted, as would happen when a hose burst or the pump failed, the pressure of the ocean's depth was free to exert force on every portion of the diver's suit except the helmet.

As a result, these exceptionally unfortunate men would find themselves compacted almost entirely into their helmets... at least, all of their soft tissues.

If that doesn't define "Dead as Hell," we don't know what does.



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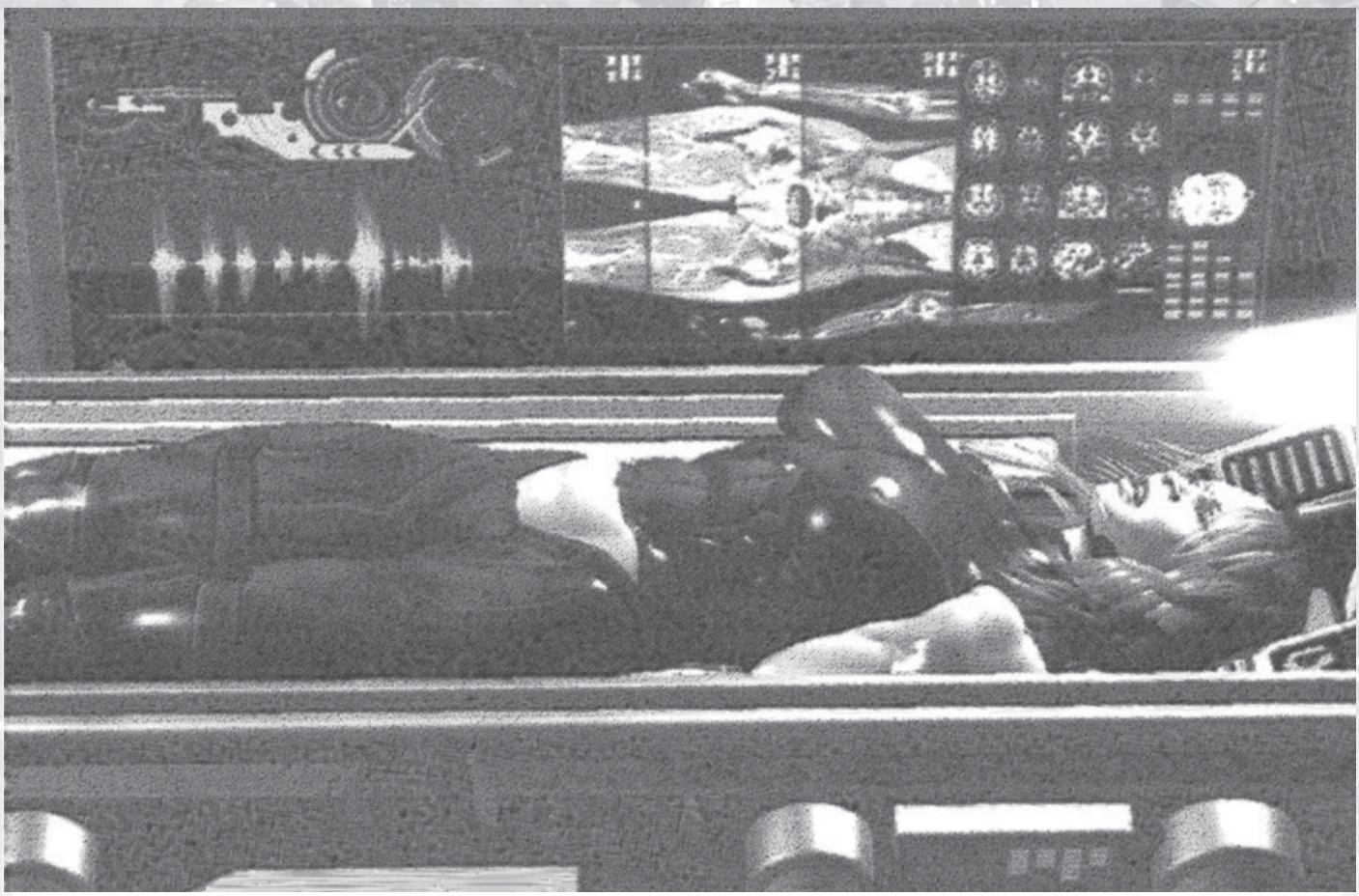

Healing and Recovery

Restoring Shrugs

There are a number of ways to restore lost Shrugs.

Characters who have taken Shrugs of Damage but have not taken more than their maximum number of Shrugs (have not been reduced to less than zero (0) Shrugs) are considered to be Injured. Injured Characters recover all of their lost Shrugs after a good night's sleep – a minimum of 6 hours.

Injured Characters can also recover a Shrug for eating a hearty meal. This can be done up to three times in one day.

Characters who have taken more than their maximum number of Shrugs (but not two times (2x) their maximum), are considered Unco. Unco Characters recover all of their lost Shrugs after a longer night's sleep - a minimum of ten (10) hours.

A Character with the Medicine skill can restore Shrugs with a successful roll on this skill. A Character with the Medicine skill can restore one (1) lost Shrug for every successful roll on that skill.

The use of the Medicine skill to restore Shrugs to a Character that is Injured requires only very basic equipment, and can even be attempted without the use of equipment at a penalty of only minus one (-1). It takes roughly five (5) minutes to attempt the Medicine skill on a Character that is injured. This is also the case for Characters who are Unco with Shrugs - a single successful medicine roll in this case will restore the Character to consciousness.

A Character who is Unco is more badly hurt, and treating them is more difficult. It requires, at the very least, a first aid kit to treat an Unco Character, and treating them without any equipment is done at a penalty of minus three (-3). It takes half-an-hour (thirty (30) minutes) to attempt the Medicine skill on a Character who is Unco. Once the Character is at zero (0) Shrugs, they not only become conscious, but are then considered merely Injured, and the use of the Medicine skill becomes easier and faster.

A Character who has taken more than twice their maximum number of Shrugs (but not three times (3x) their maximum number of Shrugs) is Dead, and treating them is considerably more difficult. It will take

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serious medical equipment to assist them (a field surgical kit at the minimum, a hospital would be better). Attempting a Medicine skill roll on a Dead Character without equipment is done at a penalty of minus six (-6). Each roll on the Medicine skill to treat a Dead Character takes one (1) hour (sixty (60) minutes). Once the Character has been brought to the point where they have taken less than two times (2x) their maximum number of Shrugs, they are merely Unco, and treating them becomes easier and faster.

Characters who have taken three times (3x) their maximum number of Shrugs are Dead as Hell, and nothing that Medicine can do will restore them. Even in the Space Era, there's only so much you can do with a corpse that has been flattened beneath a twelve (12) ton bolder or blasted into the heart of a sun.

Special abilities, such as healing spells or psionic healing, restore Shrugs regardless of the Character's condition - they do not suffer penalties or increase the time required to use them when the injuries are more severe - up to a point. Even these abilities have no sway over those that are Dead as Hell. Once at that stage, only very difficult heroic measures, which inconvenience the entire party and take up at least a game session or two, will restore the Character to function.

Healing Cinematic Damage

Normally, Characters who have sustained Cinematic Damage are considered to have recovered from its negative effects when they have recovered a Shrug of Damage. At the GM's option, however, Cinematic Damage can be much more difficult to deal with. The GM may rule that penalties from Cinematic Damage remain with the Character until a separate Medicine skill roll is made to deal specifically with the Cinematic Damage - such Medicine rolls are at a penalty equal to the penalty given by the Cinematic Damage.

For Example: *Bob has taken Cinematic Damage in the form of a broken collarbone which is giving him a minus one (-1) to all actions. The GM rules that while he has completely healed all Shrugs of Damage, the penalty from the Cinematic Damage will remain until someone properly sets the broken collarbone. A Medicine roll to do so will be at a penalty of minus one (-1); the same as the penalty from the Cinematic Damage.*

Medicine rolls to heal Cinematic Damage require serious equipment (again, a Field Surgery or a trip to the hospital), and require one (1) hour.

Special abilities such as healing spells or Psionic healing will heal Cinematic Damage when they restore Shrugs - they bypass the need for medical attention.

Curing Conditions

Unless a Condition, such as a Disease, Poison, or Curse has a listed duration, it is permanent until it is cured. Diseases and Poisons can be cured using the Medicine skill, while Curses must be treated by special abilities such as Magic Spells.

Curing a Minor Condition is not difficult... it takes a Medicine roll, access to medical equipment (usually a pharmacy lab), and one (1) hour.

Curing a Condition is somewhat trickier... the Medicine roll is made at a penalty of minus two (-2), and takes one (1) day.

Curing a Major Condition is difficult. The Medicine roll is made at a penalty of minus five (-5), it requires not only medical equipment but also access to a medical facility, such as a healer's guild, hospital, or medical laboratory, and takes one (1) month. There are a lot of Major Conditions out there that still require cures.

Note that "Curing" a condition may not mean it's actually gone. For example, a Pharmacist can give someone medications which alleviate the symptoms of the Common Cold, allowing them to function without the associated penalties. They still have the disease, technically, but for all intents and purposes, they have been "cured."

Special abilities such as magic spells which cure conditions will only cure a certain level of condition - the spell that cures Minor Conditions has no effect on Conditions or Major Conditions. The same spell that cures a Minor Curse, though, will also cure Influenza or the effects of Blinding Powder.

Healing Rituals

A Player may define a healing ritual for their Character. So long as the Character is not Unco, they may use the healing ritual to restore all of their lost Shrugs. The ritual must be an action or set of actions that takes at least half an hour to accomplish. Rituals may be any set of activities that the Character finds personally healing, such as eating a twenty ounce Delmonico steak with a pot of strong coffee, slugging back a few shots of scotch while smoking half a pack of cigarettes, washing blood out of their mouth and having sex with a replicant, or even sitting in quiet meditation and focusing on their Chi.

Healing rituals must be roleplayed to some extent. The Player cannot simply say "My Character engages in his healing ritual." The ritual must be described in some way, along with how the time has been set aside for it. In some way, shape, or form, the Healing Rit-

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ual needs to take the Character out of play for thirty minutes of game time, at a minimum. Healing Rituals CAN take *longer* than thirty minutes, but not less.

If a Player has gone to the effort to define and roleplay their Character's Healing Ritual, it can be used with "The Deal" to heal Cinematic Damage or Cure Conditions, but the GM should make such deals very expensive. Large amounts of Risk, a few Shrugs of Damage, a day or two out of the Character's life, or even a short adventure (perhaps a quest) may be required for a Character to use their Healing Ritual in this way.

Recovering from the States of Unco and Death

A Character who has taken more than their maximum number of Shrugs (is below zero (0) Shrugs), is . They will remain Unco until they...

- *Have rested unmolested for ten (10) hours*
- *Have been given medical attention or healing that brings them to a total of zero (0) Shrugs or higher*

A Character who has more than zero (0) Shrugs left and is rendered unconscious by head trauma, a Special Ability, or some other effect is considered . They will remain Unco with Shrugs until they...

- *Receive medical attention that would normally give them back one (1) Shrug*
- *Receive any form of healing that would normally give them back one (1) Shrug*
- *Rest unmolested for six (6) hours*

A Character who has more than one (1) Shrug left and is knocked Unco by Hunger, Thirst, or Suffocation is also considered ; the main difference being that they have been rendered Unco with Shrugs by deprivation. They will remain Unco with Shrugs until they...

- *Are given in some way what they have been deprived of*
- *Receive medical attention that would normally give them back one (1) Shrug*
- *Receive any form of healing that would normally give them back one (1) Shrug*

Are restored to zero (0) Shrugs or more (if they have taken damage from their deprivation that took them below zero (0) Shrugs).

A Character who has taken two times (2x) their Maximum number of Shrugs is . They will remain Dead until they...

- *Receive serious medical attention that restores them to a total number of Shrugs lost that is less than two times (2x) their maximum, at which point they are Unco*
- *Receive any form of healing that restores them to a total number of Shrugs lost that is less than two times (2x) their maximum, at which point they are Unco*
- *Decompose (at the rate of one (1) Shrug a day) until they are Dead as Hell*

A Character who has taken three times (3x) their Maximum number of Shrugs (or more) is . There is no longer anything recognizable as a human corpse, and the efforts to bring a Character or NPC back to life from this state are only barely describable by the term "Heroic." Characters who have been rendered Dead as Hell may only be brought back by insanely potent plot devices, and such effort should involve epic quests on the part of the Dead as Hell Character's fellow party members. This would be a good time to consider rolling up another Character to save the rest of the group the trouble.

In the event that a Character is brought to the state of Dead as Hell, the Players at the table may...

- *Jump back from the table yelling "Damn!*
- *Engage in a round of applause.*
- *Get the Player of the Dead as Hell Character a refreshing drink and say "I hate it when that happens!"*
- *Purchase the Player of the Dead as Hell Character a $5.00 gift card from Hot Topic.*

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Risk Points

Characters have a number of Risk Points equal to their Will times ten (10). These Risk Points are very useful things. They are what power many Special Abilities, such as Magic Spells and Psionic Disciplines. Even Characters without Special Abilities have a number of uses for Risk, however.

A Character can, for instance, get a bonus to the use of a skill (or any other roll) by spending Risk; spending three (3) Risk will get the Character a bonus of plus one (+1) to a roll, while spending six (6) Risk will get them a bonus of plus two (+2). For extreme circumstances, ten (10) Risk will net a plus three (+3) to a roll. Higher bonuses are a matter for "The Deal," and the GM should make bonuses higher than plus three (+3) very expensive, costing twenty (20) or more Risk, or even a Shrug (or several)!.

If the Character needs just that extra amount of "Oomph!" to their damage, they can spend three (3) Risk Points to add one (1) point of damage to one (1) attack. Spending six (6) Risk Points will get the Character an additional five (5) points of damage. Spending ten (10) Risk Points will DOUBLE the Character's damage for one attack. Risk for increasing damage must be spent before the attack is rolled... .i.e. - before the Player knows whether or not the attack will be a success.

Getting larger damage bonuses than this is, again, a matter for "The Deal," but GM's should be wary of this, and make it very, very expensive indeed. After all, a Player could effectively "turn off" an adventure by stacking up a huge Damage bonus and nailing the Boss villain - if the attack hits, and the villain doesn't dodge or parry. The Risk is spent either way, of course... that's why it's called "Risk."

A Player may re-roll a failed roll for five (5) Risk. This applies only to failed rolls; there is no re-rolling successful rolls hoping to get a better Margin of Success. If a Player is re-rolling on a roll to use a Special Ability which requires Risk to use, the Risk cost of the Special Ability is not spent again in the re-roll. If, however, the Player has used Risk to give the roll a bonus, or to increase Damage, this Risk must be spent again in order to get the same bonus.

For Example: *Izzard wants to really nail someone with his Magic Projectile spell, which costs five (5) Risk to use. He spends an additional ten (10) Risk on it, to double damage.*

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He rolls the spell, but gets a natural twenty (20); a critical failure! He has spent fifteen (15) Risk so far - five (5) for the spell, and ten (10) to double Damage (5 + 10 = 15). He really needs to hit, or at the very least, he needs to not critically fail the roll. He spends another five (5) Risk to re-roll the failed roll. He does not need to spend the five (5) Risk for the cost of the Spell again, but if he wants to double the Damage on this roll as well, he needs to spend another ten (10) Risk, which he does. This time, he rolls a nineteen (19)... not a critical failure, but still a failure. Realizing he may need Risk for the rest of the fight, Izzard decides that while he wants to hit with the spell, he doesn't need to double damage. He has spent thirty (30) Risk on the spell so far... five (5) for the cost of the spell, ten (10) to double Damage on the first roll, five (5) to re-roll, and ten (10) more to double Damage on the second roll (5 + 10 + 5 + 10 = 30). He elects to re-roll one more time, spending another five (5) Risk, but does not spend more to double Damage. This time, he rolls a seventeen (17), which again fails. Having spent thirty-five (35) Risk on this spell so far, however, he decides the Universe probably doesn't want him to hit with his Magic Projectile spell, and takes the failure.

A Character can immediately heal One (1) Shrug by spending ten (10) Risk Points. The Character can then not heal another Shrug of damage with Risk Points until they have taken another Shrug of damage.

A Character can miraculously find a piece of equipment that they desperately need for ten (10) Risk Points, such as a lock pick or a clip of ammunition.

Risk Usage	Costs
Gain a +1 to a roll	3 Risk
Gain a +2 to a roll	6 Risk
Gain a +3 to a roll	10 Risk
Gain a +1 to Damage	3 Risk
Gain a +5 to Damage	6 Risk
Double Damage	10 Risk
Re-Roll a Failed Roll	5 Risk
Heal One Shrug	10 Risk
Find Necessary Item	10 Risk

Risk Points are very useful things, and they tend to go quickly. There are two ways to get them back.

The first is to finish that game session and start another. All Risk Points are restored at the beginning of each game session.

The other is a little more difficult. As long as a Character has One (1) Risk Point Left, they can perform a crazy, stupid, amazingly dangerous action WITHOUT THE BENEFIT OF ANY RISK POINTS. Succeed or fail, they get back a certain number of Risk points, depending on how dangerous the action was.

If the Character performs a dangerous action that might cause them one (1) Shrug of damage if they fail, they will get ten (10) Risk Points back, succeed or fail

If the Character performs a dangerous action that might cause them two (2) Shrugs of damage if they fail, they will get one-half (1/2) of their maximum number of Risk Points back, succeed or fail

If the Character performs an amazingly ill-advised, completely stupid action that would cause them three (3) Shrugs of damage if they fail (and one (1) Shrug if they should succeed!), they will get all of their Risk Points back, succeed or fail. This is called a , and if one occurs, people around the table should shout "REFILL!" (These moments should be times of great celebration).

Secondary Risk Pools

Certain special abilities and items can give Characters Secondary Risk Pools - little stores of Risk for use in using Special Abilities. The Risk in Secondary Risk Pools cannot be used for gaining bonuses, increasing damage, making re-rolls, healing, or finding equipment. That Risk can ONLY be used for powering special abilities, and at that, only special abilities that are of the same type as the Secondary Risk Pool (i.e. - a Secondary Risk Pool that is bought as a Magic Spell cannot be used to power Psionic or Martial Arts abilities).

Secondary Risk Pools may have a Regeneration ability, recharging their own pool of Risk. This ability regenerates only the Risk in the secondary battery, and not the Risk pool of the Character who possesses the battery. Secondary Risk Pools also refill at the beginning of a new session, just like the Risk Pools of Characters.

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Risk and Mooks

Un-named NPCs, or "Mooks," are generally listed with a grayed-out number for their Risk. Mooks do have Risk, but it can only be used to power Special Abilities (if they have any). While named villains can use Risk to give themselves bonuses, increase Damage, get re-rolls, et cetera, Mooks cannot.

Special Abilities which drain Risk can be used on Mooks, as they do have Risk in some form. They simply do not have the metaphysical qualities that it takes to alter probability with it, as PCs and named NPC's can.

Risk Recovery and Special Merits

While foolhardy and flashy actions are the coin in which all Characters can pay for more Risk from the Universe, there are other ways in which some Characters can recover lost Risk.

Characters who have one or more Special Merits (Martial Artist, Mind of Power, Moda Mechanica, Preternatural, or Spell Slinger) can perform rituals in which they focus on their special inner energies, and implore the Universe to refill their depleted stores of personal power.

Martial Artists can spend a turn to draw on their Chi, or inner strength, to retreat deeply into their center of balance, creating a vacuum of universal energies which the Universe responds to by filling the void with more energy.

Psionicists can spend to turn to open their very minds to the flow of the Universe, casting out their inner perceptions like great fishing nets, drawing in the motes of power that the Universe graces all existence with.

Characters with **Mechanica** can spend a turn contemplating their nature as living being inter-twined with metal and craftsmanship, physically straining the bonds between flesh and the artificial to feel the sheer sensation of their existence..

Preternatural Characters can spend a turn to dwell on their nature as a gift from the Universe, seeing themselves as unique and potent beings, drawing universal energies to their being like a beacon in the night.

Mages can spend a turn focusing on the flow of magic and magical energies in, around, and through their bodies, tapping into the vast well-spring of inexhaustible bounty and abundance that is the Mana of the Cosmos.

Having spent a turn in their pursuits, the Character with a Special Merit that is imploring the universe for Risk declares how many Shrugs they are putting on the line for the effort. A Character risking one (1) Shrug will receive ten (10) Risk back for their effort. A Character risking two (2) Shrugs will receive one-half (1/2) of their total Risk pool back. A Character risking three (3) Shrugs can receive a complete refill, restoring their Risk pool to its maximum fullness.

Their level of risk declared, the Player rolls on the Character's Will stat plus the appropriate Skill... Do Magic, Martial Arts, Use Mechanica, Use Powers, or Use Psionics.

If the Character succeeds at the roll, they receive back the amount of Risk they were attempting to receive, taking no damage.

If the Character fails the roll, they still receive back the amount of Risk they were attempting to receive, but they take the Damage that they were risking as well... the Universe has extracted a price for their daring to implore it.

If the Character critically fails the roll, they still receive back the amount of Risk they were attempting to receive, but they take DOUBLE the Damage that they were risking... a full-on bitch-slap from the Universe, accompanied by a flow of the Universe's infinite grace and abundance.

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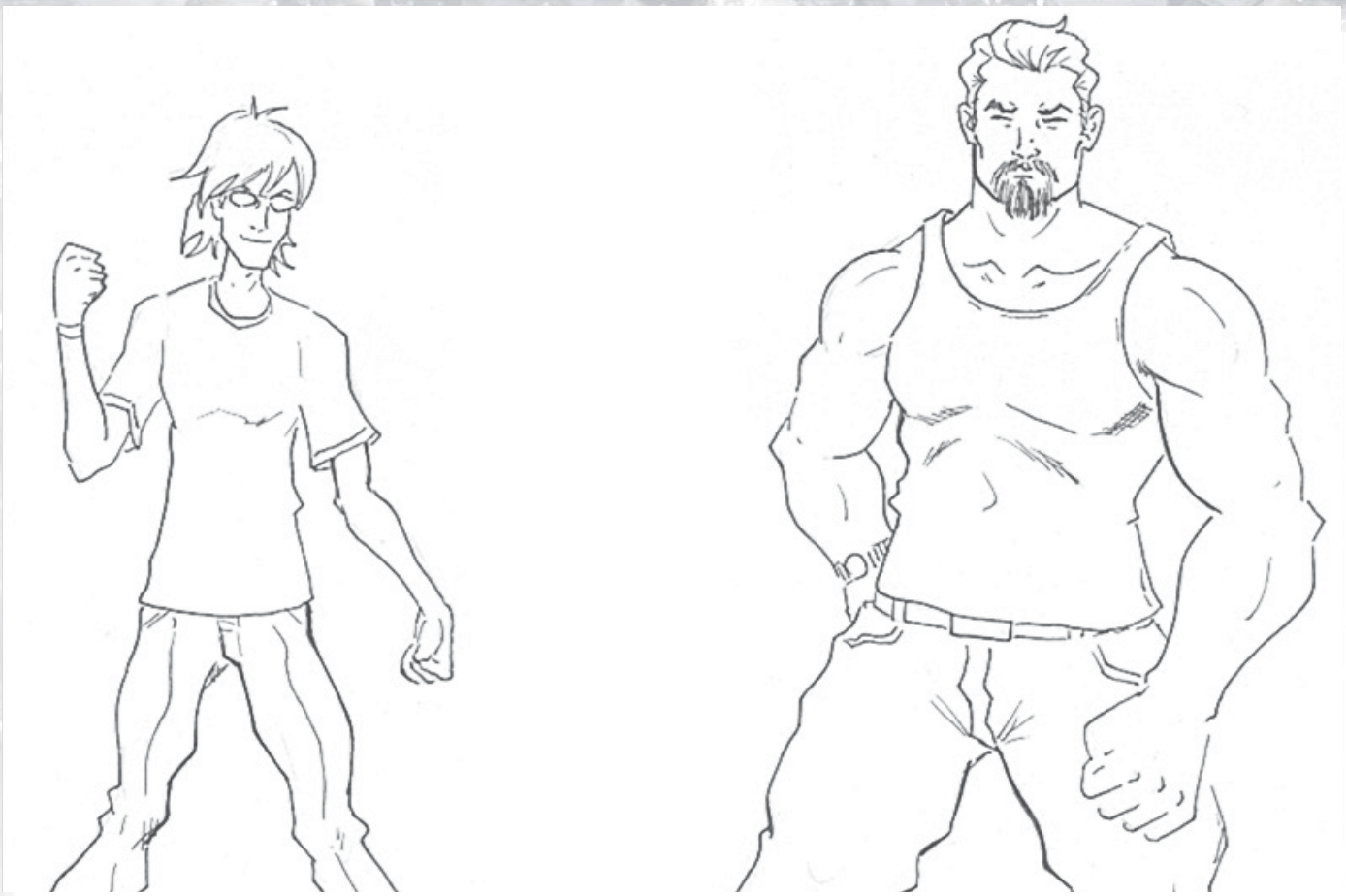

Improvement

While Characters may accumulate a large amount of money in the course of regular adventuring, not all of it can be spent on personal improvement. There's only so much that one can do to improve themselves at any one time, after all.

At the end of each session, the GM should give the Players a reward for their playing in the form of an Improvement Budget. The suggested default is five thousand dollars ($5,000.00) for a session where the Players showed up, roleplaying was performed, dice were rolled, and no one set the Game Master on fire. For a session where the playing was excellent and a great deal was accomplished, the Improvement Budget could be upwards of seven thousand, five hundred dollars ($7,500.00). For the end of a major story arc or an absolutely spectacular session of roleplaying, rewards of ten thousand dollars ($10,000.00) to fifteen thousand dollars ($15,000.00) could be given.

The Improvement Budget is how much of their own money the Characters can spend on personal improvement - improving primary Statistics and Skills, purchasing new Merits, buying off Flaws, or acquiring new Special Abilities.

There is no limit to how much money Characters can spend on equipment aside from how much money the Characters have when they walk into the shop.

Players can save up their Character's Improvement Budget for buying "big ticket" items if they so wish. Also, the GM may ask the Characters to wait on improving until there is a "break in the action," a period of time in the storyline where the Characters can train up, read spell books, practice new skills, and the like. The GM is encouraged to give the party "down time" between adventures (if not between sessions) for their Characters to go through the process of buffing themselves up, and perhaps reward Players for good descriptions of "Training Montages."

All improvements must be approved by the GM... but the GM is advised that unless an improvement is horribly unbalancing or patently ridiculous, it ought to be allowed. For the Character Improvement process, the Deal is in Full Effect, with the important caveat that it the GM is going to pick any moment to be particularly generous, this here would be the one.

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Costs for improvement are exactly the same as when Characters spend their Starting Budget on improving Statistics, purchasing Merits, and acquiring new Special Abilities.

Costs for improving Primary Statistics and Skills are as follows:

Statistic Improvement

Raising Strength and Stamina from	Raising all other stats from	Costs This
4 to 5	-	$500
5 to 6	4 to 5	$1,000
6 to 7	5 to 6	$2,000
7 to 8	6 to 7	$4,000
8 to 9	7 to 8	$8,000
9 to 10	8 to 9	$16,000
-	9 to 10	$32,000

Skill Improvement

Raising a Skill from this to this	Costs Tthis
No ranks to 1 rank	$500
1 rank to 2 ranks	$1,250
2 ranks to 3 ranks	$2,500
3 ranks to 4 ranks	$3,750
4 ranks to 5 ranks	$5,000
5 ranks to 6 ranks	$6,250

Or in other terms, if you're purchasing a skill you don't yet have any ranks in...

Skill Purchasing

Buying a Skill you Don't Have to T=this Rank	Costs this
1	$500.00
2	$1,750.00
3	$4,250.00
4	$8,000.00
5	$13,000.00
6	$19,250.00

When one improves a statistic or a skill, any secondary statistics or performance statistics based on those statistics or skills are also increased. Re-calculate secondaries and performance when primary statistics and skills affecting secondary and performance statistics (Lifting, Running, and Sports skills) are improved.

Purchasing a new Merit costs fifteen thousand dollars ($15,000.00). Buying off a Flaw and removing it from the Character costs thirty thousand dollars ($30,000.00).

As in Character Generation, in order to purchase Special Abilities from the lists starting on page 191, the Character must have the appropriate Merit for the Special Ability list they want to purchase from.

To Purchase From This List	Character Must Have This Merit
Martial Arts	Martial Artist
Mechanica	Moda Mechanica
Psionics	Mind of Power
Monster Powers	Preternatural
Magic Spells	Spell Slinger

Equipment lists start on page 108. More equipment is available in the Victory System Equipment Manual, and more is included in many of our other supplements. The GM should approve sources for Equipment - cautious GMS may want to be wary of Characters from the Space Era that want magic swords.

Not all Character Improvement need be handed out in cold, hard Improvement Budget. If a Character spends a considerable amount of time in game trying to improve a skill, learn a Spell, or increase their statistics, the Game Master can, at their whim, merely give that Character the improvement that they have been working towards as a bonus for roleplaying the effort.

For Example: *For the past five sessions, Bob's Player has had Bob reading books on gunsmithing and firearms technology, taking time out from the party's drunken revelry and other down time to continue reading and to tinker with pistols and ammunition. At the end of the story arc, the GM passes out the Improvement Budget, and tells Bob's Player to add a rank of Fabrication to Bob's Character sheet for all of the effort.*

There is an important balance to strike in passing out Improvement Budget and special bonuses - on the one hand, you don't want to give the Players so much Budget so that their Characters advance in power and ability too quickly. On the other hand, you don't want to give too small a reward for good performance in game.

Fortunately, there's so much cool stuff to purchase that there will never be such a thing as "enough" Improvement Budget. At a rate of five to ten thousand ($5,000.00 to $10,000.00) a session, your Players should be simultaneously laughing in joy at the amount of cash in their Character's Improvement Budget and bemoaning the fact that there's never enough money.

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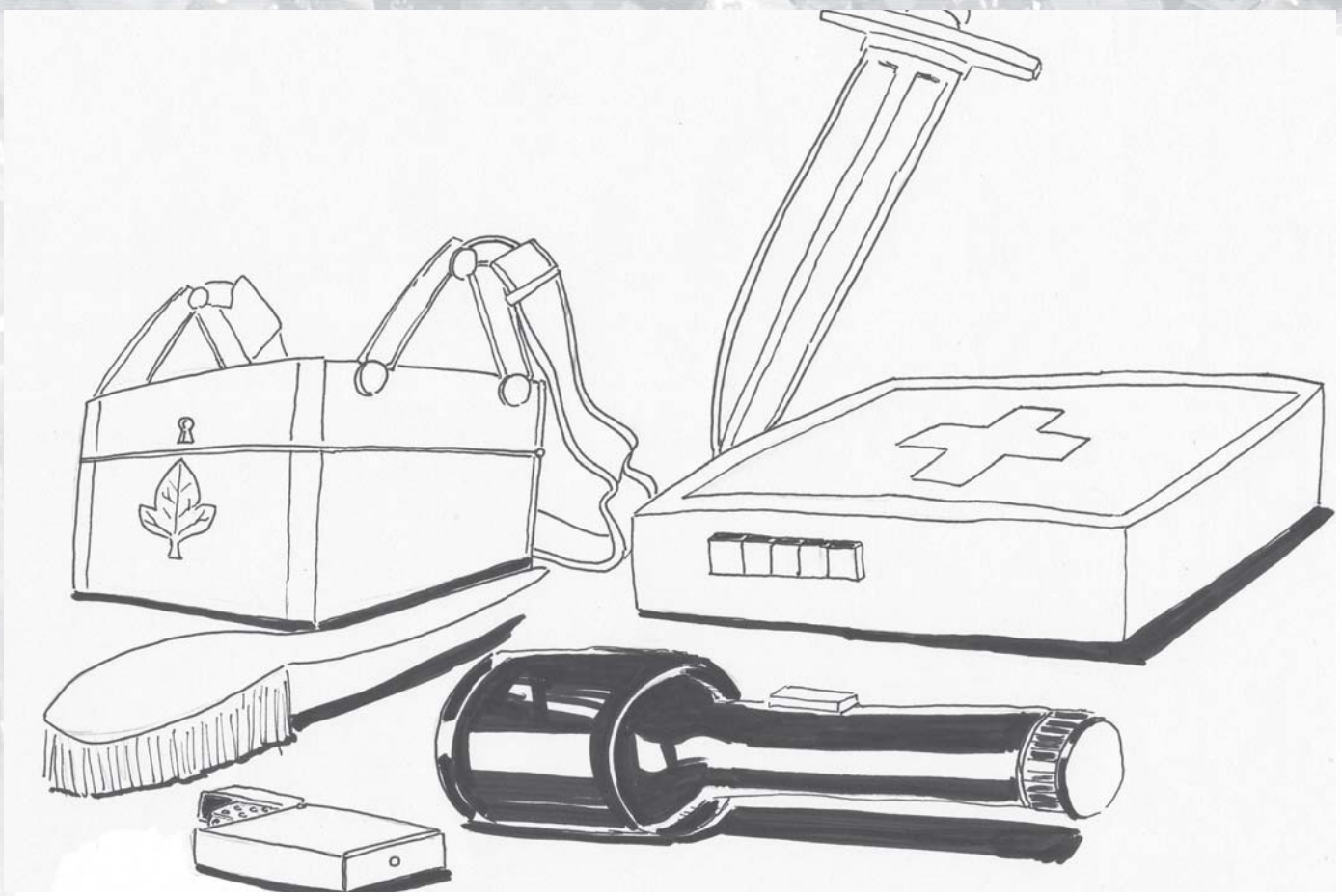

Equipment

Equipment, or "Stuff," enhances a Character's ability to do things, from killing hordes of villainous minions to dropping a new engine in a speedboat. Not having equipment can lead to penalties, from time to time... attempting to perform an action which requires tools (such as engine repair, surgery, field-stripping an assault rifle, or cooking a roast, for example) without having access to tools incurs a penalty of minus four (-4), if the GM can even be convinced that the attempt is possible ("You're going to remove the engine from the main battle tank with your bare hands?").

A Character's Starting Budget can be used to purchase equipment. The Equipment lists are divided not only by the type of equipment available, but by what Era the equipment is available in.

Equipment from earlier Eras is generally available in later Eras, but not often used. It isn't difficult for a Near-Modern Era Character to get their hands on an axe or a canvas tent, after all. There is no difficulty in using weapons from an earlier Era than the Character is from - swinging an axe or shanking someone with a knife remains the same no matter where (or when) you're from. This is not the case with other equipment. The engineer from the Space Era who can use a fusion furnace to shape high tech alloys will find themselves suffering a minus three (-3) "out of Era" penalty when faced with a hammer, an anvil, a bellows, and a bed of hot coals. The Era Wise Merit eliminates this difficulty.

Using weapons or other Equipment from an Era that is later than the Character's Era also incurs a minus three (-3) penalty; if the gun hasn't even been invented yet, it's difficult to figure out how to use it. The Higher Tech and Highest Tech Merit can eliminate this difficulty.

As far as the Era limitation for the purchasing of equipment goes, Fantasy Era Characters are restricted to the "Fantasy Era" Equipment list, unless they have the Higher Tech or Highest Tech Merits.

Near-Modern Era Characters can purchase items from the Fantasy Era and Near-Modern Era Equipment lists, unless they have the Higher Tech Merit. If they have the "Lower Tech" flaw can only purchase items from the "Fantasy Era" list.

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Space Era Character can purchase items from the Fantasy Era, Near-Modern, and Space Era Equipment lists. If they have the Lower Tech Flaw, they are limited to the Fantasy and Near-Modern Era lists; if they have the Lowest Tech Flaw, they are limited to the Fantasy Era list.

The other limitation to purchasing Equipment is budget. Starting Characters receive a default Starting Budget of fifty thousand dollars ($50,000.00). This can be spent on equipment and/or improvement. If the Character has the Martial Artist, Mind of Power, Moda Mechanica, Preternatural, or Spell Slinger, merits, they can purchase abilities off of the appropriate lists. For each time a Character has the Rich Merit, they have an additional ten thousand dollars ($10,000.00) of budget. For each time the Character has the Well Funded Merit, they have an additional fifteen thousand dollars ($15,000.00) of budget. For each time a Character has the Poor Flaw, they have ten thousand dollars ($10,000.00) less.

A Game Master can award additional starting budget if they choose, which will make the Player Characters more powerful at the start of the campaign. Also, at the Game Master's option, the starting budget can be lower, to reflect a more "street level" or lower-powered game.

Of course, it is always possible that Player Characters will *find* equipment while they are in the process of beating up bad guys and taking their stuff. Unless there are reasons to the contrary why it might not be possible, Characters are free to keep what they find in the course of adventuring. As a rule, with a successful roll against the Intelligence plus Streetwise, captured equipment can be fenced for fifty percent (50%) of its cost.

Stuff is stuff. Stuff taken off of beaten-up bad guys is free stuff. Free stuff sold off at a discount is still a profit.

The Victory System core book has an elementary selection of Equipment - essential items for getting the job of adventuring done. The Victory System Equipment Manual contains more detailed equipment listings, along with rules for various means for improving and fabricating one's own Equipment.

Each section of the Equipment Chapter starts with a brief description and definition which is followed by a chart of that sections equipment, giving the vital statistics. Each section also has a short narrative description of each piece of equipment listed.

Repairing and Fabricating Equipment

Different types of equipment may have some different statistics. Weapons will have statistics for Damage and Accuracy, while Vehicles may have statistics for their Top Speed and Cargo Capacity. There are four statistics that all items of equipment have, no matter how large or small.

All equipment has Damage Resistance (or DR), Shrugs, Weight, and a Cost. Because they have DR and Shrugs, they can be damaged, if not outright destroyed. This damage can occur as the result of an attack, or through regular wear and tear.

Most weapons are fairly hardy items. They need to be; they're going to be bashed about a lot, or worse, they need to contain powerful explosions or searing energy, directing it in only the correct direction. It's only a matter of time before they break down.

Likewise, shields and armor are often taking hits meant for their wielder or wearer. Clothing is constantly stressed by activity, even elementary tools are affected by torque and friction.

As A General Rule: in order to prevent wear and tear from reducing the structural integrity of equipment, the Player of a Character using the equipment need only declare occasionally that they are putting time into maintaining their gear. It may take only an hour of game time, or so, each week to make sure that one's "stuff" is in good condition. If the Player doesn't feel that their Character is the type of person who would maintain their own equipment, they can always state that they have some "people" to look after it, such as a tailor, a mechanic, or a local repair shop. They still need to put the time into taking their stuff in for its regular maintenance cycle.

This is important. The GM may feel free to let the Players know that they should put a little time into maintaining their gear... if a Character has a skill of 3 or more in skills which utilize that gear (such as Handguns, Styling, Engineering, or Construction, to name a few), their Player should certainly be reminded a couple of times.

If, in the GM's opinion, people aren't putting some time into maintaining their gear, the GM may feel free to give heavily-used equipment a Shrug of Damage after each heavy use. This ought to be combined with some sign, in game, that there is a problem developing.

"Congratulations, you've taken down all the pirates. Oh, Sam, you notice that there are some cracks form-

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ing on the edge of your broadsword. It takes a Shrug of Damage from wear and tear."

Weapons, specifically, may take damage if they are targeted in combat, or if they are used to parry another weapon with the Breaker feature.

When equipment has actually taken damage, it requires a roll on the Intelligence Stat plus the Repair skill to restore it. One roll is sufficient to restore all of the Shrugs an item has lost, so long as it has not been rendered Wrecked (taken two times (2x) it's total number of Shrugs in Damage). A Wrecked item is scrap.

Of course, it takes more than a roll. The Character making the repairs should have the appropriate tools for the job, such as a Blacksmith's Tools to fix a sword or an axe, or an Electronics Tool Kit to fix a damaged cell phone or computer. On top of that, there are materials to consider, and the time it takes to effect the repairs.

For each weight of equipment, in each Era, there is a different cost to restore one Shrug of Damage, and a set time per Shrug to be restored. These costs and times are detailed in the chart below.

Era	Weight	Cost Per Shrug	Time Per Shrug
Fantasy	Very Light	$5.00	1 Hour
Fantasy	Light	$50.00	12 Hours
Fantasy	Medium	$250.00	24 Hours
Fantasy	Heavy	$500.00	2 Days
N-Mod	Very Light	$0.50	1 Hour
N-Mod	Light	$50.00	6 Hours
N-Mod	Medium	$500.00	12 Hours
N-Mod	Heavy	$1,000.00	1 Day
Space	Very Light	$25.00	30 Minutes
Space	Light	$250.00	1 Hour
Space	Medium	$1,000.00	6 Hours
Space	Heavy	$3,000.00	12 Hours

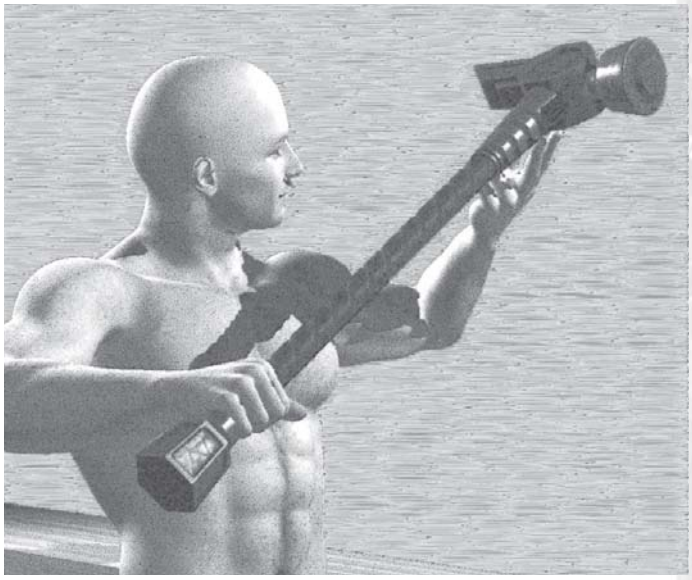
Note 1: These costs are the "fair market value" cost for the repair materials. That is what a Blacksmith or Armorer would charge in order to repair the weapon.

Note 2: Vehicles and Buildings are both special cases, when it comes to construction and repair; these are detailed specifically in their individual sections, further on.

A Character can do the job themselves for forty percent (40%) of the listed cost, or ten percent (10%) if they have the Natural Engineer Merit. A Natural Engineer also reduces the time spent, doing in Hours what it would normally take Days to do, or doing in Minutes what it would take Hours to do.

If an item has zero (0) Shrugs to begin with, it's pretty much destroyed as soon as it takes any damage... buy or make another.

Speaking of making items; just as a Character can repair their own equipment if they have the Repair skill, they can manufacture their own equipment if they have the Fabrication skill. This earns them the same discount they would receive for repairing it... an item made by a Character costs that Character only forty percent (40%) of its listed cost, or ten percent (10%) if the Character is a Natural Engineer.



This also requires a roll on the Intelligence stat plus the Fabrication skill for each item so produced, and the Character really should have the proper tools for the task. The time to produce the item is listed on the chart above... the Character must take an amount of time, for each Shrug, based on the Era and Weight of the item.

(Items with zero (0) Shrugs are produced in half the time it would take to repair/manufacture an item with one (1) Shrug).

Again, a Character with the Natural Engineer Merit can produce items much, much faster... Hours instead of Days, Minutes instead of Hours.

A Player can declare that their Character manufactured all of their own items before the start of the game, which is fine... they won't need to take any time in game to produce the weapons. They still need to make all the rolls, though, which may mean they start their first session depleted of Risk, if they required re-rolls.

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WEAPONS

Weapons are used to hurt people and break things.

A weapon that kills more effectively is considered a better weapon. There are weapons that are considered "non-lethal," which cause incapacitation, but these are the exception, not the rule.

Weapon listings include the following information:

- **Name of the weapon**: The common term by which people know the weapon.
- **Accuracy**: The weapon's inherent ability to be used correctly. Accuracy is a bonus for the use of that weapon in combat; if the weapon is a melee weapon, it is a bonus both for attacking with that weapon as well as parrying with it.
- **Damage**: The amount of hurt the weapon can lay down. If the weapon does Damage based directly on the user's strength (such as a melee weapon or a thrown weapon), the damage is listed as "+X," or "plus (a number)." X (the number) is added to the wielder's Strength statistic; the total is the incoming Damage done by the weapon. If the listed Damage is just a number (without the "+" (plus sign)), then that number alone is the incoming Damage done by the weapon.
- **Range**: this is listed in three different ways. If nothing (or a dash ("-")) is listed in the Range section, then that weapon is not designed to be used as a ranged weapon and is not balanced for throwing properly – use the rules for throwing (page 59) to determine both Range and Damage. If the Range is listed as "xY" or "multiplied by (a number)," then the Range is based on the wielder's Strength statistic. The wielder's Strength stat is multiplied by Y (the number) to find the Range in feet.

  If the range is listed as four numbers, then the weapon has an "incremental" range - it can hit targets so far away that there is a penalty associated with hitting them. The first number is the *short range* of the weapon; there is no penalty to hit at up to that range in feet. The second number is the *medium range* of the weapon; there is a penalty of minus one (-1) to hit with the weapon at up to that range in feet. The third number is the *long range* of the weapon; there is a penalty of minus two (-2) to hit with the weapon at up to that range in feet. The fourth and final number is the absolute *maximum range* of the weapon, it cannot hit anything further away from that. If the target should be at the maximum range of the weapon, it is at a minus three (-3) to be hit.

Range	Penalty
Short	-0
Medium	-1
Long	-2
Extreme	-3

- **Shots**: The number of shots that the weapon can fire before being reloaded. If there is nothing in this space, then the weapon does not need reloading, such as a sword or an axe; or the weapon is itself is hurled in the attack, such as a knife or Rocket Propelled Grenade. Many such weapons (such as knives) can be recovered after use; some (such as Rocket Propelled Grenades) can't.
- **Weight**: The mass of the weapon in pounds.
- **Kick**: The weapon "Kick" is only applied when the weapon is used to make multiple attacks in the same turn. The "Kick" penalty is applied once for every additional attack taken with the weapon during the same turn. I.E. *a weapon with a Kick of minus two (-2), being fired three (3) times in one (1) turn, incurs a Kick penalty of minus two (-2) the second time it is fired during one (1) turn, and a minus four (-4) the third time it is fired (over and above the penalties for multiple actions*).
- **Armor Piercing Value (AP):** This is the number of Armor Shrugs that the weapon ignores when it strikes an armored target.
- **Damage Resistance (DR):** A measure of the weapon's general toughness and resilience. If the weapon itself is attacked, it resists incoming damage with its own DR.
- **Shrugs**: This is the material strength of the weapon; see the section on "Doing Damage to Non-Living Targets, Items, and Objects" in the Combat section (page 76 to see the effects of depleting the Shrugs of an inanimate object.
- **Cost**: This is the fair market price of the weapon, which most Characters can expect to pay. At the GMs option, this price can be haggled down, or the seller may ask a higher price than listed.
- **Notes**: These define additional features of the weapon. These features affect how the weapon functions on a situational basis, such as the difference between handling certain weapons one-handed or two-handed, or if they have additional effects over and above simply doing damage. The various weapon features are listed with the Era to which they are appropriate.

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Fantasy Era Weapons

When people first sharpened sticks, they started the first arms race. Some implements of war in the Fantasy Era aren't much more sophisticated than a sharp stick, or a heavy one.

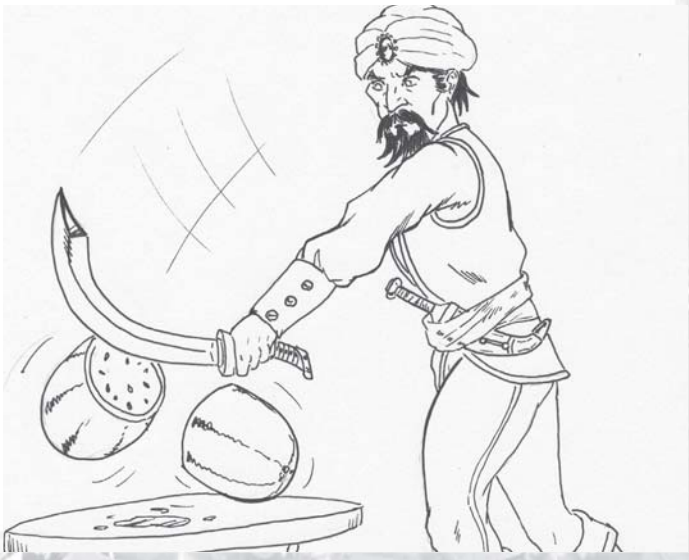
This is the era where sharp steel, stout wood, chain and cord come together to form the elementary tools for waging war. These weapons range from the simple knife, which is so useful that some societies would consider you less than intelligent if you weren't carrying one, to bows, which would allow you, for the first time, to hurt someone WAY "over there."

Manufacturing and repairing items from this list will involve a good carpenter, a blacksmith, or both. A weapon-maker worth their salt will have tools for accomplishing both kinds of work (as well as high ranks in Fabrication and Repair). Controlling supplies of wood, leather, iron, and other metals may allow some control over the proliferation of weapons, in this era.

Then again, even in more modern and "enlightened" Eras, a good sharp stick used at the right time, in the right place, may accomplish things that the most massive laser cannon somehow fails to do.

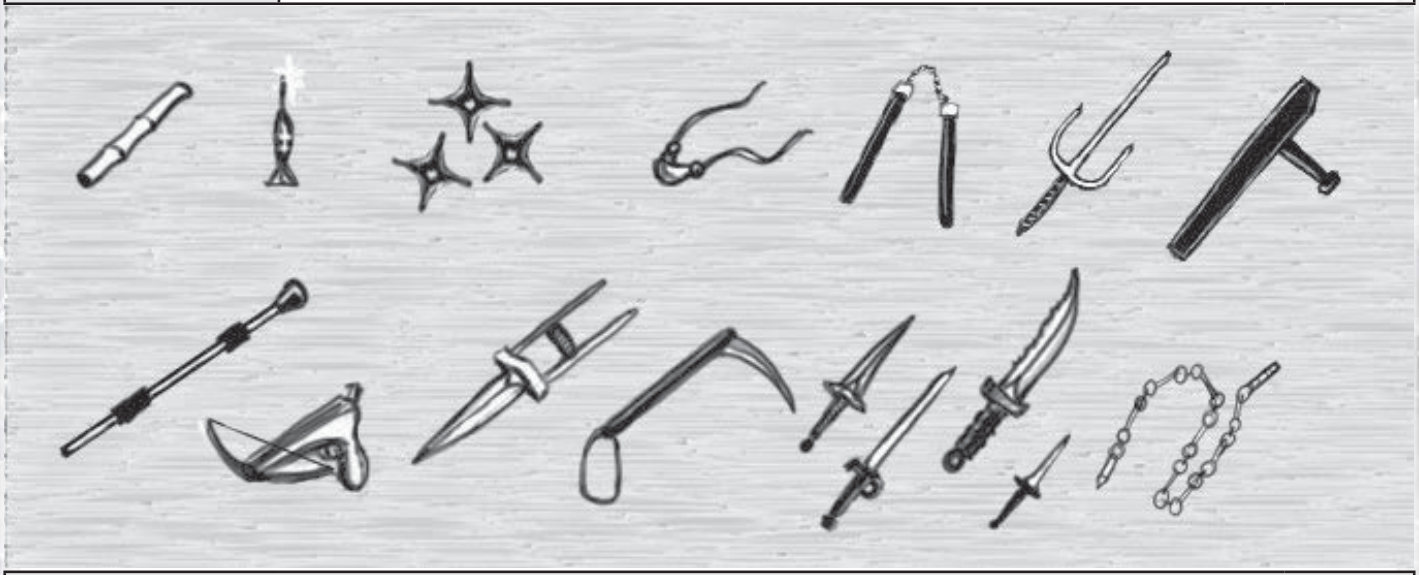
Weapon Features: Fantasy Era

- **Bastard Configuration:** This weapon is designed to be slightly more efficient when used two-handed. This affects the weapon's Accuracy and Damage: when wielded two-handed, add a bonus of plus one (+1) to both the weapon's Accuracy and to the weapon's Damage
- **Breaker**: For whatever reason, this weapon does damage even when it is parried. Weapons or objects (or body parts) used to parry this weapon must make a Damage Resistance roll against the weapon's Damage or be damaged by it as though attacked.
- **Decapitating**: This weapon (usually a melee weapon) is optimized for removing the head of opponents. It suffers a penalty of only minus one (-1) on called shots to the head, rather than the usual minus three (-3), and does an additional two (2) Shrugs of Damage on successful strikes to the head only.
- **Difficult to Parry:** This weapon is, for whatever reason, difficult to parry. When someone attempts to parry a strike with this weapon, the defender is at a penalty of minus two (-2) to their roll to parry.
- **Does X Extra Shrug(s)**: This weapon is designed to cause more damage once it is in the target. After calculating the amount of Shrugs that the target is taking normally (but before multiplying for the effects of Critical hits), add X Shrugs.
- **Enhanced Parry**: This weapon is optimized for defense, and gives the wielder a bonus of plus two (+2) to Parry with it.
- **Entangles**: This weapon can be used to grapple an opponent or their weapon, using the Melee skill instead of the Grapple skill. It can be used to perform a Grapple Parry at no penalty.
- **Extra Reach**: This weapon is specifically designed to increase the reach of the wielder, allowing them to attack targets at a range of five (5) feet.
- **Foregrip**: While the firearm can be used well one-handed, a weapon with a foregrip is at a bonus of plus one (+1) to its Accuracy and its Kick is reduced by one (1) when it is used two-handed.
- **Sharp**: Weapon is designed for penetration or cutting; target does not get to add their Toughness skill to their Damage Resistance when resisting damage from this weapon.
- **Two-Handed Accurate**: This weapon (usually a ranged weapon) is designed to be used with two hands, such as a rifle. It gains a bonus of plus three (+3) to its Accuracy when used two-handed.
- **Two-Handed Configuration**: This weapon (usually a melee weapon) is designed to be used with two hands, such as a two-handed sword. It gains a bonus of plus two (+2) to its Accuracy and plus four (+4) to its Damage when used two-handed.



Simon Wentworth (Order #28533685)

Fantasy Era Very Light Weapons										
Weapon	**Acc**	**Dam**	**Range**	**Shots**	**Weight**	**Kick**	**AP**	**DR**	**Shrugs**	**Cost**
Blowgun, Peashooter	+1	+1	x4 / x8 / x16 / x32	1	0.02 lb	-0	0	10	0	$2.10
Dart, Throwing	+2	+1	Str x6	-	0.02 lb	-0	2	10	0	$2.80
	Sharp									
Shuriken	+1	+0	Str x8	-	0.01 lb	-0	1	10	0	$1.55
	Sharp									
Sling	+2	+2	x5 / x10 / x20 / x40	1	0.03 lb	-0	0	10	0	$3.35



Fantasy Era Light Weapons										
Weapon	**Acc**	**Dam**	**Range**	**Shots**	**Weight**	**Kick**	**AP**	**DR**	**Shrugs**	**Cost**
Blowgun	+2	+2	x 6 / x12 / x24 / x48	1	0.75 lb	-0	0	15	1	$35.10
Crossbow, Hand	+1	10	15 / 30 / 60 / 120	1	1 lb	-0	0	15	1	$32.50
Katar (Punch Knife)	+2	+2	-	-	0.75 lb	-0	2	15	1	$21.50
	Sharp									
Kama (Sickle Knife)	+1	+3	Str x3	-	1 lb	-0	2	15	1	$23.00
	Sharp									
Knife	+1	+1	Str x5	-	0.5 lbs	-0	1	15	1	$12.50
	Sharp									
Knife, Dagger	+1	+1	Str x5	-	0.5 lb	-0	3	15	1	$27.50
	Sharp									
Knife, Large	+1	+2	Str x5	-	0.75 lb	-0	1	15	1	$22.50
	Sharp									
Knife, Small	+0	+0	Str x5	-	0.25 lb	-0	1	15	1	$7.50
	Sharp									
Maniriki (Weighted Chain)	+1	+3	-	-	1 lb	-0	0	15	1	$33.10
	Entangles, Extra Reach									
Nunchuku	+1	+3	-	-	1 lb	-0	0	15	1	$45.00
	Difficult to Parry, Does 1 Extra Shrug, Entangles									
Sai	+1	+3	Str x4	-	1 lb	-0	1	15	1	$37.00
	Enhanced Parry, Sharp									
Tonfa	+1	+3	-	-	1lb	-0	0	15	1	$25.00
	Enanced Parry									

Simon Wentworth (Order #28533895)

Fantasy Era Medium Weapons

Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost
Axe, One-Handed	+2	+3	-	-	3.25 lbs	-0	1	20	2	$157.50
	Sharp									
Axe, Throwing	+1	+2	Str x6	-	2.5 lbs	-0	1	20	2	$122.50
	Sharp									
Bow	+0	+2	x5 / x10 / x20 / x40	1	2.5 lbs	-0	0	20	2	$180.00
	Two-Handed Accurate									
Bow, Short	+0	+1	x4 / x8 / x16 / 32	1	1.75 lbs	-0	0	20	2	$142.50
	Two-Handed Accurate									
Club	+1	+2	-	-	2.5 lbs	-0	0	20	2	$75.00
Crossbow	+2	15	20 / 40 / 80 / 160	1	4.75 lbs	-0	0	20	2	$277.50
	Foregrip									
Crossbow, Heavy	+0	20	25 / 50 / 100 / 200	1	5.5 lbs	-0	0	20	2	$305.00
	Two-Handed Accurate									
Flail	+1	+5	-	-	4.75 lbs	-0	0	20	2	$200.00
	Difficult to Parry									
Mace	+1	+4	-	-	4 lbs	-0	0	20	2	$125.00
Rod	+1	+2	-	-	2.5 lbs	-0	0	20	2	$75.00
Spear	+2	+2	Str x7	-	2.5 lbs	-0	1	20	2	$333.00
	Extra Reach, Two-Handed Configuration									
Spear, Short	+1	+1	Str x8	-	1.75 lbs	-0	1	20	2	$120.00
	Bastard Configuration									
Staff	+1	+2	-	-	2.5 lbs	-0	0	20	2	$225.00
	Two-Handed Configuration									
Staff, Three-Section	+1	+3	-	-	3.25 lbs	-0	0	20	2	$375.00
	Difficult to Parry, Does 1 Extra Shrug, Entangles, Two-Handed Configuration									
Sword, Long	+2	+4	-	-	4 lbs	-0	1	20	2	$182.50
	Sharp									
Sword, Sabre	+3	+5	-	-	4.75 lbs	-0	2	20	2	$457.50
	Decapitating, Sharp									
Sword, Scimitar	+2	+4	-	-	4 lbs	-0	1	20	2	$382.50
	Decapitating, Sharp									
Sword, Short	+1	+3	Str x3	-	3.25 lbs	-0	1	20	2	$140.00
	Sharp									
Sword, Sickle Saber	+3	+6	-	-	5.5 lbs	-0	3	25	3	$532.50
	Decapitating, Enhanced Parry, Sharp									
Wand	+2	+1	-	-	1.75 lb	-0	0	20	2	$75.00
War Hammer	+1	+5	Str x3	-	4.75 lbs	-0	0	20	2	$157.50
Whip	+0	+3	-	-	3.25 lbs	-0	1	20	2	$165.50
	Entangles, Extra Reach									
Whip, Chain	+1	+5	-	-	4.75 lbs	-0	0	30	2	$440.50
	Breaker, Difficult to Parry, Entangles, Extra Rach									

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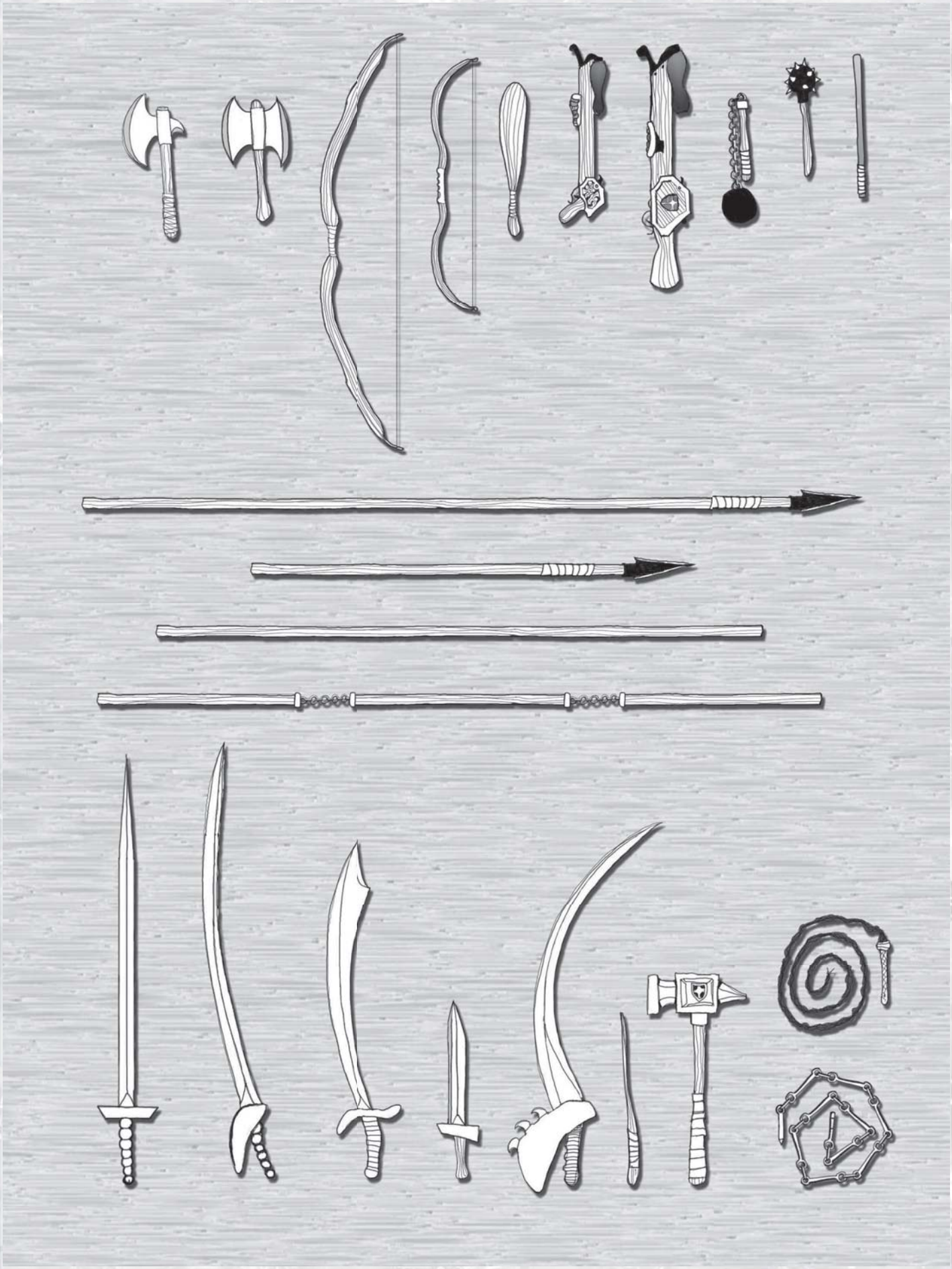
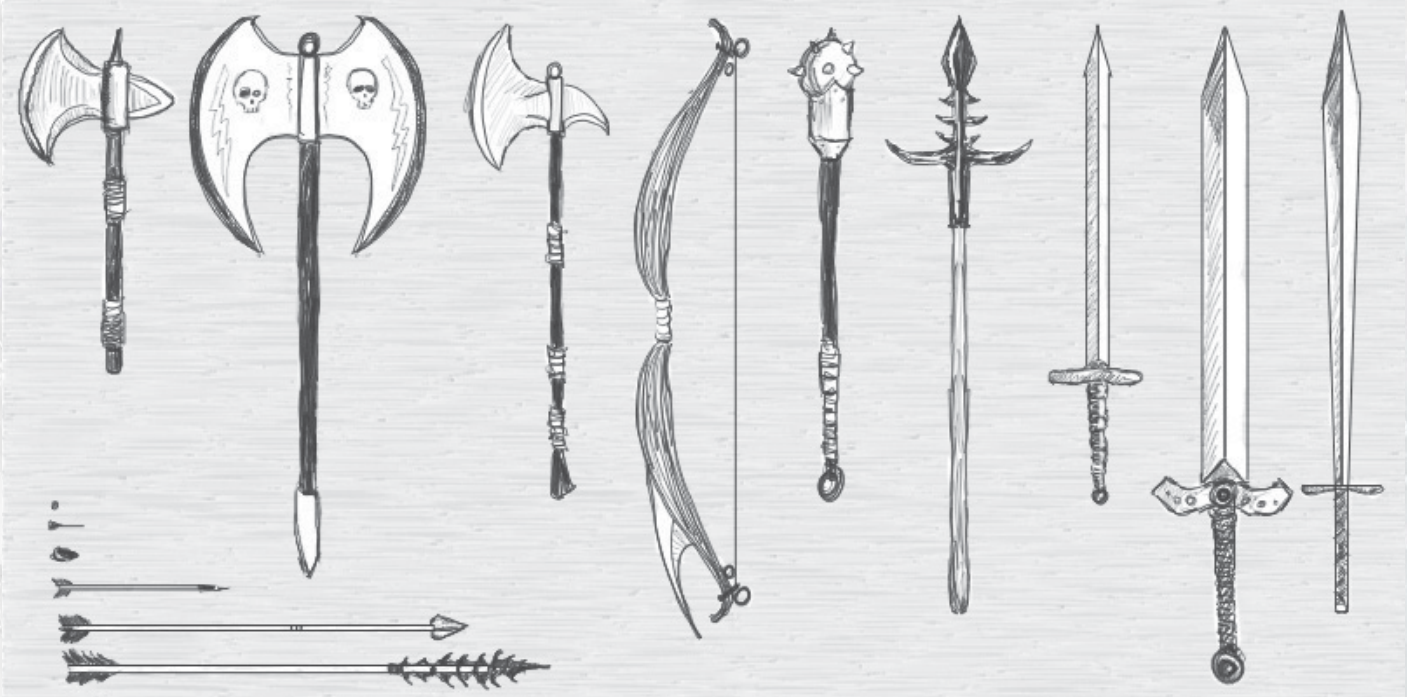


Simon Wentworth (Order #28533895)

Fantasy Era Heavy Weapons

Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost
Axe, Battle	+2	+6	-	-	11 lbs	-0	1	25	3	$515.00
	Bastard Configuration, Sharp									
Axe, Great	+1	+6	-	-	11 lbs	-0	2	25	5	$1,965.00
	Breaker, Does 1 Extra Shrug, Sharp, Two-Handed Configuration									
Axe, Two-Handed	+1	+6	-	-	11 lbs	-0	1	25	3	$715.00
	Sharp, Two-Handed Configuration									
Bow, War	+0	+4	x6 / x12 / x24 / x48	1	6 lbs	-0	0	30	3	$875.00
	Two-Handed Accurate (Used in Melee, has Accuracy +2 and does Damage of Strength +4, Sharp)									
Maul	+1	+4	-	-	8 lbs	-0	0	25	3	$550.00
	Two-Handed Configuration									
Spear, Boar	+0	+4	Str x6	-	8 lbs	-0	2	25	3	$726.00
	Extra Reach, Sharp, Two-Handed Configuration									
Sword, Bastard	+2	+5	-	-	9.5 lbs	-0	1	25	3	$465.00
	Bastard Configuration, Sharp									
Sword, Great	+2	+6	-	-	11 lbs	-0	2	25	4	$1,515.00
	Breaker, Does 1 Extra Shrug, Sharp, Two-Handed Configuration									
Sword, Two-Handed	+1	+6	-	-	11 lbs	-0	2	25	3	$765.00
	Sharp, Two-Handed Configuration									



Fantasy Era Projectiles

Weapon	Projectile	Size	DR	Shrugs	Weight	Cost	Notes
Blowgun, Peashooter	Ball	V Light	10	0	.02 lb	$0.50	
Blowgun, Peashooter	Dart	V Light	10	0	.02 lb	$0.65	Sharp
Sling	Bullet	V Light	10	0	.03 lb	$2.00	Does 1 Extra Shrug
Crossbow, Hand	Bolt	Light	15	1	.75 lb	$36.50	AP 2 , Sharp
Bow	Arrow	Light	15	1	.75 lb	$16.50	AP 1, Sharp
Bow, Short	Arrow	Light	15	1	.5 lb	$11.50	AP 1, Sharp
Crossbow	Bolt	Light	15	1	1 lb	$49.00	AP 2, Sharp
Crossbow, Heavy	Bolt	Light	15	1	1.25 lb	$61.50	AP 2, Sharp
Bow, War	Arrow	Light	15	1	1.25 lb	$31.50	AP 2, Sharp
Bow, War	Warshot	Light	15	1	1.75 lb	$51.50	+2 Dam, AP 2, Does 1 Extra Shrug, Sharp

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Fantasy Era Very Light Weapons

Blowgun, Peashooter: A small tube for shooting small projectiles powered by the wielder's breath. Remember not to inhale.

Dart, Throwing: A small pointed projectile thrown by hand. Also useful for tests of accuracy.

Shuriken: The infamous "throwing star," a small metal disc with three or more points meant to be thrown with a spin for stability. Cheap enough to buy in bulk!

Sling: A strap of leather or hide which can be used to fling projectiles with considerable accuracy and lethal force. Not guaranteed to take out giants with one shot.

Fantasy Era Light Weapons

Blowgun: A heartier ranged weapon than the pea shooter, more accurate, with better range, and capable of firing larger projectiles. Ideal assassin's weapon.

Crossbow, Hand: Smaller, more concealable form of the crossbow. Equipped with a pistol grip, or occasionally affixed to a bracer.

Katar (Punch Knife): A knife configured so that the blade projects over the user's knuckles rather than from the top or bottom of the fist. Called a "Punch Knife" because it is best used with a straight-forward punching action.

Kama (Sickle Knife): A solid handle with a curved blade projecting from the side at the end of the handle, rather than from the end. Flashy and lethal.

Knife: The base element of sharpness. Not only an excellent close-in weapon, but a common tool that's considered essential and ubiquitous.

Knife, Dagger: A knife with a long, thin blade designed to punch armor.

Knife, Large: A bigger version of the knife with a wider blade. Allows the owner to look at other peoples' knives and say "*that's* not a knife..."

Knife, Small: A very small, easily concealable piece of sharpness. Useful for throwing at people, often carried in bunches.

Manriki (Weighted Chain): A length of chain with a weight at either end. Extremely versatile and easy to conceal.

Nunchuku: Originally a simple rice-flail, this weapon is composed of two handles connected by a chain. Often used as much to show off as to actually fight, still a deadly enhancer of one's kinetic force.

Sai: A long, sharp point forked at the base. Useful for stabbing and for parrying bladed weapons; a skilled user can trap a sword with them. An unskilled user can lose a hand rapidly.

Tonfa: A rod with a handle projecting from the side. Simple, inexpensive, but very effective when used to block. Not a bad way to crack a skull, either.

Fantasy Era Medium Weapons

Axe, One-Handed: A small axe wielded with one hand, not well balanced but often quite sharp.

Axe, Throwing: Small hand axe weighted and balanced for throwing. Handy in close quarters, as well.

Bow: The base tool for performing archery - a recurve laminated length of wood with a tough string taut between the ends, used to fire an arrow

Bow, Short: A shorter form of the bow. Lighter, easier to carry, useful for smaller people or firing while moving.

Club: A length of something hard used to enhance one's ability to do damage - the base form of the melee weapon. Can often be "improvised" by picking up chair legs, firewood, or house pets.

Crossbow: A semi-mechanical weapon which incorporates a bow and a mechanism for holding a smaller arrow, or "bolt." Fired with a trigger.

Crossbow, Heavy: Heavier model of the crossbow, firing a thicker bolt much harder. Use both hands!

Flail: A handle, a chain, and a weight. Produces a great deal of kinetic force, and the flexible chain tends to wrap around attempts to block or parry the weight.

Mace: A weight at the end of a handle; good for crushing skulls and bashing small things apart. Technically, not a sword.

Rod: Often ornate - a medium-length cylinder of wood or metal. Can pass for a mark of office or a purely ornamental accessory, handy for bashing people.

Spear: A long stick with a sharp end. Extends one's reach, good for personal combat, excellent for throwing. Considered primitive by some, used to conquer whole continents by others.

Spear, Short: Shorter stick with a pointed end - easier to carry, even easier to carry several.

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Staff: A length of a light strong material, meant to be used two-handed for blocking and striking. Considered one of the most basic weapons, used for some of the most complicated combat techniques.

Staff, Three-Section: The bastard child of a staff and the nunchuku... three two-foot rods connected by two lengths of chain. Exceptionally flashy, easy to bash one's own head in with, lethal when used properly.

Sword, Long: The basic sword - a medium length of sharpened metal with a handle. The evolved form of the Knife.

Sword, Sabre: A curved heavy sword with a vicious point, almost optimized for removing heads while on horseback.

Sword, Scimitar: Often ornate; a lighter curved sword, very flashy. Also good for cutting off heads.

Sword, Short: A short-bladed sword; not a bad little throwing weapon, useful as a "back up" weapon.

Sword, Sickle Saber: A fanciful curved blade with an additional handle at the hilt guard. A skilled user can get a faster (and harder) swing out of it with practice.

Wand: Essentially a shorter, thinner rod. Carried by nobility and, often, magic users. Useful for rapping the knuckles of misbehaving children and apprentices.

War Hammer: A large, heavy hammer for hitting people with. Balanced for swinging in combat, also handy for driving nails and cracking nuts, although cracking nuts usually involves a called shot.

Whip: A flexible length of leather or other tough substance; a skilled wielder can "crack" the whip by causing the tip to exceed the speed of sound. Cuts cruelly, can be used to entangle opponents limbs or weapons.

Whip, Chain: A whip composed of short pieces of metal linked together as a heavy chain. Devastating in combat, and an excellent way to smack one's self on the crotch.

Fantasy Era Heavy Weapons

Axe, Battle: Double headed medium-length axe for general combat use, good for using one or two handed.

Axe, Great: Almost always ornate, a massive double-bladed axe meant to be used with both hands; designed to bash down defenses and cleave through opposition.

Axe, Two-Handed: Straddles the fine line between a tool for cutting down trees and a weapon for cutting down foes. Serves both purposes just as well. Meant to be used with both hands, so you get every drop!

Bow, War: Often ornate, a bow reinforced to do double duty as a melee weapon, with sharp blades added for effect. Allows on to hold the line when all the arrows are gone.

Maul: A long handle with a large weight at the end; meant to be swung two-handed to knock opponents "out of the park."

Spear, Boar: A heavy spear with a cross-piece set back from the pointed end. Meant to hunt tough and vicious creatures that might just pull themselves, wounded and dying, up the length of the weapon they are impaled on in order to get you back.

Sword, Bastard: A big "hand-and-a-half" sword which can be used one-handed or two-handed.

Sword, Great: Often ornate, these massive swords are meant to be used two-handed, cutting down defenses and opposition. Sometimes used as a mark of rank or honor.

Sword, Two-Handed: A long sword meant to be swung with both hands, heavy and vicious. As much a tool for intimidation as cutting.

Simon Wentworth (Order #28533685)

Near-Modern Era Weapons

Where the weaponry of the Fantasy Era is Characterized primarily by Strength power, the weaponry of the Near-Modern Era is best Characterized by the use of chemical propellants to launch relatively small projectiles. In other words...

GUNS! GUNS GUNS GUNS! With the invention of firearms comes not only a whole new philosophy of delivering damage, but a vast diversity of different forms and designs in firearms.

If you're going to work with firearms, you're going to need a metal shop, at the very least. For doing custom work, you'll also need access to a woodworking shop and/or a composites shop. There are even specialized tool kits for working with firearms and packing one's own ammunition.

Firearms are big business, from their production to their transport and sale, and their customization.

There are some weapons that go beyond the simple firearm, which incorporate larger amounts of explosives. Firearms have been used to vastly increase the immediate lethality of combat, from the battlefield to the back alley. Where it may take a certain amount of skill and practice to be a serious threat with a knife or a sword, firearms can kill accidentally with surprising ease.

If a firearm has, as a feature, that it is Two-Hand Accurate or that is has a Foregrip, then it is considered a Long Firearm. All others are Short Firearms.

Weapon Features: Near-Modern Era

- **Accessory:** This weapon is designed to fit onto another weapon as an auxiliary weapon. The other weapon must be equipped with Mod Rails in order to fit and use it.
- **Autofire X:** This weapon uses the Autofire rules, with an Autofire number of X. If the weapon is labeled as Autofire X (variable), then the rate of fire can be set by the wielder (takes one turn); the user of the weapon can set the Autofire number anything up to X. If the weapon is labeled as Autofire X (only), then its rate of fire cannot be varied - all of its attacks will have an Autofire number of X.
- **Belt Fed**: This weapon receives its ammunition via a belt of linked ammunition. It is likely capable of a high rate of fire, and is relatively easy to reload.
- **Darkness**: Weapon is capable of obscuring vision; this feature is often combined with a Radius. A weapon with this feature imposes a Darkness penalty of minus three (-3) for one (1) Minute in the place where it hits.
- **Extending Stock**: Firearm has a stock which collapses or folds into the body of the weapon. When extended, gives a bonus of plus one (+1) to the weapon's Accuracy and reduces the weapons Kick by one (1).
- **Flashbang**: Weapon causes a loud report and a bright flash meant to blind, deafen, and disorient. Targets of a successful attack with a Flashbang weapon must roll their Perception stat plus their Toughness skill at a penalty of minus ten (-10!). Failing this roll gives them a penalty of minus five (-5) to all sight and hearing-based rolls for one (1) Minute.
- **Foregrip**: While the firearm can be used well one-handed, a weapon with a foregrip is at a bonus of plus one (+1) to its Accuracy and its Kick is reduced by one (1) when it is used two-handed.
- **Integral Scope**: The weapon has a scope built into its structure, allowing the user to fire the weapon with no Range penalties.
- **Integral Scope (Military):** The weapon has an enhanced scope built into its structure which not only allows the user to fire the weapon with no Range penalties, but also negates any penalties for Darkness and allows the user to see clearly up to one (1) mile away.
- **Magazine Fed**: This weapon receives its ammunition via a magazine - a spring-loaded case that holds the bullets and feeds them into the firing mechanism. It is quite easy to reload.
- **Mod Rails** – This weapon has a set of integral rails along its top, bottom, front, and back edges, allowing for the rapid attachment of accessories such as Sights, Laser Designators, Tactical Lights, and the like. The accessories can be added to the weapon at the rate of one per action, and removed at the same rate. Accessories attached using Mod Rails are automatically aligned and ready to use.
- **Modular**: The weapon has been optimized to be assembled and disassembled by hand, requiring no tools. This gives a bonus of plus three (+3) to Repair rolls when fixing or maintaining this weapon.
- **Radius** X – This weapon's effect is an area effect. The point where the weapon hits is the center of a

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circle with a radius, in feet, equal to X. Often (but not always) describes an Explosive effect.

- **Sharp**: Weapon is designed for penetration or cutting; target does not get to add their Toughness skill to their Damage Resistance when resisting damage from this weapon.
- **Stealth**: This weapon is designed to be hidden, usually on the owner's person. It gives a penalty of minus three (-3) to any Investigation rolls to locate it.
- **Two-Handed Accurate**: This weapon (usually a ranged weapon) is designed to be used with two hands, such as a rifle. It gains a bonus of plus three (+3) to its Accuracy when used two-handed.
- **Underbarrel**: This weapon is designed to fit on the underside of another weapon as an auxiliary weapon. The other weapon must be equipped with Mod Rails in order to fit and use it.

MODA MECHANICA CYBERLINK: Near-Modern Era

Characters with the Moda Mechanica Merit may acquire a personal modification called a Cyberlink. This allows them to interface directly with a weapon, most usually a firearm. This gives them greater control over the weapon and access to diagnostic information about the weapon while it is in use, such as barrel heat, remaining ammunition, and the like.

A Cyberlink can be added to any gun, although it is best suited for semi and fully-automatic firearms. The cost for adding a Cyberlink depends on the weight of the gun.

Gun Weight	Cyberlink Cost
Light	$7.50
Medium	$75.00
Heavy	$150.00

This modification can be performed by anyone with the Cybernetics skill, with a roll on their Intelligence stat and Cybernetics skill. An electronics tool kit is generally required - the task takes about an hour.

Among people who use this type of modification, it is considered poor taste to modify light weapons with this feature.

Simon Wentworth (Order #28533685)

Near-Modern Era Light Weapons										
Weapon	**Acc**	**Dam**	**Range**	**Shots**	**Weight**	**Kick**	**AP**	**DR**	**Shrugs**	**Cost**
Derringer, .22	+0	10	10 / 20 / 40 / 80	2	0.3 lbs	0	0	25	1	$43.00
	Stealth									
Revolver, .22	+0	10	15 / 30 / 60 / 120	6	0.3 lbs	-0	0	25	1	$32.50
Revolver, .38	+0	12	20 / 40 / 80 / 160	6	0.4 lbs	-0	0	25	1	$38.00
Rocket Propelled Grenade (RPG)	+0	30	1,000 / 2,000 / 4,000 / 8,000	-	15 lbs	-0	5	25	1	$230.00
	(Requires launcher), Radius 10									

Near-Modern Era Light Weapons (Grenades and Explosives)										
Weapon	**Acc**	**Dam**	**Range**	**Shots**	**Weight**	**Kick**	**AP**	**DR**	**Shrugs**	**Cost**
Block of Plastique	+0	35	Str x5	-	0.8 lb	-0	0	25	1	$120.00
	Radius 10									
Concussion Grenade	+0	30	Str x5	-	0.7 lb	-0	0	25	1	$92.50
	Radius 5									
Flashbang Grenade	+0	0	Str x5	-	0.1 lb	-0	0	25	1	$132.50
	Flashbang, Radius 15									
Fragmentation Grenade	+0	30	Str x5	-	0.7 lb	-0	3	25	1	$107.50
	Radius 5									
Smoke Grenade	+0	0	Str x5	-	0.1 lb	-0	0	25	1	$70.75
	Darkness, Radius 20									
20mm Concussion Grenade	+0	25	Per Launcher	-	0.6 lb	-0	0	25	1	$82.50
	Radius 5									
20mm Flashbang Grenade	+0	0	Per Launcher	-	0.1 lb	-0	0	25	1	$120.00
	Flashbang, Radius 10									
20mm Fragmentation Grenade	+0	25	Per Launcher	-	0.6 lb	-0	3	25	1	$97.50
	Radius 5									
20mm Smoke Grenade	+0	0	Per Launcher	-	0.1 lb	-0	0	25	1	$73.25
	Darkness, Radius 20									
40mm Concussion Grenade	+0	30	Per Launcher	-	0.7 lb	-0	0	25	1	$95.00
	Radius 5									
40mm Flashbang Grenade	+0	0	Per Launcher	-	0.1 lb	-0	0	25	1	$135.00
	Flashbang, Radius 15									
40mm Fragmentation Grenade	+0	30	Per Launcher	-	0.7 lb	-0	3	25	1	$110.00
	Radius 5									
40mm Smoke Grenade	+0	0	Per Launcher	-	0.1 lb	-0	0	25	1	$103.25
	Darkness, Radius 30									

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Near-Modern Era Medium Weapons

Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost
Assault Rifle, 5.56	+0	16	160 / 320 / 640 / 1,280	30	7 lbs	-1	0	30	2	$1,325.00
	Autofire 10 (Variable), Magazine Fed, Mod Rails, Two-Handed Accurate									
Assault Rifle, 7.62	+0	18	190 / 380 / 760 / 1,520	30	7.5 lbs	-2	0	30	2	$1,395.00
	Autofire 10 (Variable), Magazine Fed, Mod Rails, Two-Handed Accurate									
Assault Rifle, 9mm	+0	12	150 / 300 / 600 / 1,200	30	6 lbs	-0	0	30	2	$1,225.00
	Autofire 10 (Variable), Magazine Fed, Mod Rails, Two-Handed Accurate									
Machine Pistol, 5.56	+1	16	50 / 100 / 200 / 400	20	4 lbs	-2	0	30	2	$418.00
	Autofire 10 (Variable), Magaazine Fed									
Machine Pistol, 9mm	+2	12	25 / 50 / 100 / 200	40	3 lbs	-1	0	30	2	$432.50
	Autofire 10 (Variable), Magazine Fed									
Revolver, .357	+0	14	22 / 44/ 88 / 176	6	3 lbs	-0	0	30	2	$432.00
Revolver, .44	+1	14	25 / 50 / 100 / 200	6	3 lbs	-1	0	30	2	$475.00
Revolver, .45	+1	15	30 / 60 / 120 / 240	6	3.5 lbs	-1	0	30	2	$505.00
Revolver, .50	+1	20	40 / 80 / 160 / 320	6	4.5 lbs	-3	0	30	2	$620.00
Rifle, .22	+1	10	160 / 320 / 640 / 1,280	8	6.5 lbs	-0	0	30	2	$615.00
	Two-Handed Accurate									
Rifle, .45	+2	15	240 / 480 / 960 / 1,920	8	9 lbs	-2	0	30	2	$1,200.00
	Integral Scope, Two-Handed Accurate									
Rocket Grenade Launcher	+1	-	-	1	1.5 lbs	-0	0	30	2	$135.00
	Two-Hand Accurate. Fires Rocket Propelled Grenade. Damage and Range are per RPG									
Semi-Auto Pistol .50	+1	20	45 / 90 / 180 / 360	8	4.5 lbs	-3	0	30	2	$695.00
	Magazine Fed									
Semi-Auto Pistol 9mm	+1	12	20 / 40 / 80 / 160	14	3 lbs	-1		30	2	$550.00
	Magaazine Fed									
Semi-AutoPistol .45	+1	15	35 / 70 / 140 / 280	12	3.5 lbs	-1	0	30	2	$620.00
	Magazine Fed									
Shotgun, 10 gauge (pump)	+0	20	25 / 50 / 100 / 200	10	4 lbs	-2	0	30	2	$680.00
	Two-Handed Accurate									
Shotgun, 12 gauge (pump)	+0	18	20 / 40 / 80 / 160	10	3.5 lbs	-1	0	30	2	$635.00
	Two-Handed Accurate									
Submachine Gun, .45	+2	15	40 / 80 / 160 / 320	50	4 lbs	-0	0	30	2	$1.465.00
	Autofire 10 (Variable), Extending Stock, Foregrip, Magazine Fed									
Submachine Gun, 5.56	+2	16	55 / 110 / 230 / 440	40	4 lbs	-1	0	30	2	$1,395.00
	Autofire 10 (Variable), Extending Stock, Foregrip, Magazine Fed									
Submachine Gun, 9mm	+2	12	30 / 60 / 120 / 240	50	3 lbs	-0	0	30	2	$1,380.00
	Autofire 10 (Variable), Extending Stock, Foregrip, Magazine Fed									

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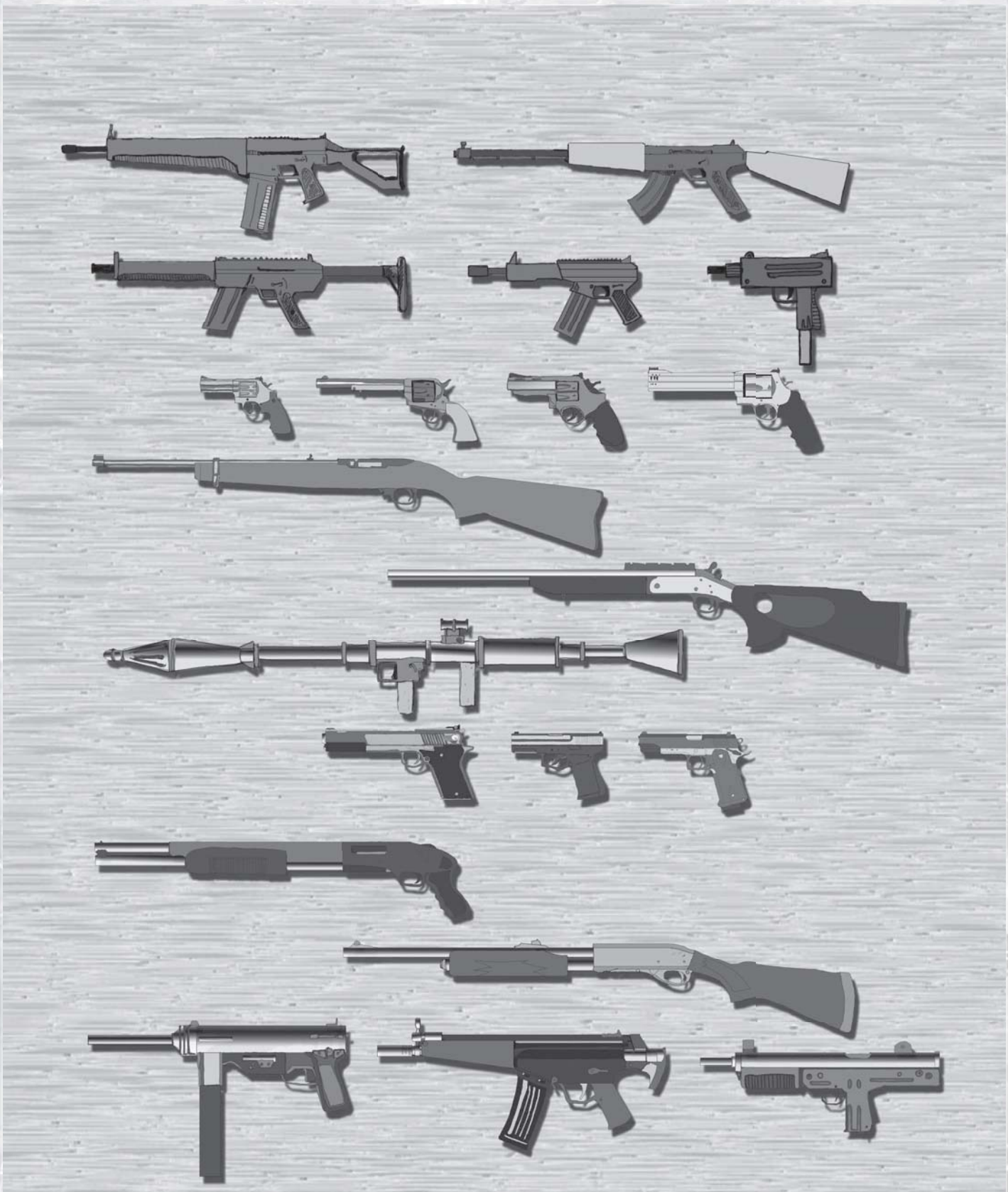

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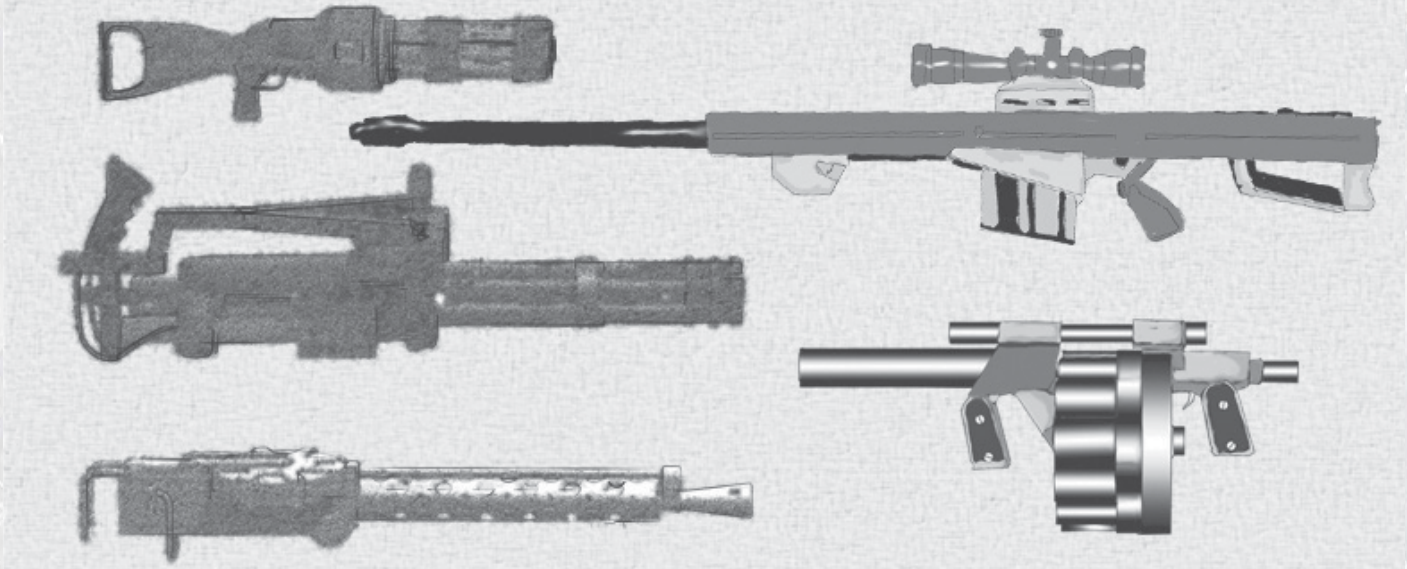
Near-Modern Era Medium Weapons (Grenade Launchers)										
Weapon	**Acc**	**Dam**	**Range**	**Shots**	**Weight**	**Kick**	**AP**	**DR**	**Shrugs**	**Cost**
20mm Grenade Launcher	+1	*	45 / 90 / 180 / 360	1	2.5 lbs	-0	0	30	2	$205.00
	Foregrip									
20mm Underbarrl Grenade Launcher	+0	*	45 / 90 / 180 / 360	1	2.5 lbs	-0	0	30	2	$155.00
	Accessory									
20mm Six Pack Grenade Launcher	+0	*	90 / 180 / 360 / 720	6	3.5 lbs	-0	0	30	2	$275.00
	Two-Handed Accurate									
40mm Grenade Launcher	+1	*	20 / 60 / 120 / 240	1	2 lbs	-0	0	30	2	$180.00
	Foregrip									
40mm Underbarrel Grenade Launcher	+0	*	20 / 60 / 120 / 240	1	2 lbs	-0	0	30	2	$130.00
	Accessory									
40mm Six Pack Grenade Launcher	+0	*	60 / 120 / 240 / 480	6	3 lbs	-0	0	30	2	$245.00
	Two-Handed Accurate									



Near-Modern Era Heavy Weapons										
Weapon	**Acc**	**Dam**	**Range**	**Shots**	**Weight**	**Kick**	**AP**	**DR**	**Shrugs**	**Cost**
Chain Gun, .50	+0	40	600 / 1,200 / 2,400 / 4,800	15	23 lbs	-4	0	35	3	$4,070.00
	Autofire 10 (Only), Belt Fed, Magazine Fed, Two-Handed Accurate (Ammo Damage: 20)									
Chain Gun, 7.62	+0	38	500 / 1,000 / 2,000 / 4,000	10	20 lbs	-3	0	35	3	$3,690.00
	Autofire 10 (Only), Belt Fed, Magazine Fed, Two-Handed Accurate (Ammo Damage: 18)									
Machine Gun, .50	+0	30	320 / 640 / 1,280 / 2,560	15	15 lbs	-4	0	35	3	$2,910.00
	Autofire 10 (Only), Belt Fed, Two-Handed Accurate (Ammo Damage: 20)									
Machine Gun, 7.62	+0	28	270 / 540 / 1,080 / 2,160	20	13 lbs	-3	0	35	3	$2,830.00
	Autofire 10 (Only), Belt Fed, Two-Handed Accurate (Ammo Damage: 18)									
Rifle, .50	+2	20	320 / 640 / 1,280 / 2,560	8	9 lbs	-2	0	35	3	$2,910.00
	Intergal Scope, Two-Handed Accurate									
Rifle, .60	+1	23	375 / 750 / 1,500 / 3,000	8	15 lbs	-3	0	35	3	$3,050.00
	Integral Scope, Two-Handed Accurate									
Rifle, 50mm	+2	25	425 / 850 / 1,700 / 3,400	10	17 lbs	-4	0	35	3	$5,270.00
	Integral Scope (Military), Magazine Fed, Modular, Two-Handed Accurate									

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Near-Modern Era Projectiles						
Gun Damage	Sample Caliber	DR	Shrugs	Weight	Cost	Notes
10	.22, 7mm	20	0	.02 lb	$0.32	Sharp
11		20	0	.02 lb	$0.35	Sharp
12	9mm	20	0	.02 lb	$0.38	Sharp
13		20	0	.02 lb	$0.41	Sharp
14	.357, .44	20	0	.02 lb	$0.44	Sharp
15	.45	20	0	.03 lb	$0.47	Sharp
16	.556	20	0	.03 lb	$0.50	Sharp
17		20	0	.03 lb	$0.53	Sharp
18	.762	20	0	.03 lb	$0.56	Sharp
19		20	0	.03 lb	$0.59	Sharp
20	.50, 12.7mm	20	0	.04 lb	$0.62	Sharp
21		20	0	.04 lb	$0.75	Does 1 Extra Shrug, Sharp
22		20	0	.04 lb	$0.78	Does 1 Extra Shrug, Sharp
23	.60	20	0	.04 lb	$0.81	Does 1 Extra Shrug, Sharp
24		20	0	.04 lb	$0.84	Does 1 Extra Shrug, Sharp
25	50mm Long	20	0	.05 lb	$0.97	Does 2 Extra Shrugs, Sharp

Modified Ammunition

Firearms can get greater effect by using ammunition with additional features. While these features do tend to make the ammunition more expensive, it IS a way to get more "bang for your buck," as it were. The "Cost" in the following chart is the amount added to the price *per bullet.*

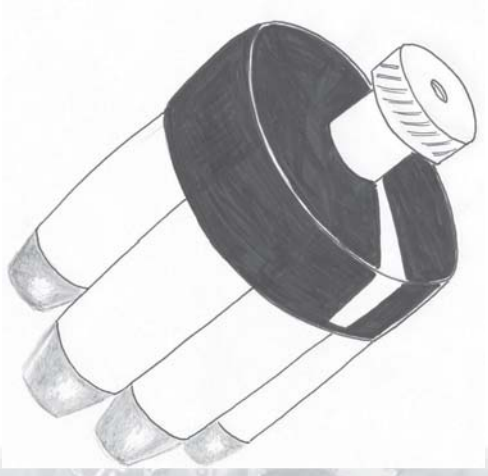
It is possible to modify bullet performance, but a bullet cannot have more than twice the performance of the weapon it is fired from. It is also possible to add features to bullets. These modifications are made at the cost of modifying Very Light Weapons.

Feature	Notes	Cost
Armor Piercing	Gives bullet AP 2	$0.10
Explosive	Does 2 Extra Shrugs	$0.20
APEX	Armor Piercing & Explosive	$0.30
Hollow Point	Does 1 Extra Shrug	$0.10
Talon Round	+5 Damage and 1 Extra Shrug	$0.35
Tracer Round	+3 Accuracy	$0.15

Speed Loaders

Because revolvers hold their bullets in a set pattern, it is possible for a Speed Loader to be constructed for them. A Speed Loader holds a set of bullets in the proper position to be quickly slapped into an open Revolver's cylinder, allowing one to reload a Revolver in one (1) turn (or, if they have the God of Reloading Merit, as a Free Action).

Speed Loaders cost $6.50. They have a Damage Resistance of twenty-five (25) and one (1) Shrug. They weigh in at one-tenth of a pound (0.10 lb). They can be modified at the same cost as a Light Weapon. A Speed Loader is specific for one type of revolver - even revolvers of the same caliber, made by two different manufacturers, require two different Speed Loaders.



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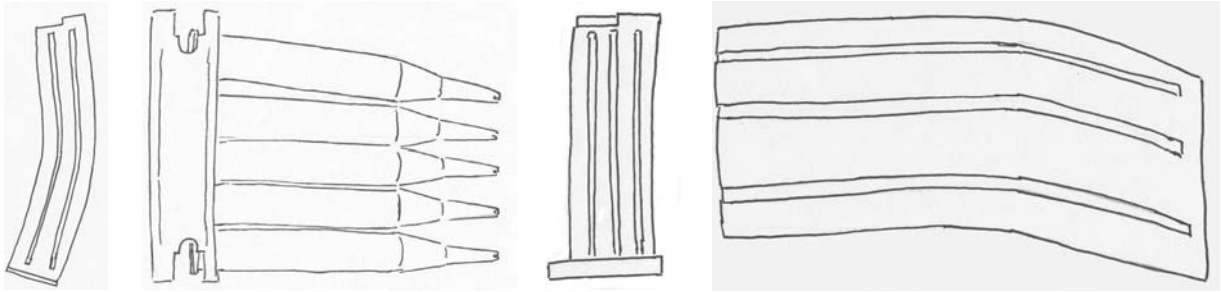
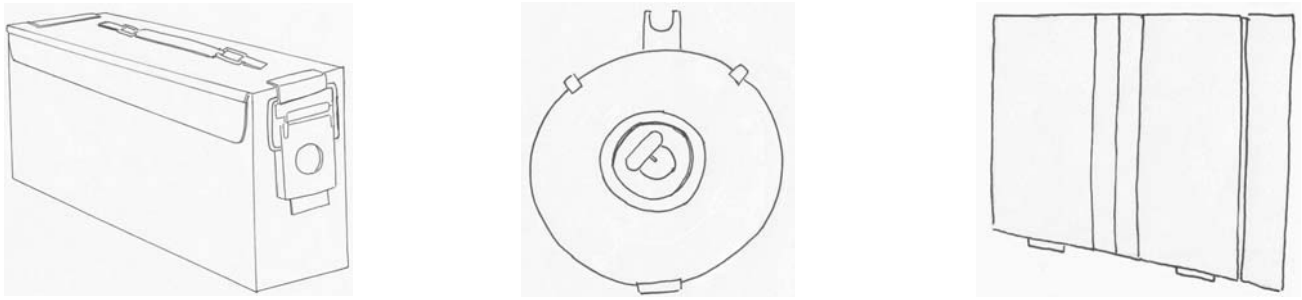
Near-Modern Era Magazines					
Shots	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
7	0.10 lb	25	1	$12.00	Magazine;
8	0.10 lb	25	1	$13.00	Magazine; Semi-Auto Pistol .50,
9	0.10 lb	25	1	$14.00	Magazine;
10	0.10 lb	25	1	$15.00	Magazine;
11	0.10 lb	25	1	$16.00	Magazine;
12	0.10 lb	25	1	$17.00	Magazine; Semi-Auto Pistol .45
13	0.10 lb	25	1	$18.00	Magazine;
14	0.10 lb	25	1	$19.00	Magazine; Semi-Auto Pistol 9mm
15	0.10 lb	25	1	$20.00	Magazine;
16	0.10 lb	25	1	$21.00	Magazine;
17	0.10 lb	25	1	$22.00	Magazine;
18	0.10 lb	25	1	$23.00	Magazine;
19	0.10 lb	25	1	$24.00	Magazine;
20	0.10 lb	25	1	$25.00	Magazine; Machine Pistol 5.56
30	0.10 lb	25	1	$35.00	Magazine; Assault Rifles (5.56, 7.62, 9mm)
40	0.10 lb	25	1	$45.00	Magazine; Machine Pistol, 9mm, Submachine Gun 5.56
50	0.10 lb	25	1	$55.00	Magazine; Submachine Guns (9mm, .45)



Near-Modern Era Ammunition Cannisters					
Shots	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
5	1.50 lbs	30	2	$350.00	Ammo Belt, Magazine;
10	1.50 lbs	30	2	$400.00	Ammo Belt, Magazine;
15	1.50 lbs	30	2	$450.00	Ammo Belt, Magazine;
25	1.50 lbs	30	2	$500.00	Ammo Belt, Magazine;
30	1.50 lbs	30	2	$550.00	Ammo Belt, Magazine;
35	1.50 lbs	30	2	$600.00	Ammo Belt, Magazine;
40	1.50 lbs	30	2	$650.00	Ammo Belt, Magazine;



Near-Modern Era Magazine/Cannister Modifications		
Magazine Modification	**Cost**	**Notes**
Double Capacity Cannister	$1,000.00	Cannister provides the weapon with two times (2x) listed Shots value
Double Capacity Magazine	$100,.00	Magazine provides the weapon with two times (2x) listed Shots value
High Capacity Cannister	$2,500.00	Cannister provides the weapon with five times (5x) listed Shots value
High Capacity Magazine	$250.00	Magazine provides the weapon with five times (5x) listed Shots value

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Near-Modern Era Light Weapons

Derringer, .22: A small, easily-concealed two-shot pistol, good for keeping in a purse or up one's sleeve. The ultimate "backup piece."

Revolver, .22: Classic wheel gun, holds six rounds in a swing-out cylinder. Good for target practice, also the weapon statistically responsible for the most human deaths per year.

Revolver, .38: Made famous by the street name "Saturday night special." A backup weapon for police and criminals alike through the 1970's.

Rocket Propelled Grenade: Also known as an RPG, a self-propelled grenade with an armor-penetrating shaped charge. Designed to allow one relatively untrained unit to remove armored units from the field.

Near-Modern Era Light Weapons: Grenades and Explosives

Block of Plastique: A simple block of plastic explosives. Can be dropped, shot, or even set on fire quite safely - it requires an electrical charge or a small amount of a more easily exploded compound to detonate. Used universally in demolitions.

Grenades: Come in three varieties (on this chart); hand thrown, 20 millimeter, and 40 millimeter. Hand thrown grenades are optimized for throwing, while the 20mm and 40mm versions are designed to be fired out of their respective launchers.

Concussion Grenade: A simple explosive charge, doing damage primarily with the concussion wave generated when they explode.

Flashbang Grenade: Designed to explode with a very loud report and a bright light with very little concussive force or heat. Used to disorient and incapacitate - a favorite of S.W.A.T. teams and riot police trying to control crowds or hostage situations. Effects of the Flashbang generally last about a minute.

Fragmentation Grenade: Equipped not only with an explosive charge, but with additional fragments of metal or ceramic (ball bearings are quite popular) designed to punch through armor even as the concussive force and heat from the explosives are doing damage. Very nasty indeed.

Smoke Grenade: Grenades with a slow-burning compound that generates voluminous clouds of dark smoke (in an assortment of colors). Can be used to blind a group of opponents, to obscure line of sight to provide cover against firearms, or even as a signaling device. Often included in survival kits specifically to signal distress. The smoke is dispersed naturally by air flow within a minute; if one is stranded on a desert island and hoping to signal a plane or boat with these grenades, timing is everything.

Near-Modern Era MediumWeapons

Assault Rifle, 5.56: Fully automatic with variable rate of fire. Uses the lighter 5.56 cartridge ammunition, good range and stopping power without weighing a soldier down.

Assault Rifle, 7.62: Fully automatic with variable rate of fire. Fires the punishing and ubiquitous 7.62 round - the most common ammunition on the face of the Earth

Assault Rifle, 9mm: Fully automatic with variable rate of fire. Fires the comparatively light 9mm round, making for a light weapon. Often used by civilian security forces.

Machine Pistol, 5.56: One-handed pistol capable of firing 5.56 ammunition on full-auto, with a variable rate of fire. Considered military grade due to the caliber used, can be difficult to find on the street.

Machine Pistol, 9mm: One-handed pistol capable of firing 9mm ammunition on full-auto, with a variable rate of fire. Usually considered civilian grade - cheap knock-offs are common on the streets.

Revolver, .357: A popular if odd caliber of revolver. Good stopping power.

Revolver, .44: Revolver with good stopping power, classic "old west" gun.

Revolver, .45: Six gun firing .45 ammunition, a standard side-arm of many military forces for years (before being replaced by the semi-auto version).

Revolver, .50: A gun on the far side of common sense, firing massive .50 caliber bullets with a huge kick. Often a collector's piece, occasionally carried by people hunting big game.

Rifle, .22: The basic, standard target rifle, good for shooting cans, bottles, and small game from a distance.

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Rifle, .45: Considered the standard hunting rifle. Enough stopping power to drop small and medium game, probably not enough to stop big game.

Rocket Grenade Launcher: The launch tube for a Rocket Propelled Grenade, useless without one. Essentially a steel tube, a trigger mechanism, and an iron site.

Semi-Auto Pistol, .50: A massively powerful semi-automatic pistol, on the far side of common sense. Carried by collectors and military personnel with "connections" who deeply desire stopping power.

Semi-Auto Pistol, 9mm: One of the more common calibers of semi-auto pistol used by police and criminal alike. A good compromise between weapon weight and stopping power.

Semi-Auto Pistol, .45: Standard issue sidearm for most modern military forces. Excellent stopping power and a comforting weight in a holster. Easy to maintain.

Shotgun, 10 gauge (pump): Powerful shotgun with a pump action - the sound of the action being worked alone ("chik CHIK") is enough to end most bar fights. Stats given are for a shotgun firing "slug" ammunition - see ammunition section for the effects of a shotgun firing "shot" ammunition.

Shotgun, 12 gauge (pump): The lighter, vaguely less-angry brother of the 10 gauge pump shotgun; working the action on a 12 gauge is just as intimidating as working the action on a 10 gauge. Stats given are for a shotgun firing "slug" ammunition - see ammunition section for the effects of a shotgun firing "shot" ammunition.

Submachine Gun, .45: A fully-automatic weapon with variable rate of fire. Can be fired one-handed, but is somewhat more accurate when fired with both hands. Older versions used a drum style magazine giving the weapon a distinctive appearance.

Submachine Gun, 5.56: A fully-automatic weapon with variable rate of fire. More accurate when fired two-handed, but one-handing it is fine. This caliber of Submachine Gun is usually considered military grade.

Submachine Gun, 9mm: A fully-automatic weapon with variable rate of fire. More accurate when fired two handed. 9mm versions of Submachine Guns can often be found in civilian security force use.

Near-Modern Era Medium Weapons (Grenade Launchers)

Grenade Launchers: Both in their 20mm and 40mm version are single shot, breech-loading weapons with a break-open action. Can be fired one-handed, but they're equipped with a foregrip to improve aim.

Underbarrel Grenade Launchers: Both in their 20mm and 40mm version are single shot breech-loading weapons. Can be fired (inaccurately) with one hand when not affixed to the underside of an assault rifle (or other weapon with Mod Rails), but when affixed, uses the accuracy of the weapon they are attached to.

Six Pack Grenade Launchers: Both in their 20mm and 40mm version are six-shot weapons configured as revolvers. Gripped with both hands, these weapons allow the user to put a number of rounds down range with great effect.

Near-Modern Era Heavy Weapons

Chain Gun, .50: Multi-barrel chain-driven rotary gun capable of fully automatic fire only. Fires the devastating .50 caliber round in massive qualities. NOTE: One "Shot" of this ammunition represents a burst of bullets, rather than just one... these weapons are putting a LOT of ammunition down range.

Chain Gun, 7.62: Multi-barrel chain-driven rotary gun capable of fully automatic fire only. Fires the ubiquitous 7.62 round with a murderous rate of fire. NOTE: One "Shot" of this ammunition represents a burst of bullets, rather than just one.

Machine Gun, .50: Single-barrel weapon capable of fully automatic fire only. Fires the devastating .50 caliber round very quickly. NOTE: One "Shot" of this ammunition represents a burst of bullets, rather than just one.

Machine Gun, 7.62: Single-barrel weapon capable of fully automatic fire only. Fires the devastating .50 caliber round in massive qualities. NOTE: One "Shot" of this ammunition represents a burst of bullets, rather than just one.

Rifle, .50: A big game rifle, heavy stopping power and recoil. A sportsman's weapon, also a caliber often used by military snipers.

Rifle, .60: An "elephant gun," Characterized by the pain one feels in their shoulder after firing it a few times and the way it makes small game vaporize. Often a custom piece, not available in every gun shop you come across.

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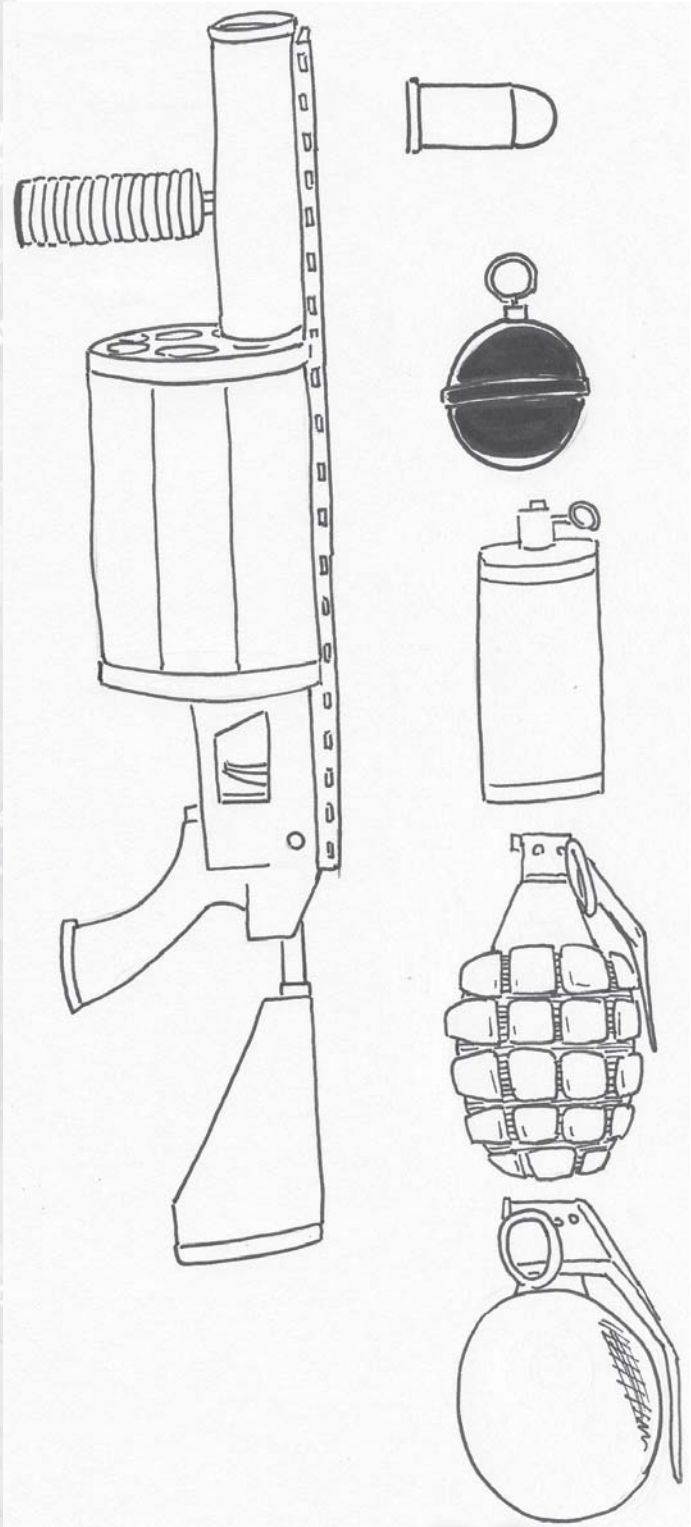
Rifle, 50mm: A military rifle used for anti-material work; turns out it works just fine on people, too. Often (but not always) loaded with armor piercing explosive (apex) ammunition, for making engine blocks go to heaven.



Grenades and Grenade Launchers

"BOOM, Baby!"

-The Evil Midnight Bomber What Bombs At Midnight

Another hallmark of the Near-Modern Era is the use of explosives for explosive's sake. Not merely a propellant, explosives are highly effective weapons, both physically and psychologically.

This is often personified in the device known as the grenade. Grenades can be designed to be thrown by hand, or to be fired out of a launcher. Most modern combat units will have at least one member carrying a grenade launcher; units seeing very heavy fighting may have a number of launchers, perhaps even as underbarrel attachments to their assault rifles.

Grenades are triggered either by the pulling of a pin or the firing of the launcher they are loaded into. Upon impact, the grenade explodes, doing damage in a Radius of effect. It is difficult to get out of a grenade's area of effect; these weapons are designed to kill or incapacitate groups of people rather than individuals.

Should someone in the area be of the heroic and self-sacrificing type, they can attempt to throw themselves on top of the grenade and take the damage meant for the entire group. It requires a successful Dodge roll to do so - this roll suffers the margin penalty of the attacker, but no penalty for the grenade's Radius. Should the attempt be successful, the poor brave soul who has jumped on top of the grenade must save against DOUBLE the grenade's damage, but this damage will have no Radius. Given the high damage yields of most grenades, this will likely kill the heroic diver, but it will leave their comrades unharmed, at least physically.

Some grenades incorporate a casing designed to break into sharp fragments, or other solid objects embedded next to the explosive payload which make the grenade a Fragmentation device - such grenades have an Armor Piercing value.

Not all grenades are loaded with explosives meant to cause physical harm. Some grenades merely have a loud and bright report; such "Flashbang" grenades are meant to incapacitate their targets without killing them. Some grenades merely produce voluminous clouds of smoke, obscuring an enemy's vision or even signalling friendly forces.

Grenade launchers make life easier on the fighting forces by hurling the grenades further, with more accuracy, than the troops can manage throwing by hand. It also saves the throwing arm a lot of wear and tear - torn rotator cuffs do not make a good fighting force.

Simon Wentworth (Order #26533895)

Space Era Weapons

Doing damage is, essentially, a matter of applying force. In the Fantasy and Near-Modern Eras, this is done through the medium of a physical object which is either magnifying one's force, or applying a tremendous force of its own. Whether the weapon is an axe or a bullet, it is a physical item transferring kinetic force to its target.

In the Space Era, the application of Force no longer requires a physical medium. The weapons of this Era are directed energy weapons, capable of imparting force without the benefit of a physical object. Photons and charged particles replace bullets, striking with heat and light energy with more power and efficiency than weapons of previous Eras.

Even weapons used in Melee can use energy, either to enhance a physical object's ability to do damage, or to replace the physical entirely with energy. Weapons in the Space Era tend to sear sizzling wounds in their target, or superheat the fluids in living tissue to the point where they explode into steam clouds within the target.

Many Space Era civilizations are perceived as more peaceful and tolerant than civilizations of previous Eras. One reason this may be the case is that the weapons of the Space Era are truly things that people do not want to be shot with. A proliferation of weapons with this kind of power to cause pain and death either makes for very polite neighbors, or no neighbors at all. Either way, it's kind of quiet.

Weapon Features: Space Era

- **Accessory:** This weapon is designed to fit onto another weapon as an auxiliary weapon. The other weapon must be equipped with Mod Rails in order to fit and use it.
- **Autofire X:** This weapon uses the Autofire rules, with an Autofire number of X. If the weapon is labeled as Autofire X (variable), then the rate of fire can be set by the wielder (takes one turn); the user of the weapon can set the Autofire number anything up to X. If the weapon is labeled as Autofire X (only), then its rate of fire cannot be varied - all of it's attacks will have an Autofire number of X.
- **Breaker**: For whatever reason, this weapon does damage even when it is parried. Weapons or objects (or body parts) used to parry this weapon must make a Damage Resistance roll against the weapon's Damage or be damaged by it as though attacked.
- **Darkness**: Weapon is capable of obscuring vision; this feature is often combined with a Radius. A weapon with this feature imposes a Darkness penalty of minus three (-3) for one (1) Minute in the place where it hits.
- **Directed Energy**: This weapon attacks with a beam of energy rather than a projectile, leaving little or no forensic evidence. It will likely have a higher damage yield than a projectile-based weapon.
- **Does X Extra Shrug(s)**: This weapon is designed to cause more damage once it is in the target. After calculating the amount of Shrugs that the target is taking normally (but before multiplying for the effects of Critical hits), add X Shrugs.
- **Extending Stock**: Firearm has a stock which collapses or folds into the body of the weapon. When extended, gives a bonus of plus one (+1) to the weapons' Accuracy and reduces the weapons Kick by one (1).
- **Flashbang**: Weapon causes a loud report and a bright flash meant to blind, deafen, and disorient. Targets of a successful attack with a Flashbang weapon must roll their Perception stat plus their Toughness skill at a penalty of minus ten (-10!). Failing this roll gives them a penalty of minus five (-5) to all sight and hearing-based rolls for one (1) Minute.
- **Foregrip**: While the firearm can be used well one-handed, a weapon with a foregrip is at a bonus of plus one (+1) to its Accuracy and its Kick is reduced by one (1) when it is used two-handed.
- **Immaterial Blade**: This bladed weapon uses some immaterial substance such as plasma, magic, psionic force, or sonic waves to form a blade. The blade is effectively invulnerable, being able to parry nearly anything (including blades with the Breaker modification). The DR and Shrugs of the weapon refer to the weapon's material hilt.
- **Incendiary**: This weapon ignites flammable objects that it hits. Failed Damage Resistance against this weapon means that not only does the target take damage, but they must continue to roll Damage Resistance against the Damage of this weapon every turn until they a) succeed to resist, b) are extinguished, or c) become Dead as Hell (because there's nothing left to burn).
- **Integral Scope**: The weapon has a scope built into its structure, allowing the user to fire the weapon with no Range penalties.

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- **Integral Scope (Military):** The weapon has an enhanced scope built into its structure which not only allows the user to fire the weapon with no Range penalties, but also negates any penalties for Darkness and allows the user to see clearly up to one (1) mile away.

- **Mod Rails** – This weapon has a set of integral rails along its top, bottom, front, and back edges, allowing for the rapid attachment of accessories such as Sights, Laser Designators, Tactical Lights, and the like. The accessories can be added to the weapon at the rate of one per action, and removed at the same rate. Accessories attached using Mod Rails are automatically aligned and ready to use.

- **Modular**: The weapon has been optimized to be assembled and disassembled by hand, requiring no tools. This gives a bonus of plus three (+3) to Repair rolls when fixing or maintaining this weapon.

- **Radius** X – This weapon's effect is an area effect. The point where the weapon hits is the center of a circle with a radius, in feet, equal to X. Often (but not always) describes an Explosive effect.

- **Recur**: The damage from a weapon with this feature recurs once per turn until the target either a) makes a successful save against its Damage or b) the target is reduced to Dead. Targets of this weapon which fail to save against its Damage are considered to be on fire... the weapon can ignite flammable substances.

- **Sharp**: Weapon is designed for penetration or cutting; target does not get to add their Toughness skill to their Damage Resistance when resisting damage from this weapon.

- **Shots as Minutes**: This weapon is active for a duration of time, rather than a number of shots. The Shots value of this weapon is the number of minutes that the weapon can be activated before it must be reloaded, usually with a fresh power cell.

- **Stealth**: This weapon is designed to be hidden, usually on the owner's person. It gives a penalty of minus three (-3) to any Investigation rolls to locate it.

- **Stun:** This weapon does not do damage, but is designed to incapacitate its target. After a successful hit, the target must make a roll of their Stamina stat plus their Toughness skill, with a penalty equal to the Damage of the weapon.

- **Two-Handed Accurate**: This weapon (usually a ranged weapon) is designed to be used with two hands, such as a rifle. It gains a bonus of plus three (+3) to its Accuracy when used two-handed.

- **Underbarrel**: This weapon is designed to fit on the underside of another weapon as an auxiliary weapon. The other weapon must be equipped with Mod Rails in order to fit and use it.

- **Vibratory**: This High Tech weapon feature (which must be on a bladed weapon) causes the blade to vibrate at ultrasonic frequencies, allowing it to add five (+5) to it's Damage and gain two (2) points of Armor Piercing while active.

MODA MECHANICA CYBERLINK: Space Era

As in the Near-Future Era, Characters with the Moda Mechanica Merit may acquire a personal modification called a Cyberlink. This allows them to interface directly with a weapon, most usually a firearm. This gives them greater control over the weapon and access to diagnostic information about the weapon while it is in use, such as barrel heat, power remaining in the power cell, and the like.

A Cyberlink can be added to any powered weapon. It is less useful for melee weapons, but still gives the wielder an edge. The cost for adding a Cyberlink depends on the weight of the weapon.

Weapon Weight	Cyberlink Cost
Very Light	$3.75
Light	$37.50
Medium	$150.00
Heavy	$450.00

This modification can be performed by anyone with the Cybernetics skill, with a roll on their Intelligence stat and Cybernetics skill. An electronics tool kit is generally required - the task takes about half-an-hour.

Modifying Very Light weapons with this system is considered wasteful... most Very Light Space Era weapons are disposable. Likewise, there is little or no reason to add a Cyberlink to a grenade, although it would technically make it possible to remote-detonate the grenade at a range of up to a hundred feet.

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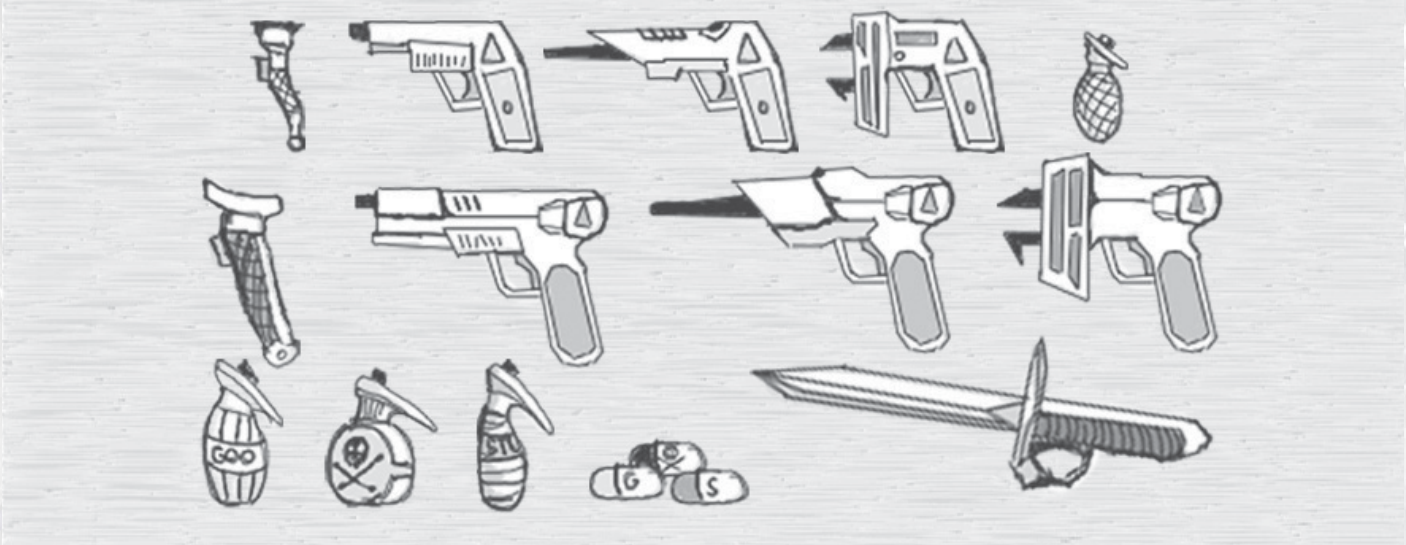
Space Era Very Light Weapons

Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost
Beam Shiv	+0	15	-	1	0.04 lb	-0	3	25	0	$64.25
	Breaker, Does 1 Extra Shrug, Immaterial Blade, Shots as Minutes									
Blaster, Disposable	+0	15	25 / 50 / 100 / 200	1	0.06 lb	-0	3	25	0	$30.50
	Directed Energy									
Laser, Disposable	+0	10	25 / 50 / 100 / 200	1	0.05 lb	-0	1	25	0	$19.25
	Directed Energy									
Micro Grenade	+0	25	Str x5	-	0.06 lb	-0	0	25	0	$40.00
	Radius 5									
Stunner, Disposable	+0	5	25 / 50 / 100 / 200	1	0.04 lb	-0	0	25	0	$20.50
	Directed Energy, Stun									



Space Era Light Weapons

Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost
Beam Knife	+2	20	-	10	0.9 lb	-0	3	30	1	$802.50
	Accessory, Breaker, Does 1 Extra Shrug, Immaterial Blade, Shots as Minutes									
Blaster, Holdout	+1	20	50 / 100 / 200 / 400	10	1 lb	-0	4	30	1	$550.00
	Directed Energy, Stealth									
Grenade, Goo	+0	10	Str x6	-	1.5 lbs	-0	0	30	1	$526.88
	Immobilize, Radius 5									
Grenade, Goo 30mm	+0	7	Per Launcher	-	1.2 lbs	-0	0	30	1	$461.88
	Immobilize, Radius 5, (Requires Launcher)									
Grenade, Plasma	+0	40	Str x6	-	1.3 lb	-0	4	30	1	$1,040.00
	Incendiary, Radius 10									
Grenade, Plasma 30mm	+0	40	Per Launcher	-	1.2 lb	-0	4	30	1	$1,020.00
	Incendiary, Radius 7, (Requires Launcher)									
Grenade, Stun	+0	15	Str x6	-	2 lbs	-0	0	30	1	$577.50
	Radius 10, Stun									
Grenade, Stun 30mm	+0	10	Per Launcher	-	1.5 lbs	-0	0	30	1	$387.50
	Radius 5, Stun, (Requires Launcher)									
Laser, Holdout	+2	15	50 / 100 / 200 / 400	20	0.9 lbs	-0	2	30	1	$512.50
	Directed Energy, Stealth									
Stunner, Holdout	+1	10	50 / 100 / 200 / 400	30	1.6 lbs	-0	0	30	1	$587.50
	Directed Energy, Stealth, Stun									
Vibroknife	+1	+1	Str x5	20	0.7 lbs	-0	1	30	1	$325.00
	Shots as Minutes, Vibratory									

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Space Era Medium Weapons

Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost
Beam Sword	+3	30	-	30	2.5 lbs	-0	5	35	2	$4,150.00
	Breaker, Does 2 Extra Shrugs, Immaterial Blade, Shots as Minutes									
Blaster, Assault Rifle	+1	35	150 / 300 / 600 / 1,200	100	9 lbs	-0	4	35	2	$5,900.00
	Autofire 10 (variable), Directed Energy, Mod Rails, Modular, Two-Hand Accurate									
Blaster, Pistol	+2	25	100 / 200 / 400 / 800	40	2.75 lbs	-0	4	35	2	$2,950.00
	Directed Energy									
Blaster, Rifle	+2	35	200 / 400 / 800 / 1,600	50	4 lbs	-0	4	35	2	$4,500.00
	Directed Energy, Mod Rails, Modular, Two-Hand Accurate									
Detonator, Rifle	+1	40	60 / 120 / 240 / 480	20	3.25 lbs	-0	2	35	2	$4,070.00
	Directed Energy, Modular, Radus 10, Two-Hand Accurate									
Detonator, Underbarrel	+0	35	50 / 100 / 200 / 400	10	3 lbs	-0	2	35	2	$2,750.00
	Accessory, Directed Energy, Radius 5									
Laser, Assault Rifle	+2	30	150 / 300 / 600 / 1,200	100	7.5 lbs	-0	2	35	2	$5,550.00
	Autofire 10 (variable), Directed Energy, Mod Rails, Modular, Two-Hand Accurate									
Laser, Pistol	+3	20	100 / 200 / 400 / 800	40	2.5 lbs	-0	2	35	2	$2,600.00
	Directed Energy									
Laser, Rifle	+3	30	200 / 400 / 800 / 1,600	50	3.75 lbs	-0	2	35	2	$4,150.00
	Directed Energy, Mod Rails, Modular, Two-Hand Accurate									
Plasma Rifle	+1	35	100 / 200 / 400 / 800	15	3.5 lbs	-0	0	35	2	$3,700.00
	Directed Energy, Incendiary, Two-Hand Accurate									
Stun Baton	+2	10	-	20	3.5 lbs	-0	0	35	2	$1,850.00
	Shots as Minutes, Stun									
Stunner: Assault Rifle	+1	20	150 / 300 / 600 / 1,200	100	6.75 lbs	-0	0	35	2	$11,300.00
	Autofire 10 (Variable), Directed Energy, Mod Rails, Modular, Stun, Two-Hand Accurate									
Stunner: Pistol	+2	15	100 / 200 / 400 / 800	40	5.25 lbs	-0	0	35	2	$2,950.00
	Directed Energy, Stun									
Stunner: Rifle	+2	20	200 / 400 / 800 / 1,600	50	7.25 lbs	-0	0	35	2	$4,000.00
	Directed Energy, Stun, Two-Hand Accurate									
Vibrosword, Long	+2	+4	-	25	2 lbs	-0	2	35	2	$1,850.00
	Shots as Minutes, Vibratory									
Vibrosword, Bastard	+2	+5	-	35	2.25 lbs	-0	2	35	2	$2,450.00
	Bastard Configiration, Does 1 Extra Shrug, Shots as Minutes, Vibratory									
30mm Underbarrel Grenade Launcher	+0	*	60 / 120 / 240 / 480	4	1.25 lbs	-0	0	35	2	$400.00
	Accessory, Launcher (*Damage is per grenade used)									

Space Era Heavy Weapons

Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost
Beam Sword, Grand	+0	40	-	60	7 lbs	-0	6	40	3	$13,612.00
	Breaker, Does 3 Extra Shrugs, Extended Reach, Immaterial Blade, Shots as Minutes, Two-Hand Accurate									
Plasma, Heavy	+1	45	150 / 300 / 600 / 1,200	25	10 lbs	-0	3	40	3	$14,400.00
	Directed Energy, Incendiary, Two-Hand Accurate									
Vibrosword, Great	+0	+4	-	30	5 lbs	-0	2	40	3	$8,650.00
	Breaker, Does 2 Extra Shrugs, 2-Handed Configuration, Vibratory									
30mm Grenade Launcher	+1	*	200 / 400 / 800 / 1,600	10	4 lbs	-0	0	40	3	$6,150.00
	Autofire 5 (Variable), Two-Hand Accurate (*Damage is per grenade used)									

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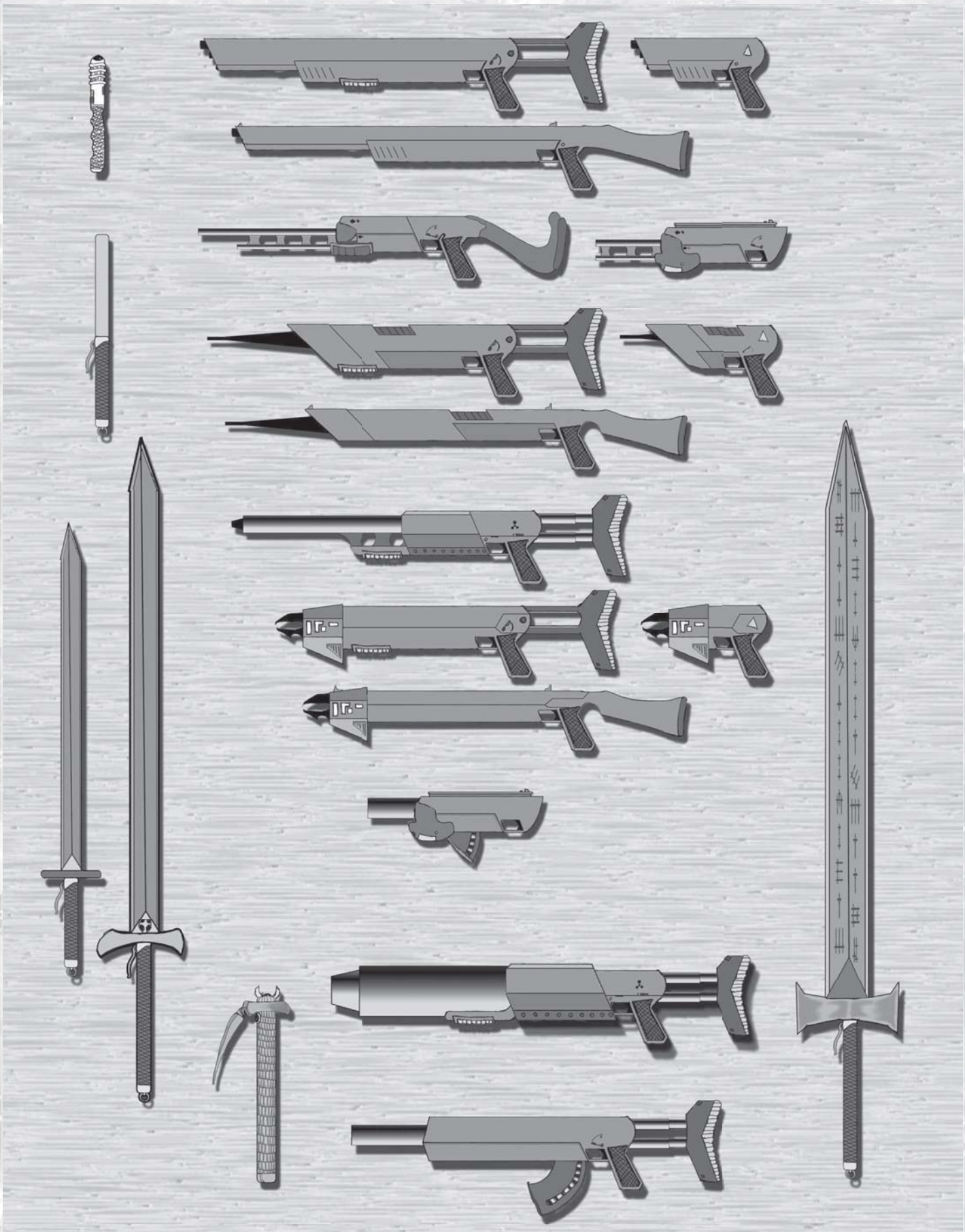

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Space Era Very Light Weapons

Beam Shiv: A thin cylinder, five or six inches long, that generates a lethal blade of force. Practically disposable... useful for emergency situations and quick escapes.

Blaster, Disposable: A blaster the size of a slightly thick credit card. One shot. Meant to be discarded after use - price includes the internal one-shot battery.

Laser, Disposable: A laser the size of a slightly thick credit card. One shot. Meant to be discarded after use - price includes the internal one-shot battery.

Micro Grenade: A tiny but powerful grenade, small enough to be mistaken for a button or cuff-link. In many societies, this item is the sole reason for strip-searches.

Stunner, Disposable: A stunner the size of a slightly thick credit card. One shot. Meant to be discarded after use - price includes the internal one-shot battery.

Space Era Light Weapons

Beam Knife: A knife handle with a switch; activates a foot-long blade of immaterial force. Pure lethality in close quarters.

Blaster, Holdout: A blaster pistol small enough to be concealed in a boot-top or other small space. A favorite of diplomats.

Grenade, Goo: A grenade which explodes in a shower of green goo which quickly hardens, immobilizing those caught in its blast. An ideal non-lethal "quick capture" solution, often used by law enforcement.

Grenade, Goo 30mm: A grenade-launcher-friendly version of the Goo Grenade.

Grenade, Plasma: A grenade which delivers a devastating blast of superhot plasma.

Grenade, Plasma 30mm: A grenade-launcher-friendly version of the Plasma Grenade.

Grenade, Stun: A grenade which detonates in a pulse of searing neural energy, likely to render those in its radius unconscious (with Shrugs). Another non-lethal favorite of many law enforcement agencies.

Grenade, Stun 30mm: A grenade-launcher friendly version of the Stun Grenade.

Laser, Holdout: A small laser pistol, ideal for keeping hidden on one's person.

Stunner, Holdout: A tiny stun pistol which can be easily hidden on one's self. Often carried by pacifists and religious pilgrims.

Vibroknife: A sleek and comfortable combat knife with a switch on the handle, which activates the blade's Vibro feature. A favorite of military personnel.

Space Era Medium Weapons

Beam Sword: A classic. A stylish sword hilt with a switch. Generates a three-foot blade of glowing, humming force. Often carried by the elite, rare in many societies.

Blaster, Assault Rifle: Assault rifle version of a Blaster, firing a rapid pulse of charged-particle beams. Military grade, often illegal for civilians to own.

Blaster, Pistol: The standard side-arm of hundreds of space-faring races. Fires a beam of charged particles, searing through defenses.

Blaster, Rifle: Hunting rifle version of a Blaster. Favored by big game hunters.

Detonator, Rifle: Military hardware to be sure... fires a pair of beams side by side which interact with their target to create a massive explosion. Considered an anti-material weapon. Many space-faring societies have severe penalties for using these items anywhere but the battlefield.

Detonator, Underbarrel: Underbarrel version of the Detonator.

Laser, Assault Rifle: Assault rifle version of a laser, over-charged with a high rate of pulse. One of the most powerful weapons a civilian law enforcement agency is likely to use.

Laser, Pistol: Pistol firing a beam of coherent light, intensely hot. Burns through armor and defenses very effectively.

Laser, Rifle: Hunting rifle version of a laser. A big favorite of snipers.

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Plasma Rifle: Rifle firing superheated plasma along a tube of electromagnetic force. Military grade hardware.

Stun Baton: Preferred hand weapon of most law enforcement agencies. Baton is soft enough to cause no physical damage, but is charged with searing neural energy that will generally render the target unco (but undamaged).

Stunner, Pistol: Pistol firing a bolt of searing neural energy, usually sufficient to render all but the toughest opponents unco with Shrugs.

Stunner, Rifle: Rifle version of the stunner. Most law enforcement agencies have several around, just in case.

Vibrosword, Long: Sleek and elegant longsword capable of vibrating at ultrasonic frequencies for short periods of time. Absolutely lethal in melee combat.

Vibrosword, Bastard: Bastard sword configuration of a vibrosword. Long, heavy, and flashy.

30mm Underbarrel Grenade Launcher: Affixes to the mod rails of another weapon, used for firing the 30mm version of any grenade.

Space Era Heavy Weapons

Beam Sword, Great: Massive two-handed sword hilt that generates a hugely overpowered beam of blazing immaterial force. Occasionally known to cripple spacecraft.

Plasma, Heavy: Heavy version of the Plasma rifle. Anti-vehicular weapon.

Vibrosword, Great: Huge ornate Greatsword with the Vibroblade feature. A true berserker's weapon, heavy and deadly.

30mm Grenade Launcher: Rifle-style grenade launcher capable of firing any of the 30mm versions of grenades.

Space Era Power Cells

Weapons in the Space Era are highly reliant on electrical energy. Fortunately, power cells are fairly standardized, and are readily available. The average Power Cell in the Space Era is rechargeable, and can be connected directly to a power grid for recharging without any additional equipment being needed. The recharge at the rate of one Shot every minute.

Power Cells are rated by the number of Shots that they contain. As seen in the following chart, batteries are also listed by their weight. Normally, one would purchase power cells for a given weapon by matching up the number of Shots listed for the weapon and the number of Shots in a battery. One can get a little additional performance out of some weapons, though.

A weapon's "native" Power Cell is one that has the same number of Shots as the weapon. A weapon can accommodate any Power Cell that has the same weight as its native Power Cell, meaning that some weapons can be "heavy loaded" with Power Cells that have a higher shot number than the "native" Power Cell, so long as the weight of the larger Power Cell is the same.

Of course, there are other ways to get more "zap" for your buck, so to speak. Power Cells can be modified with the Double Capacity feature, which doubles (2x) the number of Shots the Power Cell provides to the weapon it is loaded into. The High Capacity feature multiplies the Power Cell's available shots by five (5)!

Power Cells can also be modified to be Regenerating. These Power Cells, recharge themselves off of light, heat, and movement, effectively reloading themselves over time. It is possible for a Power Cell to have both a Double or High Capacity modification AND a Regenerating modification.

Some high tech societies have even created the "Eternity" Power Cell... Power Cells that don't merely store energy, but that generate it. These tiny fusion generators seem to go on forever. In truth, they need to be replaced once ever five or ten years; less often if the weapon they are in is rarely used.

Note to GMs: Feel free to vastly increase the cost of Eternity Power Cells, or drastically reduce their availability, or both. If you would like an occasional feel of scarcity in your game, it would be appropriate to limit the availability of "unlimited" ammunition. If, on the other hand, you want to emulate some science fiction world in which people never ever seem to have to reload, feel free to make Eternity Power Cells ubiquitous, and/or drastically reduce their cost.

After all, it may make perfect sense that a Beam Sword would require a replenishing of its power supply, from time to time, but when's the last time you actually saw someone do it?

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Space Era Power Cells					
Shots	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
1	0.01 lb	25	0	$3.00	Power Cell, Standard; Found in disposable weapons. Not rechargable. Usually not replaceable.
5	0.01 lb	25	1	$32.50	Power Cell, Rechargeable;
10	0.02 lb	25	1	$35.00	Power Cell, Rechargeable; Beam Knife, Holdout Blaster, Underbarrel Detonator
15	0.02 lb	25	1	$37.50	Power Cell, Rechargeable; Plasma Rifle
20	0.03 lb	25	1	$40.00	Power Cell, Rechargeable; Holdout Laser, Vibroknife, Detonator Rifle, Stun Baton
25	0.03 lb	25	1	$42.50	Power Cell, Rechargeable; Long Vibrosword, Heavy Plasma
30	0.04 lb	25	1	$45.00	Power Cell, Rechargeable; Beam Sword, Great Vibrosword
35	0.04 lb	25	1	$47.50	Power Cell, Rechargeable; Bastard Vibrosword
40	0,.05 lb	25	1	$50.00	Power Cell, Rechargeable; Blaster Pistol, Laser Pistol, Stunner Pistol
45	0.05 lb	25	1	$52.50	Power Cell, Rechargeable;
50	0.06 lb	25	1	$55.00	Power Cell, Rechargeable; Blaster Rifle, Laser Rifle, Stunner Rifle
55	0.06 lb	25	1	$57.50	Power Cell, Rechargeable;
60	0.07 lb	25	2	$85.00	Power Cell, Rechargeable; Grand Beam Sword
65	0.07 lb	25	2	$87.50	Power Cell, Rechargeable;
70	0.08 lb	25	2	$90.00	Power Cell, Rechargeable;
75	0.08 lb	25	2	$92.50	Power Cell, Rechargeable;
80	0.09 lb	25	2	$95.00	Power Cell, Rechargeable;
85	0.09 lb	25	2	$97.50	Power Cell, Rechargeable;
90	0.10 lb	25	2	$100.00	Power Cell, Rechargeable;
95	0.10 lb	25	2	$102.50	Power Cell, Rechargeable;
100	0.20 lb	25	3	$130.00	Power Cell, Rechargeable; Blaster Assault Rifle, Laser Assault Rifle, Stunner Assault Rifle

Standard Power Cells: These basic power cells simply hold an electrical charge for use by electronic equipment. They have a universal fitting for not only connecting to the weapons or equipment that they are powering, but that also allows them to be recharged from a larger power source. It takes roughly two hours for a standard battery to recharge.

Double and High Capacity Power Cells: These batteries have more compact and robust energy storage matrixes, and are capable of giving a weapon more "shots" than listed. Double Capacity batteries multiply the number of Shots available before reloading by two (2), while High Capacity batteries multiply the number of Shots available before reloading by five (5). In Standard Batteries, Double Capacity batteries take four hours to recharge, while High Capacity batteries take ten hours to recharge.

Regenerating Power Cells: Like Standard Batteries, these power cells hold an electrical charge. Unlike standard batteries, Regenerating Batteries recharge themselves off of "ambient" power, such as heat, light, and movement. One expended Shot recharges in roughly one minute. Regenerating Batteries can also be connected to a power supply for standard recharging, although they should never need to be.

Eternity Power Cells: These aren't truly batteries, but very small, very efficient generators in their own right. They are powered by a microscopic and highly stable fusion reaction, and are capable of continuous power generation for up to a hundred years.

Space Era Power Cell Modifications		
Power Cell Modification	**Cost**	**Notes**
Double Capacity	$50.00	Battery provides the weapon with two times (2x) listed Shots value
High Capacity	$125.00	Battery provides the weapon with five times (5x) listed Shots value
Regenerating, Slow	$65.00	Battery regenerates one (1) Shot per hour
Regenerating, Fast	$75.00	Battery regenerates one (1) Shot per minute
Eternity Cell	$275.00	Battery effectively never runs out of Shots - weapon need never be reloaded

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Shields

Shields are very like weapons in that they can be hand held and used to hit people with, although not nearly as effectively as other weapons. This is not the Shield's primary purpose, however.

The details by which Shields are used are in the Combat section under "Parrying and Shields" (Page 73).

Bucklers are very small shields which are affixed to the forearm. One does not need to use their hand to hold or control a buckler - it's just there on the arm at need, so the wielder can hold a weapon in both hands. A buckler is used with the Hand to Hand skill.

Standard, kite, and tower shields are affixed to the arm not only by a strap, but by a handle as well. The wielder must use a hand to wield and control the shield, so one of the user's hands is unavailable to hold a weapon. If the shield is placed on the user's off-hand arm (which is often the left), the use of the shield incurs the -2 penalty for using the off-hand (unless the wielder has the Ambidexterity Merit).

These Shields are used with the Melee skill.

Shields are listed by the name of the Shield, the Accuracy of the Shield, and the amount of Damage done if the Shield is used as a weapon. This is followed by the Shield's weight, Damage Resistance, Material Shrugs, and Cost. The Notes section notes whether the item is a Shield or a Buckler and lists any Armor Shrugs the Shield might have. If the Shield has any other features, these are also listed in the Notes section.

Space Era Force Shields

A Shield with the "Immaterial Structure" feature is treated the same way as a weapon with the "Immaterial Blade" feature. The DR and Shrugs that are listed are for the handle or band of the shield or buckler. The Shield portion itself is nigh indestructible; if a Character can get it between themselves and an attack, it will hold. Such shields also have the feature "Shots as Minutes," meaning that they need to have a Power Cell in order to operate, and that their power does eventually run out.

Shields, Fantasy Era

Fantasy Era Shields, Light							
Buckler/Shield	**Acc**	**Dam**	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Hide/Leather Buckler	+1	+1	0.75 lb	15	1	$40.00	Buckler
Small Shield, Leather	+2	+2	1 lb	15	1	$75.00	Shield
Small Shield, Wood	+2	+2	1.25 lb	20	1	$87.50	Shield

Hide/Leather Buckler: Simple Buckler made from leather and other animal-skin products, often with a slight wooden frame.

Small Shield, Leather: A circular shield made of a wooden frame, covered in boiled (toughened) leather.

Small Shield, Wood. A heavier circular shield of solid wood construction.

Fantasy Era Shields, Medium							
Buckler/Shield	**Acc**	**Dam**	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Bronze Buckler	+1	+2	2.50 lbs	20	2	$325.00	1 Armor Shrug, Buckler
Kite Shield, Wood	+3	+3	5.00 lbs	25	2	$487.50	Shield
Kite Shield, Bronze	+3	+3	5.00 lbs	20	3	$775.00	1 Armor Shrug, Shield

Bronze Buckler: Heavy and tough buckler, also very flashy. Handy for gladiators.

Kite Shield, Wood: A more "shield-shaped" shield with solid wood construction and sturdy leather straps for securing it to the arm.

Kite Shield, Bronze: A Kite Shield made of a sturdy wooden frame covered with hammered bronze.

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Fantasy Era Shields, Heavy							
Buckler/Shield	**Acc**	**Dam**	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Buckler, Steel	+1	+3	4.50 lbs	25	3	$900.00	2 Armor Shrugs, Buckler
Small Shield, Steel	+2	+3	4.50 lbs	25	3	$1,200.00	2 Armor Shrugs, Shield
Kite Shield, Steel	+3	+4	9.00 lbs	30	4	$1,925.00	2 Armor Shrugs, Shield
Tower Shield, Wood	+4	+5	7.50 lbs	25	3	$1,200.00	1 Armor Shrug, Shield
Tower Shield, Bronze	+4	+5	10.50 lbs	30	4	$2,025.00	2 Armor Shrugs, Shield
Tower Shield, Steel	+4	+6	15.00 lbs	35	5	$2,900.00	3 Armor Shrugs, Shield

Buckler, Steel: Tough and light, the Steel buckler is the standard for the battlefield.

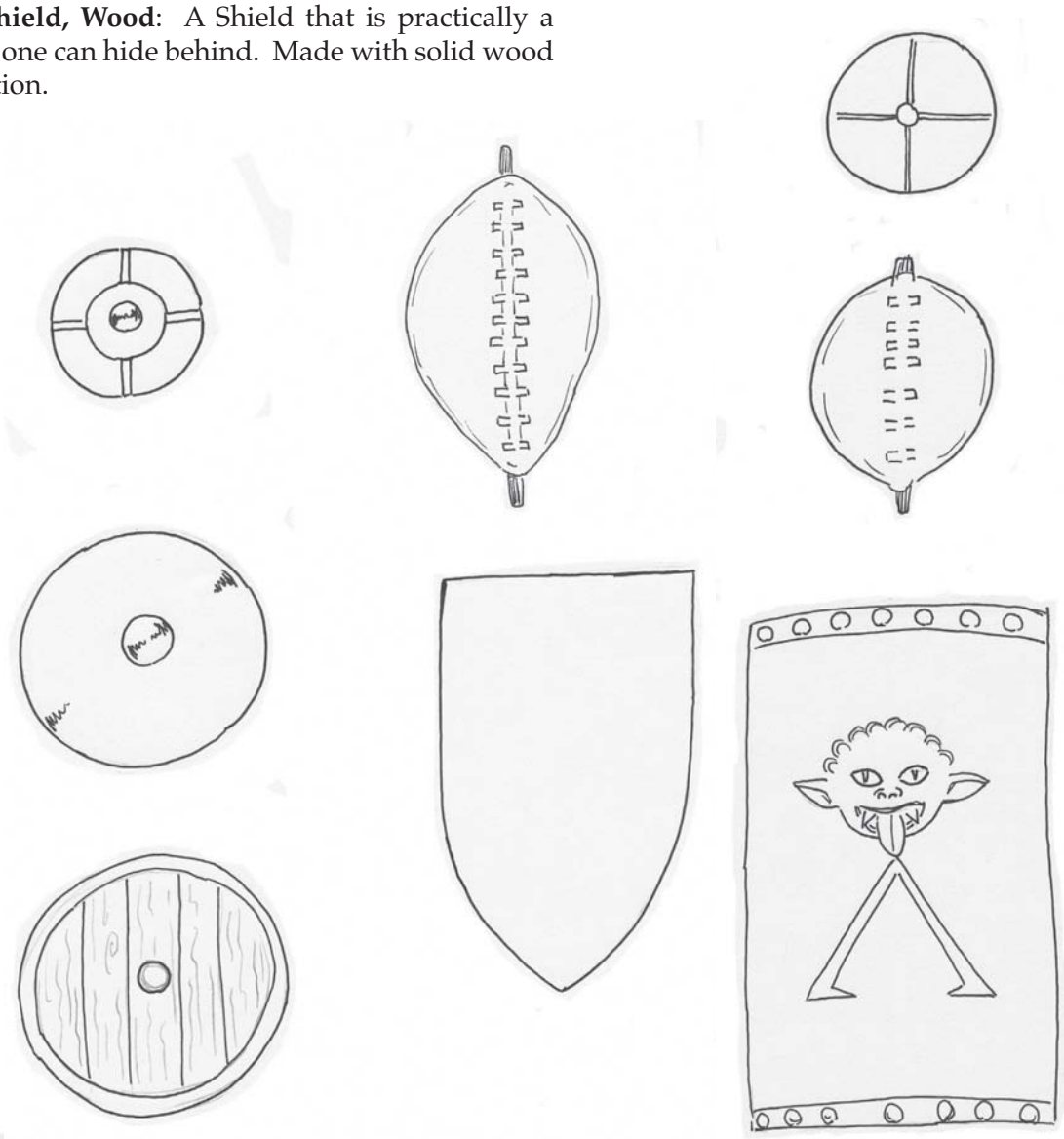
Small Shield, Steel: Circular shield consisting of a wood or metal frame covered in steel.

Kite Shield, Steel: Larger, "shield-shaped" shield made of a wooden or metal frame and covered in steel. The bare minimum shield requirement for the average knight.

Tower Shield, Wood: A Shield that is practically a wall that one can hide behind. Made with solid wood construction.

Tower Shield, Bronze: Tower shield made from a wooden frame and covered in hammered bronze. Carrying this is one of the ways to say "do NOT screw with me" on the field of battle.

Tower Shield, Steel: Tower shield made from a wood or metal frame covered in steel. When not being used in combat, makes a handy wall.



Simon Wentworth (Order #28533895)

Shields, Near-Modern Era

Near-Modern Era Shields, Medium							
Buckler/Shield	**Acc**	**Dam**	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Riot Shield, Small	+2	+1	2.00 lbs	30	2	$900.00	1 Armor Shrug, Shield
Riot Shield, Medium	+3	+2	2.50 lbs	30	2	$1,200.00	2 Amor Shrugs, Shield
Riot Shield, Large	+4	+3	3.50 lbs	30	3	$2,000.00	3 Armor Shrugs, Shield

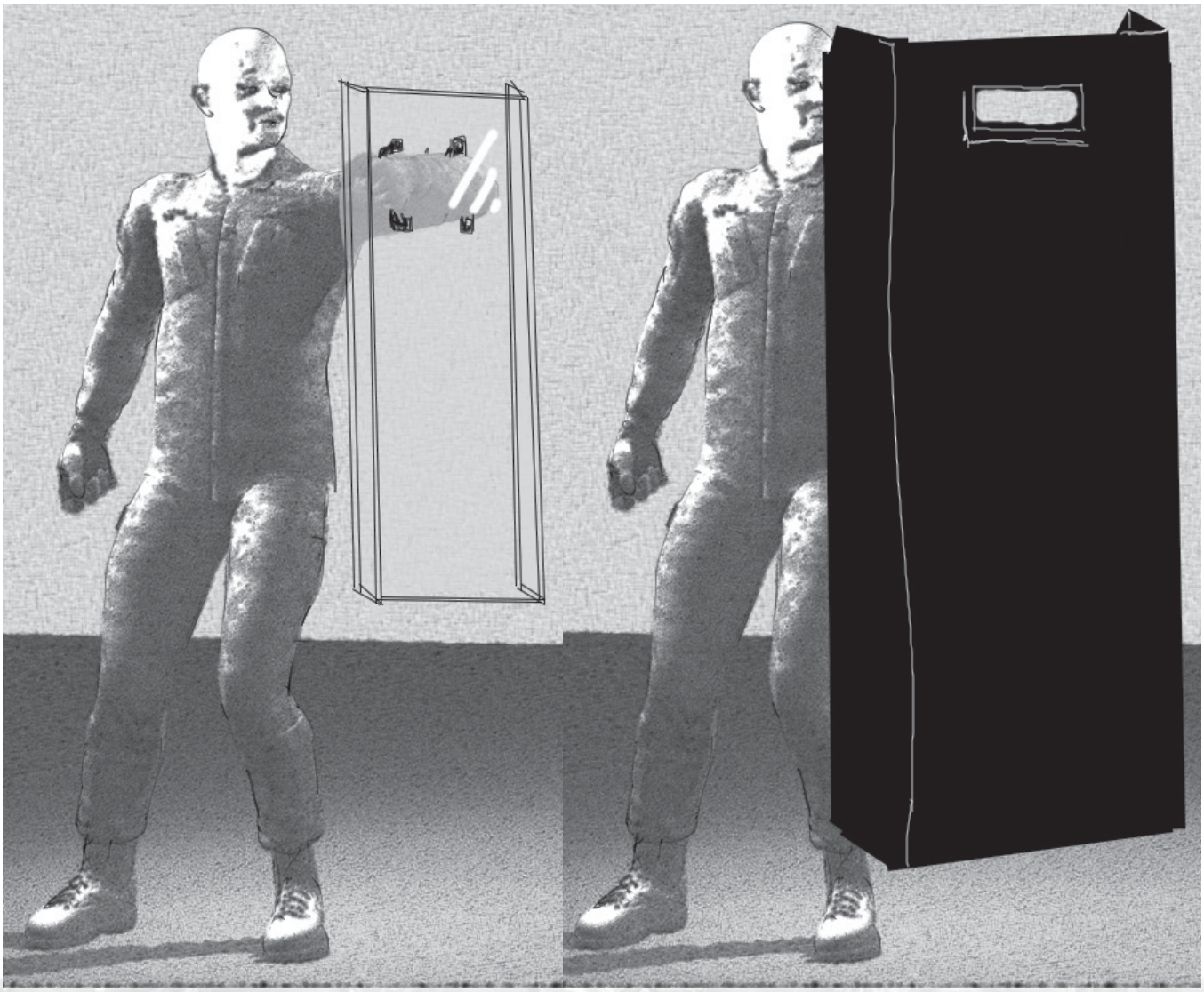
Riot Shield, Small: Ballistic plastic and a handle. Handy for small-scale riots, deflecting rocks and other thrown items. Might luck out and take a bullet for you.

Riot Shield, Medium: For slightly worse crowd situations. Can be used to push groups of people, and may offer some defense in a fire fight.

Riot Shield, Large: Given to riot troops. Designed to be held by a line of personnel to hold an area, or to press forward against opposition. Can be used to allow a group of troops to hold a small perimeter.

Near-Modern Era Shields, Heavy							
Buckler/Shield	**Acc**	**Dam**	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
EOD Shield	+4	+3	7.50 lbs	45	5	$5,500.00	3 Armor Shrugs, Shield

EOD Shield – May actually prevent a botched disarming attempt from killing the Explosive Ordinance Disposal personnel outright.



Simon Wentworth (Order #28533685)

Shields, Space Era

Space Era Shields, Light							
Buckler/Shield	**Acc**	**Dam**	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Alloy Buckler	+1	+2	0.80 lbs	30	2	$575.00	1 Armor Shrug, Buckler
Force Buckler	+2	10	0.70 lbs	30	1	$650.00	Buckler, Immaterial Structure, 10 Shots, Shots as Minutes

Alloy Buckler: High tech alloys make for a light and exceptionally durable buckler.

Force Buckler: A wrist-watch sized Force Field generator creating an immaterial but effective defense on the forearm.

Space Era Shields, Medium							
Buckler/Shield	**Acc**	**Dam**	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Alloy Shield	+2	+3	2.00 lbs	35	3	$3,000.00	1 Armor Shrug, Shield
Force Shield	+3	15	1.75 lbs	35	2	$3,650.00	Immaterial Structure, Shield, 20 Shots, Shots as Minutes

Alloy Shield: Often chrome or gold colored, light and tough space-age alloys allow this shield to offer excellent protection.

Force Shield: A sturdy plastic handle and bar which straps across the forearm, creates a visible crackling barrier of energy which can be used to fend off strong attacks.

Space Era Shields, Heavy							
Buckler/Shield	**Acc**	**Dam**	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Alloy Tower Shield	+4	+5	6.00 lbs	40	4	$11,400.00	2 Armor Shrugs, Shield
Force Barrier	+5	20	5.50 lbs	40	3	$13,800.00	Immaterial Structure, Shield, 45 Shots, Shots as Minutes

Alloy Tower Shield: The favorite of space marines and planetary guard alike, good for holding off riots and hiding behind during natural disasters.

Force Barrier: Strapped to the forearm with the control handle firmly in grasp, this generates a six-foot high by four-foot wide defensive barrier that can hold off most attacks.

Simon Wentworth (Order #26533695)

ARMOR

While Characters can "Shrug" off damage for a while, it never hurts to have a little protection between one's self and what is trying to eviscerate one. In a world full of danger, Armor is a necessity no matter how safe one feels.

The details of how, exactly, Armor provides protection are in the Combat section under "Armor" (Page 79). The basics: Armor is a structure between the Character wearing it and the Damage they are taking; it is necessary to defeat the Armor in order to damage the Character.

Because the default target of attacks is center mass, most people can get by with a good armored vest of some sort. For people who might be going up against foes who understand this, suits with more coverage are a good investment.

The Armor listings start with the name of the specific type of armor, and then lists the weight of that particular piece/suit of Armor. This is followed by the armor's DR, the number of Material Shrugs the Armor has, and it's cost in dollars.

The Notes section of the listing describes the areas that the Armor covers. If the armor has Armor Shrugs, they are also listed in the Notes section.

Some more advanced Armors may have additional features - these are detailed by Era (as needed).

Armor, Fantasy Era

Fatnasy Era Armor, Light					
Armor	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Fur Wrap	0.75 lb	15	1	$60.00	Armor, Worn on Torso and Arms
Hide Jacket	1.50 lb	15	2	$210.00	Armor, Worn on Torso and Arms
Reinforced Cloth Jacket	1.50 lb	15	2	$210.00	Armor, Worn on Torso and Arms
Padded Suit	2.50 lb	15	2	$350.00	Armor, Worn on Torso, Arms, and Legs

Fur Wrap: Favored by barbarians of any Era. The barely cured furs of animals, often several roughly stitched together. Not a lot of protection, but nice and warm.

Hide Jacket: More treated than simple furs, this animal skin has been properly cured and finished. Has a little more structure (and protection) than fur.

Reinforced Cloth: Cloth that has been quilted and reinforced with ribbing; looks fairly normal as clothing, but still offers some degree of protection.

Padded Suit: Does not look "normal" as Reinforced Cloth does, but offers more protection. Has bulky padding sewn into its structure. Comfortable to lay around in.

Simon Wentworth (Order #28533685)

Fantasy Era Armor, Medium					
Armor	Weight	DR	Shrugs	Cost	Notes
Leather Boots	2.00 lb	20	2	$200.00	Armor, Worn on Feet
Leather Boots, Reinforced	3.50 lb	25	2	$325.00	Armor, Worn on Feet
Leather Gloves	3.50 lb	25	2	$200.00	Armor, Worn on Hands
Leather Hood	1.00 lb	20	2	$100.00	Armor, Worn on Head
Leather Hood, Studded	1.75 lb	25	2	$162.50	Armor, Worn on Head
Leather Jacket	3.00 lb	20	2	$300.00	Armor, Worn on Torso and Arms
Leather Jacket, Studded	4.75 lb	25	2	$487.50	Armor, Wornon Torso and Arms
Leather Pants	2.00 lb	20	2	$200.00	Armor, Worn on Legs
Leather Pants, Studded	3.00 lbs	25	2	$325.00	Armor, Worn on Legs
Leather Suit	5.00 lb	20	2	$400.00	Armor, Worn on Torso, Arms, and Legs
Leather Suit, Studded	8.75 lb	25	2	$712.50	Armor, Worn on Torso, Arms, and Legs
Leather Vest	1.00 lb	20	2	$100.00	Armor, Worn on Torso
Leather Vest, Studded	1.75 lb	25	2	$162.50	Armor, Worn on Torso

Leather Suit/Items: Far more refined than furs or hide, this leather has been cured and boiled to give it some rigidity while remaining quite flexible. Looks pretty cool, too.

Studded Suit/Items: Leather armor which has had metal studs added to it. The studs improve the armor's ability to deflect damage while not adding too much weight to the suit, although it can tend to make the wearer look like they lost a fight with someone armed only with a Bedazzler.

Fantasy Era Armor, Heavy					
Armor	Weight	DR	Shrugs	Cost	Notes
Brigandine Armor	15.00 lbs	30	4	$3,675.00	2 Armor Shrugs, Armor, Worn on Torso and Arms
Chain Mail	10.00 lbs	25	3	$600.00	Armor, Worn on Torso, Arms, and Legs
Full Plate	95.00 lbs	35	5	$18,500.00	2 Armor Shrugs, Armor, Worn on Full Body
Gauntlets	4.00 lbs	25	3	$400.00	Armor, Worn on Hands
Half Plate	50.00 lbs	30	4	$10,250.00	1 Armor Shrug, Armor, Worn on Full Body
Segmenta	3.50 lbs	30	3	$525.00	1 Armor Shrug, Armor, Worn on Torso
Sollerets	4.00 lbs	25	3	$800.00	1 Armor Shrug, Armor, Worn on Feet
Steel Breast Plate	9.50 lbs	35	5	$1,850.00	2 Armor Shrugs, Armor, Worn on Torso

Brigandine: Leather and cloth reinforced with metal bands; very stylish and offers very good protection, but heavy enough to hamper mobility.

Chain Mail: Woven of interlinked metal rings, worn over a cloth backing (unless one is TRYING to remove all of their body hair).

Full Plate: For the hard core and strong adventurer. Full body coverage by metal plates, sacrificing mobility and any hope for stealth in favor of being completely encased in steel protection.

Gauntlets: Segmented metal gloves, effective for protecting the hands from the rigors of melee.

Half Plate: A compromise between protection and still being able to move. Metal plates protect most of the key areas of the body.

Segmenta: Overlapping segments of armor. Heavy but still allows for decent mobility. Easy to stylize.

Sollerets: Steel boot covers, giving maximum protection to the feet.

Steel Breast Plate: Solid sheet of steel protecting center-mass, front and back. A compromise between weight and body coverage.

Simon Wentworth (Order #26533695)

Simon Wentworth (Order #28533885)

Armor, Near-Modern Era

Armor Features: Near-Modern Era

In the Near-Modern era, Armor can protect against much more than just incoming Damage. Some suits of armor are listed with the feature "Protects Against." This means that wearing the armor negates the specific environmental hazard(s) listed in the Notes.

One thing that Near-Modern armor does *not* do, on its own, is Protect Against Suffocation. With the addition of some Armor Accessories (also listed in this section), the wearer of a suit of armor can receive some breathing time while in sufficiently protective armor.

Near-Modern Era Armor, Light

Armor	Weight	DR	Shrugs	Cost	Notes
Armored Body Stocking	0.50 lbs	25	1	$100.00	Armor, Worn on Torso, Arms, and Legs
Armored Gloves	0.20 lbs	25	1	$40.00	Armor, Worn on Hands
Armored Jacket	0.40 lbs	30	1	$157.50	1 Armor Shrug, Armor, Worn on Torso and Arms
Armored Pants	0.30 lbs	30	1	$105.00	1 Armor Shrug, Armor, Worn on Legs

Armored Body Stocking: A kevlar or carbon fiber weave - skin-tight and easy to wear under other clothing, a "last chance" form of defense. Comes in a variety of colors - can usually be matched to someone's skin tone to reduce the stocking's visibility.

Armored Gloves: Useful for doing dangerous work with the hands... heavy duty work gloves. Prevents one's hands from getting hurt when punching things (or people) much harder than one's hands

Armored Jacket: Heavy leather with some reinforcement, good protection for Motorcycle riders. Allows one to look damn cool, as well - heavy reinforced leather jackets can be used as a fashion statement.

Armored Pants: Like the Armored Jacket, mostly made for sports enthusiasts and stunt men. Takes the fashion statement made by an Armored Jacket and screams it... can be considered "going too far" in public places.

Near-Modern Era Armor, Medium

Armor	Weight	DR	Shrugs	Cost	Notes
Armored Boots	3.00 lbs	30	2	$400.00	Armor, Worn on Feet
Combat Suit	7.50 lbs	30	2	$2,000.00	1 Armor Shrug, Armor, Worn on Torso, Arms, and Legs
Fire Suit	15.00 lbs	30	2	$3,000.00	Armor, Protects against Fire, Worn on Full Body
Hazmat Suit	15.00 lbs	30	2	$5,000.00	Armor, Protects against Disease, Toxins, and Radiation, Worn on Full Body
Tactial Vest	2.00 lbs	30	3	$1,100.00	2 Armor Shrugs, Armor, Worn on Torso

Armored Boots: Any set of hard-core boots, usually military or law enforcement issue. Often with some steel reinforcement. Often seen on people riding horses or motorcycles. A good set of boots can make one appear to be a bad-ass.

Combat Suit: Military issue, kevlar weave with ceramic and steel trauma plates. Meant to keep a soldier alive on the battlefield; light enough to allow for good mobility.

Fire Suit: A suit for keeping a fire fighter alive while doing their job. Absolutely essential, whether fighting a fire in a building or a forest.

Hazmat Suit: Suit for working in areas with environmental difficulties such as toxic gasses, diseases, or exposure to dangerous materials. Offers some protection from radiation as well.

Tactical Vest: The classic "bullet-proof" vest. Will help the wearer survive a variety of attacks. Light enough to wear under other clothing, and a favorite of mobsters, under-cover law enforcement, and action movie heroes for decades.

Simon Wentworth (Order #26533695)

Near-Modern Era Armor, Heavy					
Armor	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Combat Helmet	5.00 lbs	40	4	$1,850.00	2 Armor Shrugs, Armor, Worn on Head
Cycle Helmet	4.00 lbs	35	3	$400.00	1 Armor Shrug, Armor, Worn on Head
EOD Suit	40.00 lbs	35	3	$8,000.00	3 Armor Shrugs, Armor, Worn on Full Body

Combat Helmet: A full-head helmet, offering excellent protection. Good for adding electronics to such as headsets or small video monitors.

Cycle Helmet: One of the most ubiquitous forms of head protection. Required by law in some states. Usually equipped with a visor that can be lifted to ease visibility and/or breathing. May contain connection points for electronics such as headphones.

EOD Suit: Heavy and cumbersome full-body suit worn by Explosive Ordinance Disposal personnel. Likely to keep one alive if there's an "oops" moment while diffusing a bomb. Very difficult to move in... note that while it protects almost the entire body, it does NOT protect the hands, leaving them free to do delicate work. The wearer will likely survive a mistake while disarming a bomb, but they will do so as a double amputee.

Near-Modern Era Armor Accessories, Light					
Armor	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Compressor	0.10 lbs	25	1	$95.00	Refills Air Tank (at a rate of 1 Shot/Minute)
Rebreather	0.10 lbs	25	1	$100.00	Doubles duration of Respirator's air supply
Respirator	0.10 lbs	25	1	$405.00	Protects from Suffocation, 30 Shots, Shots as Minutes
Respirator Air Tank	0.20 lbs	30	1	$300.00	30 Shots (30 Minutes of Air)

Compressor: Portable device for recharging air tanks, plugs into a wall socket or generator for power.

Rebreather: A device which enhances the function of a Respirator (below), reclaiming oxygen from exhaled air to double the duration of the Respirator's air supply.

Respirator: Base device for breathing inside sealed armor. Holds a thirty (30) minute supply of air in an external tank (sold separately).

Respirator Air Tank: Sturdy tank holding compressed, breathable air for use with a Respirator (above). One is required to properly use a Respirator. A spare tank can be affixed to most Respirators, doubling the available breathing time. Recharged with a Compressor (above).

Simon Wentworth (Order #28533685)

Armor, Space Era

Armor Features: Space Era

In the Space Era, armor can make someone truly a force to be reckoned with. They protect from substantially greater amounts of damage, they can protect someone from the ravages of the vacuum of space, and they can even make the wearer stronger.

Force Fields are to armor what Immaterial Blades are to weapons. The DR and Shrugs of a Force Field refer to the force field generator, which is usually in the form of a belt, bracelet, or harness (although the possibilities are numerous). When a Force Field is active, rather than acting as a solid object between the user and damage, it stacks its DR with the Damage Resistance of the wearer. I.e., if a person with a DR of eighteen (18) is wearing a Force Field with a DR of twenty-five (25), they resist incoming damage with an effective DR of forty-three (43!). One downside is that, if any damage DOES get through, it goes directly to the wearer (minus any Armor Shrugs in the Force Field), rather than doing damage to the Force Field generator first.

The other downside to Force Fields is that they require power, and they eventually run out. They are generally rated for a number of hours (hence the Shots and Shots as Hours features), after which they require a new Power Cell to continue to operate. If the force field is only protecting you from damage, it may be easy enough to arrange to change your power cell out between combats. If, however, your force field is protecting you from the vacuum of space, changing batteries can be problematic.

Armor with **Full Vacuum Protection** can be considered a space suit. Full Vacuum Protection includes protection from Extreme Cold, Extreme Heat, Pressure Differentials, Radiation, and Suffocation. The protection from Suffocation may only last for a while, hence the Shots and Shots as Hours features. In order for a space suit to be effective, it must cover all the areas of the body.

Only the helmet, however, needs to be able to protect the wearer from Suffocation. The rest of the suit can protect from every other hazard of space... once a helmet is added, the suit can be sealed and the wearer protected, at least for the suit's duration.

In the Space Era, the default assumption is that technology exists that can replicate a certain amount of matter from energy. This allows a space suit to provide breathable atmosphere with only a battery, rather than having bulky air tanks. It is important to note, though, that both batteries and air tanks eventually run dry.

Armors that increase the effects of the wearer's strength are considered to be **Powered Armors**. They can be somewhat heavier (and made of sturdier materials) because they effectively move their own weight... while they have power. These armors add to the Strength-based Damage done by the wearer, as well as to the amount of Dead Lift the wearer has.

More, Powered Armor suits are often equipped with Hard Points. These are contact points on the suit to which other equipment can be affixed, usually weapons. A weapon affixed to a hard point is fired by the electronics in the suit at the wearer's desire. Hard Points come in two varieties... **External** and **Pop-up**.

- **External Hard Points** mount equipment to the outside of the Powered Armor; equipment mounted in this fashion is rather obvious. An External Hard Point can hold a weapon of up to ten (10) pounds.

- **Pop-Up Hard Points** mount equipment in small internal spaces, concealing them until they are needed. A roll on Perception plus Investigation at a penalty of minus four (-4) is necessary to spot or identify a weapon in a Pop-Up Hard Point. Pop-Up Hard Points can hold a weapon of up to five (5) pounds.

Space Era armors can gain additional functionality from available accessories. While these accessories are purchased separately from the armors themselves, they are modules that are installed into the armor, and generally won't be damaged unless the armor itself is compromised.

In some space-faring societies, these accessories may be purely optional; who's to say whether or not a space suit needs a communicator, after all? In other space-faring societies with more safety-minded administrations, it might be considered a crime to provide certain armors without accessories, such as lights or communicators. This is not to say that people won't cut corners; it's just to say that they shouldn't get caught doing it.

Simon Wentworth (Order #26533695)

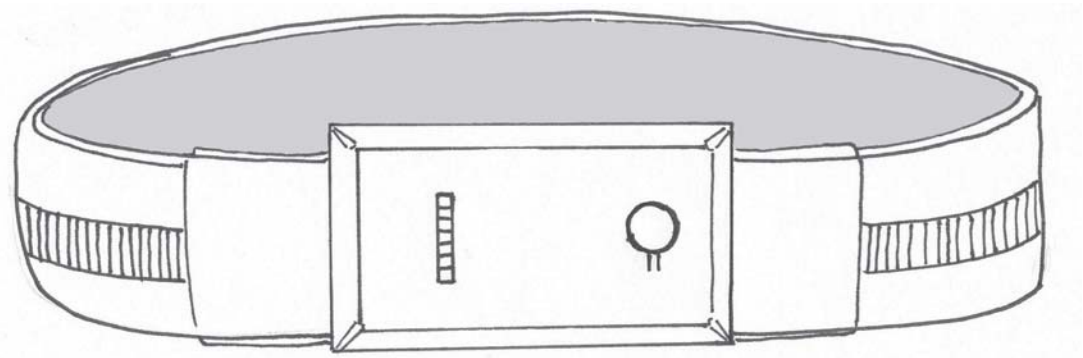
Space Era Armor, Very Light					
Armor	Weight	DR	Shrugs	Cost	Notes
Emergency Force Field Band	0.01 lb	25	0	$2,580.00	Force Field, protects full body, includes Force Field Life Module, 10 Shots, Shots as Hours
Emergency Helmet	0.02 lb	25	1	$291.25	Armor, protects head, full Vaccum protection, 5 Shots, Shots as Hours, Collapsible
Force Field Helmet	0.01 lb	25	0	$305.00	Force Field, protects head, full Vaccum protection, 10 Shots, Shots as Hours
Ship Suit	0.18 lb	25	1	$1,890.00	Armor, protects torso, arms, legs, hands, feet, Protection from Extreme Heat, Extreme Cold, Pressure Differentials, and Radiation

Emergency Force Field Band: A metallic bracelet that affixes easily to any-sized arm. Generates a force field over the user's entire body which also provides life support, thanks to the integral Force Field Life Module (see below). Often stocked on space liners to be used in case of emergencies. Ten (10) hours of protection and life support.

Emergency Helmet: A helmet made from high-impact plastic which folds into a convenient pocket-sized package. Often found among space crews that wear Ship Suits (see below) as regular duty wear. Immediately turns a Ship Suit into a viable space suit. Five (5) hours of life support.

Force Field Helmet: High tech elegance. A metallic collar that can be worn with just about any article of clothing or armor. When activated, creates a force field bubble around the wearer's head that provides protection and life support. Ideal for people wearing Ship Suits (see below) that don't want to carry around an Emergency Helmet (see above). Ten (10) hours of protection and life support.

Ship Suit: Common wear for spacers, a light duty suit, comfortable enough for day to day wear, which quickly converts into a light duty space suit with the addition of a helmet.



Space Era Armor, Light					
Armor	Weight	DR	Shrugs	Cost	Notes
Force Field, Light	0.60 lb	30	1	$3,800.00	1 Armor Shrug, Force Field, protects full body, 10 Shots, Shots as Hours
Helmet, Standard Duty	0.70 lb	30	1	$2,650.00	2 Armor Shrugs, Armor, protects head, full Vacuum protection, 20 Shots, Shots as Hours
Flight Suit	4.50 lbs	30	1	$22,500.00	Armor, protects torso, arms, legs, hands, feet. Protects from G-Stress, Extreme Heat, Exteme Cold, Pressure Differentials, and Radiation
Space Suit, Light Duty		30	1	$21,325.00	Armor, protects full body, Vaccuum protection, 15 Shots, Shots as Hours
Vest, Tactical	0.70 lb	30	2	$450.00	1 Armor Shrug, Armor, protects torso

Force Field, Light: Available as a belt or light harness, this is a light duty Force Field, often the heaviest variety of Force Field available to civilians. Ten (10) hours of protection.

Helmet, Standard Duty: The basic, standard Space Helmet. Provides life support for twenty (20) hours.

Flight Suit: Light body suit worn by pilots of atmospheric vehicles. Offers special bracing and padding against G-Stresses. Becomes a perfectly serviceable space suit with the addition of a helmet that offers full vacuum protection.

Space Suit, Light Duty: The basic "survive in hard space" suit. Worn for Extra Vehicular Activity, usually for maintenance or quick repairs to a space ship's exterior. Includes integral helmet. Fifteen (15) hours of life support.

Vest, Tactical: A simple "bullet proof" vest made of high tech materials. Easily worn under most forms of clothing.

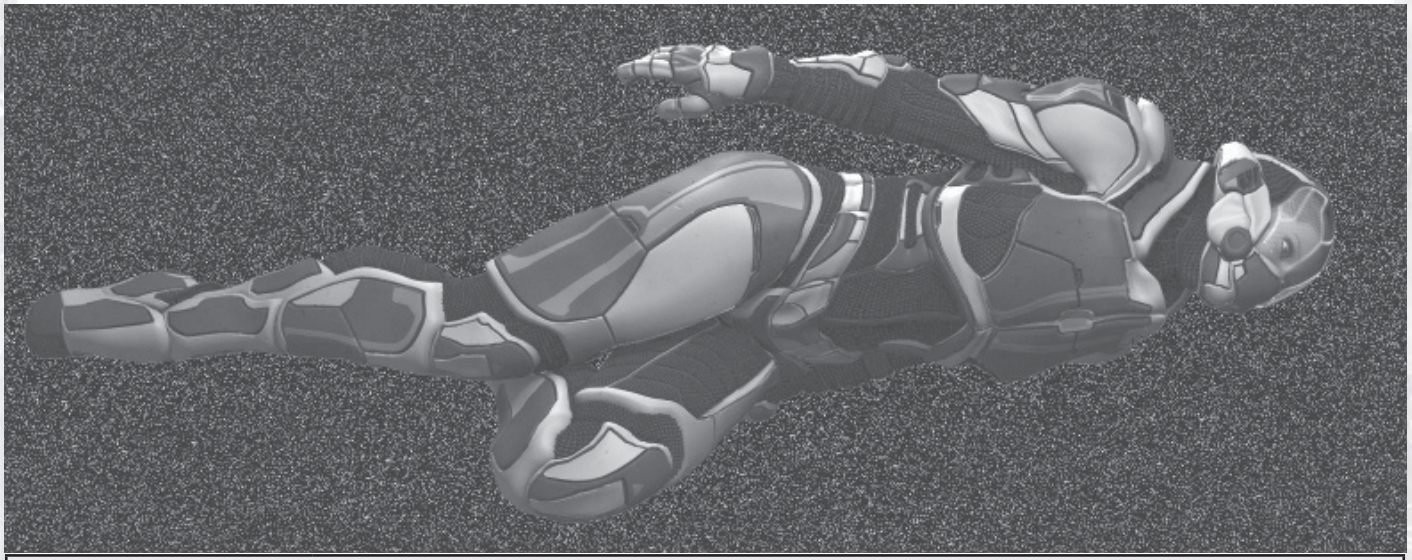
Simon Wentworth (Order #28533685)

Space Era Armor, Medium					
Armor	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Force Field, Medium	1.50 lbs	35	2	$19,300.00	2 Armor Shrugs, Force Field, protects full body, 15 Shots, Shots as Hours
Powered Armor, Class B	32.50 lbs	35	3	$142,900.00	4 Armor Shrugs, Armor, protects full body, vaccuum protection, 4 Hard-points (pop-up), +5 all Str Damage, wearer can lift an additional 1,000 lbs. 10 Shots, Shots as Hours
Space Suit, Medium Duty	10.00 lbs	35	2	$105,400.00	Armor, protects full body, Vaccuum protection, 20 Shots, Shots as Hours

Force Field, Medium: A military-grade personal Force Field. Fifteen (15) hours of protection.

Powered Armor, Class B: The lower class of powered armor, available not only to the military but often also made available to civilians in hazardous occupations, such as asteroid miners. Carries its own weight while powered. Functions as a space suit, can have four (4) pieces of equipment of five (5) pounds or less in concealed mounts, adds five (+5) to the user's Strength-based Damage, allows the user to lift an additional half-ton (1,000 lbs). Ten (10) hours of power, after which life support fails and user must carry armor's weight.

Space Suit, Medium Duty: More durable space suit, useful for extended operations outside a space craft. Standard issue for most explorer corps. Twenty (20) hours of life support.



Space Era Armor, Heavy					
Armor	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Force Field, Heavy	4.50 lbs	40	3	$70,200.00	3 Armor Shrugs, Force Field, protects full body, 20 Shots, Shots as Hours
Powered Armor, Class A	80.00 lbs	45	4	$459,400.00	8 Armor Shrugs, Armor, protects full body, vaccuum protection, 8 Hard-points (pop-up), 2 Hard-points (external), +10 all Str Damage, wearer can lift an additional 2,000 lbs (1 ton), 25 Shots, Shots as Hours
Space Suit, Combat	60.00 lbs	40	5	$196,600.00	4 Armor Shrugs, Armor, protects full body, vaccuum protection, 4 Hard-points (external), 20 Shots, Shots as Hours
Space Suit, Heavy Duty	30.00 lbs	40	3	$116,500.00	Armor, protects full body, vacuum protection, 25 Shots, Shots as Hours

Force Field, Heavy: Exceptionally tough Force Field, often used by high-ranking officers or command. Twenty (20) hours of protection.

Powered Armor, Class A: The higher class of powered armor, available only to the military. Carries its own weight while powered. Functions as a space suit, can have eight (8) pieces of equipment of five (5) pounds or less in concealed mounts and two (2) pieces of equipment of ten (10) pounds or less in external mounts, adds five (+10) to the user's Strength-based Damage, allows the user to lift a full additional ton (2,000 lbs). Twenty-five (25) hours of power, after which life support fails and user must carry armor's weight.

Space Suit, Combat: Heaviest non-powered armor currently available. Functional space suit with integral helmet, can have four (4) pieces of equipment of ten (10) pounds or less in external mounts. Twenty (20) hours of life support.

Space Suit, Heavy Duty: Heaviest space suit available for civilian use, often used high-risk tasks such as asteroid mining or orbital construction. Twenty-five (25) hours of life support.

Simon Wentworth (Order #26533695)

Space Era Armor Accessories, Light					
Armor	Weight	DR	Shrugs	Cost	Notes
Comm System, Short	0.50	30	1	$139.50	two-way voice communication and locater, Range 1,000 miles
Comm System, Long	0.50	30	1	$239.50	two-way voice communicaiton and locater, Range 1,000,000 miles
Force Field Life Module	0.50	30	1	$2,300.00	Provides Vacuum support to a Force Field. 10 Shots, Shots as Hours
Gear Web	0.50	30	1	$25.00	Holds 10 lbs of equipment, easily accessible
Patch Kit	0.50	30	1	$350.00	Replicates patches which restore 1 Shrug to Space Armor. 20 Shots.
Suit Lights	0.50	30	1	$550.00	Negates Darkness penalties in a 20 foot radius at a range of 500 feet. 20 Shots, Shots as Hours
Survival Replicator, Small	0.50	30	1	$2,350.00	Provides nutrition and hydration to suit wearer. 10 Shots, Shots as Days.

Comm System, Short: A communications system suitable for work around a space ship or orbital construction site. Range of one thousand (1,000) miles, powered by the battery of the space suit it is installed in.

Comm System, Long: A communications system for keeping in touch within a local star system. Range of one million (1,000,000) miles, powered by the battery of the space suit it is installed in.

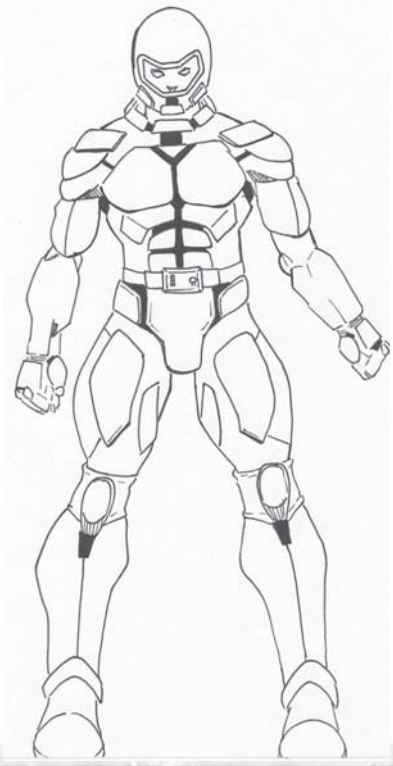
Force Field Life Module: Attaches to any Force Field and turns it into a Force Field space suit, protecting the wearer from vacuum as well as Damage. Has it's own power system, ten (10) hours of life support.

Gear Web: A series of straps, hooks, and pouches that easily affixes to any armor or space suit. Can hold up to ten (10) pounds of equipment, also handy for attaching to hook-points on ships and space stations for safety.

Patch Kit: A small, dedicated replicator which manufactures squares of adhesive with nano-tubes that can instantly restore one (1) Shrug to a damaged space suit. Immediately seals the suit, preventing atmosphere or pressure loss. Dexterity plus Repair to use. One power cell can be converted into twenty (20) patches.

Suit Lights: Almost a no-brainer, but people forget them anyway. Lights for the outside of a space suit that not only provide local illumination, but can also light a circle up to twenty (20) feet in radius at a distance of up to five hundred (500) feet. Operates for twenty (20) hours.

Survival Replicator, Small: A dedicated replicator, a portion of which fits into the helmet of just about any space suit. Generates air and provides a paste that gives the user nutrition and hydration. The other portion of the Survival Replicator, Small fits lower in the space suit, and reclaims bodily waste and carbon dioxide as replicator mass to be made into air and nutritive paste. Turns any space suit into an extended duty suit. Ten (10) days of survival (no hunger, thirst, or suffocation).



Simon Wentworth (Order #28533685)

MISCELLANEOUS EQUIPMENT

Swords and knives and guns and full plate may all be really nice stuff to have, but weapons, shields, and armor aren't all that you need to be a successful adventurer. No matter what Era your Character is from, they're going to need tools, accessories, and all the wonderful toys that make it possible to save the day, or the world.

Like all items of equipment, these items are identified by how much Damage Resistance (DR) they have, the number of Shrugs of Damage they can take (if any), how much they weight, and how much they cost.

The notes section of each entry contains the "nuts and bolts" of what, precisely, that item of equipment can do. The vast majority of these items exist to allow a Character to use a particular skill which might require equipment. Often, such an item will not only allow the use of one or more skills, but will also give a bonus to such use. A few notations which might require a little more explanation:

- **Collapsible**: This item can be compacted to a smaller size for storage and transportation. It must be un-compacted to be properly used.
- **Expendable**: This item is, essentially, destroyed in use.
- **Fragile**: This item has fewer Shrugs than one might expect.
- **Illuminates**: This item generates light which is sufficient to negate all darkness penalties. They will have a radius listed, which defines the area so illuminated.
- **Sheath**: This item is designed to hold a bladed weapon safely. It may also be used to designate an item which holds a firearm safely.
- **Stealth**: This item is difficult to locate. Attempts to locate an item with this feature suffer a penalty of minus three (-3), as the item is designed not to be found.
- **Weak**: This item has a lower Damage Resistance than one might expect.

Players: If a Player imagines an unconventional use of a particular item, the effectiveness of such a use is up to the GM.

GMs: It's never a bad idea to allow Players to think outside of the box. There is a limit to how far this can be pushed however - that limit is the Player's ability to convince you that the unconventional use of an item of equipment is possible, even vaguely. This situation is a GREAT time to use The Deal.

This list is broken up by Era, and it may seem a bit repetitive; for example, each Era's list starts with a Basic Tool Set. A closer inspection reveals that there are differences - while the price remains the same through each Era, the Basic Tool Set becomes more durable and more light weight as the Eras progress. Likewise, other equipment becomes more durable, lighter, more effective, or even cheaper.

Some of this equipment isn't the sort of thing you can just put in your pocket - there are forges and anvils and the like here, meant to be put in a Character's home or base. Again, if the Player can convince the GM that there's a perfectly good reason that the Character has been keeping an anvil in his pocket, it might be allowed. In general, though, very heavy items should probably be relegated to a home base, or a vehicle of some sort.

This is far from an exhaustive list. A more complete list of equipment is in the Victory System Equipment Manual. The Equipment Book also includes rules for repairing, fabricating, and modifying equipment to suit the individual Character's needs. Not that everyone needs a super-durable flashlight with a hidden flash drive, but having one certainly wouldn't hurt, now would it?

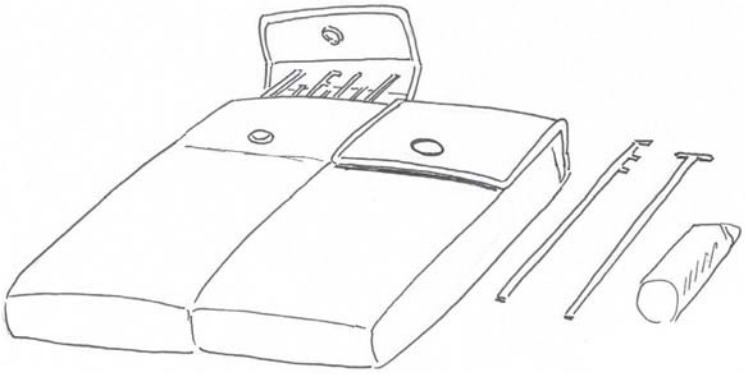
Simon Wentworth (Order #26533695)

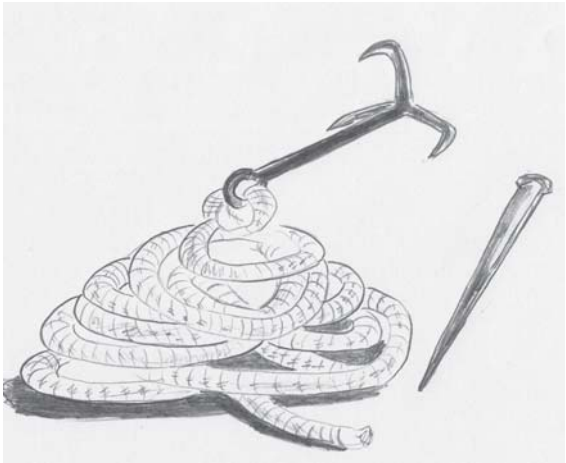
Miscellaneous Equipment, Fantasy Era

Fantasy Era Miscellaneous, Very Light					
Item	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Flint and Tinder	0.02 lb	10	0	$5.75	Ignites flammables (Damage 1, Incendiary)
Lock Picks	0.03 lb	15	1	$8.75	Allows Lockpicking Skill, +1 to use, Stealth

Flint and Tinder: A small piece of flint stone, a bit of metal or stone to strike the flint with, and a pocket for carrying bits of fluff, twigs, or other easily flammable items. Used for starting fires.

Lock Picks: A relatively tiny set of tools that allows one to use their Lockpicking skill with a bonus of plus one (+1). Easy to hide.





Fantasy Era Miscellaneous, Light					
Item	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Art Tools	0.25 lb	15	1	$10.00	Allows Art Skill, +1 to use
First Aid Kit	0.25 lb	15	1	$10.00	Allows Medicine Skill, +1 to use
Hollistic Medicine Kit	0.25 lb	15	1	$10.00	Allows Naturalist Skill, +1 to use
Knife Sheath	0.25 lb	15	1	$5.00	Sheath
Rope	0.25 lb	15	1	$12.00	Allows Climbing and Ropework skills at no bonus (per 100 feet)
Sack	0.25 lb	15	1	$1.00	Holds 10 lbs
Styling Tools	0.25 lb	15	1	$10.00	Allows Styling skill, +1 to use
Sword Sheath	0.25 lb	20	1	$17.50	Sheath
Torch	0.25 lb	15	1	$57.50	Illuminates in a 10 foot radius, Expendable (lasts 30 minutes)

Art Tools: Elementary set of pencils, charcoals, pens, inks, paper, and some carving tools useful for working with various media of art. Allows a Character to use their Art skill with a bonus of plus one (+1).

First Aid Kit: Bandages, small sharp instruments, a needle and thread, and other items useful for the treatment of minor wounds. Allows a Character to use their Medicine skill at a bonus of plus one (+1).

Holistic Medicine Kit: A small mortar and pestle, small sharp instruments, and other items allowing a Character to use their Naturist skill to heal, at a bonus of plus one (+1).

Knife Sheath: Basic item for carrying a knife safely. Easily attaches to a belt or strap.

Rope: A hundred (100) feet of rope, capable of holding two hundred (200) pounds.

Sack: An empty sack, useful for carrying things that would otherwise be difficult to carry. Holds ten (10) pounds of stuff.

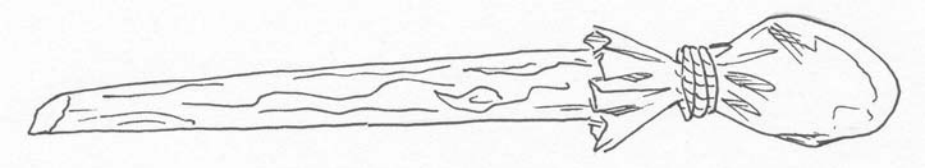
Styling Tools: Combs, brushes, scissors, and other items useful for making one's self presentable. Allows a Character to use their Styling skill at a bonus of plus one (+1).

Sword Sheath: Basic item for carrying a sword safely. Easily attaches to a belt or strap.

Torch: A handle of wood with flammables wrapped around one end. When lit, provides light in a ten (10) foot radius. Lasts for thirty (30) minutes before the flammables are expended.

Simon Wentworth (Order #28533685)

Fantasy Era Miscellaneous, Medium					
Item	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Alchemy Kit	1.00 lb	20	2	$50.00	Allows Alchemy Skill, +1 to use
Backpack	1.00 lb	20	2	$55.00	Worn on the back, Holds 10 lbs
Basic Tool Set	1.00 lb	20	2	$50.00	Allows use of Fabrication and Repair skills at no bonus
Camping Gear (Small)	2.00 lb	20	3	$285.00	Allows use of Survival skill at no bonus
Chiurgeon's Bag	1.00 lb	20	2	$100.00	Allows use of Medicine skill, +3 to use
Climbing Gear	1.00 lb	20	2	$50.00	Allows use of Climbing skill at +1
Cooking Set	1.00 lb	20	2	$50.00	Allows use of Cooking skill at +1
Farming Tools	20.00 lbs	30	4	$775.00	Gives a bonus of +2 towards agricultural activities
Lantern	1.00 lb	20	2	$175.00	Illuminates a 30 foot radius
Mechanica Tools	1.00 lb	20	2	$100.00	Allows use of Clockwork and Mind Engine skills at a bonus of +2
Navigation Set	1.00 lb	20	2	$50.00	Allows use of Navigation skill at bonus of +1
Quiver	1.00 lb	20	2	$30.00	Holds 2 lbs of Arrows/bolts
Satchel	1.00 lb	20	2	$62.50	Holds 25 lbs
Tack and Harness	1.00 lb	20	2	$150.00	Allows the use of Animal skills (Basic, Flying, Large, Water) for Riding at +2
Wood Tools	17.50 lbs	30	4	$762.50	Allows use of Construction, Repair, and Fabrication skills (when working with wood) at a bonus of +2



Alchemy Kit: Glass and metal tubes, beakers, jars, and other containers; alcohol burners, braziers, glass and metal rods, and other items that allow a Character to use their Alchemy skill at a bonus of plus one (+1).

Backpack: A pack with straps, allowing one to wear it on their back Holds ten (10) pounds of stuff, useful for keeping one's hands free.

Basic Tool Set: Hammer, saw, pliers, and other basic tools allowing a Character to roll on their Fabrication or Repair skills.

Camping Gear (Small): A small tent and a few knick-knacks allowing a Character to make a roll on their survival skill at no penalty.

Chiurgeon's Bag: A black bag marked with a symbol for medicine. Not only carries tools of advanced medicine (allowing a Character to use their Medicine skill with a bonus of plus three (+3)), but also recognized as a badge of one trained in the healing arts.

Climbing Gear: Pitons and a hammer, straps, grappels, and other items (excluding rope!) that allow a Character to make a roll on their Climbing skill at a bonus of plus one (+1).

Cooking Set: A small set of pots, pans, cutlery, and other essentials allowing a Character to make a roll on their Cooking skill at a bonus of plus one (+1).

Farming Tools: A set of implements such as a shovel, pitch-fork, and hoe which allow a Character to attempt agricultural activities (using an appropriate skill of their choice) with a bonus of plus two (+2).

Lantern: A metal lamp that provides light to an area with a radius of thirty (30) feet. Occasionally needs to be refilled with oil.

Mechanica Tools: Precision tools useful for working with Mechanica, allowing a Character to use their Clockwork or Mind Engine skills at a bonus of plus two (+2).

Navigation Set: Astrolabe, Compass, and other items allowing a Character to use their Navigation skill at a bonus of plus one (+1).

Quiver: Sturdy tube with a shoulder strap, used for holding arrows or bolts. Holds two (2) pounds worth.

Satchel: A sturdy bag with a handle for easy carrying. Holds twenty-five (25) pounds.

Tack and Harness: Bridle, lead, blanket, saddle, and other items allowing a Character to use the appropriate Animal skill to ride at a bonus of plus two (+2).

Wood Tools: Hammer, saw, plane, and other tools ideal for working with wood. Allows a Character to use their Construction, Fabrication, and Repair skills when working with wood, with a bonus of plus two (+2).

Simon Wentworth (Order #26533695)

Fantasy Era Miscellaneous, Heavy					
Item	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Blacksmith's Tools	40.00 lbs	35	5	$1,537.50	Allows use of Construction, Repair, and Fabrication skills (when working with metal) at a bonus of +2
Construction Tools	20.00 lbs	35	4	$950.00	Allows use of Construction skill at +3
Textile Tools	10.00 lbs	30	4	$750.00	Allows use of Sewing skill at +2
Steamwork Tools	30.00 lbs	40	5	$1,612.50	Allows use of Repair, Fabrication, and Engineering skills (when working with Steam technology) at +2
Shipwright's Tools	24.00 lbs	35	5	$1,445.00	Allows the use of Repair and Fabrication skills (when working on boats or ships) at +2

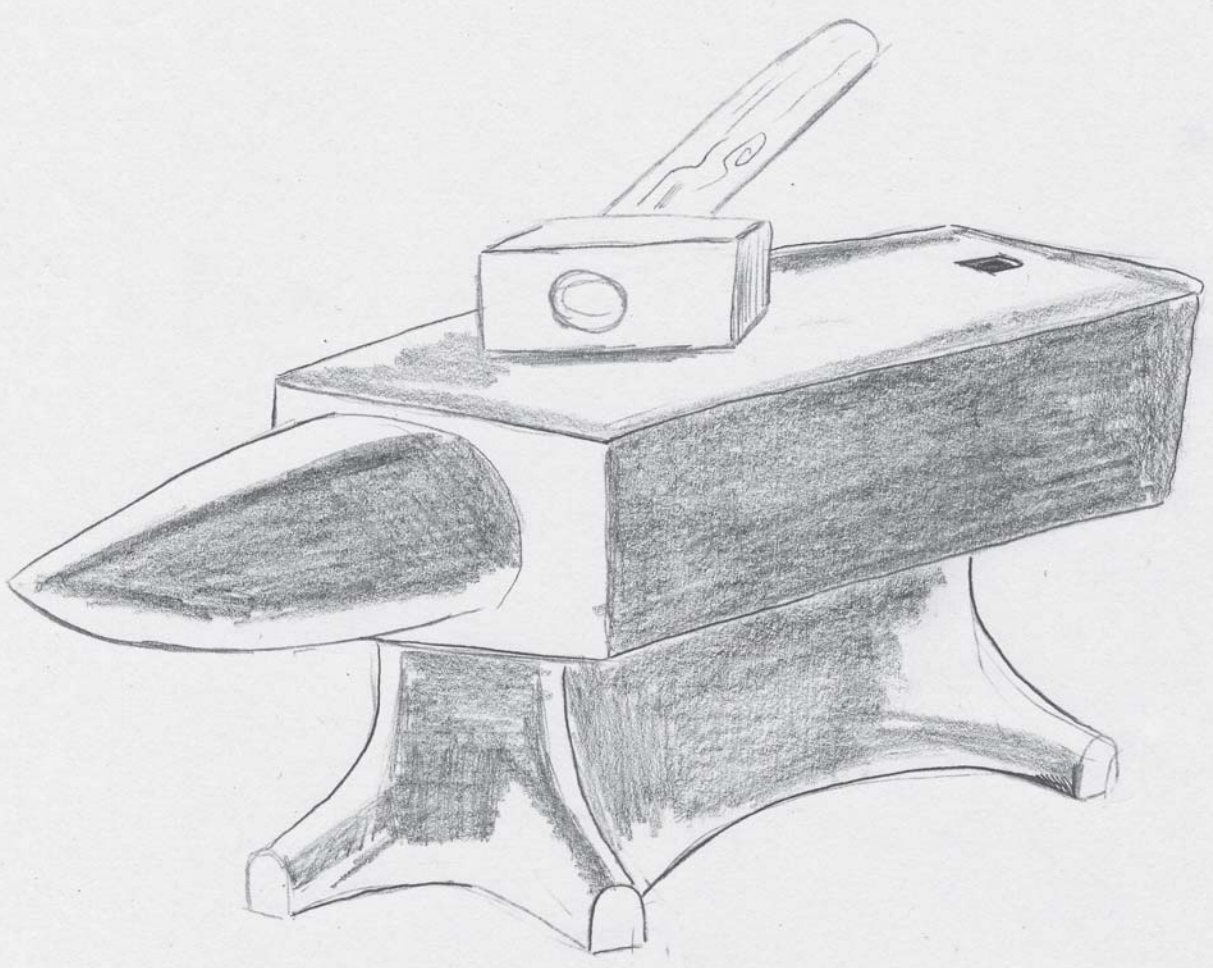
Blacksmith's Tools: Anvil, hammer, forge, tongs, and other items used for manufacturing and repairing metal items. Allows Characters use of the Construction, Fabrication, and Repair tools at a bonus of plus two (+2) when working with metal.

Construction Tools: Crowbars, hammers, saws, trowels, and other tools useful for making structures. Allows Characters to use the Construction skill at a bonus of plus two (+2).

Textile Tools: Needles, pins, a variety of scissors and shears, and other tools necessary for the manufacture of clothing. Allows a Character to use the Sewing skill at a bonus of plus two (+2).

Steamwork Tools: Heavy wrenches, metal-cutting torches, clamps, and other tools necessary for working with items using Steam technology. Allows a Character to use Engineering, Fabrication, and Repair skills when working with Steam-driven machinery at a bonus of plus two (+2).

Shipwright's Tools: Specialized mallets, rope working weights, and other tools necessary to work with large vessels. Allows a Character to use the Fabrication and Repair skills, when working with ships and other large vessels, at a bonus of plus two (+2).



Simon Wentworth (Order #28533885)

Miscellaneous Equipment, Near-Modern Era

Near-Modern Era Miscellaneous, Light					
Item	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
First Aid Kit	0.80 lb	25	2	$72.00	Allows for rolls on the Medicine skill with no bonus
Flashlight (Large)	3.00 lbs	30	2	$79.10	Illuminates - range 30 feet, radius 20 (Does Str +2 in melee) Shots as Hours, 6 Hours (Difficult to Conceal, Hard to Maintain)
Flashlight (Small)	0.50 lb	30	1	$14.40	Illuminates - range 20 feet, radius 10, Shots as Hours, 2 Hours (Fragile, Hard to Maintain)
GPS	0.60 lb	25	1	$57.00	Allows for rolls on the Navigation skill at +2, Shots as Hours, 12 Shots
Lighter	0.10 lb	25	1	$10.00	Dam 1, Ignites flammables
Lock Picks	0.10 lb	25	1	$15.00	Allows for rolls on the Lockpicking skill at +2
Night Vision Goggles	0.60 lb	25	1	$79.00	Worn, negates all darkness penalties, Shots as Hours, 4 Shots
Phone, Cell	0.30 lb	25	1	$35.52	Communicates within Cell networks (1 mile from cell towers), Shots as Hours, 8 Shots
Phone, Satellite	2.00 lbs	30	2	$126.20	Communicates within satellite networks, Shots as Hours, 6 Shots
Phone, Smart	0.40 lb	25	2	$88.52	Communicates within Cell networks (1 mile from cell towers), Allows use of Computer skill at no bonus, takes pictures, Shots as Hours, 4 Shots
Watch	0.10 lb	25	1	$10.00	Worn on wrist, Tells time
Holster	0.40 lb	25	1	$26.50	Holds a firearm of up to 3 lbs

First Aid Kit: A small box containing sterile bandages and gauze, small sharp implements, and other items allowing a Character to roll on the Medicine skill, to treat minor wounds, with no penalties.

Flashlight (Large): A big honkin' flashlight (big enough to be used as a club in combat, doing a Damage of Strength plus two (+2)), which illuminates a radius of twenty (20) feet at a distance of up to thirty (30) feet. It operates for six (6) hours on a full set of batteries.

Flashlight (Small): A small flashlight made of molded plastic, easy to fit in a pocket but contains almost no user serviceable parts. Illuminates a radius of ten (10) feet at up to twenty (20) feet. Operates for two (2) hours on a full set of batteries.

GPS: A small electronic device that accesses satellite navigational data to help one to locate themselves on a map and find directions to their destination. Allows a Character to roll on the Navigation skill at a bonus of plus two (+2). Operates for twelve (12) hours on a battery, can be plugged into a vehicle's power supply for "indefinite" operation.

Lighter: A small metal case containing flint, rotating steel, and a reservoir for flammable liquid with a low evaporating temperature that allows a Character to generate a small flame, useful for igniting other items such as cigarettes or candles. Occasionally needs to be refilled with fluid.

Lock Picks: A set of thin picks of varying shape and a tension bar for manipulating the tumblers in a lock. Allows a Character to roll on the Lockpicking skill at a bonus of plus two (+2).

Night Vision Goggles: A clunky and unattractive set of goggles which allow the user to see primarily in the infrared spectrum, negating all darkness penalties. Operates for four hours on a set of batteries.

Phone, Cell: A small wireless telephone communicating through existing cellular networks. Usually includes a decent digital camera. Works for eight (8) hours on a charge.

Phone, Satellite: A wireless telephone that communicates using satellite networks - has much, much greater coverage (worldwide) than a cell phone. Operates for six (6) hours on a charge.

Phone, Smart: A wireless telephone that communicates using existing cellular and wi-fi networks. Incorporates a computer and a digital camera. Allows a Character to use their Computer skill at no penalty. Operates for four hours on a charge.

Watch: A device worn on the wrist that tells time. After the advent of cell phones and smart phones, becomes less prevalent.

Holster: A basic item for carrying a firearm. Holds a firearm of three (3) pounds or less, worn on a belt or a strap.

Simon Wentworth (Order #26533695)

Near-Modern Era Miscellaneous, Medium					
Item	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Backpack	1.50 lbs	30	2	$300.00	Worn on back, carries up to 50 pounds
Battery Charger	1.50 lbs	30	1	$40.00	Charges rechargeable batteries, restores 1 Shot per hour (requires power source) (Fragile, Hard to Maintain)
Climbing Gear	6.50 lbs	30	2	$650.00	Allows for rolls on Climbing skill at +2
Computer, Laptop	7.50 lbs	35	3	$940.00	Allows for rolls on Computer skill at +2, Communicates within Wi-Fi networks (within 50 feet), Shots as Hours, 3 Shots
Computer, Tablet	1.50 lbs	30	2	$225.00	Allows for rolls on Computer skill at +1, Communicates within Wi-Fi networks (within 50 feet),. Shots as Hours, 4 Shots
Doctor's Bag	3.00 lbs	30	3	$670.00	Allows for rolls on Medical skill at +2
Satchel	1.50 lbs	30	2	$125.00	Carries up to 25 pounds
Tools, Armorer's	1.50 lbs	30	2	$75.00	Allows for rolls on Fabrication and Repair skills at +1 when working with weapons and armor
Tools, Art	7.50 lbs	35	3	$825.00	Allows for rolls on Art skill at +2
Tools, Basic	7.50 lbs	35	3	$825.00	Allows for rolls on Construction, Fabricaion, and Repair Skills with no bonus
Tools, Basic (Power)	15.00 lbs	40	3	$1,160.00	Allows for rolls on Construction, Fabrication, and Repair Skills at +1, Shots as Hours, 6 Shots
Tools, Composites	15.00 lbs	40	3	$1,000.00	Allows for rolls on Fabrication and Repair skills at +2 when working with Composites
Tools, Computer	1.50 lbs	30	2	$100.00	Allows for rolls on Electronics and Repair skills at +2 whe working with computers
Tools, Cooking	3.00 lbs	30	3	$670.00	Allows for rolls on the Cooking skill at +2
Tools, Electronics	1.50 lbs	30	2	$150.00	Allows for rolls on the Electronics skill at +2
Tools, Esoteric	5.00 lbs	30	2	$550.00	Allows for rolls on Parapsychology, Do Magic, and all Lore skills at +1
Tools, Metal	30.00 lbs	40	4	$1,600.00	Allows for rolls on Fabrication and Repair skills at +2 when working with Metal
Tools, Styling	1.50 lbs	30	2	$150.00	Allows for rolls on the Styling skill at +2
Tools, Textiles	1.50 lbs	30	2	$150.00	Allows for rolls on the Sewing skill at +2
Tools, Wood	15.00 lbs	40	3	$1,000.00	Allows for rolls on Fabrication and Repair skills at +2 when working with Wood

Backpack: A pack with straps, allowing one to wear it on their back Holds fifty (50) pounds of stuff, useful for keeping one's hands free.

Battery Charger: When plugged into a power source, this device recharges batteries (if they are of the rechargeable variety) at the rate of one "Shot" per hour.

Climbing Gear: Pitons and a hammer, straps, grappels, and other items (excluding rope!) that allow a Character to make a roll on their Climbing skill at a bonus of plus two (+2).

Computer, Laptop: A portable computer consisting of a screen attached to the keyboard/processor by a hinge. Allows a Character to use the Computer skill with a bonus of plus two (+2). Can connect to wi-fi networks within fifty (50) feet. Operates for three hours on a charge, can also be plugged in to a power source.

Computer, Tablet: A small computer in the form of a touch-tablet, taking all input by contact with the screen. Allows a Character to roll on the Computer skill with a bonus of plus one (+1). Can connect to wi-fi networks within fifty (50) feet. Operates for three hours on a charge, can also be plugged in to a power source.

Doctor's Bag: A black leather bag with the symbol of the Asclepias staff and/or a red cross. Has everything contained in a first aid kit as well as surgical tools and a supply of hypodermic needles and essential pharmacological solutions. Allows a Character to roll on the Medicine skill with a bonus of plus two (+2), as well as identifying the carrier as a Doctor. Occasionally needs to have its supply of medicines replenished.

Satchel: A sturdy bag with a handle for easy carrying. Holds twenty-five (25) pounds.

Tools, Armorer's: A set of tools for working with firearms of all kinds, as well as bullets and even some body armor. Allows a Character to roll on the Fabrication and Repair skills, when working with weapons and armor, at a bonus of plus two (+2).

Tools, Art: Essential tools for working in various mediums of art, including drawing, painting, and some limited sculpting. Allows a Character to roll on the Art skill at a bonus of plus two (+2).

Simon Wentworth (Order #28533885)

Tools, Basic: The essential tools necessary for working with stuff... hammer, wrench, pliers, saw, and such. Allows a Character to roll on the Construction, Fabrication, and Repair skills at no penalty.

Tools, Basic (Power): A set of essential power tools, including an electric drill with multiple bits, a circular saw, and a hand-held jigsaw (among others). Allows a Character to roll on the Construction, Fabrication, and Repair skills at a bonus of plus one (+1). Operates for six hours on a charge, can also be connected to a power source.

Tools, Composites: The essential tools for working with plastics and resins, including heated blades simple extruders. Allows a Character to roll on the Fabrication and Repair skills, when working with composite materials, at a bonus of plus two (+2).

Tools, Computer: Precise and specialized pliers, screwdrivers, and other tools for working with computer technology. Allows a Character to roll on the Electronics or Repair skills, when working with a computer, at a bonus of plus two (+2).

Tools, Cooking: Pots, pans, knives, and other implements and tools necessary to properly prepare food with heat and seasonings. Allows a Character to roll on the Cooking skill at a bonus of plus two (+2).

Tools, Electronics: Precise and specialized pliers, screwdrivers, and other tools for working with electronic components. Allows a Character to roll on the Electronics, Fabrication, or Repair skills, when working with electronic devices, at a bonus of plus two (+2).

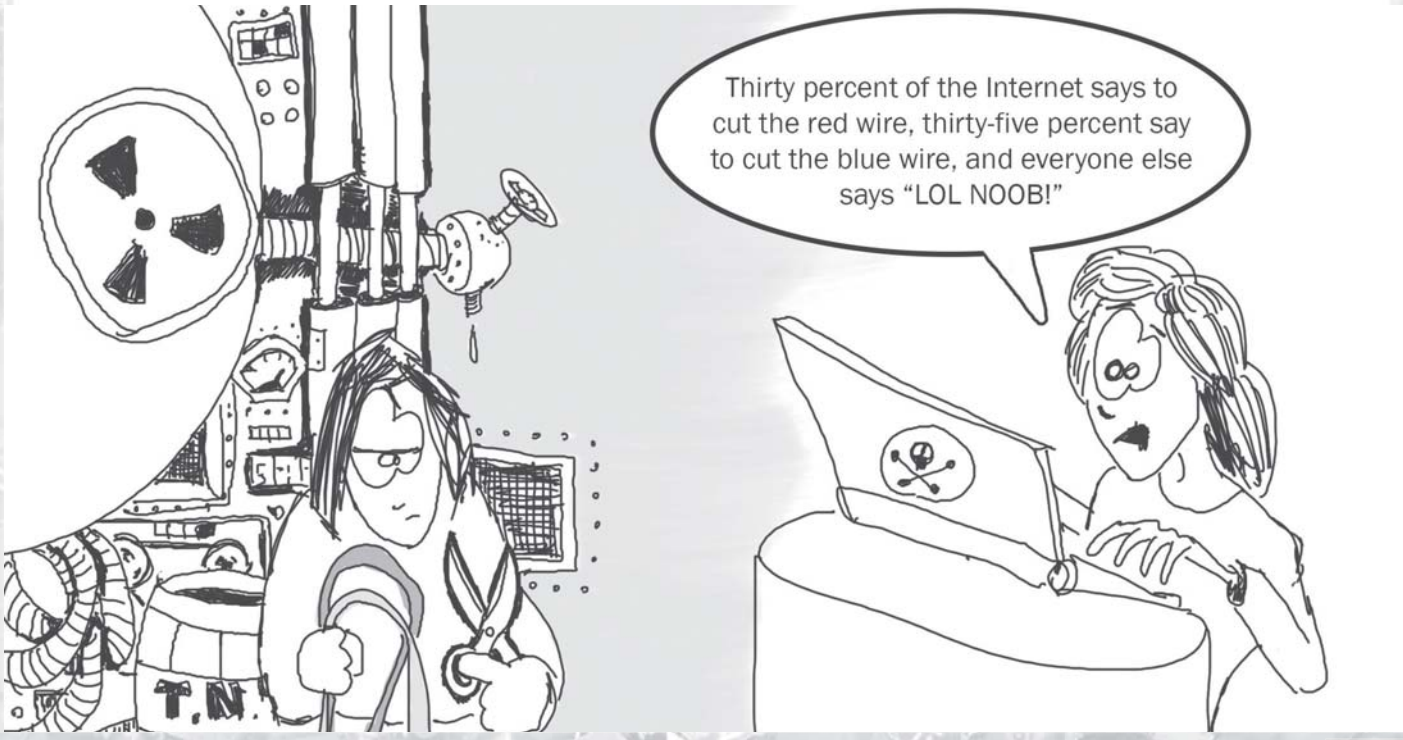
Tools, Esoteric: A set of varied and bizarre items such as crystal balls, mummified chicken claws, metal wands, and/or others (varying depending on the discipline of magic practiced by the owner) which are useful for performing esoteric or magical tasks. Allows a Character to roll on the Do Magic, all Lore, or Parapsychology skills at a bonus of plus one (+1).

Tools, Metal: A set of torches, specialized grinding and cutting blades, and other tools necessary for working with metals. Allows a Character to roll on the Fabrication or Repair skills, when working with metal, at a bonus of plus two (+2).

Tools, Styling: Combs, brushes, trimmers, hair gels, shampoos and conditioners, a blow drier, and other tools necessary to work with hair. Allows a Character to roll on the Styling skill at a bonus of plus two (+2).

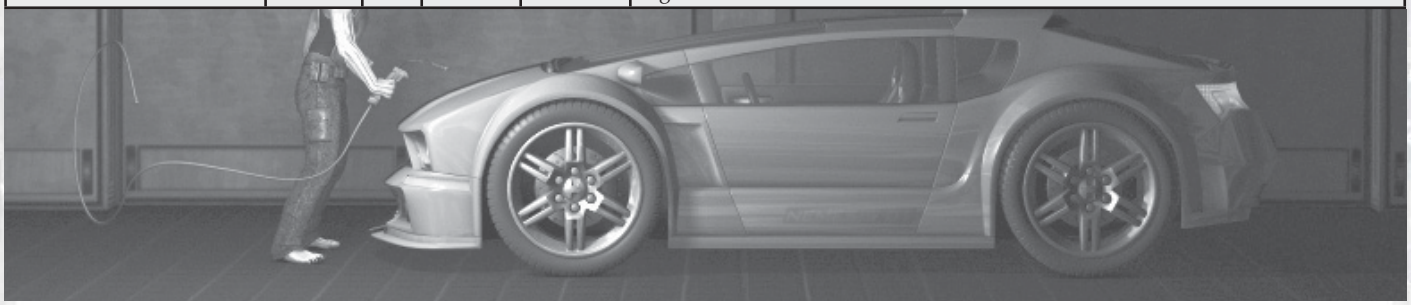
Tools, Textiles: Pins, needles, chalk, a variety of shears and trimmers, a small sewing machine, and other tools necessary for working with clothing of all kinds. Allows a Character to make a roll on the Sewing skill at a bonus of plus two (+2).

Tools, Wood: Mallets, saws, a variety of chisels, and other tools necessary for working with wood. Allows a Character to roll on the Fabrication and Repair skills, when working with wood, at a bonus of plus two (+2).



Simon Wentworth (Order #26533895)

Near-Modern Era Miscellaneous, Heavy					
Item	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Camping Gear	45.00 lbs	40	4	$2,850.00	Keeps user warm and dry, allows for rolls on Survival skill at +2
Computer, Destktop	8.00 lbs	35	4	$1,490.00	Allows for rolls on Computer skill at +3, Communicate within Wi-Fi networks (within 50 feet), requires power source
Field Lab, Biology	40.00 lbs	45	4	$2,000.00	Allows for rolls on Biology skill at +2
Field Lab, Chemistry	40.00 lbs	45	4	$2,000.00	Allows for rolls on Chemistry skill at +2
Field Lab, Physics	50.00 lbs	45	4	$2,200.00	Allows for rolls on Physics skill at +2
Field Surgery	9.00 lbs	35	4	$1,540.00	Allows for rolls on Mediine skill at +3
Tools, Construction	90.00 lbs	45	5	$3,300.00	Allows for rolls on Construction skill at +2
Tools, Engineering	40.00 lbs	45	4	$2,000.00	Allows for rolls on Engineering skill at +2
Tools, Farming	40.00 lbs	45	4	$2,000.00	Allows for rolls to engage in agriculture at a bonus of +2
Tools, Mechanica	9.00 lbs	35	3	$1,450.00	Allows for rolls on Eletronics, Engineering, Fabrication, Repair, and Cybernetics, skills at +2 when dealing with Mechanica
Tools, Vehicular	80.00 lbs	45	4	$2,850.00	Allows for rolls on Fabrication, Repair, and Engineering skills at +2 when dealing with vehicles



Camping Gear: Full camping setup; tent, tent poles, mallets, rope, camping stove, and other items allowing Characters to roll on the Survival skill at a bonus of plus two (+2).

Computer, Desktop: Computer system in a tower configuration, includes monitor, keyboard, mouse, and printer. Allows for rolls on the Computer skill at a bonus of plus three (+3). Can communicate with wireless network within fifty feet, can also be plugged directly into communications networks. Must be plugged into a power source.

Field Lab, Biology: A lab kit containing specimen jars, a small dissection kit, and a basic guide to recognizing flora and fauna, among other tools. Allows for rolls on the Biology skill at a bonus of plus two (+2).

Field Lab, Chemistry: A lab kit containing test tubes, beakers, burners, and a selection of chemical compounds, among other tools. Allows Characters to make rolls on the Chemistry skill at a bonus of plus two (+2).

Field Lab, Physics: A lab kit containing tools and meters for measuring energy output and frequency, among other items. Allows Characters to make rolls on the Physics skill at a bonus of plus two (+2).

Field Surgery: A full surgery kit for use in the field, including surgical tools, compact linens, a supply of medications, an autoclave, and other items. Allows Characters to roll on the Medicine skill for even massive wounds with a bonus of plus three (+3).

Tools, Construction: Specialized hammers, levels, clamps, pliers, and other items for use in assembling structures. Allows Characters to roll on the Construction skill at a bonus of plus two (+2).

Tools, Engineering: Calipers, scales, hydrometers, and other items. Allows Characters to make rolls on the Engineering skill with a bonus of plus two (+2).

Tools, Farming: Shovel, hoe, rake, and other items for use in agriculture. Allows Characters to attempt agricultural activities (using an appropriate skill of their choice) with a bonus of plus two (+2).

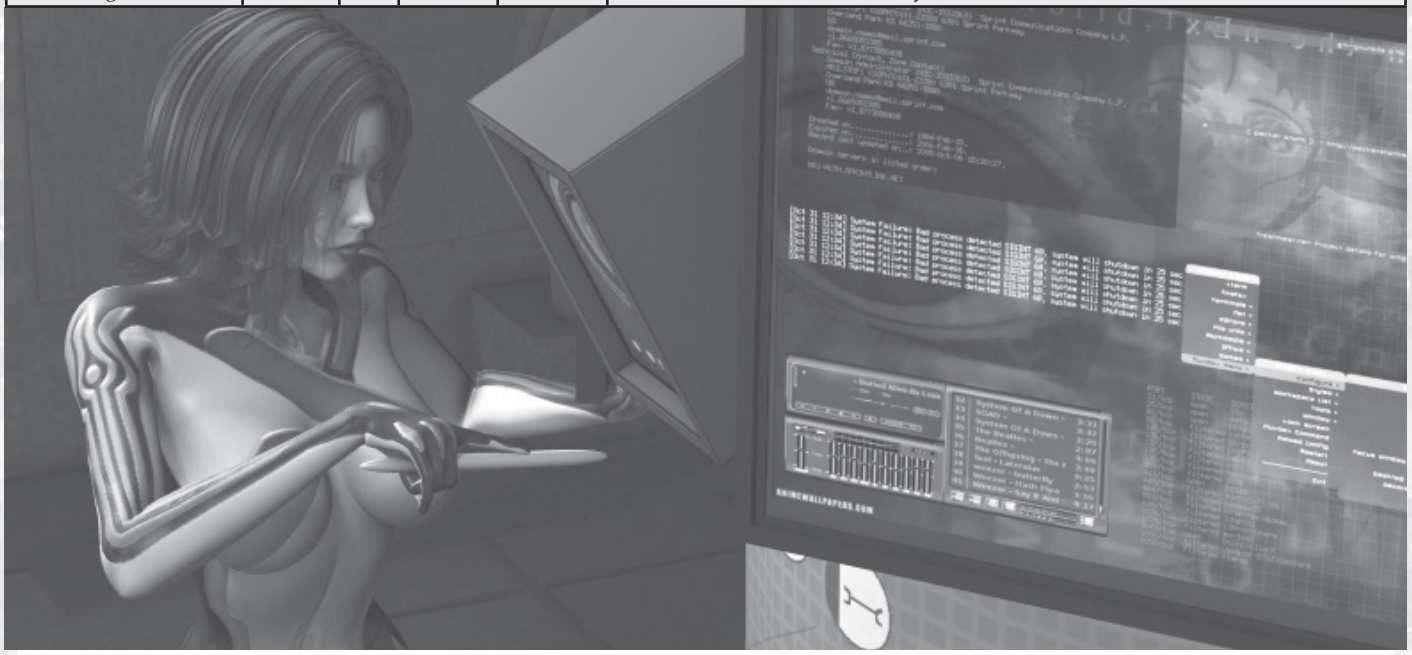
Tools, Mechanica: Precision tools useful for working with Mechanica, allowing Characters to roll on their Electronics, Engineering, Fabrication, and Cybernetics skill, when dealing with Mechanica, at a bonus of plus two (+2).

Tools, Vehicular: Specialized wrenches, pliers, and other tools necessary for working with vehicular components. Allows Characters to roll on Fabrication, Repair, and Engineering skills, when dealing with vehicles, at a bonus of plus two (+2).

Simon Wentworth (Order #28533685)

Miscellaneous Equipment, Space Era

Space Era Miscellaneous, Very Light					
Item	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Communicator (Small)	0.01 lbs	25	0	$28.80	Range 5 miles, Shots as Hours, 25 Shots, Stealth
Data Tap	0.01 lbs	25	0	$18.76	Attaches to a computer, allows remote accessing. Stealth
Fresher Swarm	0.01 lbs	25	0	$7.50	Cleans user completely (Ignore being Dirty), Restores 1 lost Shrug to clothing (only). Expended in use.
Lock Probe	0.01 lbs	25	0	$15.00	Allows rolls on Lockpicking skill at +2, Stealth
Mini Light	0.01 lbs	25	0	$2.50	Illuminates a radius of 20'
Security Probe	0.01 lbs	25	0	$12.50	Allows rolls on Security skill at +1, Stealth
Tracer Bug	0.01 lbs	25	0	$12.50	Affixes to items, can be traced by Scanner. Stealth



Communicator (Small): A tiny electronic device, often in a badge, ring, or earpiece which allows for two-way voice communication at a range of five (5) miles. Operates for twenty-five (25) hours on a charge. Difficult to locate.

Data Tap: Tiny electronic device, affixes to a computer system with magnetics/adhesives. Acts as a direct data connection to that computer system, with a range of one (1) mile. Draws power from the computer system it is attached to.

Fresher Swarm: A small capsule containing a specialized swarm of nanobots. When crushed, the nanites swarm over the person who crushed it, cleaning them and their clothing completely, and doing minor repairs to their clothing (restoring one (1) lost Shrug to the clothing only). Expended in use.

Lock Probe: Tiny electronic device, often in the form of a ring or a pin which can scan the configuration of a lock and extrude a probe appropriate to the lock's configuration. Allows a Character to roll on the Lockpicking skill at a bonus of plus two (+2). Low power requirement means it functions more-or-less indefinitely.

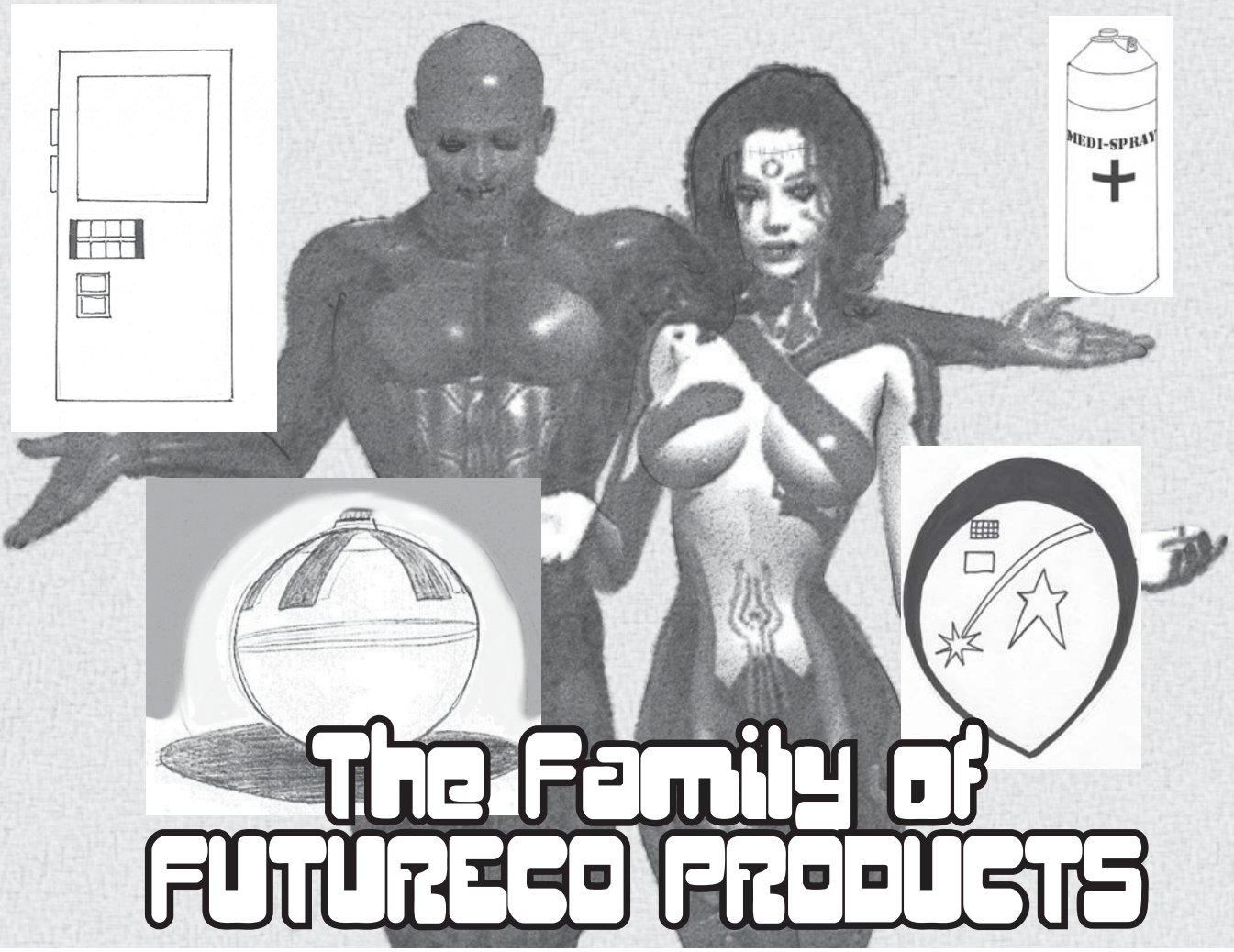
Mini Light: Small electronic device that emits light with a radius of twenty (20) feet, often a ring. Low power requirement means it functions more-or-less indefinitely.

Security Probe: Tiny electronic device, often in the form of a ring or a pin which can scan the configuration of a local security system. Allows a Character to roll on the Security skill at a bonus of plus two (+2). Low power requirement means it functions more-or-less indefinitely.

Tracer Bug: Tiny electronic device, affixes to just about anything with magnetics/adhesives. Emits a low-power but unique signal that can be detected by a scanner, if the scanner's operator knows the frequency. Low power requirement means it functions more-or-less indefinitely.

Simon Wentworth (Order #26533695)

Space Era Miscellaneous, Light					
Item	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Communicator (Long Range)	0.50 lbs	30	1	$387.60	Range 100 miles, longer in a Satellite network, Shots as Hours, 50 Shots
Computer (Micro)	0.50 lbs	30	1	$237.60	Allows use of Computer skill at +1, Communicates within 1 mile, Shot as Hours, 20 Shots
Light Node	0.50 lbs	30	1	$45.00	Illuminates a radius of 100′
Medispray	0.50 lbs	20	0	$1,025.00	Immediately heals 2 Shrugs and/or cures 1 minor or standard Condition. (Expended in use, Fragile, Weak x2)
Scanner (Pocket)	0.50 lbs	30	1	$1,151.00	Senses Chemical, Biological, Physics, and Medical profiles within 10′. Shots as hours, 25 Shots



The Family of FUTURECO PRODUCTS

Communicator (Long Range): Hand-held communicator allowing two-way voice contact with a range of a hundred (100) miles. On worlds with a satellite network, can "piggyback" on network communications for world-wide range. Operates for fifty hours on a charge.

Computer (Micro): Computer that fits easily in a large pocket, mostly holographic display and controls. Can connect to communications networks within one (1) mile. Allows a Character to roll on the Computer skill with a bonus of plus one (+1). Operates for twenty (20) hours on a charge.

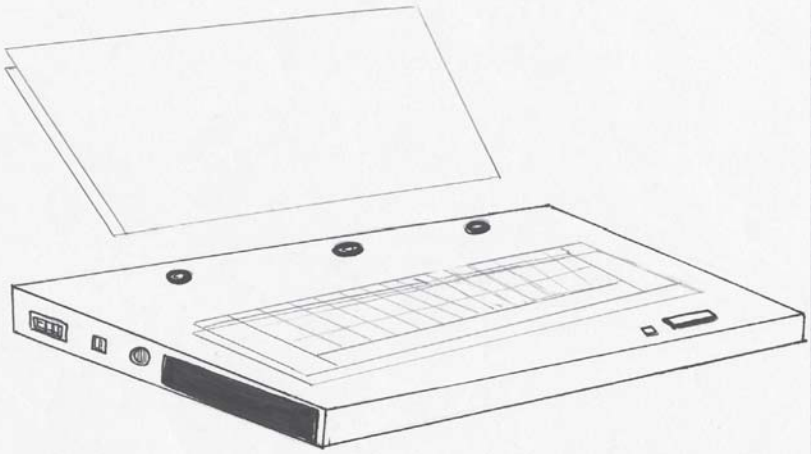
Light Node: Small globe containing enhanced bioluminescent materials, illuminates an area with a radius of one hundred (100) feet.

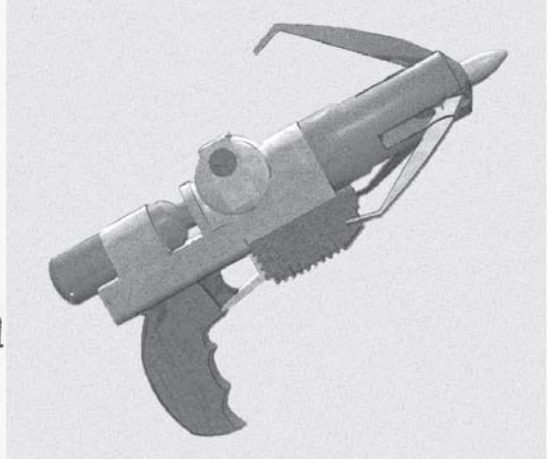
Medispray: Small disposable tube holding medical nanites. Upon use, immediately heals two (2) lost Shrugs of Damage and/or cures the target of one minor or standard Condition. Expended in use.

Scanner (Pocket): Pocket-sized scanning device capable of analyzing Chemical, Biological, Physics, and Medical profiles within ten (10) feet. Operates for twenty-five (25) hours on a charge.

Simon Wentworth (Order #28533685)

Space Era Miscellaneous, Medium					
Item	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Ascension Gun	6.00 lbs	35	3	$5,980.00	Fires a line up to 100', line holds up to 300 lbs and reels in at 10' per turn. Shots 50
Comm Node	10.00 lbs	45	3	$6,704.00	Range 1,000 miles, can link up to 50 communicators and computers in range. Shots as Hours, 100 Shots
Computer (Basic)	2.00 lbs	35	2	$2,152.00	Allows use of Computer skill at +3, Communicates within 5 miles, Shot as Hours, 50 Shots
D-Holster	1.00 lbs	35	2	$3,700.00	Stores up to 50 lbs in storage dimension, can shift anything up to 10 lbs at a time. 100 Shots - placing an item of any weight in storage costs 1 Shot
Medipack	2.00 lbs	35	2	$10,700.00	Allows rolls on Medicine skill at +2, can heal 3 Shrugs or cure any condition (including Major), 50 Shots, each shot is one heal or cure
Multi-Tool (Basic)	1.00 lbs	35	2	$500.00	Allows for rolls on Construction, Fabrication, or Repair skills at +2
Scanner	1.00 lbs	35	2	$7,004.00	Senses Chemical, Biological, Physics, Medical, and Technical profiles within 10', Allows rolls on Biology, Chemistry, Cybernetics, Electronics, Engineering Physics, and Medicine at +2. Shots as Hours, 50 Shots





Ascension Gun: Pistol-configuration device that launches a strong line up to one hundred (100) feet and affixes with magnetics/adhesives. Can hold up to three hundred (300) pounds, reels line back in at ten (10) feet per turn. Can be fired/retracted fifty (50) times on a charge.

Comm Node: Portable communications hub. Allows communications at a range of one thousand (1,000) miles, can link up to fifty (50) communicators and computers in coordinated communications. Operates for one hundred (100) hours on a charge.

Computer (Basic): A brick of computing power with holographic displays. Allows Characters to roll on the Computer skill at a bonus of plus three (+3), can communicate with networks at a range of five (5) miles. Operates for fifty (50) hours on a charge.

D-Holster: Band worn around the forearm; accesses a pocket "storage" dimension. Can hold up to fifty (50) pounds of non-living matter, can shift up to ten (10) pounds in or out of storage at once. Takes one (1) Turn to draw an item out of storage, unless the wearer has the Fast on the Draw Merit, in which case drawing an item out of storage is a free action. Has one hundred (100) "Shots" of charge... placing an item of any weight into storage takes one (1) Shot. Retrieving an item from storage does not take any Shots. Even if all shots are expended (requiring a recharge or new Power Cell), items still in storage are safe and can be retrieved.

Medipack: A dedicated medical scanner with a store of specialized medical nanites. Allows a Character to roll on the Medicine skill at a bonus of plus two (+2), can heal up to three (3) Shrugs lost to Damage or cure one Condition (regardless of severity) for one "Shot." Contains fifty (50) "Shots."

Multi-Tool (Basic): Extremely advanced tool using modulated high-powered sound waves to manipulate matter. Allows Characters to roll on the Construction, Fabrication, or Repair skills at a bonus of plus two (+2).

Scanner: Sensor device with dedicated databases and a small modified Multi-Tool built in. Can analyze Biological, Chemical, Physics, and Technical profiles within ten feet, and allows Characters to roll on the Biology, Chemistry, Cybernetics, Electronics, Engineering, Physics, and Medicine skills at a bonus of plus two (+2). Operates for fifty (50) hours on a charge.

Simon Wentworth (Order #26533695)

Space Era Miscellaneous, Heavy					
Item	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Multi-Tool (Advanced)	3.00 lbs	40	3	$9,300.00	Allows for rolls on Construction, Cybernetics, Electronics, Engineering, Fabrication, or Repair skills at +4. Shots as Hours, 100 Shots.
Space Emergency Kit	30.00 lbs	50	4	$52,380.00	10' bubble that protects inhabitants from vacuum, thirst and starvation, allows for the elimination of waste, gives rescuers a bonus of +4 to locate, Collapsible, Shots as Hours, 50 Shots
Space Line Thrower	6.00 lbs	40	3	$25,500.00	Fires a line up to 1,000', line holds up to 500 lbs and reels in at 50' per turn. Shots 100
Survival Kit	25.00 lbs	45	4	$9,960.00	Generates 20' field that protects inhabitants from being cold and/or wet, provides comfortable sleeping surfaces, allows for the safe elimination of waste, allows rolls on the Survival skill at +3. Collapsible. Shots as Days, 20 Shots
Survival Replicator	15.00 lbs	45	4	$18,450.00	Provides hydration and nutrition. Shots as Days - one shot gives one person enough hydration and nutrition to stay alive without penalties for one day. 30 Shots

Multi-Tool (Advanced): A somewhat larger Multi-Tool that uses a finer sonic matrix to manipulate matter on a much smaller scale, with a great deal more precision. Allows a Character to roll on the Construction, Cybernetics, Electronics, Engineering, Fabrication, or Repair skills with a bonus of plus four (+4). Operates for one hundred (100) hours on a charge.

Space Emergency Kit: A package the size of a briefcase with a ripcord. When the ripcord is pulled, the package expands into a bubble, ten (10) feet across, that protects those inside from vacuum. It also provides a simple paste that gives nutrients and hydration (prevents hunger and thirst), and has simple facilities for the disposal of waste. Also includes a beacon which gives any rescuers a bonus of plus four (+4) to locate the bubble. Operates for fifty (50) hours on a charge. Two days of guaranteed safety in a space emergency.

Space Line Thrower: Also called a "Fleming," for its inventor. A device with a rifle configuration that fires a strong line up to one thousand (1,000) feet. The line adheres to its target with magnetics/adhesives, and can hold up to five hundred (500) pounds. The line can be reeled back at up to fifty (50) feet per turn. Can be fired/retracted one hundred (100) times on a charge.

Survival Kit: A suitcase-sized package that opens into a simple campsite. Provides comfortable sleeping surfaces, an elementary facility for the disposal of waste. A force-field bubble twenty (20) feet across keep those in the campsite warm and dry. Allows Characters to roll on the Survival skill with a bonus of plus three (+3). Does Not Provide Food or Water. Operates for twenty (20) days on a charge.

Survival Replicator: Small dedicated matter replicator, produces an elementary paste that provides nutrition and hydration (prevents hunger/thirst). Operates for thirty (30) days on a charge.

Simon Wentworth (Order #28533685)

WARDROBE

No matter the Era, clothes make the adventurer. Clothing plays a number of important roles in the life of a Character - it covers their modesty, which a majority of cultures seem to favor; it offers a certain amount of protection from the elements, or from uncomfortable walking conditions. It's also a display of the Character's sense of style; "clothes make the man,"so they say.

Clothing is handled just like any other equipment in how it's structured. It's broke up by Era and weight class. The following lists are very general lists of clothing types. The exact appearance of any given article of clothing is entirely up to the Player that is buying it for their Character - color, fabric, texture, and the like are pretty darn variable.

The general articles of clothing available in each Era are slightly different; this is not to say that clothing from earlier Eras is not available. Often, people may want a "retro" or "classic" appearance, and clothing from earlier, bygone Eras can have a stunning effect on one's style. Wear something that's one or two seasons out of date, and you're considered out of style. Wear something that's one or two decades out of date, and you're *avante garde*. Wear something one or two centuries out of date, and you're definitely standing out in the crowd.

In the Fantasy and Near-Modern Eras, the available clothing is first broken down into the individual items of clothing, such as shirts, blouses, ties, pants, and what not. Then, because it will become VERY tiresome to list down all of one's clothing, there are Wardrobes listed. These are collections of clothing that are suitable to a certain level of style or activity; one can simply purchase the wardrobes that they are interested in having, rather than having to list all of the clothing within that wardrobe.

When we get to the Space Era, however, things are a little different. There are quite a few Space Era cultures that eschew the traditional concepts of clothing, maintaining their modesty with holographic projections or wearing "smart"clothing that can vary its appearance while keeping the owner clean and comfortable. The clothing of the Space Era is more about utility than style, while at the same time allowing for one item of clothing to fit into any number of different styles.

It is common to see people in the Space Era wearing "retro" clothing from the Fantasy or Near-Modern Eras; either they've altered their holographic or smart clothing to take on this appearance, or they want the simpler (less technologically complex) clothing of yesteryear.

A Note On Clothing And Damage: Like armor, clothing is between a Character and Damage. Unlike armor, clothing doesn't prevent any of that Damage from getting through.

It can really slow down a game when someone needs to make Damage Resistance rolls for their business suit in the middle of combat, however. At the GM's option, it can simply be assumed (if people are keeping track of this sort of thing) that, if a Character takes Shrugs of Damage, that their clothing is full of holes, charred, soaked in blood, or otherwise compromised, and needs a good cleaning and a mending, or needs to be replaced.

If someone really wants to make the Damage Resistance for their clothing ("I really LOVE these socks, man!"), they can generally handle that on their own after the combat is over. In the grand scheme of things, unless the clothing was somehow vital to the current storyline ("You DID protect the sacred boots of Glandenshire, didn't you?"), the relative state of one's wardrobe after a running gun battle is more a matter of storytelling than dice rolling.

NOTE: Wealthy people generally dress better. For every time a Character has the Rich Merit, they have an additional one thousand dollars ($1,000.00) just for clothing. They can choose not to spend this, in which case the clothing allowance is lost, but wealth carries a certain responsibility to look the part.

Simon Wentworth (Order #26533695)

Fantasy Era Clothing/Wardrobes

Fantasy Era Clothing, Very Light					
Item	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Gloves (Basic)	0.02 lb	10	0	$3.00	Clothing, covers hands, ignore general discomfort
Gloves (Fancy)	0.02 lb	10	0	$5.00	Clothing, covers arms, hands, ignore general discomfort, styling +2
Handkerchief (Basic)	0.01 lb	10	0	$1.00	Clothing,
Handkerchief (Fancy)	0.01 lb	10	0	$2.00	Clothing, Styling +2
Scarf/Ascot/Tie (Basic)	0.01 lb	10	0	$1.00	Clothing,
Scarf/Ascot/Tie (Fancy)	0.02 lb	10	1	$7.00	Clothing, Styling +2
Slippers (Basic)	0.02 lb	10	0	$3.00	Clothing, covers feet, ignore general discomfort
Slippers (Fancy)	0.02 lb	10	0	$5.00	Clothing, covers feet, ignore general discomfort. Styling +2
Socks/Stockings (Basic)	0.04 lb	10	0	$4.00	Clothing, covers legs, feet.
Socks/Stockings (Fancy)	0.04 lb	10	0	$8.00	Clothing, covers legs, feet. Styling +2
Strap (Basic)	0.01 lb	10	0	$1.00	Clothing, (The more straps you have, the more Manga you are!)
Strap (Fancy)	0.03 lb	15	1	$8.25	Clothing, Styling +2
Tights (Basic)	0.03 lb	10	0	$3.00	Clothing, covers legs, feet
Tights (Fancy)	0.03 lb	10	0	$6.00	Clothing, covers legs, feet. Styling +2
Undergarments (Basic)	0.04 lb	15	1	$9.25	Clothing, covers torso, groin, ignore general discomfort
Undergarments (Fancy)	0.,02 lb	10	1	$12.00	Clothing, covers torso, groin, ignore general discomfort. Seduction/Styling +2

Fantasy Era Clothing, Light					
Item	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Belt (Basic)	0.25 lb	15	1	$10.00	Clothing, Holds up pants, carries scabbards and sheathes
Belt (Fancy)	0.25 lb	15	1	$20.00	Clothing, Holds up pants, carries scabbards and sheathes, Styling +2
Boots (Basic)	1.00 lb	15	2	$128.00	Clothing, Covers feet, Ignore general discomfort
Boots (Fancy)	3.50 lbs	20	3	$250.50	Clothing, Covers legs, feet, Ignore general discomfort, Styling +2
Cape/Cloak (Basic)	0.75 lb	15	1	$57.00	Clothing, covers torso, arms, Ignore beign too cool, Styling +1
Cape/Cloak (Fancy)	2,25 lb	15	3	$387.00	Clothing, covers torso, arms, Ignore beign too cool, Styling +3
Coat (Basic)	2.25 lbs	15	2	$192.00	Clothing, Covers torso, arms, legs, ignore being too cool
Coat (Fancy)	3.75 lbs	20	2	$259.50	Clothing, Covers torso, arms, legs, ignore being too cool, Styling +2
Dress (Basic)	1.25 lbs	15	1	$50.00	Clothing, Covers torso, arms, legs
Dress (Fancy)	2.50 lbs	20	1	$152.50	Clothing, Covers torso, arms, legs, Stying +3
Hat (Basic)	0.25 lb	15	1	$10.00	Clothing, Covers head
Hat (Fancy)	0.50 lb	20	1	$42.50	Clothing, Covers head, Styling +2
Jacket (Basic)	1.50 lbs	20	1	$79.50	Clothing, Covers torso, arms. Ignore being too cool.
Jacket (Fancy)	1.50 lbs	20	1	$199.50	Armor, Clothing, Covers torso, arms. Ignore being too cool. Styling +2
Nightwear (Basic)	0.75 lb	15	1	$42.00	Clothing, Covers torso, legs, ignore general discomfort
Nightwear (Fancy)	0.25 lb	15	1	$30.00	Clothing, Covers torso, Seduction/Styling +2
Pants/Skirt (Basic)	1.00 lb	20	1	$45.00	Clothing, Covers legs
Pants/Skirt (Fancy)	1.00 lb	20	1	$65.00	Clothing, Covers legs, Styling +2
Shirt/Blouse (Basic)	0.75 lb	15	1	$30.00	Clothing, Covers torso, arms
Shirt/Blouse (Fancy)	0.75 lb	15	1	$60.00	Clothing, Covers torso, arms, Styling +2
Shoes (Basic)	0.50 lb	15	1	$28.00	Clothing, Covers feet, ignore general discomfort
Shoes (Fancy)	0.50 lb	15	1	$48.00	Clothing, Covers feet, ignore general discomfort. Styling +2
Vest	0.50 lb	20	1	$22.50	Clothing, Covers torso, Styling +2

Simon Wentworth (Order #28533885)

Fantasy Era Wardrobes			
Wardrobe	**Weight**	**Cost**	**Includes**
Casuals	14.81 lbs	$797.75	Undergarments (Basic) (x7), Socks/Stockings (Basic) (x7), Belt (Basic) (x1), Boots (Basic) (x1), Nightwear (Basic) (x1), Pants/Skirt (x7), Shirt/Blouse (x7)
Formals (Female)	35.27 lbs	$3,030.50	Gloves (Fancy) (x7), Handkerchief (Fancy) (x7), Scarf/Ascot/Tie (Fancy) (x7), Socks/Stockings (Fancy) (x7), Undergarments (Fancy) (x7), Cape/Cloak (Fancy) (x1), Dress (Fancy) (x7), Hat (Fancy) (x7), Nightwear (Fancy) (x3), Shoes (Fancy) (x21)
Formals (Male)	27.23 lbs	$2,330.00	Gloves (Fancy) (x7), Handkerchief (Fancy) (x7), Scarf/Ascot/Tie (Fancy) (x21), Socks/Stockings (Fancy) (x7), Tights (Fancy) (x7), Undergarments (Fancy) (x7), Belt (Fancy) (x1), Boots (Fancy) (x3), Cape/Cloak (Fancy) (x1), Coat (Fancy) (x1), Hat (Fancy) (x1), Nightwear (Basic) (x1), Pants/Skirt (Fancy) (x7), Shirt/Blouse (Fancy) (x7), Vest (x7)
Adventuring	17.43 lbs	$957.25	Gloves (Basic) (x1), Socks/Stockings (Basic) (x7), Strap (Basic) (x10), Undergarments (Basic) (x7), Belt (Basic) (x1), Boots (Basic) (x1), Cape/Cloak (Basic) (x1), Hat (Basic) (x1), Jacket (Basic) (x1), Nightwear (Basic) (x1), Pants/Skirt (Basic) (x7), Shirt/Blouse (Basic) (x7)
Adventuring (Way Cool)	21.96 lbs	$2,425.25	Gloves (Fancy) (x7), Scarf/Ascot/Tie (Fancy) (x10), Socks/Stockings (Fancy) (x7), Strap (Fancy) (x47), Tights (Fancy) (x7), Undergarments (Fancy) (x7), Belt (Fancy) (x1), Boots (Fancy) (x1), Cape/Cloak (Fancy) (x1), Hat (Fancy) (x1), Jacket (Fancy) (x1), Nightwear (Fancy) (x1), Pants/Skirt (Fancy) (x7), Shirt/Blouse (Fancy) (x7)

Simon Wentworth (Order #28533895)

Near-Modern Era Clothing/Wardrobes

Near-Modern Era Clothing, Light					
Item	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Belt (Basic)	0.10 lb	25	1	$10.00	Clothing, Holds up pants, carries scabbards and sheathes
Belt (Fancy)	0.10 lb	25	1	$20.00	Clothing, Holds up pants, carries scabbards and sheathes, Styling +2
Body Stocking	0.50 lb	25	1	$100.00	Clothing, Covers torso, arms, legs, Seduction/Styling +2
Bodysuit/Catsuit	1.50 lbs	30	2	$437.50	Clothing, Covers torso, arms, legs, Styling +3
Boots (Basic)	0.20 lb	25	1	$30.00	Clothing, Covers feet, Ignore general discomfort
Boots (Fancy)	0.20 lb	25	1	$50.00	Clothing, Covers legs, feet, Ignore general discomfort, Styling +2
Boots (Work)	0.40 lb	25	2	$170.00	Armor, Clothing, Covers feet, Ignore general discomfort
Cape	0.40 lb	30	1	$112.50	Clothing, Covers torso, arms, Styling +3
Coat (Basic)	0.50 lb	25	1	$60.00	Clothing, Covers torso, arms, legs, ignore being too cool
Coat (Fancy)	0.50 lb	25	1	$125.00	Clothing, Covers torso, arms, legs, ignore being too cool, Styling +2
Dress (Basic)	0.50 lb	25	1	$30.00	Clothing, Covers torso, arms, legs
Dress (Fancy)	0.50 lb	25	1	$125.00	Clothing, Covers torso, arms, legs, Stying +3
Gloves (Basic)	0.20 lb	25	1	$30.00	Clothing, covers hands, ignore general discomfort
Gloves (Opera)	0.20 lb	25	1	$100.00	Clothing, covers arms, hands, ignore general discomfort, Styling +2
Handkerchief	0.10 lb	25	1	$20.00	Clothing, Styling +2
Hat (Basic)	0.10 lb	25	1	$10.00	Clothing, Covers head
Hat (Fancy)	0.10 lb	25	1	$20.00	Clothing, Covers head, Styling +2
Jacket (Basic)	0.30 lb	25	1	$45.00	Clothing, Covers torso, arms. Ignore being too cool.
Jacket (Heavy)	1.50 lbs	30	2	$292.50	Armor, Clothing, Covers torso, arms. Ignore being too cool.
Mask/Cowl	0.10 lb	25	1	$25.00	Clothing, covers head, conceals identity, Styling +2
Nightwear	0.10 lb	25	1	$15.00	Clothing, Covers torso, ignore general discomfort
Pants/Skirt (Basic)	0.40 lb	30	1	$45.00	Clothing, Covers legs
Pants/Skirt (Fancy)	0.40 lb	30	1	$65.00	Clothing, Covers legs, Styling +2
Scarf/Ascot/Tie	0.10 lb	25	1	$20.00	Clothing, Styling +2
Shirt/Blouse (Basic)	0.30 lb	25	1	$30.00	Clothing, Covers torso, arms
Shirt/Blouse (Fancy)	0.30 lb	25	1	$60.00	Clothing, Covers torso, arms, Styling +2
Shoes (Basic)	0.20 lb	25	1	$30.00	Clothing, Covers feet, ignore general discomfort
Shoes (Fancy)	0.20 lb	25	1	$50.00	Clothing, Covers feet, ignore general discomfort. Styling +2
Shorts	0.10 lb	25	1	$10.00	Clothing, Covers groin
Slippers	0.20 lb	25	1	$30.00	Clothing, covers feet, ignore general discomfort
Socks/Stockings (Basic)	0.40 lb	25	1	$40.00	Clothing, covers legs, feet.
Socks/Stockings (Fancy)	0.40 lb	25	1	$80.00	Clothing, covers legs, feet. Styling +2
Strap	0.10 lb	25	1	$20.00	Clothing, Styling +2
Sweater	0.30 lb	25	1	$45.00	Clothing, Covers torso, arms, ignore being too cold
T-Shirt (Basic)	0.10 lb	25	1	$10.00	Clothing, Covers torso
T-Shirt (Designer)	0.10 lb	25	1	$20.00	Cothing, Covers torso, Styling +2
Tights	0.40 lb	25	1	$40.00	Clothing, covers legs, feet
Undergarments (Basic)	0.20 lb	25	1	$30.00	Clothing, covers torso, groin, ignore general discomfort
Undergarments (Lingerie)	0.20 lb	25	1	$60.00	Clothing, covers torso, groin, Seduction/Styling +2
Vest	0.20 lb	30	1	$32.50	Clothing, covers torso, Styling +2

Simon Wentworth (Order #28533885)

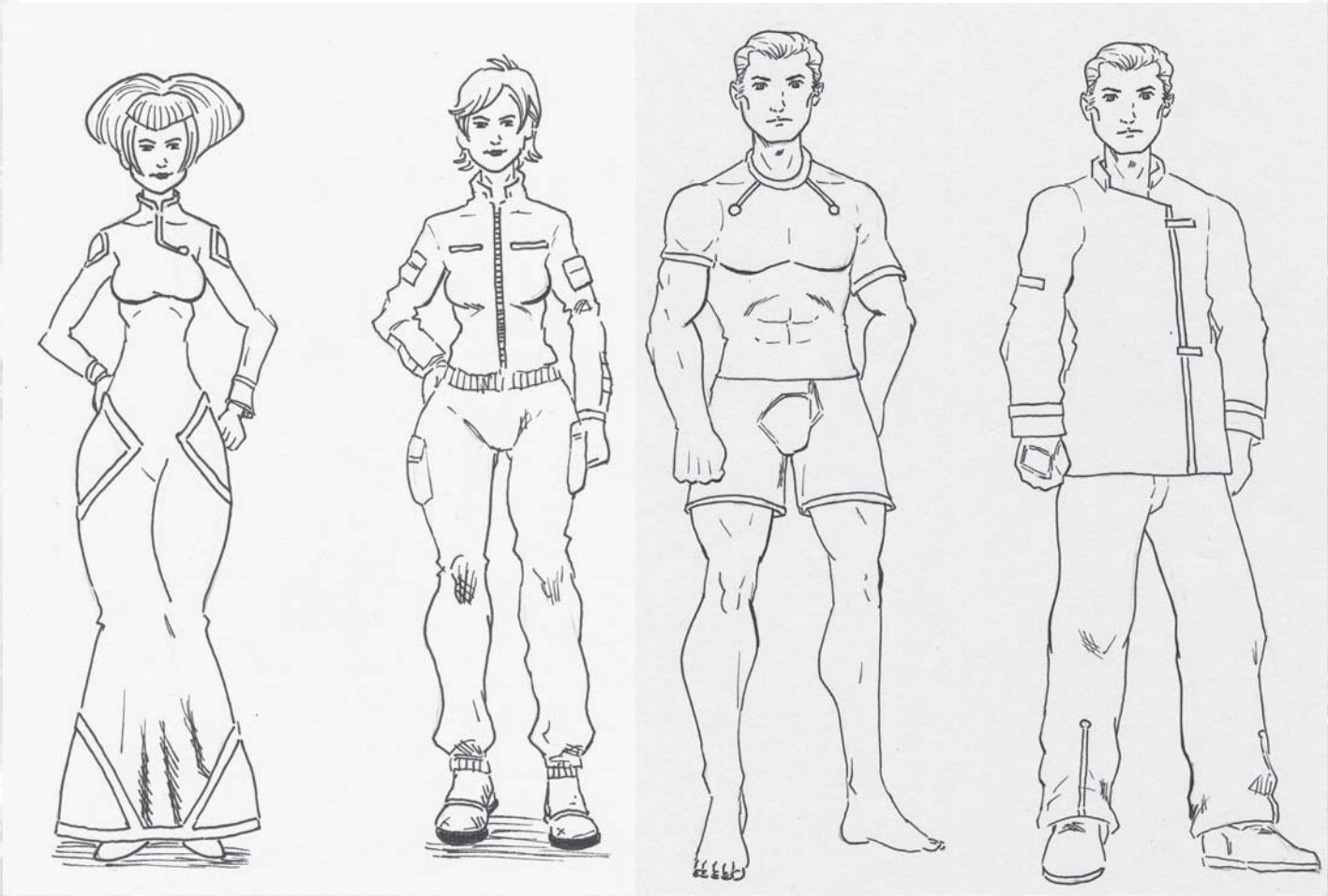
Near-Modern Era Wardrobes			
Wardrobe	**Weight**	**Cost**	**Includes**
Casuals	8.10 lbs	$920.00	Belt (Basic) (x1), Nightwear (x1), Pants/Skirt (Basic) (x3), Shirt/Blouse (Basic) (x7), Shoes (Basic) (x2), Socks/Stockings (Basic) (x7), Undergarments (Basic) (x7)
Casuals, Warm Weather	6.30 lbs	$735.00	Nightwear (x1), Shoes (Basic) (x3), Shorts (x7), Socks (x7), T-Shirt (Basic) (x7), Undergarments (Basic) (x7)
Formals (Female)	18.50 lbs	$4,470.00	Body Stocking (x1), Boots (Fancy) (x5), Dress (Fancy) (x7), Gloves (Opera) (x3), Nightwear (x1), Scarf/Ascot/Tie (x12), Shoes (Fancy) (x30), Socks/Stockings (Fancy) (x7), Undergarments (Basic) (x7), Undergarments (Lingerie) (x7)
Formals (Male)	14.30 lbs	$2,302.50	Belt (Fancy) (x2), Handkerchief (x3), Jacket (Basic) (x3), Nightwear (x1), Pants/Skirt (Fancy) (x3), Scarf/Ascot/Tie (x 20), Shirt/Blouse (Fancy) (x7), Shoes (Fancy) (x3), Socks/Stockings (Fancy) (x7), Undergarments (Basic) (x7), Vest (x3)
Hero/Villain Wear	13.80 lbs	$3,170.00	Belt (Fancy) (x3), Bodysuit/Catsuit (x3), Boots (Fancy) (x3), Cape (x3), Gloves (Opera) (x3), Mask/Cowl (x3), Nightwear (x1), Strap (x20), Tights (x7), Undergarments (Basic) (x7)
Adventuring	11.30 lbs	$3,247.00	Belt (Basic) (x1), Boots (Work) (x1), Coat (Basic) (x1), Gloves (Basic) (x1), Hat (Basic) (x1), Nightwear (x1), Pants/Skirt (Basic) (x7), Shirt/Blouse (Basic) (x5), Shoes (Basic) (x3), Socks/Stockings (Basic) (x7), Strap (x5), T-Shirt (Basic) (x5), Undergarments (Basic) (x7)

Simon Wentworth (Order #28533895)

Space Era Clothing

Space Era Clothing, Very Light					
Item	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Holoclothing Generator	0.02 lb	25	1	$272.50	"Clothing," Immaterial Structure, Cosmetic Transform, Shots as Hours, 25 Shots, +4 to Styling, +3 Bonus to Conceal
Privacy Gloves	0.04 lb	25	1	$60.00	Clothing, covers hands
Skinsuit	0.07 lb	25	0	$52.50	Clothing, covers torso, arms, legs, feet, ignore general discomfort
Underlayer	0.01 lb	25	0	$12.50	Clothing, covers groin, ignore general discomfort

Space Era Clothing, Light					
Item	**Weight**	**DR**	**Shrugs**	**Cost**	**Notes**
Variable Boots	0.50 lb	30	2	$400.00	Clothing, covers feet, ignore general discomfort, ignore being too cool, ignore being too hot, ignore getting dirty, Cosmetic Transform
Variable Jumpsuit	2.50 lbs	30	1	$875,00	Clothing, covers torso, arms, legs, ignore being too cool, ignore being too hot, ignore getting dirty, Cosmetic Transform
Variable Pants	1.00 lb	30	1	$350.00	Clothing, covers legs, ignore being too cool, ignore being too hot, ignore getting dirty, Cosmetic Transform
Variable Shirt	1.50 lbs	30	1	$525.00	Clothing, covers torso and arms, ignore being too cool, ignore being too hot, ignore getting dirty, Cosmetic Transform



Simon Wentworth (Order #28533685)

Housing

Having stuff can be important for an adventurer, but you're also gonna want to have a place to put your stuff. It also helps to have someplace to call your own - a place to rest your head and recuperate.

While it is entirely possible to own the building that you live in, it's surprising how seldom this is the case. Homes are expensive things, constantly draining one's pocket book with required maintenance and service. Even some of the wealthiest individuals are in the practice of making payments on their dwelling, as opposed to buying one outright.

Only some of the most basic information about dwellings is presented here, divided by Era.

Each dwelling has a certain number of rooms associated with it. This is the number of distinct enclosures within the dwelling, and counts not only bedrooms and bathrooms, but kitchens, storage areas, hallways, and the like. Then the dwelling's Damage Resistance (DR) and Shrugs are listed. This is the structural integrity of the walls of the dwelling - a wall that has been reduced to zero (0) Shrugs or less no longer provides cover and can be simply stepped through. Once a dwelling has lost twice as many walls as it has rooms, it's probably coming down.

For Example: *A fight breaks out in a Fantasy Era House (Standard), which has eight (8) rooms. In the course of the fight, sixteen (16) of the walls in the house get demolished (reduced to zero (0) Shrugs or less). The Game Master decides that enough structural walls have come down to drop the building, so the house collapses.*

Being inside a collapsing building causes those within it to have to resist an incoming Damage equal to the building's Damage Resistance. In the example of the Fantasy Era House above, everyone inside needs to roll Damage Resistance at a penalty of twenty (20).

Dwellings are assumed to have certain amenities. Homes protect people from being wet, too cool, and/or too warm. They provide privacy, and have facilities for the safe and hygienic removal of human waste. They offer security, and often have areas for food storage and preparation.

In the Fantasy Era, it is often necessary to bring one's water to the home by hand. A lucky homeowner will have a well on their property. In the Near-Modern Era, both water and electricity are brought into the home by conduits (piping and cables) provided by external utilities. It is possible to generate one's own electricity and pump one's own water, essentially going "off the grid" but utilities are the default assumption. In the Space Era, homes come with their own power cores and water replication systems.

The Space Era also provides for prefab homes - homes in packages the size of large trunks that unfold into fully functional houses. These are often used when starting space colonies, but thrifty home owners may find other uses.

Orbital housing in the Space Era isn't just for dwelling in orbit, but can be used anywhere that one would like a sealed environment that provides its own atmosphere.

Xenodimensional dwellings are true wonders - externally, just a boring block structure not much more than ten feet to a side. This is merely the interface to the pocket dimension where the rest of the home lies, which can be truly immense in comparison. Such homes are very expensive, but very secure and truly luxurious. If one is going to live in xenodimensional housing, though, one should get used to hearing "hey, it's bigger on the inside than it is on the outside!"

Repairing and Constructing Housing

Like other types of equipment, one's home can get bashed around quite a bit. It's also possible to construct one's own facilities, with a little time and elbow-grease.

As one lives and works in their home, it may degrade a bit. Things get a little creaky, stairs get loose, cabinets start to fall apart with use. It takes quite some time for this repetitive wear to actually affect the structural integrity of a dwelling, though - homes are generally large and sturdy structures.

As A General Rule: in order to prevent wear and tear from reducing the structural integrity of a dwelling, the Player of a Character owning the home need only declare occasionally that they are putting time into maintaining it. It may take only an hour of game time, or so, each month of game time to make sure that one's "place" is in good condition. If the Player doesn't feel that their Character is the type of person who would maintain their own home, they can always state that they have some "people" to look after it, such as a carpenter, a gardener, or a property management firm.

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This is important. The GM may feel free to let the Players know that they should put a little time into maintaining their gear... if a Character has a skill of 3 or more in skills which utilize that gear (such as Handguns, Styling, Engineering, or Construction, to name a few), their Player should certainly be reminded a couple of times.

Of course, then there are the problems associated with a home actually being damaged by break-ins, zombie invasions, impractical firearms practice and the like (because if you miss your target, the bullet still goes someplace!).

When walls of a dwelling have actually taken damage, it requires a roll on the Intelligence Stat plus the Construction skill to restore it. One roll is sufficient to restore all of the Shrugs wall has lost, so long as it has not been rendered Wrecked (taken two times (2x) it's total number of Shrugs in Damage). A Wrecked wall is simply empty space. Note that this is necessary for each wall so damaged.

Of course, it takes more than a roll. The Character making the repairs should have the appropriate tools for the job, such as a set of woodworking or construction tools. On top of that, there are materials to consider, and the time it takes to effect the repairs.

For each integrity of structure, in each Era, there is a different cost to restore one Shrug of Damage, and a set time per Shrug to be restored. These costs and times are detailed in the chart below.

Era	Building DR	Cost Per Shrug	Time Per Shrug
Fantasy	15	$1,250.00	6 Hours
Fantasy	20	$1,562.50	12 Hours
Fantasy	25	$1,875.00	24 Hours
Fantasy	30	$2,187.50	2 Days
N-Mod	20	$1,562.50	1 Hour
N-Mod	25	$1,875.00	6 Hours
N-Mod	30	$2,187.50	12 Hours
N-Mod	35	$2,500.00	1 Day
Space	25	$1,875.00	30 Minutes
Space	30	$2,187.50	1 Hour
Space	35	$2,500.00	6 Hours
Space	40	$2,812.50	12 Hours

Note: These costs are the "fair market value" cost for the repair materials. That is what a carpenter or mason would charge to repair the walls.

A Character can do the job themselves for forty percent (40%) of the listed cost, or ten percent (10%) if they have the Natural Engineer Merit. A Natural Engineer also reduces the time spent, doing in Hours what it would normally take Days to do, or doing in Minutes what it would take Hours to do.

Just as a Character can repair their own dwelling if they have the Construction skill, they can build their own home if they have that skill as well. This earns them the same discount they would receive for repairing it... an home made by a Character costs that Character only forty percent (40%) of its listed cost, or ten percent (10%) if the Character is a Natural Engineer.

This also requires a roll on the Intelligence stat plus the Construction skill once for each room in the building. A set of Basic tools, or better yet, Construction tools, is essential for this task.

It can take quite a while to build a home. To find the total time necessary to construct a building, look to the chart above - take the Time per Shrug for the particular DR of the building that is to be constructed, then multiply it by the number of rooms in the building.

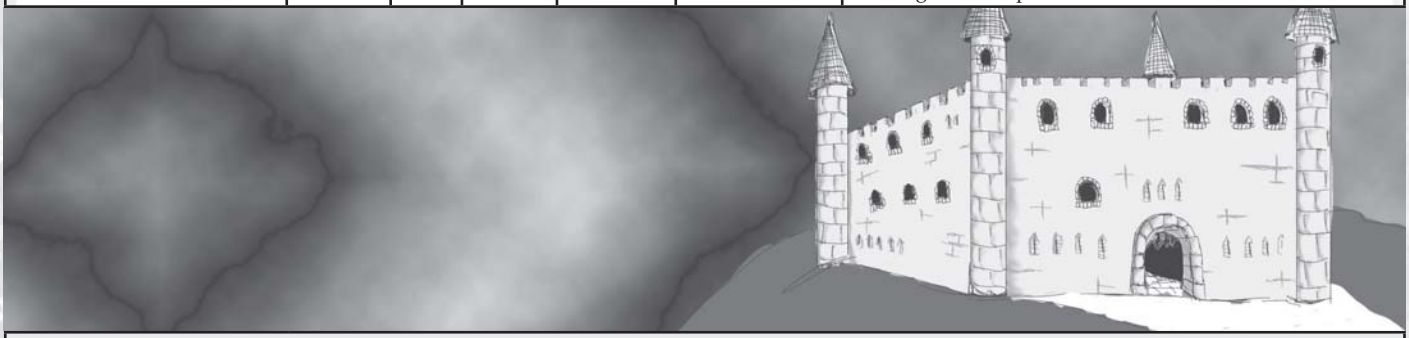
For Example: Building a House, Standard in the Fantasy Era (which has a DR of twenty (20) and eight (8) rooms) would take twelve (12) hours, multiplied by eight (8), for a total of ninety-six (96) man hours - or twelve (12) working days. The work can be divided up among multiple workers... two (2) workers could build the house in six (6) days, for example.

Characters with the Natural Engineer Merit build much faster... hours instead of days, minutes instead of hours. A house builder with the Natural Engineer Merit is worth their weight in gold.

Simon Wentworth (Order #28533685)

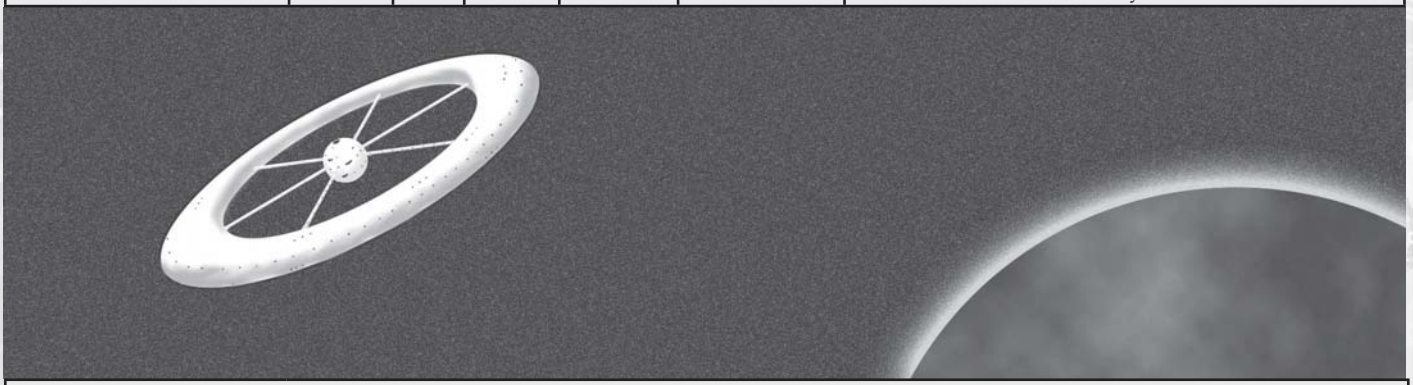
FANTASY ERA HOUSING

Dwelling	Rooms	DR	Shrugs	Monthly	Purchase	Notes
Apartment, Small	3	20	4	$139.58	N/A	Simple amenities only
Apartment, Large	6	20	4	$265.63	N/A	2 Bedroom, 1 Bath
Castle	177	30	6	$16,698.13	$2,003,775.00	Rooms have 3 Armor Shrugs... can house hundreds
House, Small	5	15	3	$154.17	$18,500.00	A simple cabin
House, Standard	8	20	4	$362.50	$43,500.00	3 Bedroom, 1 Bath
House, Manor	27	25	5	$1,671.88	$200,625.00	10 Bedrooms, 4 Bath... can house a couple of dozen
Keep	58	30	6	$6,005.42	$720,650.00	Rooms have 3 Armor Shrugs, can house a hundred troops
Shack and Outhouse	2	15	3	$83.33	$10,000.00	Lacking even simple amentities. A roof and a hole.



NEAR-MODERN ERA HOUSING

Dwelling	Rooms	DR	Shrugs	Monthly	Purchase	Notes
Apartment, Small	4	25	6	$251.25	N/A	Studio or Bachelor with full bath
Apartment, Large	11	25	6	$667.50	N/A	3 Bedroom, 2 Bath
Condominium	10	30	7	$1,330.00	N/A	Small duplex
Condominium, Large	15	30	7	$2,084.38	N/A	Luxury condo with yard
House, Small	10	25	6	$682.50	$81,900.00	2 Bedroom, 1 Bath
House, Medium	20	25	6	$1,308.75	$157,050.00	4 Bedroom, 2 1/2 Bath
House, Large	34	25	6	$1,881.25	$225,750.00	6 Bedroom, 3 1/2 Bath
Mansion	167	30	7	$189,864.58	$2,783,350.00	Massive, can house about a hundred people
Mobile Home	4	20	5	$165.63	$19,875.00	One room + 1 full bath, mostly aluminum.



SPACE ERA HOUSING

Dwelling	Rooms	DR	Shrugs	Monthly	Purchase	Notes
Apartment, Small	4	30	8	$630.00	N/A	1 Bedroom, 1 Fresher
Apartment, Large	10	30	8	$1,436.46	N/A	4 Bedroom, 2 Freshers
Colonial House, Small	6	25	7	$1,032.50	$123,900.00	Prefab, 2 Bedroom, 1 Fresher
Colonial House, Large	29	25	7	$1,782.50	$213,900..00	Prefab, Houses twenty people
Home Module	22	30	8	$4,017.71	$482,125.00	6 Bedrooms, 4 Freshers
Home Module, Large	47	30	8	$9,801.46	$1,176,175.00	12 Bedrooms, 8 Freshers
Orbital Habitat, Small	1	30	8	$1,389.79	$166,775.00	2 Armor Shrugs, 1 room with privacy screens
Orbital Habitat, Large	36	30	8	$41,836.67	$5,020,400.00	2 Armor Shrugs, 20 Rooms with Freshers
Xenodimensional Mansion	70	40	10	$306,556.88	$36,786,825.00	5 Armor Shrugs, 50 Rooms with Freshers, full amentities

Simon Wentworth (Order #26533895)

Vehicles

Because you really want to go places, and walking halfway around the world would suck. Vehicles allow adventurers to get to where the action is; some vehicles have histories and personalities all their own, almost becoming Characters in their own right.

Vehicles have their own set of statistics, determining everything from how difficult they are to break to how far they can go on a tank of gas. Not every vehicle has every statistic - cars and aircraft don't generally list a "crush depth," but then again, they might.

- **DR**: Also known as Damage Resistance. The ability of the vehicle to resist being damaged - a reflection of how durable the vehicle's structure is, and how much armor may have been added to it.

- **Shrugs**: The Material Shrugs of the Vehicle. When these have been reduced to zero (0), the vehicle can no longer operate, but it can be repaired. When it has taken twice this many Shrugs, it is completely broken, but it's materials might be salvaged. When it has taken three times this many Shrugs, it is obliterated.

- **Armor**: The number of Armor Shrugs the vehicle has... may be a product of armor plating or simply a resilient structure. .

- **Handling**: A bonus to driving/piloting the vehicle, due to good balance, advanced controls, et cetera.

- **Speed**: The fastest that this vehicle can normally go. Vehicle. Assumed to be in Miles per Hour, unless otherwise noted.|

- **Range**: The distance the vehicle can travel on one full load of fuel.

- **Bonus to Hit**: A bonus given to people attempting to hit the vehicle in combat due to the vehicle's size and/or sensor profile.

- **Crew**: The amount of people required to operate the vehicle. If the vehicle can be operated by fewer than this many people, but at a lower efficiency (i.e.; a skeleton crew), this number is also noted.

- **Passengers**: The number of people that the vehicle can carry safely and comfortably that are not required to operate the vehicle.

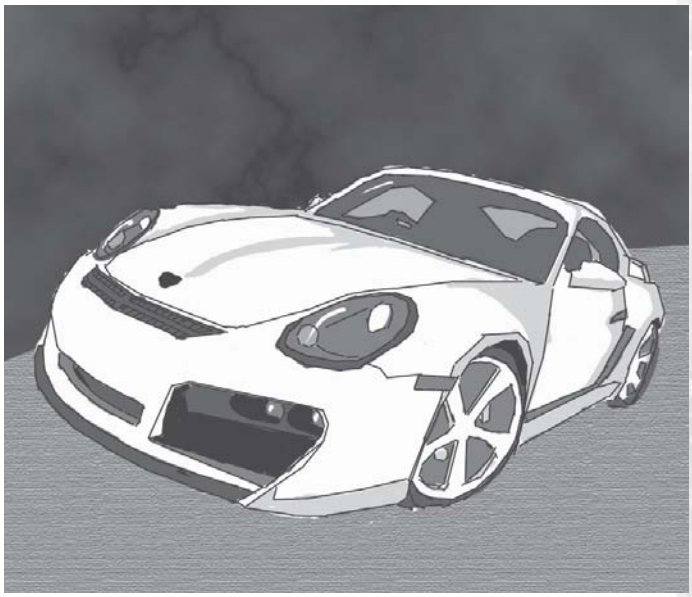
- **Cargo**: The largest amount of material (items, equipment, what-have-you) that the vehicle can carry, measured by weight. Effectively, the vehicle's carrying capacity.

- **Weight**: The total weight of the vehicle, unloaded and unmanned.

- **Cost**: The amount of money it takes to purchase the vehicle outright. If the Player would rather have their Character making payments on a vehicle, the Deal is in Full Effect. Don't forget a criminally high interest rate!

- **Features**: Items which add functionally and value to a vehicle.

- **Flaws**: Difficulties with the function of a particular vehicle; may be design errors or simply a way the vehicle operates unlike other vehicles of its size.



Vehicle Scale and Size

Vehicles are divided by Era and by Size. Each era has its own set of size classifications; from Era to Era, vehicles are one of those things that have the most variation.

In the Fantasy Era, the sizes are Personal, Medium, and Large.

- Personal vehicles are one or two-person affairs, such as bicycles. There is no bonus to hit a vehicle at Personal size. They are rarely much larger than a person themselves, and may even be worn on the back.

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- Medium vehicles run the size from "just larger than a person" to "big enough to carry fifteen or twenty people." They might be carriages, wagons, or small boats. There is a bonus of plus three (+3) to hit Medium vehicles due to their size.

- Large vehicles are anything from "big enough to carry twenty people or so" on up. They are usually large oceangoing vessels. There is a bonus of plus six (+6) to hit Large vehicles due to their size.

In the Near-Modern Era, there is a much greater variety of vehicles. The sizes are Personal, Medium Commercial, Aerospace I, Medium Military, Aerospace II, and Massive.

- Personal vehicles are again one or two-person affairs, such as a motorcycle or jet-ski. They may even be worn on the back. There is no bonus to hit a Personal vehicle due to its size.

- Medium Commercial vehicles are cars, trucks, small boats, and other vehicles able to carry up to, say, twenty people, excluding aircraft. These would be commercial vehicles - things available to a civilian populace, which lets out armored transport carriers and the like. There is a bonus of plus three (+3) to hit Medium Commercial vehicles due to their size.

- Aerospace I vehicles are generally civilian aircraft capable of carrying up to ten or twenty people, such as small airplanes and helicopters. There is a bonus of plus three (+3) to his Aerospace I vehicles due to size.

- Medium Military vehicles are military issue vehicles, such as armored transport carriers, tanks, and the like; this excludes aircraft. There is a bonus of plus three (+3) to his Medium Military vehicles due to size.

- Aerospace II vehicles would be military aircraft or large commercial aircraft, such as jet fighters or airliners. There is a bonus of plus six (+6) to hit Aerospace II vehicles due to size.

- Massive vehicles are huge affairs, usually naval vessels such as battleships and aircraft carriers. There is no upper limit to how large a Massive vessel can be There is a bonus of plus nine (+9!) to hit Massive vehicles due to their size.

In the Space Era, the vehicle sizes are Personal, Medium, Small Craft, Large Craft, and Massive.

- Personal craft are once again Characterized as being one or two-person affairs, which are about the size of a person or smaller. They may be ridden or even worn on the back. There is no bonus to hit a Personal vehicle due to size.

- Medium vehicles are large enough to carry two to ten or twenty people. There is a bonus of plus three (+3) to hit a Medium vehicle due to size.

- Small Craft are vessels capable of carrying two to fifty people. There is a bonus of plus six (+6) to hit Small craft due to size.

- Large Craft are vessels capable of carrying up to a thousand people. There is a bonus of plus nine (+9) to hit a Large craft due to size.

- Massive craft in the Space Era are occasionally mistaken for natural satellites - they are huge affairs with no upper limit to how much they can hold. There is a bonus of plus twelve (+12!) to hit Massive vehicles in the Space Era.

The bonus to hit a vehicle, based on its size, assumes that it is being fired upon by a standard, human-sized Character. Because the vehicles are built upon larger scales, a gunner in a vehicle has a penalty to hit person-sized targets equal to the bonus for a man-sized shooter to hit their vehicle. I.E: A gunner in a Fantasy Large vessel (bonus of plus six (+6) to be hit) would have a penalty of minus six (-6) to hit a man-sized target. Some vehicular weapons have a high accuracy to reflect "anti-personnel" capability.

Fuel

Vehicles have a Range statistic, or how far they can travel on a single load of fuel. Some vehicles do not rely on fuel at all, but rather are powered by wind or the operator's muscles. Other more high tech vehicles might be powered by internal reactors that are good for decades of operation before they need new reaction mass.

There are no hard and fast rules for how much it costs to refuel a given vehicle. Dropping a twenty dollar bill at a gas station every so often will tend to keep a motorcycle or a car well fueled; fueling planes and boats may take hundreds or thousands of dollars, and spacecraft might require a great deal more.

In short, unless the GM is planning on running a "go through the couch to get spare change for gas" adventure, fueling up should only really come up when dramatically appropriate. This is a great time to bring The Deal into play.

Simon Wentworth (Order #26533695)

Maintaining, Repairing, and Constructing Vehicles

Vehicles, more than just about any other kind of equipment, need maintenance and repair. Fantasy Era vehicles need to be cleaned and varnished and have wheels replaced, the engines on Near-Modern Era vehicles are constantly in need of oil and tune-ups, and in the Space Era... well, let's just say that SOMEONE has to crawl around inside a barely man-sized tube and risk exposure to the radiation of the week, if you're going to get anywhere.

Like with other kinds of equipment, a Player need merely tell the GM that they are occasionally putting some effort into keeping their vehicles in shape. The GM might occasionally assess some monetary cost to this, just to keep things down to Earth.

Without that maintenance, though, the GM is free to not only give the Character's vehicle the occasional Shrug of Damage, but also to reduce its performance. "You put your foot to the floor, but you're not getting up to a hundred miles an hour. It's going more like sixty. You probably should have gotten that oil change."

Once a Character repairs the Shrugs of Damage done to their vehicle, any associated performance loss should also be a thing of the past.

When a vehicle has taken damage, whether it's from neglect, accident, or combat, it requires a roll on the Intelligence Stat plus the Repair skill to restore it. One roll is sufficient to restore all of the Shrugs the vehicle has lost, so long as it has not been rendered Wrecked (taken two times (2x) it's total number of Shrugs in Damage). A Wrecked vehicle isn't even good as a trade-in.

Of course, it takes more than a roll. The Character making the repairs should have the appropriate tools for the job, such as a set of woodworking or mechanic's tools. On top of that, there are materials to consider, and the time it takes to effect the repairs.

For each size of vehicle, in each Era, there is a different cost to restore one Shrug of Damage, and a set time per Shrug to be restored. These costs and times are detailed in the chart below.

Era	Size	Cost Per Shrug	Time Per Shrug
Fantasy	Personal	$1,250.00	1 Hour
Fantasy	Medium	$5,000.00	6 Hours
Fantasy	Large	$100,000.00	1 Day
N-Mod	Personal	$1,250.00	1 Hour
N-Mod	Medium Commercial	$5,000.00	6 Hours
N-Mod	Aerospace I	$50,000.00	12 Hours
N-Mod	Medium Military	$500,000.00	1 Day
N-Mod	Aerospace II	$5,000,000.00	6 Days
N-Mod	Massive	$10,000,000.00	2 Weeks
Space	Personal	$750.00	1 Hour
Space	Medium	$2,500.00	6 Hours
Space	Small Craft	$50,000.00	12 Hours
Space	Large Craft	$500,000.00	1 Day
Space	Massive	$5,000.000.00	1 Week

These are the fair market values for the repair; what one would be charged by a mechanic for the work. A Character can do the work themselves for only forty percent (40%) of this cost, or if they are a Natural Engineer, for ten percent (10%).

A Character can go so far as to build their own vehicle; this requires one roll on the Intelligence stat plus Fabrication skill for every Shrug the vehicle has. This allows the vehicle to be built at forty percent (40%) of its listed cost, or ten percent (10%) for Natural Engineers.

The time it takes to build a vehicle is based on the repair chart above... multiply the Time Per Shrug for the vehicles Era and Size by the total number or Shrugs the Vehicle has. A Natural Engineer can complete the task much faster, doing in days what it would take weeks to accomplish, hours what it would take days to accomplish, and minutes what it would take hours to accomplish. Again, this work can be split up among multiple workers. Mechanics who are Natural Engineers often talk in Scottish accents.

Simon Wentworth (Order #28533885)

Fantasy Era Vehicles

Airship (Large)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Water, Sails	30	17	1	+0	10 mph	*	30	100	4 T	150.42 T	$3,187,750.00
Air, Dirigible				+1	50 mph	1,000 mi					

Features

Escape System
Food Preparation
Hardpoints: 12
Illumination, Internal
Restraint System
Sanitary Facilities
Signal Suite

Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost
Airship Main Cannons (Large) (4)	+1	40	400 / 800 / 1,600 / 3,200	1	600 lbs (ea)	-4	0	30	4	$102,250.00 (ea)
	1 Minute to Reload									
Deck Guns (Large) (2)	+2	25	20 / 40 / 80 / 160	3	170 lbs (ea)	-3	1	25	3	$39,500.00 (ea)
	1 Minute to Reload, Autofire 3 (Only)									

Flaws

Fragile (x3)
Hard to Maintain

Drawn Cart (Medium)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Animal Drawn	20	7	1	-1	Speed	*	1	5	1 T	2.3 T	$12,000.00

Features

Flaws

Ugly (x2)

Longboat (Medium)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Water, Oars	20	7	1	+1	Str*	*	2	10	1,000 lbs	3.75 T	$8,531.25

Features

Signal Suite

Flaws

Open

Longboat, Flying (Medium)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Water, Oars	20	7	0	+2	Str*	*	2	10	1,000 lbs	2.25 T	$44,781.25
Air, Rotor					35 mph	100 mi					

Features

Signal Suite

Flaws

Simon Wentworth (Order #26533895)

Ornithopter (Personal)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Flight, Ornithopter	15	3	1	+1	Str x10	*	1	1	100 lbs	300 lbs	$10,906.25

Features

Custom Style & Paint (x3)
Signal Suite

Flaws

Open
Hangar Queen

Three-Mast (Large)

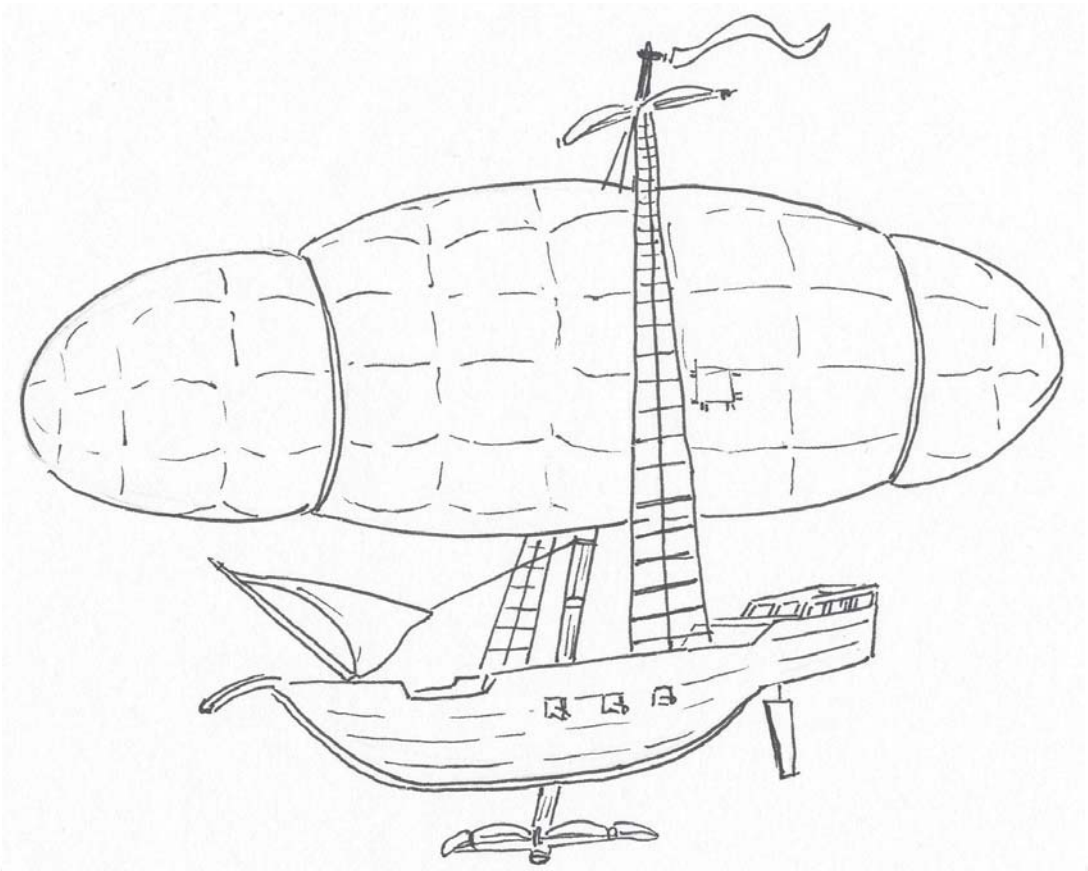
Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Water, Sails	30	20	2	+0	10 mph	*	25	65	4.5 T	110.32 T	$2,288,00.00

Features

Food Preparation
Hardpoints: 12
Illumination, Internal
Restraint System
Sanitary Facilities
Signal Suite

Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost
Main Cannons (Large) (4)	+1	40	200 / 400 / 800 / 1,600	1	300 lbs (ea)	-4	0	30	4	$89,750.00 (ea)
	1 Minute to Reload									
Deck Guns (Large) (2)	+2	25	20 / 40 / 80 / 160	3	170 lbs (ea)	-3	1	25	3	$39,500.00 (ea)
	1 Minute to Reload, Autofire 3 (Only)									

Flaws



Simon Wentworth (Order #28533885)

Near-Modern Era Vehicles

Racing Motorcycle (Personal)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Ground, Wheeled	20	4	1	+3	200 mph	250 mi	1	1	10 lbs	200 lbs	$5,531.25

Features

Illumination (External)
Signal Suite

Flaws

Open

Sedan (4 Door) (Medium Commercial)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Ground, Wheeled	25	8	0	+1	80 mpg	200 mi	1	3	500 lbs	2.5 T	$30,876.65

Features

AC/Heat
Basic Car Radio
Illumination (External)
Illumination (Internal)
Signal Suite

Jet Fighter (Aerospace II)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Flight, Jets	30	10	3	+4	1,800 mph	250 mi	1	0	10 T	29.55 T	$151,404,427.00
Ground, Wheeled				+9	180 mph						

Features

2 Way Radio (Add Data Feed, Encryption -5, Hands-Free Operation, Satellite Based, Shifting Frequencies)
Hard Points: 12
High Atmosphere Sealing (Ignore Pressure Differential (low pressure only), Extreme Cold, Suffocation)
Radar system (Range 100 miles)
Landing Gear (ground movement up to 1/10th of top air speed)
Ejection System

Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost
.50 Machineguns (Large) (2, nose-mounted)	+3	50	500 / 1,000 / 2,000 / 4,000	10*	212 lbs	-3	0	40	4	$1,140,000.00 (ea)
	*Shots refers to bursts, rather than single rounds. Autofire 10 (Only)									
Missiles (Large) (4, 2 on each wing)	+4	60	2.5 / 5 / 10 / 20	1	170.25 lbs	-0	10	25	5	$5,163,750.00 (ea)
	Radius forty (40). Follows target for eight (8) turns (or until it reaches maximum range, or until it hits.									

Flaws

Cargo Tanker (Massive)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Water, Propellor	45	16	4	+0	100 mph	10,000 mi	50	100	250 T	1,900 T	$408,752,827.00

Features

2 Way Radio (Satellite Based, Removable)
A/C, Heating
Hard Points: 24
Illumination (External and Internal)
Signal Suite
Radar (10 mile range)

Simon Wentworth (Order #26533695)

Helicopter (Jet Ranger) (Aerospace I)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Flight, Rotor	25	8	0	+0	140 mph	430 mi	1	4	1,500 lbs	1,900 lbs	$957,345.00

Features

2 Way Radio (Range 100 miles, Hands-Free Operation)
AC/Heating
Illumination (External, Internal)
Radar (10 miles)
Signal Suite

Flaws

Hard to Maintain

Jet Ski (Personal)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Water, Propellor	20	4	0	+2	80 mph	100 mi	1	2	25 lbs	650 lbs	$7,562.50

Features

Flaws

Open

Armored Personnel Carrier (Medium Military)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Ground, Wheeled	40	17	5	+0	64 mph	310 mi	3	10	1 T	31 T	$9,790,747.00

Features

2 Way Radio (Add Data Feed, Encryption -5, Hands-Free Operation, Satellite Based, Shifting Frequencies)
AC/Heating
Hardpoints: 10
Illumination (External, Internal)
Signal Suite
Stealth (-4 against Radar, Thermal Imaging, Acoustic Sensing

Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost
Machine Gun, .50	+0	30	320 / 640 / 1,280 / 2,560	15*	15 lbs	-4	0	35	3	$2,910.00
	Autofire 10 (Only), Belt Fed, Two-Handed Accurate, *Shots refers to number of bursts rather than rounds									
Machine Gun, .50	+0	30	320 / 640 / 1,280 / 2,560	15*	15 lbs	-4	0	35	3	$2,910.00
	Autofire 10 (Only), Belt Fed, Two-Handed Accurate, *Shots refers to number of bursts rather than rounds									

Flaws

Hard to Maintain

Speed Boat (Medium Commercial)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Water, Propellor	25	8	0	+3	150 mph	100 mi	1	4	500 lbs	3.25 T	$33,375.00

Features

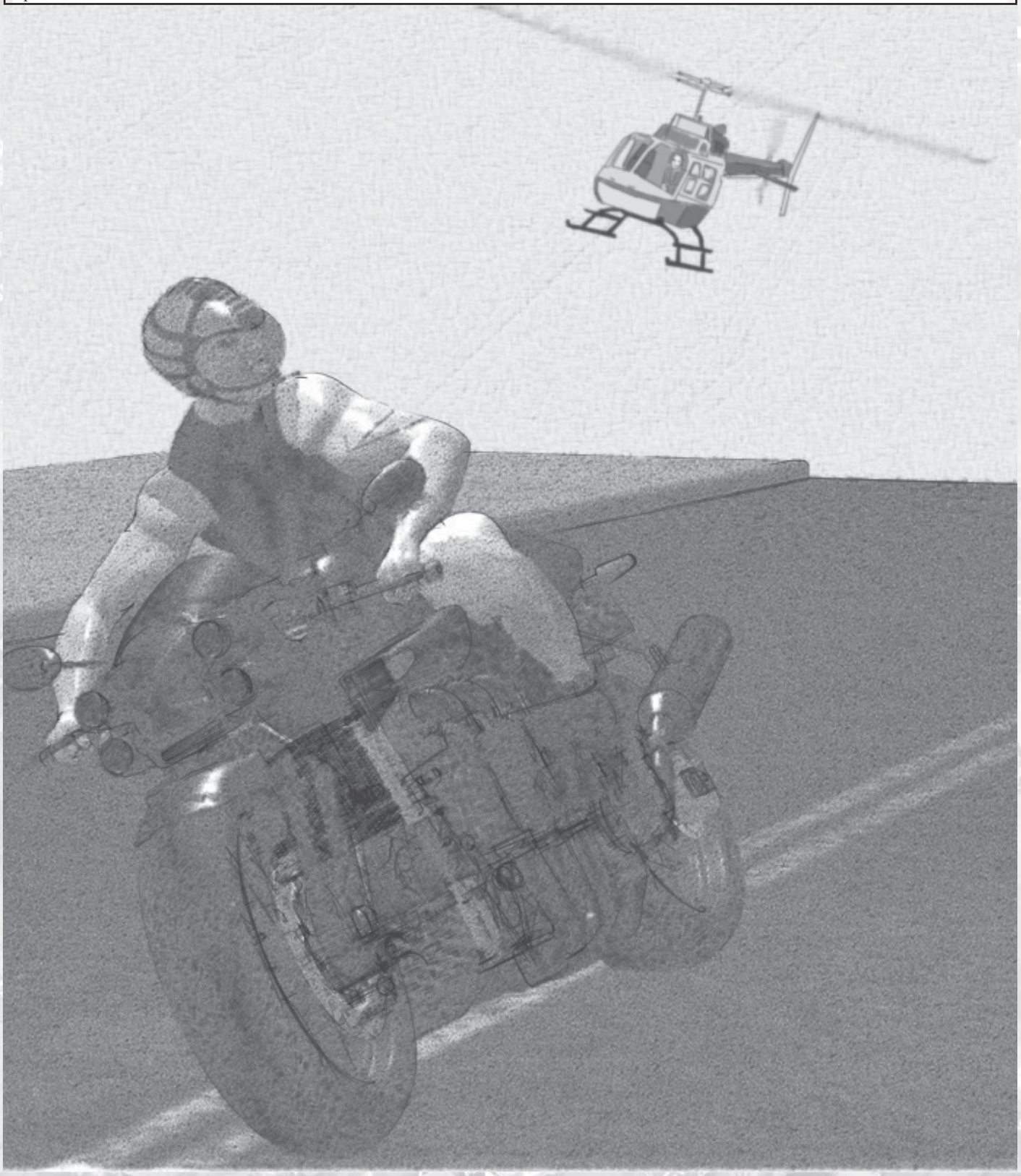
Illumination (Internal)
Signal Suite

Flaws

Hangar Queen
Open

Simon Wentworth (Order #28533685)

Inflatable Raft, Motorized (Personal)											
Mode	**DR**	**Shrugs**	**Armor**	**Handling**	**Speed**	**Range**	**Crew**	**Pass**	**Cargo**	**Weight**	**Cost**
Water, Propellor	20	4	0	+0	35 mph	50 mi	1	4	100 lbs	375 lbs	$5,250.00
Features											
Collapsible											
Flaws											
Open											



Simon Wentworth (Order #28533895)

Space Era Vehicles

Escape Pod, Standard (Medium)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Flight, Gravitic	30	10	0	+0	100 mph	10,000 mph	1	9	1,000 lbs	4.625 T	$139,887.50
Flight, Space (STL)					10,000 mph						

Features

Communications (Advanced)
Environmental (Full)
Sensors (Basic) (Range 100,000 mi)
Signal Suite

Flaws

Hard to Maintain
Ugly (x3)

Flight Pack (Personal)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Flight, Gravitic	25	6	0	+1	100 mph	250 mi	1	0	100 lbs	130 lbs	$5,700.00

Features

Hardpoints (external): 2

Flaws

Open

Grav Bike (Personal)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Flight, Gravitic	25	5	0	+3	500 mph	1,000 mi	1	2	200 lbs	820 lbs	$11,798.75

Features

Communications (Basic)
Hardpoints (external): 2
Sensors (Basic) (Range 10 mi)
Signal Suite

Flaws

Fragile
Open

Hover Car (Medium)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Ground, Hover	30	10	0	+2	200 mph	1,000 mi	1	4	250 lbs	1.75 T	$38,787.50

Features

Communications (Basic)
Environmental (Basic)
Illumination (External)
Illumination (Internal)
Sensors (Basic) (Range 10 mi)
Signal Suite

Flaws

Fragile (2)

Simon Wentworth (Order #28533885)

Space Transport (Large Craft)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Flight, Gravitic	35	12	4	+2	500 mph	250 Ly	4	20	21 T	88.16	$52,608,500.00
Flight, Space (STL)					100,000 mph						
Flight, Space (FTL)					4 Ly/D						

Features

Communications (Large)
Environmentals (Full)
Escape System
Hardpoints (internal): 10
Sensors (Advanced) (Range 4 Ly)
Signal Suite
Turrets (2) (one on top, one on bottom)

Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost
Beam-Cannons (Large) (2) (1 top, 1 bottom))	+3	60	1,000 / 2,000 / 4,000 / 8,000	Inf*	2,680 lbs (ea)	-0	6	25	5	$365,000.00 (ea)
	Autofire 10 (Only). *Weapon is powered by ship's systems.									
Particle Torp Launcher (Large) (2, forward firing)	+3	75	500 / 1,000 / 2,000 / 4,000	10	1,975 lbs (ea)	-0	5	35	5	$302,500.00 (ea)
	Radius 10.									

Flaws

Hard to Maintain

Star Fighter (Small Craft)

Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass	Cargo	Weight	Cost
Flight, Gravitic	30	10	3	+3	1,000 mph	10 Ly	1	1	1,000 lbs	11.69 T	$9,141,250.00
Flight, Space (STL)					100,000 mph						
Flight, Space (FTL)					2 Ly/D						

Features

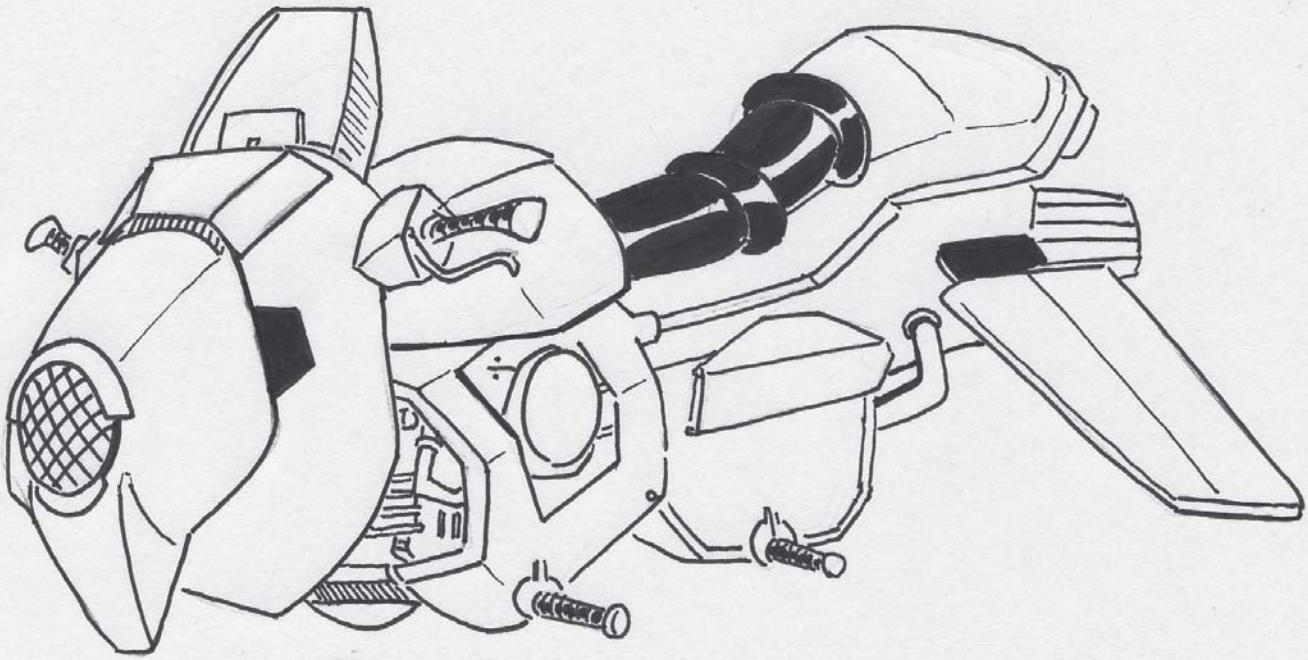
Communications (Advanced)
Environmentals (Advanced)
Escape System
Hardpoints (external): 4
Hardpoints (internal): 2
Sensors (Basic) (Range 100,000 mi)
Signal Suite

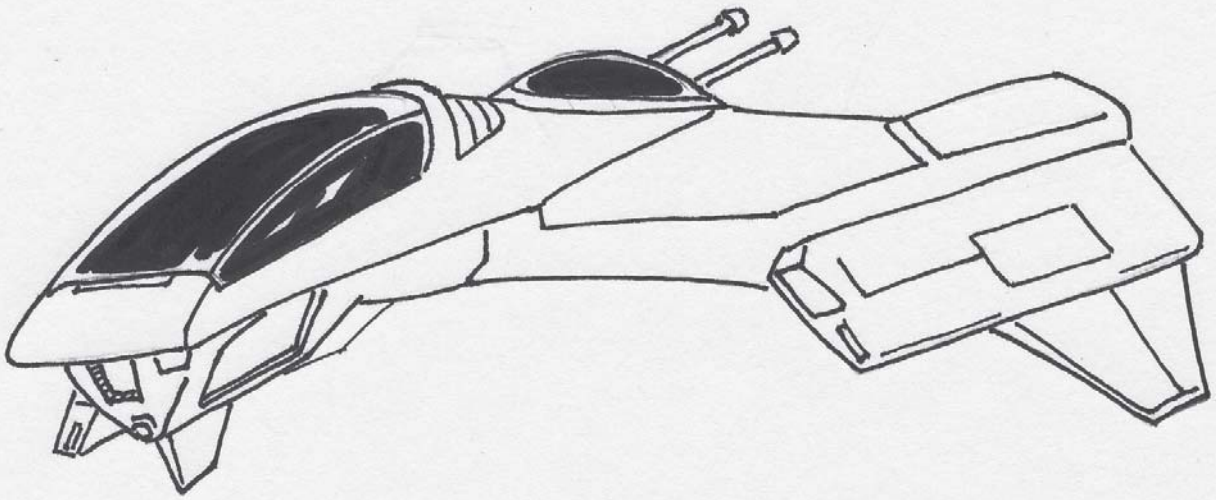
Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost
Beam-Cannons (Large) (2) (Nose-Mounted)	+3	60	1,000 / 2,000 / 4,000 / 8,000	Inf*	2,680 lbs (ea)	-0	6	35	5	$365,000.00 (ea)
	Autofire 10 (Only). *Weapon is powered by ship's systems.									
Smart Missiles (Large) (4) (2 on each wing)	+4	80	250 / 500 / 1,000 / 2,000	1	1,630 lbs (ea)	-0	10	35	5	$1,195,000.00 (ea)
	Rangs is in Miles. Homing: Follows target for ten (10) turns or until it hits.									

Flaws

Stressful I

Simon Wentworth (Order #26533895)





Simon Wentworth (Order #28533685)

ANIMALS

Sentient beings are not alone in the world. Within only a few feet, most people can find a number of other beings, not possessed of a thinking mind but rather of an innate cunning.

You're never really that far from an animal.

Animals are Non-Player Characters (NPCs) like any other, with a set of statistics and a simplified skill list. More, they have their own special class of Special Abilities, "Animal Abilities," which define things that animals can do which are over and above the capabilities of mere humanity. These Animal Abilities are listed and defined on page 188.

Purchasing Animals is done at a cost equal to their Design Cost divided by one thousand (1,000).

Of course, one can always just go out an catch their own animal for the cost of camping supplies and enough rope. Domesticating or "Breaking" an Animal requires a number of contests between the trainer's Will stat plus the Animal skill and the Animal's Will stat plus Toughness skill.

The trainer can try this contest once per twenty-four hour period. They must win this contest a number of times equal to the Animal's Will Statistic. If the trainer should critically succeed this contest, they have domesticated the animal successfully as of that moment.

If the Animal should critically win one of these contests, it has become "Unbreakable," a Maverick that cannot be broken by that particular trainer. Other trainers can attempt to domesticate the animal, but the Animal will be at a bonus of plus four (+ 4) in these contests.

Critical Failures by the trainer during Domestication have the same effect as a Critical Success by the Animal. Likewise, a Critical Failure by the Animal during Domestication has the same effect as a Critical Success by the trainer.

A domesticated animal will follow commands given to it by a person that it has become familiar with (may take a week or so), and will behave loyally towards them. The GM is encouraged to develop NPC-type personalities for such animals.

Because animals have Design Costs, one might almost think they were meant to be manipulated in some fashion, which is true enough. Animals are like Characters in many ways, and an enterprising GM (or a devious Player!) may want to "tweak" an animal somewhat. This could be used to produce strange alien creatures, genetic monsters, or even magically created beasts of defense and attack.

Characters with skill in Alchemy or Genetics may just decide to make their own bizarre animal creation.

This would be done the same as making any Character, (using Method Three to generate stats), with the following modifications:

- Animals can have an Intelligence of less than four (4); this has no associated cost. Generally, animals have an Intelligence of two (2) or three (3), with four (4) being the stat of an amazingly smart animal, and one (1) being the intelligence of houseplants.

- Animals often have the Flaws Physical Impairment: Low Lifting Capacity (or Reduced Lifting Capacity), as animals simply cannot lift fifty times their Strength in pounds.

- Animals can have Animal Abilities without having any other Merits.

A Note To GMs: Players may want to go the route of having an animal companion to help them in combat. If you allow this in your game, be prepared to hear "and what does my animal do?" on a regular basis. Remember that animals may be loyal, but they also have their own agendas based primarily on eating, defecating, and mating, all of which can seriously cut into their "making combat too easy for the PCs" time.

Simon Wentworth (Order #26533695)

ANIMALS

Falcon

Str	7	**Shrugs**	3	**Flying Speed**	144
Sta	6	**Speed**	18	**S B Jump**	3
Agi	8	**Will**	4	**R B Jump**	6
Dex	7	**Initi**	11	**S High Jump**	1
Int	2	**DR**	9	**R High Jump**	2
Per	8	**Risk**	40	**Dead Lift**	5

Skills

Acrobatics	4	Invest	2	Running	
Climbing		Lifting	3	Survival	5
Grappling	6	Mart Dam	5	Swim	
H to H	5	Melee		Tough	

Merits

Fast
Kick like a Mule
Quick

Flaws

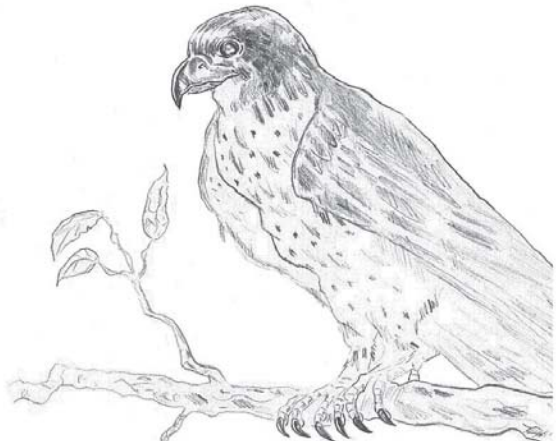
Phys Imp: Poor ground movement
Phys Imp: Reduced Lifting Capacity
Psycho

Animal Abilities

Beak, Raptor
Claws, Large
Flight, Winged
Flying, Impressive
Smaller Animal (x3)
Tail, non-Prehensile

Design Cost

$24,300.00



Cat (Domestic)

Str	7	**Shrugs**	3	**Run Speed**	152
Sta	5	**Speed**	19	**S B Jump**	13
Agi	10	**Will**	4	**R B Jump**	25
Dex	6	**Initi**	7	**S High Jump**	4
Int	2	**DR**	10	**R High Jump**	12
Per	7	**Risk**	40	**Dead Lift**	5

Skills

Acrobatics	3	Invest	2	Running	3
Climbing	3	Lifting		Survival	
Grappling		Mart Dam	2	Swim	2
H to H	2	Melee		Tough	1

Merits

Fast
Night's Eyes

Flaws

Phys Imp: Reduced Lifting Capacity

Animal Abilities

Claws, Small (Retracting)
Leaping/Sprinting, Impressive
Smaller Animal (x3)
Tail, non-Prehensile
Teeth, Small Fangs
Track by Hearing

Design Cost

$112,150.00

Simon Wentworth (Order #28533885)

Cetacean (Dolpin)

Str	7	**Shrugs**	4	**Swim Speed**	400
Sta	8	**Speed**	20	**S B Jump**	11
Agi	8	**Will**	6	**R B Jump**	26
Dex	9	**Initi**	7	**S High Jump**	4
Int	4	**DR**	16	**R High Jump**	11
Per	5	**Risk**	60	**Dead Lift**	350

Skills

Acrobatics	4	Invest	3	Running	
Climbing		Lifting	3	Survival	3
Grappling		Mart Dam	4	Swim	5
H to H	3	Melee		Tough	2

Merits

Flaws

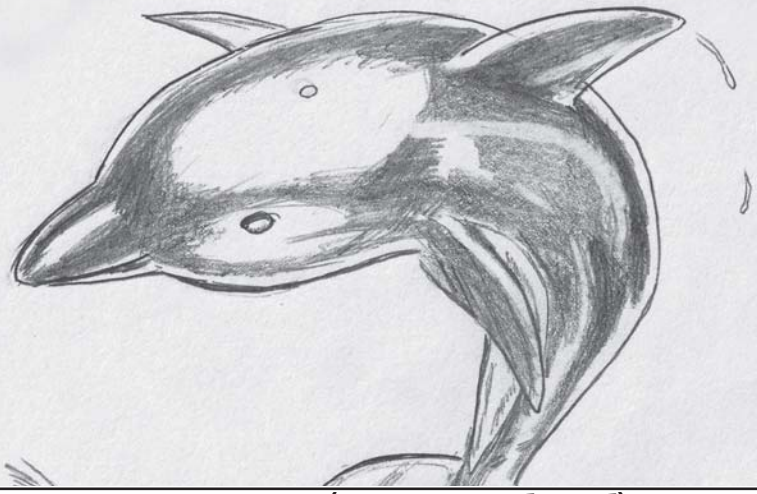
Phys Imp: No manipulators
Phys Imp: Poor ground movement

Animal Abilities

Breath Holding/Swimming, Monstrous
Leaping, Impressive
Natural Head-Butter (Forehead Basher)=
Needle Sharp Teeth
Sonar Sense

Design Cost

$70,500.00



Dog (Domestic, Mid-Sized)

Str	6	**Shrugs**	4	**Run Speed**	128
Sta	7	**Speed**	16	**S B Jump**	4
Agi	6	**Will**	5	**R B Jump**	10
Dex	6	**Initi**	7	**S High Jump**	2
Int	2	**DR**	13	**R High Jump**	4
Per	7	**Risk**	50	**Dead Lift**	50

Skills

Acrobatics	2	Invest	3	Running	4
Climbing	1	Lifting		Survival	4
Grappling	2	Mart Dam	4	Swim	1
H to H	1	Melee		Tough	

Merits

Fit as a Fiddle
Quick

Flaws

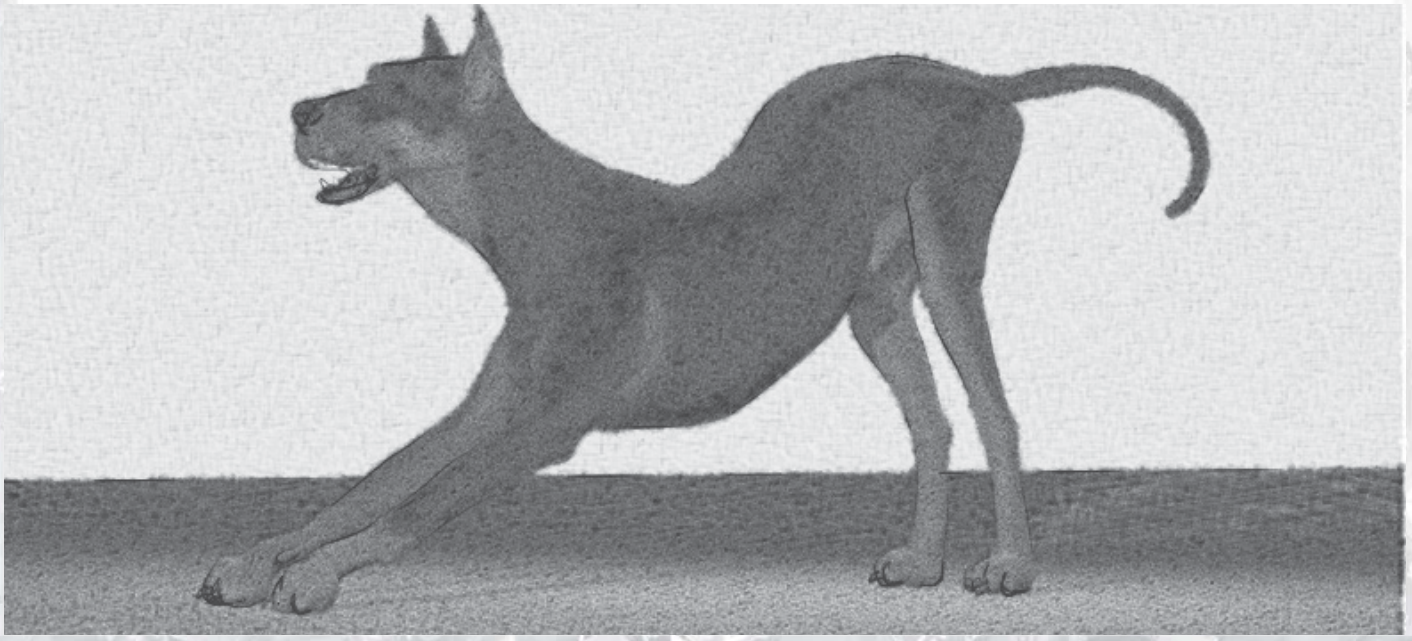
Phys Imp: No manipulators
Phys Imp: Low lifting capacity

Animal Abilities

Heightened Sense: Smell +3
Smaller Animal (x1)
Sprinting, Impressive
Super/Sub Sonic Hearing
Tail, non-Prehensile
Teeth, Large Fangs
Track by Smell

Design Cost

$17,500.00



Simon Wentworth (Order #28533895)

Dog (Wolf)

Str	7	**Shrugs**	4	**Run Speed**	136
Sta	7	**Speed**	17	**S B Jump**	5
Agi	7	**Will**	5	**R B Jump**	11
Dex	6	**Initi**	7	**S High Jump**	2
Int	2	**DR**	14	**R High Jump**	5
Per	8	**Risk**	50	**Dead Lift**	350

Skills

Acrobatics	3	Invest	3	Running	2
Climbing	2	Lifting		Survival	2
Grappling	3	Mart Dam	4	Swim	
H to H	4	Melee		Tough	

Merits

No Sick Days

Flaws

Phys Imp: No Manipulators

Animal Abilities

Heightened Sense: Smell +3
Sprinting, Impressive
Super/Sub Sonic Hearing
Tail, non-Prehensile
Teeth, Large Fangs
Track by Smell

Design Cost

$45,500.00

Horse (Draft)

Str	10	**Shrugs**	8	**Run Speed**	64
Sta	10	**Speed**	16	**S B Jump**	4
Agi	7	**Will**	6	**R B Jump**	9
Dex	6	**Initi**	6	**S High Jump**	2
Int	2	**DR**	25	**R High Jump**	5
Per	5	**Risk**	60	**Dead Lift**	3,000

Skills

Acrobatics	1	Invest	1	Running	3
Climbing		Lifting	5	Survival	2
Grappling		Mart Dam	2	Swim	
H to H	1	Melee		Tough	2

Merits

Kick like a Mule
Tough as Hell (x 2)

Flaws

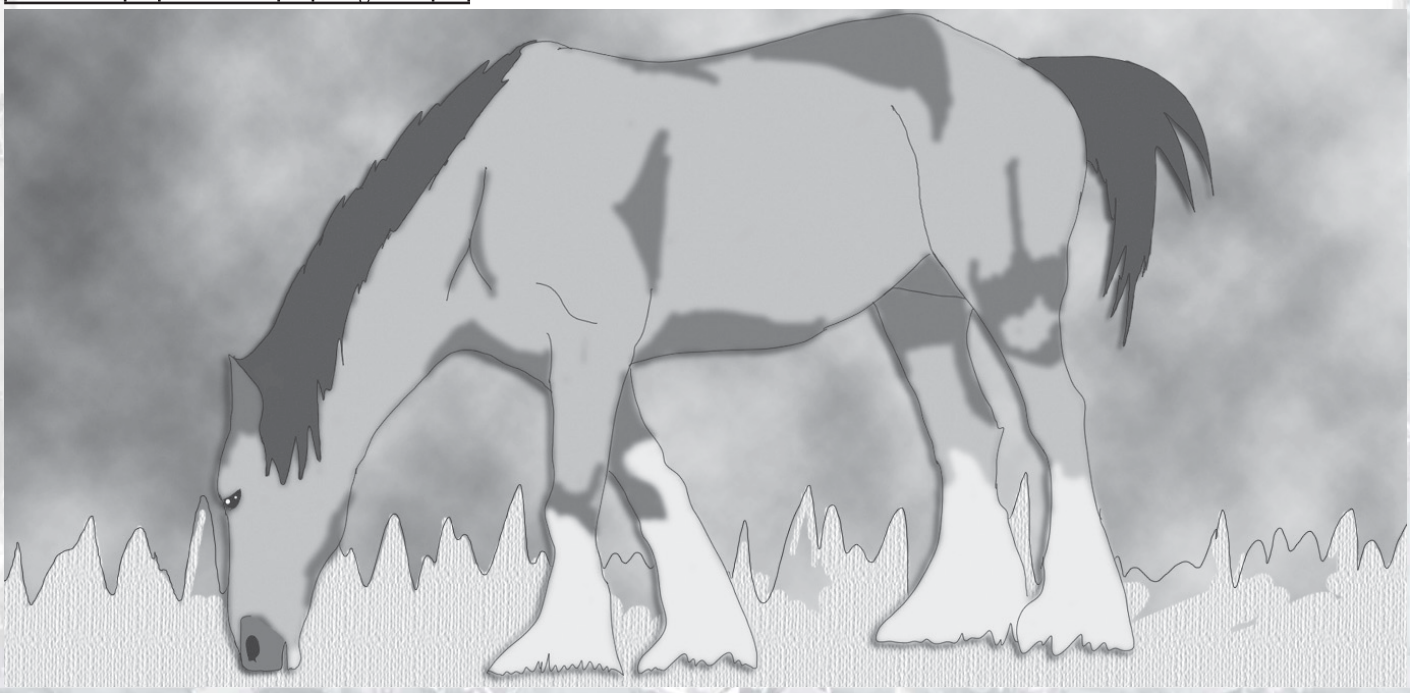
Phys Imp: No Manipulators

Animal Abilities

Larger Animal (x 1)
Lifting, Impressive
Natural Kicker
Tail, non-Prehensile

Design Cost

$104,750.00



Simon Wentworth (Order #28533685)

Horse (War)

Str	10	**Shrugs**	8	**Run Speed**	128
Sta	9	**Speed**	16	**S B Jump**	4
Agi	7	**Will**	6	**R B Jump**	9
Dex	6	**Initi**	9	**S High Jump**	2
Int	3	**DR**	23	**R High Jump**	5
Per	6	**Risk**	60	**Dead Lift**	3,000

Skills

Acrobatics	2	Invest	2	Running	
Climbing		Lifting	3	Survival	2
Grappling	1	Mart Dam	4	Swim	2
H to H	4	Melee	2	Tough	4

Merits

Bad-Ass
Fast
Kick like a Mule
Tough as Hell (x 2)

Flaws

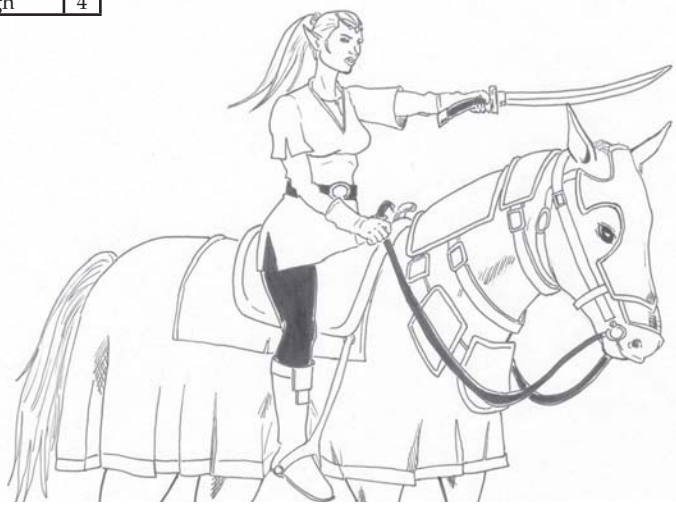
Phys Imp: No Manipulators

Animal Abilities

Larger Animal (x 1)
Lifting, Impressive
Natural Kicker
Sprinting, Impressive
Tail, non-Prehensile

Design Cost

$130,750.00



Monkey

Str	4	**Shrugs**	3	**Run Speed**	80
Sta	5	**Speed**	20	**S B Jump**	10
Agi	10	**Will**	4	**R B Jump**	17
Dex	10	**Initi**	8	**S High Jump**	11
Int	3	**DR**	10	**R High Jump**	15
Per	5	**Risk**	40	**Dead Lift**	10

Skills

Acrobatics	4	Invest	2	Running	
Climbing	5	Lifting		Survival	2
Grappling	4	Mart Dam	2	Swim	2
H to H	2	Melee	1	Tough	3

Merits

Jackrabbit (x 3)

Flaws

Phys Imp: Reduced Lifting Capacity

Animal Abilities

Smaller Animal (x 3)
Tail, Prehensile

Design Cost

$147,000.00

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Animal Abilities

Animal Ability	Range	Damage	Activation	Duration	Risk	Cost	Notes
Beak, Fisher	-	-	-	-	-	$650.00	Dam +1, Sharp
Beak, Raptor	-	-	-	-	-	$2,150.00	Dam +3, Sharp, AP 1
Breath Holding, Impressive	-	-	-	-	-	$10,000.00	Breath Holding for 2x Duration
Breath Holding, Monstrous	-	-	-	-	-	$25,000.00	Breath Holding for 5x Duration
Claws, Large	-	-	-	-	-	$3,150.00	Dam +5, Sharp, AP 1
Claws, Retracting	-	-	-	-	-	$500.00	Claws can retract
Claws, Small	-	-	-	-	-	$150.00	Sharp
Flight, Winged	-	-	-	-	-	$5,000.00	Fly at Running Speed
Flying, Impressive	-	-	-	-	-	$10,000.00	Flying speed x2 (must have Flight, Winged)
Flying, M0nstrous	-	-	-	-	-	$25,000.00	Flying speed x5 (must have Flight, Winged)
Head Basher, Antlers	-	-	-	-	-	$4,150.00	Dam +5, Sharp, AP 1, Does 1 Extra Shrug
Head Basher, Forehead	-	-	-	-	-	$500.00	Dam +1
Head Basher, Horns	-	-	-	-	-	$2,150.00	Dam +3, Sharp, AP 1
Heightened Sense	-	-	-	-	-	$500.00	+1 to One Sense (maximum +5)
Hide, Armored	-	-	-	-	-	$4,500.00	DR +10, 1 Armor Shrug
Hide, Tough	-	-	-	-	-	$1,250.00	DR +5
Larger Animal	-	-	-	-	-	$19,250.00	(Per Level) +5 DR, +5 Str Dam, +1 Shrug, Lifting x2, +1 to be Hit
Leaping, Impressive	-	-	-	-	-	$10,000.00	Jumping Distances x2
Leaping, Monstrous	-	-	-	-	-	$25,000.00	Jumping Distances x5
Lifting, Impressive	-	-	-	-	-	$10,000.00	Dead Lift x2
Lifting, Monstrous	-	-	-	-	-	$25,000.00	Dead Lift x5
Natural Camouflage	-	-	-	-	-	$1,500.00	+3 to Stealth
Natural Head-Butter	-	-	-	-	-	$1,000.00	No Penalty to Head Butt
Natural Kicker	-	-	-	-	-	$1,000.00	No Penalty to Kick
Smaller Animal	-	-	-	-	-	$1,000.00	(Per Level) +1 to Stealth, -1 to be seen/hit, -1 to Str Dam, -1 DR
Sonar Sense	-	-	-	-	-	$9,500.00	Sense by sound waves, negates Darkness penalties, allows underwater navigation and tracking
Sprinting, Impressive	-	-	-	-	-	$10,000.00	Running Speed x2
Sprinting, Monstrous	-	-	-	-	-	$25,000.00	Running Speed x5
Stinger	-	-	-	-	-	$2,150.00	Dam +4, Sharp
Super/Sub Sonic Hearing	-	-	-	-	-	$5,000.00	Hear in registers higher and lower than standard human hearing
Swimming, Impressive	-	-	-	-	-	$10,000.00	Swimming speed x2
Swimming, Monstrous	-	-	-	-	-	$25,000.00	Swimming Speed x5
Tail, non-Prehensile	-	-	-	-	-	$500.00	Expresses emotion, helps balance
Tail, Prehensile	-	-	-	-	-	$1,500.00	Can be used to hold things and hang from
Teeth, Large Fangs	-	-	-	-	-	$4,000.00	Dam +5, AP 1, Does 1 Extra Shrug
Teeth, Needle Sharp	-	-	-	-	-	$1,500.00	Dam +1, AP 2
Teeth, Small Fangs	-	-	-	-	-	$500.00	Dam +1
Track by Hearing	-	-	-	-	-	$7,000.00	Track by hearing alone, no Darkness penalties to Hit
Track by Smell	-	-	-	-	-	$7,500.00	Track by scent, +5 to Investigation rolls to track
Venom, Deadly	-	-	-	-	-	$8,800.00	Stam + Tough at -5, or resist Damage 20 once a minute for an hour and take a -3 penalty on all rolls due to pain
Venom, Weak	-	-	-	-	-	$1,750.00	Stam + Tough at -3 or -1 to all rolls for 1 hour
Wall Walking	-	-	-	-	-	$5,000.00	Move along walls and ceiling
Web Spinning	-	-	-	-	-	$1,250.00	Create webs and cocoons. See description.

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Beak, Fisher: This beak is long and pointed, meant to spear fish. It works well for spearing other things too, as it turns out. Does Strength plus one (+1) Damage, considered Sharp.

Beak, Raptor: A beak for ripping and tearing into prey. Does Strength plus three (+3) Damage, ignores one Armor Shrug, considered Sharp.

Breath Holding, Impressive: Animal can hold its breath for two times (2x) the usual duration.

Breath Holding, Monstrous: Animal can hold its breath for five times (5x) the usual duration.

Claws, Large: Big ripping claws. Do Strength plus five (+5) Damage, ignore one Armor Shrug, considered Sharp.

Claws, Retracting: Allows Claws, Large or Claws, Small to be retracted, keeping them out of the way for more gentle activities.

Claws, Small: Small, sharp claws. They do not add to the animal's usual Hand to Hand Damage, but they do make the damage Sharp (bypasses Toughness).

Flight, Winged: Animal has wings, and can fly at their Running speed. If they have poor ground movement, this does not affect their flying speed.

Flying, Impressive: Animals with wings can fly at two times (2x) their normal speed.

Flying, Monstrous: Animals with wings can fly at five times (5x) their normal speed.

Head Basher, Antlers: Animal has vicious antlers on top of their head for enhancing the damage of a Head Butt. Antlers do a Damage of Strength plus five (+5), do one (1) additional Shrug of damage, ignore one (1) Armor Shrug, and are considered Sharp.

Head Basher, Forehead: Animal's forehead is toughened, does more damage with a Head Butt. Damage is Strength plus one (+1).

Head Basher, Horns: Animal has horns which enhance the damage of a Head Butt. Horns do a Damage of Strength plus three (+3), ignore one (1) Armor Shrug and are considered Sharp.

Heightened Sense: Each time this is taken, the animal gets a bonus of plus one (+1) to the use of one (1) sense. Can be taken to a maximum of plus five (+5) for each sense.

Hide, Armored: Animal's skin is very tough, helping it resist damage. DR is increased by ten (10), animal gains one (1) Armor Shrug.

Hide, Tough: Animal's skin is tough, helping it resist damage. DR is increased by five (5).

Larger Animal: Each time this ability is taken, the animal doubles in size (starting with basic human size). This cumulatively increases the animal's Damage Resistance and Strength damage by five (+5), gives it one (1) additional Shrug, and doubles its lifting capacity (x2). This also cumulatively gives anyone else a bonus of plus one (+1) to hit the animal due to its larger size.

Leaping, Impressive: All jumping heights and distances for this animal are multiplied by two (2x).

Leaping, Monstrous: All jumping heights and distances for this animal are multiplied by five (5x).

Lifting, Impressive: Animal's Dead Lift is multiplied by two (2x).

Lifting, Monstrous: Animal's Dead Lift is multiplied by five (5x).

Natural Camouflage: Animal tends to blend in to its native surroundings due to natural coloration, giving it a bonus of plus three (+3) to Stealth rolls.

Natural Head-Butter: Animal is optimized for attacking with its head, and is at no penalty to perform a Head Butt.

Natural Kicker: Animal is optimized for attacking with its feet, and is at no penalty to perform a Kick.

Smaller Animal: Each time this ability is taken, the animal's size is reduced (starting with the basic human size). Large dogs may have this one time (x1), cats and large rodents may have it three (x3), small rodents and birds may have it five (x5), insects may have it as few as six times (x6) or as many as nine (x9). Anything so small it would have to take this more than nine times is generally incapable of interacting with larger creatures in a meaningful way. Each time this ability is taken, the animal has a cumulative bonus of plus one (+1) to Stealth, and gives other creatures a cumulative penalty of minus one (-1) to see or hit the animal. The down side of this ability is that the animal also suffers

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a cumulative penalty of minus one (-1) to its Strength-based Damage and its Damage Resistance.

Sonar Sense: The animal has the ability to "see" by using echolocation; the ability to generate sound waves and perceive its surroundings by the echoes generated when those sound waves reflect off of objects or terrain. An animal with Sonar sense suffers no penalties from darkness, and can even navigate underwater in the darkest of depths with no difficulty.

Sprinting, Impressive: The animal's Running Speed is multiplied by two (2x).

Sprinting, Monstrous: The animal's Running Speed is multiplied by five (5x).

Stinger: The animal has a hollow sting, which can be used to pierce the skin of other creatures. This is often (but not always) taken in conjunction with some form of Venom, which can be introduced through the Sting on a successful attack. The Stinger does a Damage of Strength plus four (+4), and is considered Sharp.

Super/Sub Sonic Hearing: The animal can hear in much higher and lower registers than the average human can, hearing sounds which are usually considered subsonic or ultrasonic.

Swimming, Impressive: The animal's swimming speed (the same as its Running Speed, generally) is multiplied by two (2x).

Swimming, Monstrous: The animal's swimming speed (the same as its Running Speed, generally) is multiplied by five (5x).

Tail, non-Prehensile: The animal has a tail which generally allows it to balance (no special benefit), and also helps the animal to communicate its emotional state.

Tail, Prehensile: The animal has a tail which has enough strength and dexterity to hold items, and which the animal can use to hang from. It acts as an extra grasping appendage, but it can generally not be used to attack.

Teeth, Large Fangs: The animal has large ripping fangs. They do a Damage of Strength plus five (+5), do one (1)additional Shrug of Damage, and ignore one (1) Armor Shrug. All teeth are automatically considered Sharp.

Teeth, Needle Sharp: The animal has a mouth of needle sharp teeth, doing a Damage of Strength plus one (+1) and ignoring two (2) Armor Shrugs. All teeth are automatically considered Sharp.

Teeth, Small Fangs: Animal has small fangs which to a Damage of Strength plus one (+1). All teeth are automatically considered Sharp.

Track by Hearing: The animal can track its targets by hearing alone, and receives no penalties from Darkness (even Total Darkness) in combat.

Track by Smell: The animal can track its prey by scent alone, giving it a bonus of plus five (+5) on the Investigation skill when used to track.

Venom, Deadly: The animal generates a deadly venom. The venom is a blood agent, so it is often introduced to its target with either Fangs or a Stinger. On a successful attack, the target of the Deadly Venom must roll their Stamina stat plus their Toughness skill at a penalty of minus five (-5). If they should fail this roll, they must save versus an incoming Damage of twenty (20) once (1x) every minute as the venom ravages their blood stream. This effect lasts one (1) hour, and can be negated with a good anti-toxin. During the hour of effect, the target is at a penalty of minus three (-3) to all rolls due to the pain of the venom in their bloodstream.

Venom, Weak: The animal generates a deadly venom. The venom is a blood agent, so it is often introduced to its target with either Fangs or a Stinger. On a successful attack, the target of the Deadly Venom must roll their Stamina stat plus their Toughness skill at a penalty of minus three (-3). If they should fail this roll, they are at a penalty of minus one (-1) to all rolls for one (1) hour as the venom causes pain and irritation. This can be negated by an anti-toxin.

Wall Walking: The animal can move up walls and across ceilings as though they were walking on the ground.

Web Spinning: The animal can create webs and cocoons, spinning them out of silk it generates within its body. These webs are not strong; animals that can do any amount of Strength Damage (which is just about anything but an insect) will ignore them. Insects, however, will become Immobilized upon contact with them. The webs themselves tend to lose cohesion after a day (24 hours) or so, and must be re-spun after that time.

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Special Abilities

If a Character has a Special Merit, they have access to the purchase of Special Abilities. These Merits, and the abilities that they have access to, are:

Special Merit	Ability List
Martial Artist	Martial Arts
Mind of Power	Psionic Disciplines
Moda Mechanica	Mechanica
Preternatural	Powers
Spell Slinger	Magic Spells

Special Abilities allow Characters to do spectacular things which defy the common logic of most reality. If you've ever watched a television show or a movie where the hero does something amazing, and everyone else in the scene has to stop and watch them for a second as if to confirm that they really just saw that, you've seen someone use a Special Ability.

Not all Special Abilities may be available in all game settings. The GM, when laying down the guidelines for the setting, can say "Psionics are just fine, but these people never developed Magic, so Spell Slinger is unavailable for this campaign."

Of course, a Player who REALLY still wants to play that Mage can attempt to make a Deal with the GM... "But my Character is a member of an ancient sect of wizards who have preserved the usage of magic from a previous civilization!"

As always, the GM's word is final on what Special Merits are and are not available in a given campaign, although GM's are cautioned to be sensitive to the desires of their Players.

When a Character uses a Special Ability, they are marking themselves a different from those around them. This can have negative consequences in some game settings... in certain Fantasy settings, for example, all magic is considered Necromancy, and its practice is punishable by burning at the stake.

The exact appearance of a Special Ability or it's effect is not carved in stone - there is a lot of room to "personalize" these Abilities. One Character throwing a Lightning Bolt may simply create blue lightning from their hand, while another may go through a complex set of hand motions and throw an arc of bright violet. The effect, in either case, remains exactly the same.

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Though each of the areas of ability are different, they have similar listings which can be read the same way. Each ability has the following information listed, and this is how the information is read.

Ability Name: This is the name of the ability; how it is referred to by those familiar with the existence of this type of ability.

Range: Unless otherwise noted, this is listed in feet. Occasionally, rather than a number, a statistic will be listed - this means that the range of the ability is equal to the statistic in feet. A number or statistic followed by "mi" means that the range is listed in miles, rather than feet. A number or statistic followed by an "i" means that the range is Incremental - the listed number or statistic is the "short" range of the ability, which is doubled for the "medium" range, quadrupled for the "long" range, and multiplied by eight (8) for the "extreme" range.

Incremental Range			
Short	Medium	Long	Extreme
Listed	x2	x4	x8

A number or statistic followed by an "(r)" indicates that the range is being given as a radius. A range listed as "Self" indicates the ability works only on the user, while "Touch" means that the ability has no effective range, and physical contact must be made with the target in order to use the ability.

A range listed as "Sym" means that the ability uses Sympathetic Range; a range based on the metaphysical relationship to the target as much as physical distance. The closer the relationship of the user of the ability to their target (whether it is a person or a place), the easier it is for them to use that ability on them.

Distance	
Within the same building	+2
Within the same block	+0
Within the same city	-1
Within the same nation	-2
Within the same continent	-3
Within the same world	-4
Within the same dimension	-5

Relationship with Person	
Close family, lovers, or hated enemy	+2
Good friend	+1
Estranged family, office pals, bar pick-up	+0
Casual friend	-1
Known by reputation	-2
Known by description	-3
Total stranger	-4

Relationship with Place	
Personal residence of more than a year	+2
Personal residence of more than a month	+1
Place you've spent a month or so	+0
Place you spent a couple of weeks	-1
Place you hung our for a few days	-2
Place you passed through once	-3
Place you've never been	-4

Distance and relationship modifiers are cumulative. As long as the roll to use the Special Ability with Sympathetic Range can be made with the associated bonus or penalty, the ability will reach.

A Range listed as "Tem" is Temporal Range; this is an ability which works across Time rather than Space (although abilities that work across both are possible). In this case, the greater the time increment at which the ability works, the more difficult it is to use.

Time Increment	Penalty
Minute	-0
Hour	-1
Day	-1
Week	-2
Month	-2
Year	-3
Decade	-3
Century	-4
Millennia	-4
Eon	-5

Time is primarily an element in certain sensory abilities, such as seeing into the future or sensing events from the past.

Where the Range listing is "-", Range is inapplicable.

Damage: Generally a number, the incoming Damage done by the ability. Often listed as "-" when the ability does no damage. If the number is preceded by a "+" the Damage is added to the user's Strength-Based damage. May be listed as a statistic (other than Strength), in which case the incoming damage of the ability is equal to that statistic. May also be listed as a statistic (other than strength) followed by a "+ (number)" in which case the damage is the listed statistic plus the number given. If the number is followed by a "+" then the ability does additional Shrugs of Damage - exactly how many will be included in the Notes section of the ability's listing.

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If the Damage is followed by an "s," this indicates that the Damage is a Stun effect - the Damage is a penalty to the target's Stamina plus Toughness roll to resist being stunned (rendered Unco with Shrugs).

Activation: How long it takes to activate the ability. When listed as "-" the ability takes no additional time to activate. Usually expressed as a number followed by a capital letter. A "T" means the activation time is listed in Turns, an "M" means the activation time is listed in Minutes, an "H" means the activation time is lsted in Hours, and a "D" means the activation time is listed in Days.

Duration: How long the effect of the ability lasts. When listed as "-" the effects are immediate, such as an attack which expends its damage and is then over. Usually expressed as a number followed by a capital letter. A "T" means the duration time is listed in Turns, an "M" means the duration time is listed in Minutes, an "H" means the duration time is lsted in Hours, and a "D" means the duration time is listed in Days. When the duration is followed by the notation "(m)" this means that the effect of the ability can be maintained... at the end of its duration, the user can spend the Risk cost of the ability again to extend its duration by the listed value. When the duration is listed as "per use" the effects of the ability last for one use of the ability (where this is unclear, the GM makes the final decision). One "use" of an ability could be one message communicated, one object lifted, one answer gained - in general, the result of one roll.

A Character using an ability with a Duration can, at any point in time during the duration of that ability, choose to end the effects of the ability. This is a free action, and is as simple as the Character deciding "I don't want that to be in effect any more." Once an ability's effect has been so ended, the ability will need to be used all over again to re-start the Duration - it can be ended, but not suspended (magic spells do not have, by their nature, a "pause" button).

Risk: The cost, in Risk, of using the ability. If an ability can be maintained, this cost must be spent again at the end of its duration to maintain it.

Cost: The cost, in improvement budget, of the ability itself. In certain cases, the GM may increase or decrease the cost of a given ability - they are the final arbiter of any ability's availability.

Notes: A brief description of the effect of the ability, followed by a number in parenthesis. The number in parenthesis becomes important only if one is creating a modified version of the ability (see Victory Equipment Manual).

Common Abbreviation	Means
s	Damage is a Stun effect
i	Range listed is Incremental
(r)	Range is expressed as a Radius
mi	Range is expressed in miles rather than feet
Sym	Range is Sympathetic
Tem	Range is Temporal
T	Activation/Duration is listed in Turns
M	Activation/Duration is listed in Minutes
H	Activation/Duration is listed in Hours
D	Activation/Duration is listed in Days
(m)	Duration can be Maintained

Stacking Special Abilities

Special abilities often give bonuses to Damage Resistance and to Strength Damage. Within one group of Special Abilities, there may be several different "levels" of such bonuses offered, with one Special Ability giving, for example, a plus ten (+10) bonus to Damage Resistance and another Ability giving a plus twenty (+20) bonus to DR.

These are generally not meant to be purchased simultaneously. Rather, the intent is that a Player might get their Character the plus ten (+10) version at Character creation, and then eventually upgrade to the plus twenty (+20) version. Buying them both for a plus thirty (+30) may tend to unbalance the setting and mood that the GM is trying to maintain.

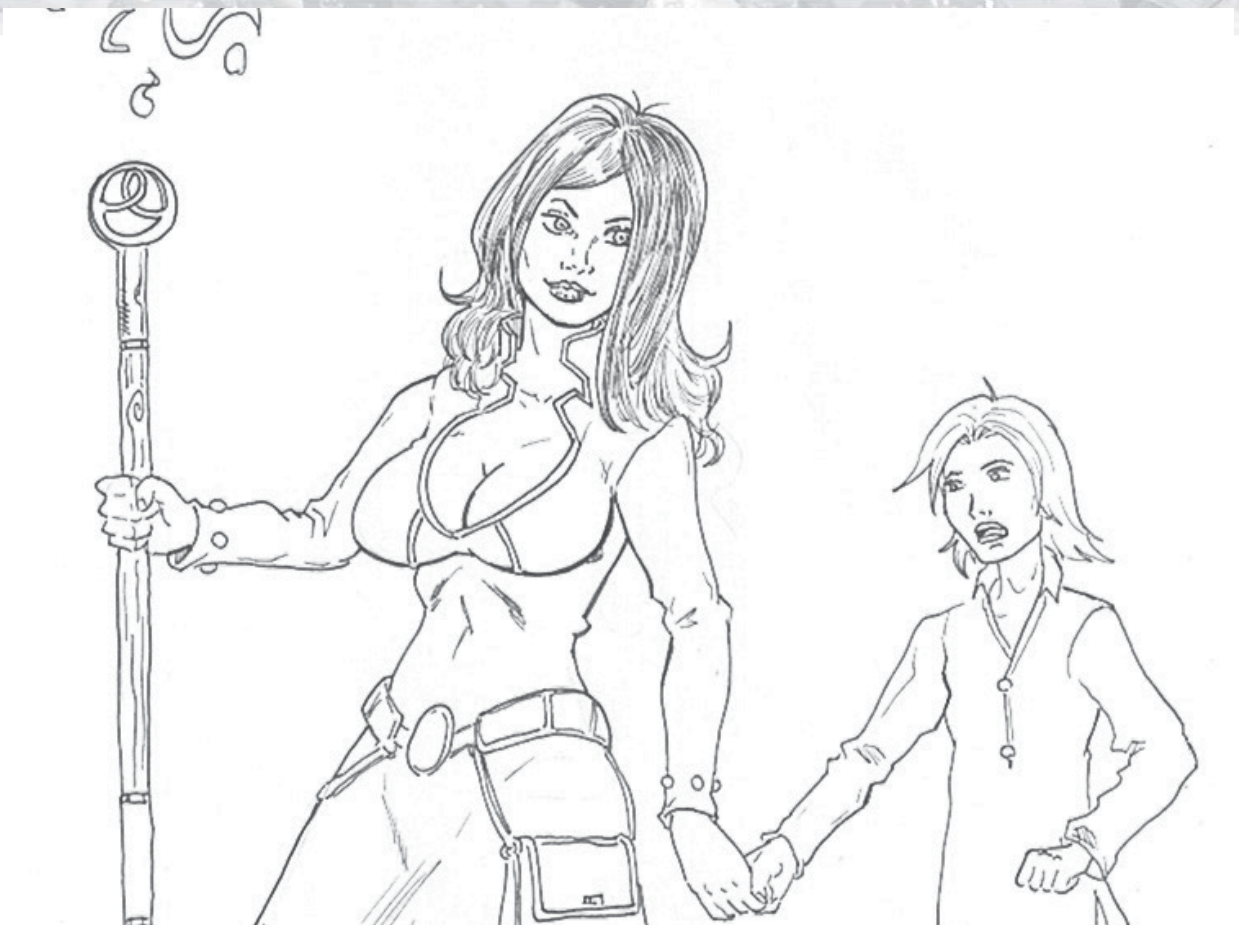
Still, if you'd like to have that level of protection, the rules certainly allow for it. Please check with the GM, though, when "stacking" such bonuses, to make sure that you're not a) overpowering the GMs planned scenarios and b) endangering the other PCs by forcing the GM to constantly drop nuclear weapons on you in order to stress a sense of peril.

A Cautionary Note to GM's

Towards the end of the Character Creation process, you may want to casually ask the Players in your group for their Characters' DR and how much Damage they're likely to be doing. In the more casual, relaxed atmosphere between Character Creation and actual Roleplaying, it is easier to work together as a group to effect the desired balance for your campaign.

Finding out, mid-combat several sessions in, that one of the PCs can bounce a highly dangerous beam sword off their bare chest on a regular basis may lead to more stress than anyone at the table really wants to deal with right then and there. I'm serious. It happens.

Simon Wentworth (Order #26533695)



MAGIC

Characters with the "Spell Slinger" merit are known as "mages" or, when slinging Spells, "casters." They focus their will power into an intent so strong that they alter the fabric of reality, creating magical effects. Science is incapable of explaining or even measuring this effect.

Spells have some common statistics. They all have a Range at which they work and many of them do Damage or have an effect similar to damage which is also listed.

The purchase cost of a Spell is how much money it will cost in training and materials for the mage to learn to use it. Once learned, a mage will not forget it - as long as they have the necessary Risk, they can cast it.

The Risk cost of a Spell is how many Risk points must be spent to activate or maintain it.

The Casting Time of a spell is how long the mage must concentrate on it before it activates. Most Spells have a casting time of at least one round, meaning that the Character must concentrate on it for a full round (making small hand gestures and muttering magical phrases) to cast it... it will activate at the beginning of the next round.

Finally, the Duration of the spell is listed, which is how long it will be active after a successful casting. Some spells can be maintained by spending additional Risk, others must be re-cast.

Mages can use additional Risk when casting spells to speed them up or to gain additional effect. A mage can spend five (5) extra Risk when casting a spell to reduce the time it takes to cast it by one (1) round. If this reduces the time below one (1) round, the spell goes off immediately, rather than after a round a concentration. This cost can be spent multiple times to further reduce the number of rounds required to cast – i.e. If a Spell takes three (3) rounds to cast, spending five (5) additional Risk will reduce this to two (2) rounds, spending ten (10) additional Risk will reduce it to one (1) round, and spending fifteen (15) additional Risk will made it activate immediately.

Normally, any Character can spend ten (10) Risk to double the amount of damage they do with an attack. Mages can spend ten (10) Risk to double not only the damage of their attacks, but most other features of the Spell as well. Ten (10) Risk can double a Spell's range, duration. radius, or any other numeric statistic of the spell.

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Magic Spells

Magic Spell	Range	Damage	Activation	Duration	Risk	Cost	Notes
Barrier, Minor	Touch	-	-	per use	2	$2,800.00	1 additional Shrug of Defense
Barrier, Standard	Touch	-	-	per use	6	$12,400.00	3 additional Shrugs of Defense
Barrier, Major	Touch	-	-	per use	10	$22,000.00	5 additional Shrugs of Defense
Bite o' Food	Touch	-	3 T	per use	3	$7,400.00	Ignore a missed meal
Breath of Air	Touch	-	1 T	15 M (m)	3	$8,050.00	Ignore suffocation
Cleanse	Touch	-	1 T	-	1	$300.00	Ignore being dirty
Cure, Minor	Touch	-	10 M	-	5	$4,500.00	Cure Minor Conditions
Cure, Standard	Touch	-	20 M	-	10	$9,000.00	Cure Minor, Standard Conditions
Cure, Major	Touch	-	30 M	-	20	$13,000.00	Cure Minor, Standard, Major Conditions
Drink o' Water	Touch	-	3 T	per use	3	$7,400.00	Ignore a missed drink of water
Fireball	100'	30	-	-	7	$15,250.00	Radius 5', +5 per 7 Risk spent, ignites flammable, recurs 1/ce a Turn
Flight, minor	Touch	-	1 T	1 H (m)	5	$11,900.00	Fly at 160' per Turn
Flight, major	Touch	-	1 T	1 H (m)	10	$29,400.00	Fly at 320 mph
Gateway	10 mi +	-	10 M	5 M (m)	10	$29,400.00	Create Gateway 10' across, plus 10' per 10 Risk spent, 10 miles apart, plus 10 miles per 10 Risk spent
Healing, Minor	Touch	-	5 T	-	3	$4,700.00	Heal 1 Shrug, awaken Unco
Healing, Standard	Touch	-	1 M	-	7	$29,300.00	Heal 5 Shrugs, awaken Unco, works at "Dead"
Healing, Major	Touch	-	10 M	-	10	$54,000.00	Heal 5 Shrugs plus 5 per 10 Risk spent, Regrow Limbs/Organs, Cure Cinematic Damage, works at "Dead"
Illusory Display	Touch	-	3 T	15 M (m)	1	$5,350.00	Displays a small 3D image of what caster is describing/thinking/scrying, with sound
Illusion Mastery	100'	-	1 T	15 M (m)	5	$39,650.00	Will/Toughness -5 or Illusion fools all 5 senses, Radius 5' per 5 Risk spent
Levitation	Touch	-	1 T	15 M (m)	3	$4,350.00	Float, move at 10' per turn
Light	10'	-	1 T	1 D (m)	1	$270.00	Negates all darkness penalties, illuminates up to a 30' Radius
Lightning Bolt	100'	25	-	-	5	$16,950.00	Does 1 extra Shrug, plus 1 extra Shrug per 5 Risk spent
Mage Bolt	50'	15	-	-	3	$3,550.00	Damaging bolt of pure magic
Mage Assault	75'	20	-	-	5	$6,150.00	Autofire 5 (variable)
Mage Blast	100'	25	-	-	7	$7,250.00	Radius 10'
Mage Armor	Touch	-	1 T	15 M (m)	5	$4,400.00	DR +15, 1 Armor Shrug
Master Armor	Touch	-	1 T	15 M (m)	7	$7,450.00	DR +20, 2 Armor Shrugs
Manipulation, Minor	10'	-	1 T	per use	1	$920.00	Lift/Manipulate 50 lbs
Ooh, Sparkly	Touch	-	1 T	-	1	$300.00	Basic magical lightshow
Resurrection	Touch	-	3 H	-	100	$106,000.00	Heal 30 Shrugs, Works at "Dead as Hell," must be cast within 24 H of death
Scrying	Sym	-	1 M	1 H (m)	5	$6,500.00	See people/places at Sympathetic Range
Sodrick's Binding	50'	-	1 T	1 H (m)	5	$3,250.00	Stamina/Toughness -5 or Immobile
Sodrick's Lighter	10'	1	1 T	-	1	$570.00	Ignite flammables
Stun Bolt	50'	10 (s)	-	-	3	$6,050.00	Stam/Toughness -10 or Unco
Stun Burst	75'	15 (s)	-	-	5	$9,900.00	Stam/Toughness -15 or Unco, Radius 10'
Teleport	10 mi +	-	3 T	-	5	$9,210.00	Teleport 10 mi per 5 Risk, must know target
Tools of Convenience	Touch	-	1 T	per use	1	$800.00	Construction, Fabrication, Lockpick, and Repair w/out tools, +2
Transform Clothing	Touch	-	1 T	-	5	$6,650.00	Will/Tough or cosmetically xform clothes, cleans and repairs clothing when cast
Vigorous Hide	Touch	-	1 T	15 M (m)	3	$1,350.00	+10 DR
Ward of Hiding	Touch	-	1 H	1 Mo (m)	10	$19,200.00	25' Radius per 10 Risk is -15 to be scryed/observed
Ward of Shielding	Touch	-	1 H	1 Mo (m)	10	$19,200.00	25' Radius per 10 Risk is -15 to be teleported into
Warm and Dry	Touch	-	1 T	1 H (m)	1	$300.00	Ignore being cold and wet

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Barrier, Minor: In a last-ditch effort, the mage throws up an immaterial barrier that helps them to absorb incoming damage. On a successful Will plus Do Magic roll, the mage gains one (1) additional Shrug for the purposes of taking damage against that attack only.

Barrier, Standard: As per the Barrier, Minor, except that the mage gains three (3) additional Shrugs for the purposes of taking damage against that attack only.

Barrier, Major: As with Barrier, Minor and Barrier, Standard, except that the mage gains five (5) additional Shrugs for the purposes of taking damage against that attack only.

Bite o' Food: A mage with this spell need never go hungry. Cast with a roll of Will plus Do Magic, the successful casting of this spell replaces the eating of one meal for the purposes of resisting Starvation.

Breath of Air: Useful for going underwater or being in rooms full of poison gas. Casting this spell with a roll on Will plus Do Magic allows the Mage to go without breathing for the spell's duration.

Cleanse: For the messy mage, casting this spell with a roll of Will plus Do Magic removes all traces of dirt and grime from their bodies, clothing, and any equipment they are carrying. Spending additional Risk on this spell can (at the GM's option) be used for cleaning rooms or even larger areas of all dirt, grime, greasy fingerprints, blood stains...

Cure, Minor: Cast with a successful roll on Will plus Do Magic, this spell immediately cures any Minor condition. Cures only one condition per casting.

Cure, Standard: As with Cure, Minor, except that this spell can cure any Standard or Minor condition.

Cure, Major: As with Cure, Minor and Cure, Standard except that this spell can cure any Major, Standard, or Minor condition.

Drink o' Water: The mage with this spell need never go thirsty. Cast with a roll of Will plus Do Magic, the successful casting of this spell replaces taking one drink of water (or other hydrating liquid) for the purposes of resisting Thirst.

Fireball: A major offensive spell. A successful roll on Dexterity plus Do Magic launches a large ball of fire downrange which explodes on impact. The radius of the explosion can be increased by putting more Risk into the spell. For every seven (7) Risk put into the spell, the Radius of the Fireball increases by five (5) feet.

Flight, Minor: A basic transport spell, cast with a roll of Agility plus Do Magic. Allows the mage to fly through the air at one hundred and sixty (160) feet per turn for the duration of the spell.

Flight, Major: Fast aerial transport. Cast with a roll of Agility plus Do Magic, allows the mage to fly through the air at three hundred and twenty (320) miles per hour for the duration of the spell.

Gateway: A highly versatile and potent transport spell. Creates a teleportational gateway on a successful roll of Will plus Do Magic. The base maximum range is ten (10) miles, creating a gateway ten (10) feet in radius for the spell's duration. Spending an additional ten (10) Risk in casting this spell can extend the maximum range by an additional ten (10) miles... spending an additional ten (10) Risk can alternately increase the radius of the Gateway by an additional ten (10) feet. A mage that throws a large amount of Risk into this spell can increase both the maximum range AND radius of the gateway.

Healing, Minor: Basic healing spell. By successfully rolling Will plus Do Magic, the mage can restore one (1) lost Shrug to the target. If the target has been rendered Unco with Shrugs, this spell will awaken them. This spell has no effect on those that have been rendered

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Dead or Dead as Hell. It does not restore lost limbs or organs, and has no effect on Cinematic Damage.

Healing, Standard: As per Healing, Minor but this spell can restore up to five (5) lost Shrugs. Also, this spell will heal those who have been reduced to Dead (but not Dead as Hell), perhaps restoring them to life.

Healing, Major: This amazingly potent healing spell, cast with Will plus Do Magic, restores five (5) lost Shrugs per five (5) Risk spent. It also restores lost limbs or organs and heals any Cinematic damage the target may have taken. Like Healing, Standard, this spell will work on those reduced to Dead (but not Dead as Hell), perhaps restoring them to life.

Illusory Display: Cast with a roll of Perception plus Do Magic, this minor spell allows the mage to create a small display (no more than a foot or so across) which can show whatever the mage wishes people to see and hear at the moment. Often used to show people what the Mage is currently scrying, or to allow the mage to express a plan or idea, like using audio/visual aids.

Illusion Mastery: This is powerful illusion magic, cast with a roll of Perception plus Do Magic. It creates an illusion that fools all five (5) classic senses, which can be up to five (5) feet across per five (5) Risk spent. The illusion can be whatever the mage can properly imagine... the GM may ask for rolls on the appropriate Knowledge skills for particularly complex or realistic illusions.

Levitation: Considered a parlor trick by powerful mages. A successful roll of Will plus Do Magic allows the mage casting this spell to float in the air, unsupported. They can move up to ten (10) feet per turn for the duration of the spell.

Light: Surprisingly powerful magic. A roll of Intelligence plus Do Magic allows the mage to illuminate a ten (10) foot area for the duration as if the area was bathed in clear sunlight. This light has no effect on creatures affected by the sun, but it does negate all darkness penalties in that area.

Lightning Bolt: One of the power powerful offensive spells. Cast with Dexterity plus Do Magic, fires a bolt of lightning downrange. Because of the odd and dangerous effects of lightning itself, this spell does an additional Shrug of Damage to its target after all other damage is calculated... PLUS an additional extra Shrug for every five (5) Risk spent on casting!

Mage Bolt: One of the most elementary offensive spells. A successful roll on Dexterity plus Do Magic launches a projectile composed of magical energy at the desired target.

Mage Assault: The answer to why mages don't carry assault rifles. A successful roll on Dexterity plus Do Magic launches a barrage of magical energy projectiles downrange with an Autofire number up to five (5), depending on how angry the mage is at the moment.

Mage Blast: When a mage is angry at an area, rather than a person, they're likely to use this spell. A roll on Dexterity plus Do Magic fires a bolt of magical energy which explodes in a Radius of ten (10) feet at the target.

Mage Armor: An effective defensive spell. A roll on Will plus Do Magic, if successful, gives the caster a bonus of plus fifteen (+15) to their Damage Resistance, and one (1) Armor Shrug for the spell's duration.

Master Armor: A very effective and potent defensive spell. Once cast with a successful roll on Will plus Do Magic, gives the caster a bonus of plus twenty (+20) to their Damage Resistance and two (2) Armor Shrugs for the spell's duration.

Manipulation, Minor: One of the more useful utility spells. A successful casting using Will plus Do Magic allows for the lifting and manipulation of up to fifty

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(50) pounds... a momentary effort only, though. Good for performing one action in a casting.

Ooh, Sparkly: Perhaps the most elementary of all magical spells. A successful casting using Intelligence plus Do Magic generates a momentary light show; a shower of magical sparks, a cloud of glittering lights, or perhaps an arc of bright arcane energy which does little more than demonstrate that, yes, the caster has just cast a magic spell. Often the first spell taught to an initiate.

Resurrection: Considered the most potent of all healing spells. Cast with a successful roll on Will plus Do Magic, this spell must be used within one day (twenty-four hours) of the subject's death. Some portion of the subject must be available for the spell to be cast on them, even if it's only a teaspoon of soot or some collected burnt fragments. This spell will restore thirty (30) Shrugs to someone who has been rendered Dead as Hell. If this is enough to return them to a state of merely Dead, further healing spells (such as Healing, Standard) can be used to bring them back to a state of living. If thirty (30) Shrugs is sufficient to bring the subject back to a state of Unco or even give them a positive Shrug total, they have been brought fully back to life. If thirty (30) Shrugs of healing is insufficient to raise the subject above a state of Dead as Hell, then this spell will have no effect - the subject is quite well and gone, although it is rumored that more potent healing magics may exist. If the casting of this spell is failed, nothing on heaven or Earth can restore the subject to life... that is a message from the Universe that the subject has passed fully into the cycle of death and rebirth... there is nothing to resurrect.

Scrying: Allows the mage to view a person or a place at tremendous distances. The casting of this spell (using Perception plus Do Magic) is penalized as per the Sympathetic Range chart on page 192. Once the spell is successfully cast, the caster can see the person or place specified when they cast the spell. Transferring their view to another person or place requires another casting of the spell. Someone who is being observed by a Scry spell may have a vague sense that someone is watching them... they get a roll on their Perception stat plus their highest Special skill (if any) which is contested by the margin of success by which the Scry was cast. Should the subject of a scry win this contest, they will be quite aware that they are, indeed, actually being observed, although they will not know by who. If they have a similar spell (or psionic discipline, or other ability) which allows for viewing at Sympathetic Range, they may be able to Scry back.

Sodrick's Binding: One of the more famous spells of the ancient, potent, and perverse wizard Sodrick. If cast successfully with a roll on Dexterity plus Do Magic, the target must succeed at a roll on their Stamina plus Toughness at a penalty of minus five (-5) or be gripped tightly by black coils and tentacles, unable to move below the neck for the duration of the spell.

Sodrick's Lighter: Flashiest of the "spell" spells. The caster rolls Dexterity plus Do Magic. If successful, they may ignite one easily ignitable object within range - often a candle or cigarette. Often used by Sodrick to impress bar patrons and ignite the facial hair of men who annoyed him.

Stun Bolt: A non-lethal offensive spell. Cast with a roll of Dexterity plus Do Magic. The target, if hit, must make a roll against their Stamina plus Toughness at a penalty of minus ten (-10) or be immediately rendered Unco with Shrugs.

Stun Burst: A more effective non-lethal offensive spell for dealing with groups. Cast with a roll of Dexterity plus Do Magic, this spell launches a bolt of stunning energy which "explodes" at the target, causing everyone caught in it's radius of ten (10) feet to make a roll against their Stamina plus Toughness at a penalty of minus fifteen (-15) or become Unco with Shrugs.

Teleport: A powerful spell of personal transportation. Cast with a roll of Will plus Do Magic. If successful, the caster (and up to their Dead Lift in

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additional mass) is transported to a place up to ten (10) miles away per five (5) Risk spent. The caster must know the location they are trying to reach - they must have been there at some point in time, or have observed it (via television broadcast, webcam, Scrying spell, or other visual means) for at least an hour in order to know it well enough for the purposes of this spell.

Tools of Convenience: Useful utility spell. When successfully cast with a roll on Intelligence plus Do Magic, causes a semi-solid mass of magical matter to materialize next to the caster's hands. This matter will shift and morph into whatever tool the caster needs in order to perform one task of Construction, Fabrication, Lockpicking, or Repair. The magical tool so manifested is of a high enough quality to negate any penalties for not having the proper tools for the job, and to give the caster a bonus of plus two (+2) to the task the tools were created for.

Transform Clothing: Allows the mage to alter their clothing (or the clothing of another) into any shape, color, style, or form the mage desires. Can change a bikini into a tuxedo, or a tuxedo into a bikini. The changed clothing has exactly the same structure and offers the same protection as it did before - the alteration is purely cosmetic. If someone who may be the subject of this spell does not want their clothing transformed, they can contest the casting of the spell with their Will plus Toughness. This spell also repairs any clothing that it is cast on should that clothing be dirty or damaged... it will restore clothing to a "like new" state.

Vigorous Hide: Elementary defensive spell. Cast with a roll of Will plus Do Magic. Gives the caster a bonus of plus ten (+10) to their Damage Resistance.

Ward of Hiding: Best cast in an area with metaphysical boundaries such as walls or ley lines. Cast with a roll on Will plus Do Magic, this spell makes it nigh-impossible for the area warded to be observed by mundane or magical means. For each ten (10) Risk spent on the spell, an area with a radius of twenty-five (25) feet is protected, giving a penalty of minus fifteen (-15!) to any attempts to observe anything within that area. This is equally effective on cameras and binoculars as it is on Scrying spells and psionic abilities.

Ward of Shielding: Best cast in an area with metaphysical boundaries such as walls or ley lines. Cast with a roll on Will plus Do Magic, this spell makes it nigh-impossible for someone to teleport into or out of the warded area (unless the Caster has specified them as an exception). For each ten (10) Risk spent on the spell, an area with a radius of twenty-five (25) feet is protected, giving a penalty of minus fifteen (-15!) to any attempts to teleport into or out of that area (including use of the Gateway spell or any dimensional travel). The caster can, at the time of casting, specify any number of individuals who will not be affected by this ward. Should the caster later want to add someone to this list, or remove someone from it, the wards will need to be re-cast from scratch.

Warm and Dry: Cast with a roll on Will plus Do Magic, the subject of this spell will, for the spell's duration, remain dry and at a comfortable temperature regardless of the weather around them, whether it be high noon in a desert or the center of a shower of freezing rain. Does not offer protection from flames or ice attacks, but it WILL keep someone dry even if they are submerged in the ocean.

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MARTIAL ARTS

While any Character can have ranks in combat skills, using them most effectively comes to those Characters who have the Martial Artist Merit. A warrior without the Merit can be a fearsome opponent, to be sure, but a Martial Artist can defy the laws of physics in any number of different ways, performing legendary feats of battle prowess on a regular basis. Dodging bullets, killing their way through whole squads of troops, running up walls as if they were floors, and even more impressive feats are the result of intensive training in the esoteric forms of combat - ancient and terrible battle traditions, tested in the fires of war and time and lovingly passed down through the generations, improving with each repetition.

Indeed, it is the duty of the student to improve upon their skills, returning to the school with ever newer, ever more impressive skills. Martial Artists learn best in battle, absorbing new maneuvers through constant training. In this way, the Martial Artist builds body, mind, and spirit, using their Art for defense, fitness, and enlightenment.

So, it isn't always the goal of the Martial Artist to do things that "look really cool." It isn't always *not* the goal, either.

While Martial Artists learn a distinctive style of combat in their training, exactly what constitutes that style is a somewhat fluid and nebulous thing... so students of the same Martial Art style can have entirely different sets of Martial Arts abilities.

While schools and masters will teach similar skills and abilities, no two teachers are alike, nor are any two students. What one student takes away from the hours of practice and dedication may be entirely different from what another student learns from the same teacher, in the same classes. Ultimately, the Martial Artist develops a personal style of combat, as distinctive as their fingerprints or family lineage. When they pass on this knowledge in the fullness of time, their own students will take away entirely different lessons. In this way, the combat tradition grows, changes, and evolves.

Some Martial Arts abilities have a listed Risk cost, which is paid when the ability is used. While any Character can burn ten (10) Risk to double the damage of a single attack, Martial Artists can also use Risk to use their abilities more effectively. If an ability has a Range or gives a bonus to Damage, Damage Resistance, or gives some other bonus with a listed numeric value (such as a plus three (+3) to hit), the Martial Artist can spend ten (10) Risk to double that bonus for that single use of the ability.

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Martial Arts Abilities

Martial Art Ability	Range	Damage	Activation	Duration	Risk	Cost	Notes
Adamantine Self	-	-	-	-	-	$9,000.00	+20 DR, 2 Armor Shrugs
All Knees and Elbows	-	-	-	-	-	$2,000.00	No penalty to knee/elbow strikes
Body Hardening	-	-	-	-	-	$750.00	Always add Toughness to DR
Body Block	-	-	-	-	-	$2,000.00	No penalty to tackle
Combat Biting	-	-	-	-	-	$2,000.00	No penalty to bite in combat
Divine Gracie	-	-	-	-	-	$2,000.00	No penalty to Grapple Parry
Dodge without Penalty	-	-	-	-	-	$10,000.00	No margin penalty to Dodge
Fist o' DOOM	Touch	+15 +	1 Turn	-	5	$7,900.00	+1 extra Shrug of Damage
Fist o' Flurry	-	-	-	-	-	$7,500.00	1 additional attack per turn at no penalty
Fist of Death	Touch	+10	-	-	-	$5,000.00	Adds to all Str-based Damage
Fist without Shadow	Will x3	-	-	-	-	$750.00	Do Hand to Hand Damage at range
Flurry o' Blades I	-	-	-	-	-	$900.00	Melee attacks get Autofire 3 (variable)
Flurry o' Blades II	-	-	-	-	-	$1,500.00	Melee attacks get Autofire 5 (variable)
Flurry o' Blows I	-	-	-	-	-	$900.00	HtH attacks get Autofire 3 (variable)
Flurry o' Blows II	-	-	-	-	-	$1,500.00	HtH attacks get Autofire 5 (variable)
Flurry o' Parries	-	-	-	-	-	$5,000.00	Parry Autofire attacks at no penalty
Flurry o' Throws I	-	-	-	-	-	$900.00	Throwing get Autofire 3 (variable)
Flurry o' Throws II	-	-	-	-	-	$1,500.00	Throwing get Autofire 5 (variable)
Flurry o' Throws III	-	-	-	-	-	$3,000.00	Throwing get Autofire 10 (variable)
Flying Kick	Jump x4	+10	-	per use	10	$14,000.00	Requires Jumping Kick
Forehead of Iron	-	-	-	-	-	$1,000.00	No penalty to Head Butt
Ghost Stance	Self	-	-	per use	10	$23,000.00	Insubstantial for a moment
Give Me That	-	-	-	-	-	$2,000.00	No penalty to Disarm
Improvised Throwing	-	-	-	-	-	$5,000.00	Throw very light items for damage
Iron Shirt	-	-	-	-	-	$2,500.00	+10 DR
Jumping Kick	Jump x2	+5	-	per use	5	$10,000.00	Double jumping distance to kick
Kicking Practice	-	-	-	-	-	$1,000.00	No penalty to kick
Kip Up	-	-	-	-	-	$2,500.00	Go from prone to standing as free action
No Flank	-	-	-	-	-	$2,000.00	No flank penalties to defense
Off Button	Touch	15 (s)	-	-	-	$8,750.00	Stam/Toughness -15, or Unco
Parry without Penalty	-	-	-	-	-	$10,000.00	No margin penalty to Parry
Projectile Block I	-	-	-	-	-	$5,000.00	Parry solid projectiles at no penalty
Projectile Block II	-	-	-	-	-	$2,500.00	Parry beams at no penalty (requires I)
Prone Combat	-	-	-	-	-	$2,000.00	No penalty when sitting/prone
Purification Meditation	Self/Touch	-	1 M	-	5	$8,500.00	Cure Disease and Poisons
Shinobi Walk	-	-	1 M	15 M	5	$1,250.00	-3 to be seen/hit, +3 to Stealth
Six O'Clock Block	Per x 10	-	-	-	-	$5,000.00	Sense incoming attacks in range
Steel Fortress	-	-	-	-	-	$5,750.00	+15 DR, 1 Armor Shrug
Steel Palm	-	-	-	-	-	$2,000.00	No penalty to parry melee while unarmed
Stoic Stance	-	-	-	-	-	$2,000.00	Ignore being wet, cold, warm, tired
Sword Self	-	-	-	-	-	$3,650.00	HtH attacks are Sharp, AP 3, no penalty to parry Melee weapons bare-handed
Targeted Bow	-	-	-	-	-	$4,000.00	No called shot penalties to Bow
Targeted Grapple	-	-	-	-	-	$4,000.00	No called shot penalties to Grapple
Targeted Hand to Hand	-	-	-	-	-	$4,000.00	No called shot penalties to HtH
Targeted Melee	-	-	-	-	-	$4,000.00	No called shot penalties to Melee
Targeted Throwing	-	-	-	-	-	$4,000.00	No called shot penalties to Throwing
Wire-Fu	-	-	-	-	-	$20,000.00	Jumping distances x2, walk on walls, etc
Woo-Pah Overdrive	-	+5	-	-	-	$2,500.00	Adds to all Str-based Damage

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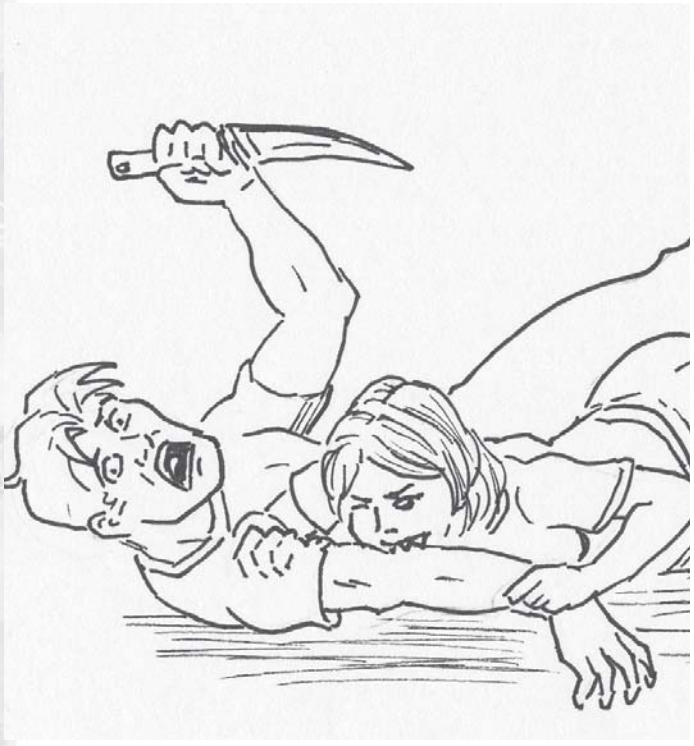
Adamantine Self: Through amazingly hard training and dedication, the body of the martial artist becomes like diamond. Gives a bonus of plus twenty (+20) to Damage Resistance, and two (2) Armor Shrugs.

All Knees and Elbows: The martial artist becomes a master of close-in combat, taking no penalties for the use of knees and/or elbows in Hand to Hand fighting.

Body Hardening: Rather than only adding their Toughness skill to their Damage Resistance when taking blows from hand to hand and blunt attacks, the Martial Artist has learned to harden their body so that they always add their Toughness skill to their Damage Resistance, even against Sharp attacks.

Body Block: The martial artist becomes adept at flinging themselves at their target, taking no penalties to Tackle in Hand to Hand combat.

Combat Biting: While the technique is frowned upon in many schools of martial arts, it can come in handy in a down-and-dirty street fight. The martial artist with Combat Biting takes no penalties to bite in Hand to Hand combat.



Divine Gracie: The martial artist dedicates themselves to holds and grips to the point where they take no penalty to parry with the Grappling skill.

Dodge Without Penalty: The martial artist masters tactics of evasion. They do not suffer a penalty of half their attacker's Margin of Success when Dodging.

Fist o' DOOM: One of the most advanced striking techniques. By taking one (1) turn to concentrate their Chi and spending five (5) Risk, the martial artist can unleash a horrific blow which gives them a bonus of plus fifteen (+15!) to their Hand to Hand Damage, and does one (1) additional Shrug of Damage.

Fist o' Flurry: (Can be taken more than once). Each time the martial artist takes this ability, they gain one additional attack per turn at no penalty.

Fist of Death: The martial artist's body is truly a deadly weapon, gaining a bonus of plus ten (+10) to all Strength-based attacks.

Fist without Shadow: This esoteric technique allows the martial artist to project their Chi at range. They can do their Hand to Hand damage at a Range equal to their Will stat multiplied by three (Will x3).

Flurry o' Blades I: Elementary technique of increasing combat effectiveness by the whirling of blades. This ability gives the Martial Artist the ability to add an Autofire number of (up to) three (3) to their Melee attacks. (Can be upgraded to Flurry o' Blades II).

Flurry o' Blades II: More advanced blade-whirling technique. This ability gives the Martial Artist the ability to add an Autofire number of (up to) five (5) to their Melee attacks.

Flurry o' Blows I: The beginnings of the "Chain Punch" technique. This ability gives the Martial Artist the ability to add an Autofire number of (up to) three (3) to their Hand to Hand attacks. (Can be upgraded to Flurry o' Blows II).

Flurry o' Blows II: Advanced "Chain Punch" (Chain Kick, Chain Head-Butt, et cetera) technique. This ability gives the Martial Artist the ability to add an Autofire number of (up to) five (5) to their Hand to Hand attacks.

Flurry o' Throws I: Throwing a handful of projectiles isn't hard. Throwing them with any accuracy for any effect is. This ability gives the Martial Artist the ability to add an Autofire number of (up to) three (3) to their Throwing attacks. (Can be upgraded to Flurry o' Throws II).

Flurry o' Throws II: Advanced holding and placement techniques for throwing skills. This ability gives the Martial Artist the ability to add an Autofire number of (up to) five (5) to their Throwing attacks. (Can be upgraded to Flurry o' Throws III).

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Flurry o' Throws III: Terrifying level of skill with throwing multiple projectiles, turning the martial artist into a muscle-powered assault rifle. This ability gives the Martial Artist the ability to add an Autofire number of (up to) ten (10!) to their Throwing attacks.

Flying Kick: The martial artist must first master the Jumping Kick in order to advance to this ability. The user of the Flying Kick can leap up to four (4) times their normal jumping distance to deliver a kick with a bonus of plus ten (+10) to their Strength-based Damage.

Forehead of Iron: Through dedicated bashing one's head into things, the martial artist learns to use their head effectively as a weapon. The user of this ability takes no penalty to use a Head Butt in combat.

Ghost Stance: The martial artist with this amazingly rare and esoteric ability can, for an instant, enter a zen state of emptiness so complete that attacks will seem to pass right through them. By spending ten (10) Risk and rolling Will plus Martial Arts, the user of this ability becomes insubstantial just long enough for an attack to pass harmlessly through them. Can also be used to walk through walls.

Give Me That: Through training in advanced grappling techniques, the martial artist learns to make their favorite weapon the one that their opponent is holding. With this ability, the martial artist takes no penalty on attempts to Disarm.

Improvised Throwing: Everything is a weapon... *everything*. With this ability, the martial artist can throw objects of negligible weight (pencils, playing cards, cockroaches) with tremendous force, doing their Strength Damage with them.

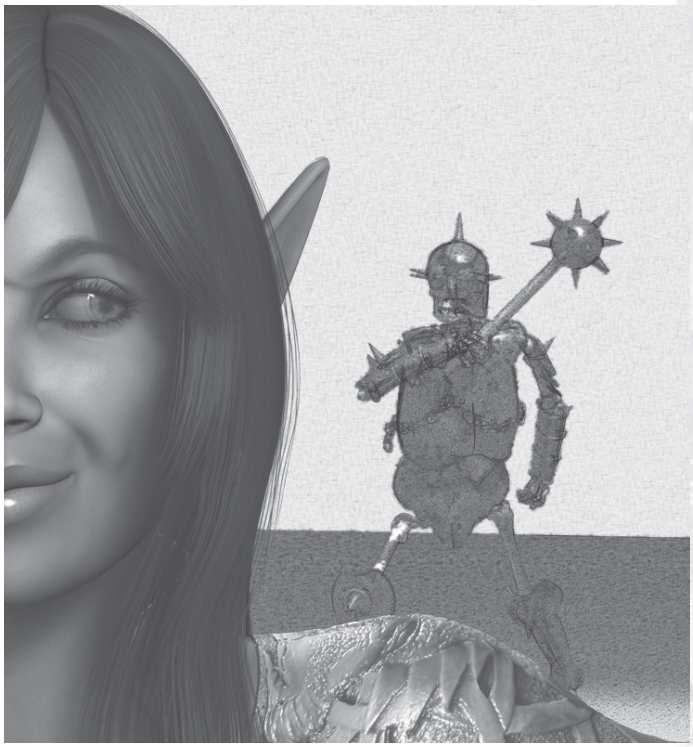
Iron Shirt: The martial artist stresses their flesh in training until their skin becomes tough, and their Chi acts as a form of armor. With this technique, the martial artist gains a bonus of plus ten (+10) to their Damage Resistance.

Jumping Kick: The martial artist learns to coil their muscles to store tremendous energy for a punishing kick. With this technique, the user can spend five (5) Risk to multiply their jumping distances by two (x2) to deliver a leaping kick, which has a bonus of plus five (+5) to their Strength-based Damage.

Kicking Practice: The martial artist masters balance and the use of the feet as weapons. The user of this technique takes no penalty to perform a Kick in Hand to Hand combat.

Kip Up: Getting knocked down is only slightly less dignified than trying to stand up in the middle of combat. The martial artist with the Kip Up ability can make a roll on their Agility plus Acrobatics to flip up to their feet as a free action in combat.

No Flank: The martial artist develops an uncanny ability to sense incoming attacks. They take no penalty to defend themselves from attacks from their flanks. They must still know the attack is coming in order to defend.



Off Button: The mysteries of the body's pressure points is open to the owner of this ability. The martial artist with a knowledge of the Off Button can declare they are making a stun attack in combat. If they successfully hit, their target must make a roll on their Stamina plus Toughness at a penalty of minus fifteen (-15), or be rendered Unco with Shrugs.

Parry without Penalty: The martial artist has mastered the way of the intercepting fist (foot, elbow, what have you). The user of this ability does not suffer a penalty of half the attacker's Margin of Success when parrying an attack.

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Projectile Block I: Normally, it is extremely difficult if not impossible to parry knives, arrows, bullets, and other solid projectiles. The user of this technique can parry them as easily as they can parry any other attack, although parrying bullets bare-handed is ill-advised without some form of protection (such as Steel Palm or Iron Shirt). This ability does not allow the Martial Artist to parry beam weapons, lightning bolts, and the like.

Projectile Block II: (Must have Projectile Block I). The martial artist, having mastered the timing and technique of parrying solid projectiles, moves on to master the parrying of things travelling far faster. With this technique, the user can parry not only solid projectiles, but also high tech beams, lightning bolts, and other light-speed attacks. They should probably be parrying with something very durable, as most of these attacks will destroy the average weapon or limb.

Prone Combat: The martial artist learns to fight on the ground, mastering another plane of combat entirely. The user of this ability suffers no penalties to attack or defend while prone, kneeling, or seated.

Purification Meditation: An ancient technique for flushing Chi through the body's meridian lines, extending it through one's self, or another in a cleansing fire of pure energy. The Martial Artist focuses their energy for one (1) Minute (twelve (12) Turns), and rolls their Will plus Martial Arts. If the roll is successful, they spend five (5) Risk and can cure one Poison or Disease condition in themselves, or someone they are in contact with. Each Poison or Disease condition to be cured will require a separate use of the ability.

Shinobi Walk: The martial artist studies the methods of the ancient shadow warriors. After taking a minute to concentrate and rolling Will plus Martial Arts, the user of this ability spends five (5) Risk (if successful) and becomes as a shadow for thirty (30) minutes, giving those around them a penalty of minus three (-3) to see them or strike them in combat, and themselves receiving a bonus of plus three (+3) to the Stealth skill. Very useful for getting into dangerous situations, and hopefully as useful for getting out of them!

Six O' Clock Block: The martial artist learns to feel the unique pressure of hostility, sensing an incoming attack before most others would see it. They automatically sense any attack coming at them from within a range of their Perception multiplied by ten (Per x10) in feet. This allows them to defend normally against *any* attack delivered from within this range.

Steel Fortress: Advanced training techniques harden the martial artist's body against attack. They receive a bonus of plus fifteen (+15) to their Damage Resistance, and gain one (1) Armor Shrug.

Steel Palm: The martial artist learns to block a melee attack by intercepting the hand behind the weapon, or to guide the weapon with their bare flesh rather than meet it head on. They receive no penalty to parry Melee attacks while bare-handed.

Stoic Stance: The martial artist learns to ignore discomfort in many forms, remaining resolute in the face of the elements. They can ignore the effects of being cold, wet, hot, or even fatigued.

Sword Self: The martial artist has honed their body in the fires of their will, becoming a living weapon. Their Hand to Hand attacks are considered Sharp (ignoring the Toughness skill when doing damage), and have an Armor Piercing value of three (3). More, they can parry Melee attacks while bare handed at no penalty. (If the martial artist also has the Steel Palm technique, they parry incoming melee attacks with a bonus of plus two (+2) while unarmed!).

Targeted Bow: The martial artist has dedicated themselves to accuracy when practicing archery. They take no penalties for making called shots when attacking with a bow.

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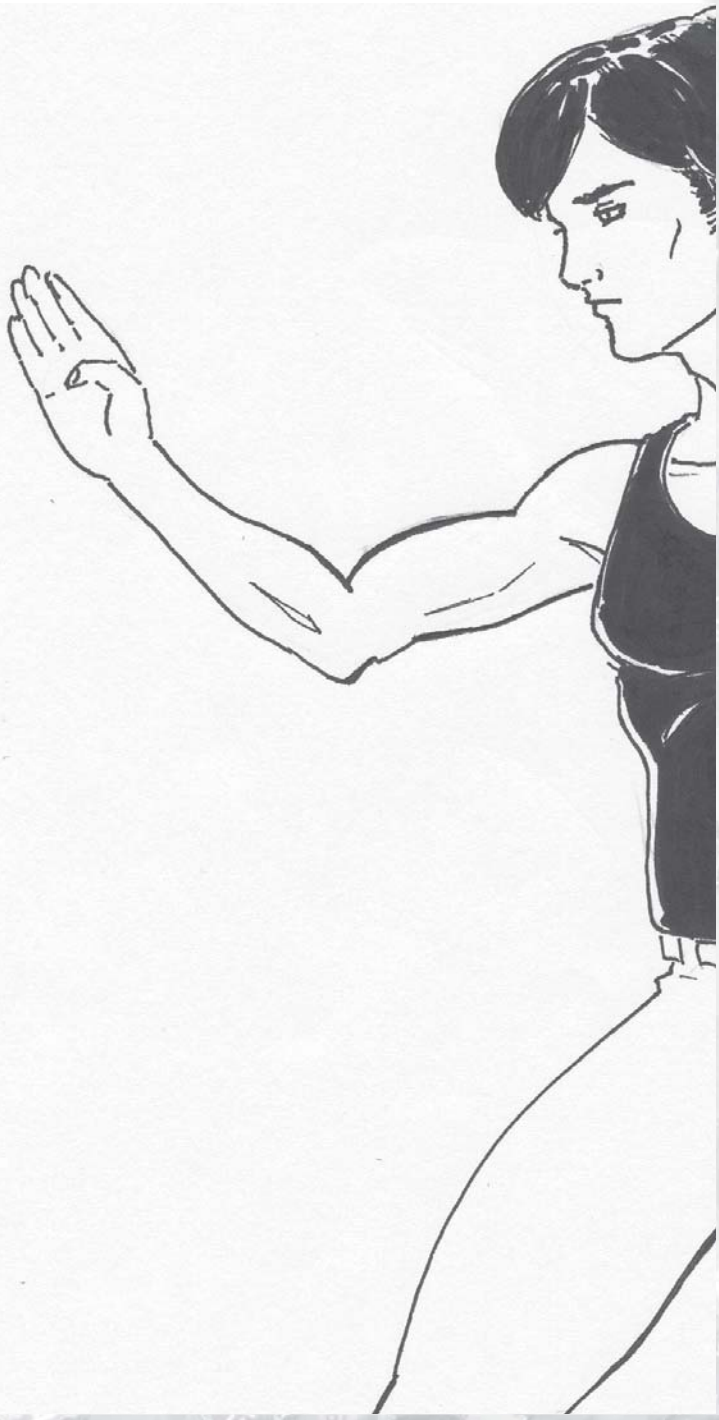
Targeted Grapple: The martial artist learns to become one with their opponent when grappling, taking no penalties to called shots when attacking with the grappling skill.

Targeted Hand to Hand: The martial artist's body becomes a precision instrument when attacking an opponent; they take no called shot penalties when attacking with the Hand to Hand skill.

Targeted Melee: The martial artist can attack with a surgeon's precision, taking no called shot penalties when attacking with the Melee skill.

Targeted Throwing: The martial artist becomes a muscle-powered sniper weapon, taking no penalties for making called shots when using the Throwing skill.



Wire-Fu: Gravity is for people who haven't practiced their Kung Fu! The user of this ability appears to be moving while suspended from a wire, performing miraculous feats of leaping, among other things. Their jumping distances are all multiplied by two (x2) and they have no problems running up (or along) walls. They can perform seemingly impossible feats of balance with great ease, holding poses that would cause anyone else to fall over or injure themselves. (If a move looks like it would require wire work to perform, the user of this ability can do it!).

Woo-Pah Overdrive: The martial artist devotes themselves to increasing their striking force, gaining a bonus of plus five (+5) to their Strength-based Damage.

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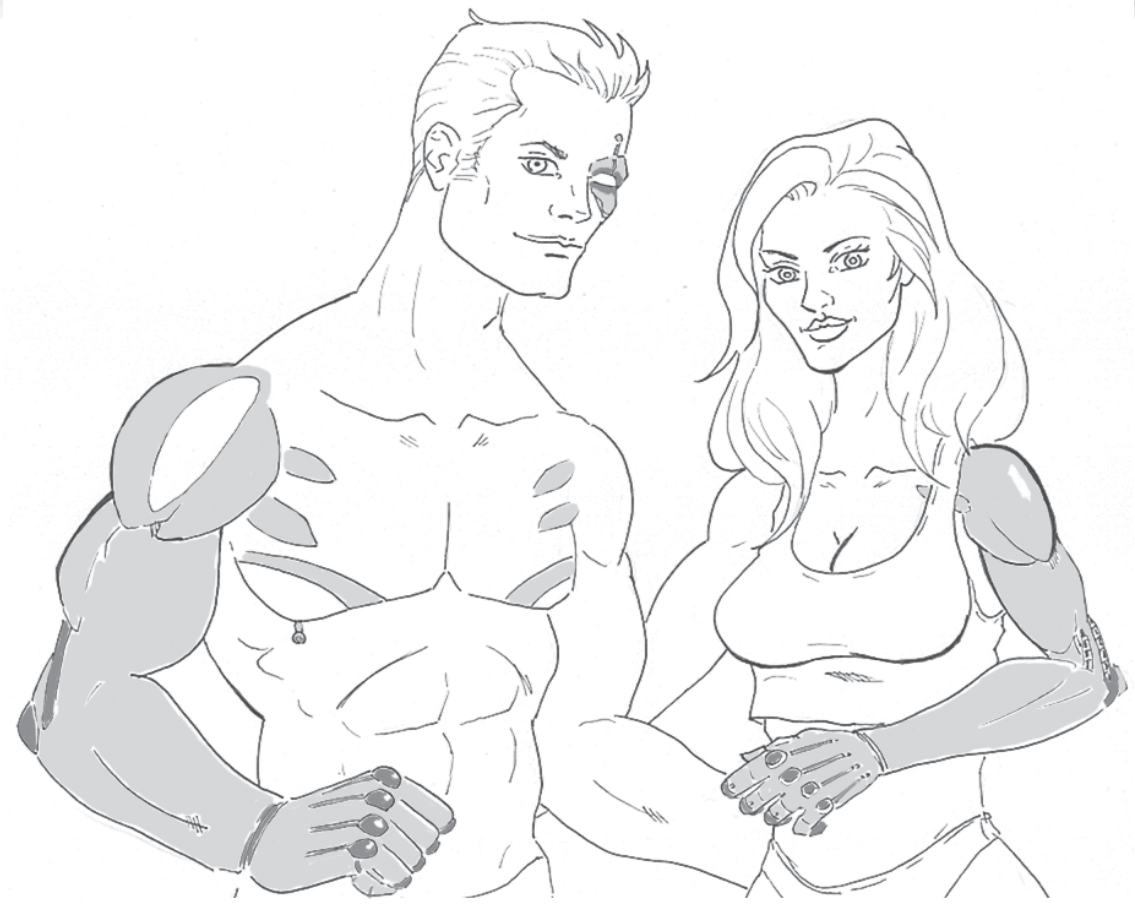

MECHANICA

When one incorporates the artificial into their own being, they are taking a lateral step in the evolution of their species. Regardless of the Era, there are those who seek a mechanical advantage, not only in the tools that they use, but in their own bodies. When someone incorporates metal, plastic, cogs, and/or electronics into themselves, they are using Mechanica.

Characters with the Moda Mechanica Merit go by different terms in different Eras... they may be Clockworked or Steampunk in the Fantasy Era, Cyborgs in the Near-Modern era, or Transhumans in the Space Era. They are often looked upon with disgust or even horror by those that do not understand them - they may even feel this disgust and horror with themselves. Not everyone indulges in Mechanica voluntarily.

In some game settings, it may be socially acceptable (and possible) to have some street doctor lop off your perfectly good arm and replace it with a steel and plastic duplicate. As is more often the case, a person who suffers a grave injury can seek to have themselves made whole again through the use of advanced prosthetics. That metal and plastic arm is a great alternative to a strap-on hook.

Nor does all Mechanica require one to replace a part of their body. Some of it lays alongside existing tissue, reinforcing and improving its function.

The appearance of Mechanica changes from setting to setting, and with the Players' and GM's whims. The default for Mechanica is that it doesn't look too far outside of the norm; either it is designed to closely resemble the original tissue, or the society that the Character lives in finds it so ubiquitous that it passes without notice.

While some Mechanica may seem Era dependent (such as the Mechanica which involves computers), it is not necessarily so. Even in the Fantasy Era, there may be magical or other-worldly concepts very much like computers or communicators which this Mechanica takes advantage of. If the setting, as the GM defines it, does not include such elements, it is perfectly permissible for the GM to inform the Players that certain Mechanica is simply not available.

Mechanica can give a Character a lot of advantages, but it can also be a difficulty - a social burden, or a psychological minefield. It is never, however, boring to have around.

Simon Wentworth (Order #28533685)

Mechanica

Mechanica	Range	Damage	Activation	Duration	Risk	Cost	Notes
Artificial Heart	-	-	-	-	-	$8,000.00	+3 to Stamina rolls, +2 Initiative, +1 Shrug, Ignore Fatigue
Artificial Lungs	-	-	1 H	12 H	-	$18,500.00	Ignore airborne disease and poisons, ignore suffocation
Audio Enhancement	-	-	-	-	-	$2,500.00	+5 on Perception rolls to hear
Bio Lamination	-	-	-	-	-	$20,000.00	Halve all incoming physical damage
Claws I	Touch	+1	-	-	-	$2,150.00	AP 1, Sharp
Claws II	Touch	+3	-	-	-	$3,650.00	AP 2, Sharp
Claws III	Touch	+5	-	-	-	$5,150.00	AP 3, Sharp
Cyber Cloaking	-	-	-	-	-	$9,000.00	-3 to be seen/hit, +3 to Stealth, become transparent
Cyber Disguise System	-	-	-	-	-	$8,500.00	Appear to be any other person, +3 Acting, Styling
Cyberlink	10′	-	-	-	-	$3,010.00	Operate Cyberlinked equipment, +2 Bonus
Dermal Armor I	-	-	-	-	-	$1,250.00	+5 DR
Dermal Armor II	-	-	-	-	-	$4,500.00	+10 DR, 1 Armor Shrug
Dermal Armor III	-	-	-	-	-	$7,750.00	+15 DR, 2 Armor Shrugs
Dual Leg Enhancement	-	-	-	-	-	$22,750.00	Must have 2 Prosthetic Legs (whole): Run Speed x4, Jumpng x3, Lift x2, Ignore leg Fatigue
Electromag Piston System	-	+7	-	-	-	$33,500.00	Base Throw x2, Lift x3, +1 Shrug
Evasion System	-	-	-	-	-	$10,000.00	Dodge without Margin penalty
Firearm (Weapon) Mount	-	-	-	-	-	$2,2125.00	MUST be in Prosthetic: Holds weapon up to 5 lbs, -5 to detect, +2 to fire
Frame Reinforcement	-	-	-	-	-	$25,000.00	Lift x2, allow “In Prosthetic Only” mods, +2 Shrugs
Grappler	200′	12	-	-	-	$12,700.00	MUST be in Prosthetic. 300 lb pull, +3 Climbing
Hyper Immune Booster	-	-	-	-	5	$9,500.00	Cure Disease (Standard), self only
Illuminode	30′	-	1 H	1 D	-	$710.00	Negate darkness penalties, Illuiminate Radius 10′
Implant Communicator	10 mi	-	-	-	-	$13,070.00	Internal Comm, -5 to be intercpeted, allows data xfer
Knuckle Bash	Touch	+3	-	-	-	$1,500.00	Increase HTH Punch damage
Myomer Jaw Booster	Touch	+5	-	-	-	$2,075.00	AP 3 , Sharp. Enhance Bite Damage
Nanoshades	-	-	-	-	-	$2,700.00	+3 to resist attacks on Vision, ignore too-bright light, +2 to Styling, must be activated/deactivated
Neural Data Net	-	-	-	-	-	$10,000.00	Use Computer skill at +3, Audio/Visual input, Steel-Trap Mind
Nerual Weave	-	-	-	per use	5	$2,500.00	+10 to resist Stun effects
Pressure Sealing	-	-	-	-	-	$10,000.00	Ignore pressure differentials
Prosthetic Arm (Half)	-	+3	-	-	-	$2,750.00	DR 5, 1 Armor Shrug, ignore heat, cold, fatigue, pain, +3 to keep grip
Prosthetic Arm (Whole)	-	+5	-	-	-	$3,800.00	DR 10, 2 Armor Shrugs, ignore heat, cold, fatigue, pain, +5 to keep grip
Prosthetic Leg (Half)	-	+3	-	-	-	$2,350.00	DR 5, 1 Armor Shrug, ignore heat, cold, fatigue, pain
Prosthetic Leg (Whole)	-	+5	-	-	-	$3,200.00	DR 10, 2 Armor Shrugs, ignore heat, cold, fatigue, pain
Radar System	1 mi	-	-	-	-	$19,400.00	Negate all darkness penalties, sense incoming from 360′ within a mile
Repair Gland	-	-	-	-	-	$5,600.00	Regenerate 1 Shrug/Hour
Replacement Eye	-	-	-	-	-	$1,500.00	+2 Vision, double Vision range (Can take 2, effects stack)
Static Adhesion Pads	-	-	-	-	-	$2,500.00	MUST be in prosthetic: walk/move up walls, across ceilings
Storage Space (large)	-	-	-	-	-	$2,250.00	MUST be in Prosthetic: Hold 10 lbs, +3 Stealth, -5 to detect
Storage Space (small)	-	-	-	-	-	$1,625.00	MUST be in Prosthetic: Holds 5 lbs, +2 Stealth, -4 to detect
Suicide Charge	-	40	1 M	-	-	$11,500.00	Radius 20′, AP 3, Takes the owner to Dead as Hell, can be activated by someone other than the owner, -5 to detect
Synthetic Gill Structure	-	-	-	-	-	$5,000.00	Breathe water (cannot drown)
Tasertouch	Touch	10 s	-	-	5	$5,250.00	Stam/Toughness at -10 or Unco
Tool System	-	-	-	-	-	$6,500.00	MUST be in Prosthetic: Use lockpicking, Security, Construction, Fabrication, Repair, Electronics, and Demolition at +3, -3 to detet
Wireless Grid	+20 mi	-	-	-	-	$7,520.00	Must have Data Net AND Communicator: Increase Comm range to 30 mi, increase penalty to intercept to -10, be a node for up to 10 Wi-Fi connections

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Artificial Heart: High efficiency pump with sensors that monitor stress chemicals and adjust blood flow accordingly. Gives a bonus of plus three (+3) to Stamina rolls for endurance tasks, a bonus of plus two (+2) to Initiative, adds one (1) Shrug, and allows the owner to ignore fatigue.

Artificial Lungs: A pair of high-efficiency replacement lungs. Filter out 100% of airborne pathogens and toxins (owner is immune to them), and have a high-capacity oxygen storage system. One (1) hour of regular breathing stores twelve (12) hours worth of internal air supply, allowing the owner to operate under water or in other environments where breathing is not possible. (Can provide air in vacuum, but provides no protection against vacuum's horrific pressure differential, nor extreme cold or radiation).

Audio Enhancement: High definition microphones are implanted in the inner ear and the ear structure is modified to increase sound gain. Gives a bonus of plus five (+5) to any hearing-based Perception rolls.

Bio Lamination: Kevlar monoweave is applied to the interior spaces of the body, along with a layer of "non-neutonian" gel. The resulting system causes kinetic force, heat, and other damaging forces to be distributed through the body rather than deliver their entire force to one point. All physical damage done to the owner is halved before calculating effect.

Claws I: Small claws stored in the fingertips, extending from under the fingernails at will. Sharp, do a damage of Strength plus one (Str +1) with an Armor Piercing value of one (AP 1).

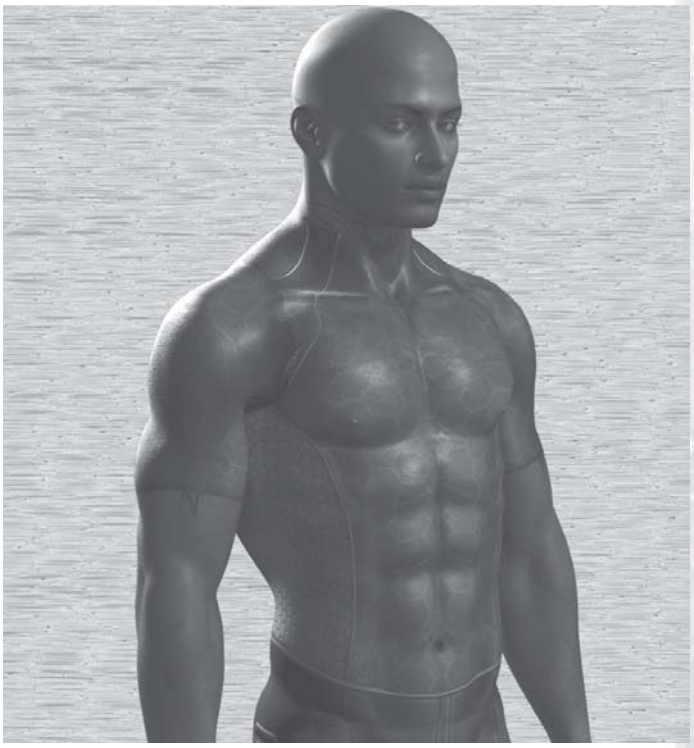
Claws II: Three (3) to five (5) inch claws stored in the back of the hand which are projected through implanted chutes in the fingers at will to extend from under the fingernail. Sharp, do a damage of Strength plus three (Str +3) with an Armor Piercing value of two (AP 2).

Claws III: Foot-long claws stored in the forearm which extend through ports above and between the knuckles. Sharp, do a damage of Strength plus five (Str +5) with an Armor Piercing value of three (AP 3).

Cyber Cloaking: Light and radar absorbent materials are woven into the external dermal layer, along with a web of networked light receptors and relays. Makes the owner appear to become transparent at will, giving those around them a penalty of minus three (-3) to see or hit them, and giving themselves a bonus of plus three (+3) to the Stealth skill.

Cyber Disguise System: Synthetic pigmentation cells are laced through the skin and hair follicles, synthesizer circuitry is laid alongside the larynx, and a system of memory plastic and nano-machines are laid throughout the body to allow the owner to change their physical appearance to match that of any other member of their species, real or imagined. Gives a bonus of plus three (+3) to the Acting and Style skills when acting like someone else; particularly like a specific person.

Cyberlink: A dedicated Wi-Fi system specifically for controlling equipment equipped with a Cyberlink receiver, such as smartguns and linked cars. Allows for operation of linked gear up to ten (10) feet away, with a bonus of plus two (+2). Most Cyberlinked gear requires "pairing," and will only operate for the first person to enter the proper code. Hacking a cyberlinked piece of equipment requires a roll on Intelligence plus Use Cyberware... if someone else is controlling the item at the time, the roll is contested.



Dermal Armor I: The skin is toughened with a weave of "spider silk" synthetics and "non-neutonian" gel. Gives a bonus of plus five (+5) to Damage Resistance.

Dermal Armor II: Hardier materials are used to reinforce the skin; a layer of poly-ceramic is incorporated over key vital areas. Gives a bonus of plus ten (+10) to Damage Resistance, and one (1) Armor Shrug.

Dermal Armor III: Major reinforcement of key areas, skin is genetically modified and laminated with high

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tech polymers. Gives a bonus of plus fifteen (+15) to Damage Resistance, and two (2) Armor Shrugs.

Dual Leg Enhancement: (Only available to owners who already have two Prosthetic Legs (whole)). Entire pelvis and lower lumbar vertebrae are replaced with high-stress bearing and piston system, linked with micro-processors. Allows greater performance of existing replacement legs. Running Speed multiplied by four (x4), all jumping distances multiplied by three (x3), Dead Lift multiplied by two (x2). User is no longer fatigued by any amount of walking, running, or jumping.

Electromag Piston System: Network of flexible electromagnetic pistons laid alongside the skeletal system and woven through existing musculature. Adds a bonus of plus seven (+7) to all Strength-based Damage, multiplies base Throw by two (x2), multiplies Dead Lift by three (x3), and adds one (1) Shrug.

Evasion System: Network of proximity sensors and synthetic "Reflex Arc" systems wired into the parasympathetic nervous system. The owner's body gains a built-in tendency to avoid attacks; owner does not suffer a penalty of half the attacker's Margin of Success when Dodging attacks.

Firearm (Weapon) Mount: (Must be placed in Prosthetic replacement). Casing and control system for a weapon of not more than five pounds. Can be "ported" in a pop-up configuration with the barrel of the weapon projecting from a panel, or rigged to fire out a concealed port in the palm. Includes auxiliary ports for reloading and maintenance. Weapon is fired using Dexterity plus Use Cyberware, has a bonus of plus two (+2) from the control circuitry. Casing is made from sensor-resistant material - weapon and mount give a penalty of minus five (-5) to detect them.

Frame Reinforcement: Skeleton is mostly replaced or reinforced with carbon fiber and light alloys. Multiplies Dead Lift by two (x2), adds two (2) Shrugs. More, the reinforced frame can be used to mount Mechanica... any Mechanica which "must be installed in prosthetics" can be placed in an owner with a Frame Reinforcement without any other prosthetics necessary.

Grappler: (Must be placed in Prosthetic). Fires a grappling line, either from a "pop-up" port or through a concealed port in the palm. Grapple has two hundred (200) feet of line and uses a smart static "adhesive" pad... can cling to anything. Line reels in with a three hundred pound (300 lb) pull, gives a bonus of plus three (+3) to the Climbing skill (can reel in the entire two hundred (200) feet in one (1) turn). If someone should "accidentally" be in the way of the grapple as it launches (Dexterity plus Use Cyberware to hit), does a Damage of twelve (12) and tends to cling.

Hyper Immune Booster: Set of artificial glands holding Nano-doctors, capable of converting waste materials in the blood into a potent Pyretic compound. When the owner makes a roll on Stamina plus Use Mechanica and spends five (5) Risk, the system burns out any but the most hardy pathogens from the owner's body (cures Standard and Minor conditions that are diseases).

Illuminode: Hybrid bio luminescent and high efficiency LED light source, usually implanted in the hand, chest, or forehead. Provides twenty-four (24) hours of bright illumination on a charge... illuminates a ten (10) foot radius area at a distance of thirty (30) feet, negating all darkness penalties. After twenty-four (24) hours of constant use, system must "recharge" for one (1) hour before it can be activated again (the bioluminescence compounds require a rest period or the colony will die in the owner, and need to be replaced). This rest period can be avoided by simply not using the system for twenty-four (24) hours in a row... any rest during that time will "recharge" the system.

Implant Communicator: Highly efficient radio frequency transmitter and receiver with built-in signal encryption. Good for voice and data transmission at a range of up to ten (10) miles. Any attempt to intercept the communication signal is at a penalty of minus five (-5) due to the encryption.

Knuckle Bash: Alloy reinforcement of the knuckles, shaping for optimum striking surface delivering kinetic force to a small impact point. Gives a bonus of plus three (+3) to Strength-based Damage on a punch.

Myomer Jaw Booster: Memory materials are used to reinforce the muscles which close the jaw, and the teeth are reinforced (if not replaced outright). Adds a bonus of plus five (+5) to Strength-based Sharp Damage on a bite, gives the bite an Armor Piercing value of three (AP 3).

Nanoshades: Set of nodes either just below the skin or on the surface of the skin between the eyes and temples. At will, they manifest extremely stylish polymer lenses which polarize at need. They give the owner a bonus of plus three (+3) to resist any attempts to "flash" attack their vision, allow the owner

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to ignore the effects of uncomfortably bright light, and give a bonus of plus two (+2) to Styling rolls due to their high-fashion appearance. It requires a conscious thought to activate and deactivate the shades - if they're not active, they offer no protection.

Neural Data Net: Essentially a computer overlaid on the brain's neural structure, operating alongside and with the owner's intellect. Can provide an overlay on the owner's vision and hearing with an incredible degree of resolution; the owner controls all aspects of the display and can set it for everything from a small transparent window in the corner of their field of vision to a full-immersion three hundred and sixty (360) degree panoramic display. Computer will load and operate most common software packages, allowing for rolls on the Computer skill at a bonus of plus three (+3) to perform computer tasks. Has a wireless connection with almost no range - must be in an area with a WiFi network to connect. Due to the system's integration with the owner's neural structure, the owner gains the Steel Trap Mind Merit. (NOTE: Combined with an Implant Communicator, the Neural Data Net gains both the additional range of ten (10) miles for its WiFi connections, but also the benefits of the penalty of minus five (-5) to intercept its communications).

Neural Weave: Key areas of the brain and nervous system are reinforced with synthetic myomer tissue and microscopic capacitors, allowing the system to take more shock without shutting down. The owner gains a bonus of plus ten (+10) to resist Stun effects. Strain on the nervous system costs the owner five (5) Risk every time this system helps to resist a Stun attack.

Pressure Sealing: A complex combination of tissue reinforcement, organ lamination, and active bio-valves allow the owner's body to safely equalize to almost any pressure imaginable, from the depths of the ocean to the emptiness of space. The owner of this system is immune to pressure differentials (but can still suffocate and suffer from extreme cold and radiation).

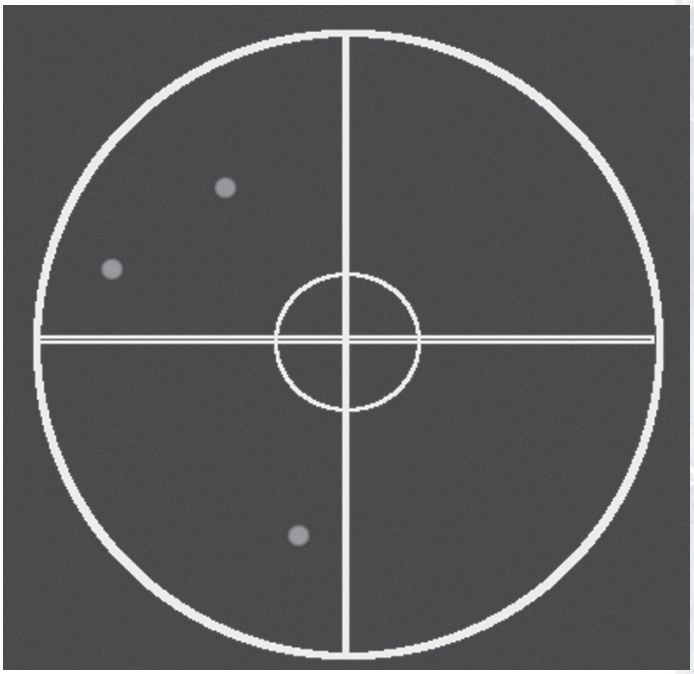
Prosthetic Arm (Half): A fully functional replacement for the lower half (elbow on down) of an arm. As strong and dextrous as the original, just as capable of the sense of touch. Does an extra three (+3) points of Strength Damage, adds five (+5) to the Damage Resistance of that arm only, and one (1) Armor Shrug. Gives a bonus of plus three (+3) to retain a grip with that arm. That arm is immune to feeling too hot or cold, fatigue, or pain.

Prosthetic Arm (Whole): A fully functional replacement for an entire arm (including the shoulder). As strong and dextrous as the original arm, just as capable of the sense of touch. Does an extra five (+5) points of Strength Damage, adds ten (+10) to the Damage resistance of that arm only, and two (2) Armor Shrugs. Gives a bonus of plus five (+5) to retain a grip with that arm. That arm is immune to feeling too hot or cold, fatigue, or pain.

Prosthetic Leg (Half): A fully functional replacement for the lower half (knee on down) of a leg. As strong and agile as the original, just as capable of the sense of touch. Does an extra three (+3) points of Strength Damage, adds five (+5) to the Damage Resistance of that leg only, and one (1) Armor Shrug. That leg is immune to feeling too hot or cold, fatigue, or pain.

Prosthetic Leg (Whole): A fully functional replacement for an entire leg (including the hip). As strong and agile as the original leg, and just as capable of the sense of touch. Does an extra five (+5) points of Strength Damage, adds ten (+10) to the Damage Resistance of that leg only, and two (2) Armor Shrugs. That leg is immune to feeling too hot or cold, fatigue, or pain.

Radar System: High definition Radar system installed in the abdominal cavity and sinuses. Owner can sense movement and objects in a three hundred and sixty (360) degree arc within one (1) mile, and is aware of incoming attacks within that range. Owner can operate in total darkness with no penalty.



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Repair Gland: Artificial gland which converts waste in the blood into functional nano-repair bots. The owner regenerates one (1) Shrug per hour; this regeneration stops should the owner be reduced to a state of Dead. Does not regrow limbs or organs, cannot regenerate Cinematic Damage.

Replacement Eye: A fully functional replacement for one eye. Custom ground lenses and high definition electronics give the owner a bonus of plus two (+2) to any vision-based Perception rolls, and doubles the owner's perceptual range for vision (usually Perception x10 feet, incremental). Having two Replacement Eyes causes the bonuses to stack... a bonus of plus four (+4) to any vision-based Perception rolls, and perceptual range is multiplied by four (x4!).

Static Adhesion Pads: Must be installed in Prosthetics. Pads installed in the feet (and/or hands) of the owner which use molecular adhesion to allow the owner to walk up walls and move across ceilings and other solid surfaces as if they were the ground.

Storage Space (large): Must be installed in Prosthetics. A large storage space (can only really be installed in a leg, or the torso of someone with Frame Reinforcement) that can hold up to ten (10) pounds of material. Designed with stealth materials, gives a penalty of minus five (-5) to detect the storage space, and a bonus of plus three (+3) to Stealth rolls to use it to conceal material.

Storage Space (small): Must be installed in Prosthetics. A small storage space (can be installed in an arm or two in a leg) that can hold up to five (5) pounds of material. Designed with stealth materials, gives a penalty of minus four (-4) to detect the storage space, and a bonus of plus two (+2) to Stealth rolls to use it to conceal material.

Suicide Charge: Often installed without the "owner's" knowledge or consent. A powerful bomb, placed inside the owner. Cased in stealth materials, the bomb gives a penalty of minus five (-5) to detect its presence. When the owner (if they are aware of it) issues a mental command, or when an external radio detonator is used (range 1 mile, included in price), a countdown timer starts... the bomb will explode in one (1) minute (twelve (12) Turns). The "owner" can hear the countdown, whether they were previously aware of the bomb or not. At the end of the countdown, the bomb explodes, instantly killing the "owner" (reducing them immediately to Dead as Hell) and doing a Damage of forty (40) in a Radius of twenty (20) feet. The owner's bones turn the bomb into a fragmentation device with an Armor Piercing value of three (AP 3). (NOTE: If someone becomes aware of the bomb, it can be disarmed with a roll on Dexterity plus Medicine and a separate roll on Dexterity plus Demolitions. Each of these rolls takes five (5) minutes... in a pinch, the roll on Medicine can be skipped (disarming the bomb will kill the "owner" in this case), and/or the total time of the process (ten (10) minutes) can be halved, giving the roll(s) a penalty of minus one (-1)... halved again for an additional minus one (-1) and so on. Good luck).

Synthetic Gill Structure: A set of high-tech polymers and flow guides implanted in the neck and upper back capable of extracting Oxygen from the water. The owner can effectively breathe water, making it impossible for them to drown (in water).

Tasertouch: A wire-mesh installed in the striking surfaces of the owner's hands. On a successful Hand to Hand attack, the owner can, rather than do Damage, cause the target to make a roll against their Stamina plus Toughness with a penalty of minus ten (-10) or immediately go Unco with Shrugs.

Tool System: Must be installed in Prosthetics. Micro tools, engineered surfaces, and sensors are installed in the owner's hands, turning them into exceptionally fine quality tools with unprecedented feedback. Allows for the use of the Demolitions, Lockpicking, Security, Construction, Fabrication, Repair, and Electronics skills with no penalty for not having the proper tools, all at a bonus of plus three (+3). Because the tools are so seamlessly integrated into the owner's structure, they give a penalty of minus three (-3) to detect their presence when not in use.

Wireless Grid: Owner MUST have both a Neural Data Net AND an Implant Communicator to have this system. Enhanced comm system with subprocessors turns the owner into a mobile Hot Spot for WiFi. Their communications range is boosted to thirty (30) miles, which allows them to contact most communications satellites handling data transfer (if such satellites exist in the game world), making their range, effectively, global. Increased data encryption increases the penalty for intercepting their comm signals from a penalty of minus five (-5) to a penalty of minus ten (-10!). As a mobile Hot Spot, they can connect ten (10) more WiFi users to their communications system and administrate their use of the system.

Simon Wentworth (Order #26533695)

POWERS

Some Characters are born with powers and abilities far beyond those of normal Characters. Others have powers thrust upon them, or develop them as the result of cosmic events. Whatever their origin, these abilities will make people stand out.

Characters who posses the Preternatural Merit go by different names in different settings, and often by various names within the same settings. Supers, Metahumans, even Mutants, it all depends on the particular setting the Characters find themselves in.

These abilities are also used as innate abilities for animals, monsters, and creatures of all kinds. They can turn the perfectly average thug into something dangerous enough that the Player Characters will have to hunt it down in teams.

In some game settings, having powers is enough to get a Character hunted down by angry mobs with torches and pitch forks. People do fear what is different from them, after all, and if one has the ability to throw beams of energy or to take a hit from a massive handgun without flinching on a regular basis, folks are likely to get nervous.

In other settings, powers might be a sign of status, something that makes the Characters stand out above the crowd, perhaps even as something to be admired and worshipped.

It can be entertaining to see what happens when people go from worshipping those with powers to hunting them down with anti-tank weapons as the result of a super-powered catastrophe. Most adventurers would rather face a thousand cyborg orcs than a fickle public.

In an advanced society, these abilities could be given to individuals through genetic engineering or even more advanced and esoteric means, perhaps even using the resulting super-powered individuals as forced slave labor or unwilling soldiers. You'd think that giving super powers to people that you intend to mistreat would be a bad idea, but it's a fairly common theme in literature.

These powers can also be the birthright of a divine heritage - Demigods and heroes alike will no doubt have a few of these abilities tucked under their belt.

Whatever the reason the Character has powers, they'll likely be a force to be reckoned with... it's important to remember that bad guys can have powers too, and often do. And if they don't... well, they can always find SOME way to get them, even if it means selling their soul.

Simon Wentworth (Order #28533685)

Powers

Power	Range	Damage	Activation	Duration	Risk	Cost	Notes
Acid Jet	Sta x5	20	1 T	-	5	$8,150.00	AP 5, Recurs once a Turn
Breathe Water	-	-	-	-	-	$5,000.00	Ignore suffocation from drowning
Claws	-	+5	-	-	-	$6,000.00	AP 3, 1 extra Shrug of Damage
Discriminatory Taste/Smell	-	-	-	-	-	$6,500.00	+3 to Smell/Taste based rolls, detect chemical compounds
Dominating Gaze	Per x5	-	-	1 H (m)	10	$10,250.00	Will/Toughness -5 or Dominated. Must makeeye contact
D-Shift	-	-	1 M	-	10	$6,000.00	Move to other dimensions, complex action
Enhanced Strength*	-	+1	-	-	-	$750.00	+1 Str-based Damage, Dead Lift +50 lbs
Ensorcel	50′	20 s	-	-	5	$5,375.00	Will/Toughness or Unco... MUST make eye contact
Extra Arm	-	-	-	-	-	$12,500.00	Additional arm, 1 extra attack/round
Fangs	-	+5	-	-	-	$3,500.00	AP 2
Flight Power	-	-	1 T	15 M (m)	1	$19,550.00	Fly at 10 mph per 1 Risk spent
Get Big I*	-	-	-	-	-	$25,750.00	Run, Jump, Lift x2; Dam, DR +5, 1 AS per level. +3 to be hit per level
Get Big II	-	-	1 T	1 H (m)	10	$74,150.00	As per Get Big I, but temporary, and bonuses and penalties are per 10 Risk spent
Get Small I*	-	-	-	-	-	$9,000.00	-3 to be hit, +3 to small tasks, all physical performance halved at each level
Get Small II	-	-	1 T	1 H (m)	10	$17,400.00	As per Get Small I, but temporary, and bonuses and penalties are per 10 Risk spent
Heightened Sense*		-	-	-	-	$500.00	+1 to 1 sense
Hide, Tough	-	-	-	-	-	$2,500.00	+10 DR
Hide, Armored	-	-	-	-	-	$5,750.00	+15 DR, 1 Armor Shrug
Hide, Steel	-	-	-	-	-	$9,000.00	+20 DR, 2 Armor Shrugs
Ignore Depth Pressure	-	-	-	-	-	$5,000.00	Ignore pressure differentials due to depth
Insubstantiality I	-	-	-	-	-	$35,000.00	Insub, need not breathe, sees through matter, permanent
Insubstantiality II	-	-	1 T	1 H (m)	10	$43,400.00	As per Insub I, but only temporary
Invisibility I	-	-	-	-	-	$10,000.00	-5 to be seen/hit, +5 to Stealth, light-based damage is halved, permanent
Invisibility II	-	-	1 T	1 H (m)	5	$18,900.00	As per Invis I, but only temporary
IR Vision	-	-	-	-	-	$9,000.00	Negate darkness penalties, sense heat
Laser Vision	Stam x5 i	20	-	-	1	$8,150.00	AP 4. Laser Beams from the eyes!
Leap, Impressive	-	-	-	-	-	$10,000.00	All jumping distances mulitiplied by 2
Leap, Monster	-	-	-	-	-	$25,000.00	All jumping distances mulitiplied by 5
Lift, Impressive	-	-	-	-	-	$10,000.00	Dead Lift multiplied by 2
Lift, Monster	-	-	-	-	-	$25,000.00	Dead Lift multiplied by 5
Non Metabolic	-	-	-	-	-	$50,000.00	Ignore suffocation, hunger, thirst, poisons, and disease
Ogre Punch	-	+10	-	-	-	$5,000.00	Str-based Damage +10
Regeneration I	-	-	-	-	-	$8,000.00	Regenerate 1 Shrug/Hour
Regeneration II	-	-	-	-	-	$14,000.00	Regenerate 2 Shrugs/Minute
Regeneration III	-	-	-	-	-	$25,000.00	Regenerate 1 Shrug/Turn, Regrow limbs/organs
See Through Stuff	-	-	-	-	-	$2,500.00	See through all matter except lead (or denser)
Sense Life	-	-	-	-	-	$5,000.00	Sense life within perceptual range
Sprint, Impressive	-	-	-	-	-	$10,000.00	Running Speed multiplied by 2
Sprint, Monster	-	-	-	-	-	$25,000.00	Running Speed multiplied by 5
Troll Punch	-	+5	-	-	-	$2,500.00	Str-based Damage +5
Walking on Walls	-	-	-	-	-	$5,000.00	Walk on walls as if they were the ground
Walking on Water	-	-	-	-	-	$5,000.00	Walk on fluids as if they were the ground
Winged Flight	-	-	-	-	-	$7,500.00	Fly at Agility x4 feet per turn, must have wings free to fly, wings give -3 to Stealth rolls

*Can be purchased multiple times - effects stack

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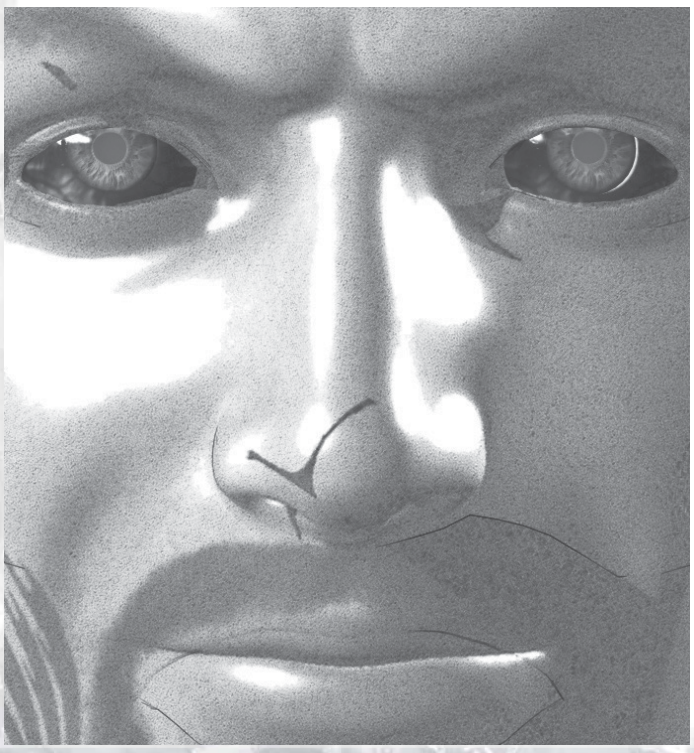
Acid Jet: The Character can fire a jet of highly corrosive acid, often spit from the mouth. After a turn of concentration, Character rolls Dexterity plus Use Powers and spends five (5) Risk to fire the jet at a range equal to the Character's Stamina multiplied by five (Stam x5). On a successful hit, target takes a Damage of twenty (20) ignoring five (5) Armor Shrugs (AP 5) until the target is reduce to Dead as Hell or the acid is washed off or otherwise neutralized (considered a Standard Condition).

Breathe Water: Character can respirate oxygen dissolved in water, and cannot drown (in water).

Claws: Character can manifest Sharp claws which add five (5) to their Strength-Based Damage on a Hand to Hand attack. Claws have an Armor Piercing value of three (AP 3) and do one (1) extra Shrug of Damage.

Discriminatory Taste/Smell: Character has extremely sensitive senses of taste and smell - they have a bonus of plus three (+3) on Taste or Smell based Perception rolls, and can recognize chemical compounds by taste or scent.

Dominating Gaze: Upon making eye contact, Character can make an attack using Perception plus Use Powers, which costs ten (10) Risk. Target must roll on their Will plus Toughness at a penalty of minus five (-5) or be Dominated for the duration of the power, following any command given by the Character. Should the Character give the target a command that would result in their *immediate* death, the target can re-roll their Will plus Toughness at a penalty of minus five (-5) to break free from control.



D-Shift: Allows the Character to travel to another dimension/plane. Character must either have been to the target dimension before, or must make a roll on Lore: Magic, Lore: Enigmas, Lore: Outer, or any other roll the GM feels necessary to gain knowledge of the target dimension. After one (1) minute (twelve (12) Turns) of concentration, Character rolls Will plus Use Powers - on a successful roll, they (and up to their Dead Lift in additional mass) are transported to the desired dimension. A failed roll will fail to take the Character anywhere... a *critical* failure will take the Character to a random dimension (chosen by the GM).

Enhanced Strength: Grants the Character the benefits of a higher Strength score - effective for giving them the effects of a Strength statistic over ten (10). Increases Strength-based Damage by one (1) and Dead lift by fifty (50) pounds.

Ensorcel: A gaze attack with a stunning effect. Upon making eye contact, Character can make an attack using Perception plus Use Powers, which costs five (5) Risk. Target must roll on their Will plus Toughness at a penalty of minus twenty (-20) or fall Unco with Shrugs.

Extra Arm: Character has an additional arm (may be purchased multiple times). This allows the Character to hold and use more items at once, gives them one (1) additional attack per turn at no penalty, and grants other bonuses one might receive from having an extra hand (subject to "The Deal" and GM approval).

Fangs: Character has elongated, sharpened teeth. Add five (+5) to Strength-based Damage on a bite attack, with an Armor Piercing value of two (AP 2).

Flight Power: The ability to move through the air without visible means of support. After one (1)Turn of concentration, Character can move at a speed of ten (10) miles per hour per one (1) Risk spent for the duration of the power.

Get Big I: May be purchased multiple times. Character is larger than average, doubling in size and weight each time this ability is purchased. For each time this power is purchased, Character's Running Speed, Jumping Distances, Dead Lift, and Base Throw are doubled (x2). More, their Strength-based Damage increases by five (+5), they gain a bonus of plus five (+5) to their Damage Resistance, and one (1) Armor Shrug. The down side is that the bigger one is, the easier they are to hit... for every time this power is purchased, the Character is at an additional plus three (+3) to be hit. This is a permanent modification to the Character's size... they are always this size once this power is purchased.

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Get Big II: This is a temporary version of Get Big I... for every ten (10) Risk spent to activate this power, the Character's size and weight are doubled once (e.g. - spending thirty (30) Risk would double the Character's size and weight three times, or give them a multiple of eight (2 x 2 x 2 = 8). As per Get Big I, every time the Character doubles their weight and size, their Running Speed, Jumping Distances, Dead Lift, and Base Throw are doubled (x2). More, their Strength-based Damage increases by five (+5), they gain a bonus of plus five (+5) to their Damage Resistance, and one (1) Armor Shrug. Again, for each time they double their size and weight, the Character is at an additional plus three (+3) to be hit. This size change is temporary... they will return to their normal size once the power's duration has expired.

Get Small I: May be purchased multiple times. Character is smaller than average. Each time this power is purchased, Character's size and weight are halved. For each time they take the power, they give a cumulative penalty of minus three (-3) to be hit in combat, and gain a cumulative bonus of plus three (+3) to Stealth and any rolls where being smaller would be a benefit (Fabrication, Repair, Electronics, and Medicine are all possibilities - this is open to "The Deal" and GM approval). The downside is that each time this power is purchased, all of the Character's performance statistics (Running Speed, jumping distances, Dead Lift, Base Throw) are *halved*. This is a permanent modification to the Character's size... they are always this size once this power is purchased.

Get Small II: This is a temporary version of Get Small I... for every ten (10) Risk spent to activate this power, the Character's size and weight are halved once (e.g. - spending thirty (30) Risk would halve the Character's size and weight three (3) times, or make them one-eighth (1/8) their normal size and weight. As per Get Small I, every time the Character halves their size and weight, they give a cumulative penalty of minus three (-3) to be hit in combat, and gain a cumulative bonus of plus three (+3) to Stealth and any rolls where being smaller would be a benefit (Fabrication, Repair, Electronics, and Medicine are all possibilities - this is open to "The Deal" and GM approval). Again, for each time their size and weight is halved, all of the Character's performance statistics (Running Speed, jumping distances, Dead Lift, Base Throw) are *halved.* This size change is temporary... they will return to their normal size once the power's duration has expired.

Heightened Sense: May be purchased multiple times. For each time this power is purchased, one (1) sense gains a bonus of plus one (+1) to perception rolls based on it, to a maximum of plus five (+5) per sense.

Hide, Tough: Character's exterior is tougher than normal skin, giving the Character a bonus of plus ten (+10) to their Damage Resistance.

Hide, Armored: Character's exterior is very tough indeed, giving the Character a bonus of plus fifteen (+15) to their Damage Resistance and one (1) Armor Shrug.

Hide, Steel: Character's exterior is like steel armor, giving them a bonus of plus twenty (+20) to their Damage Resistance, and two (2) Armor Shrugs.

Ignore Depth Pressure: Character can ignore high pressure differentials, such as those found at the bottom of the ocean. The Character can still suffer from low pressure differentials, such as those found in vacuum. Also offers no protection from suffocation or extreme cold.

Insubstantiality I: Character is in a permanent ghost-like state. They cannot be affected by any physical attack, nor interact with the physical world themselves. They can still be fully affected by attacks defined as "Mental," such as Psionic attacks. The Character can move through solid matter as if it were not there, and can see through solid matter (the physical world is made of ghostly shapes and outlines to them). They need not breathe, and so can stay inside of solid matter indefinitely. While they do require sustenance (food and drink), they can consume the "essence" of physical food and drink. They can be seen and heard by beings who are not insubstantial, but not touched. They can interact fully with other insubstantial beings.

Insubstantiality II: Character can temporarily become Insubstantial. After one (1) Turn of concentration, the Character rolls on their Will stat plus Use Powers skill, and spends ten (10) Risk. This allows them to exist in an insubstantial state similar to the state of a Character with Insubstantiality I for the duration of the ability. Like Characters with Insubstantiality I, they do not need to breathe and can see through solid matter. They cannot exist on the "es-

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sence" of food and drink, however, and cannot see to their hunger nor their thirst while Insubstantial.

Invisibility I: Character is permanently invisible. They are at a penalty of minus five (-5) to be seen or hit in combat, and enjoy a bonus of plus five (+5) to Stealth rolls. They cannot be captured on camera or any other recording device. They can be covered in a visible material, such as paint, to make them visible, but once they wash it off they are completely invisible again. Any equipment or clothing that they are carrying/wearing (up to their Dead Lift in pounds) becomes invisible automatically. More, any light-based attacks against the invisible Character do only half (1/2) damage.

Invisibility II: As per Invisibility I, but the Character can temporarily become invisible. After a turn of concentration, they can roll Will plus Use Powers and spend five (5) Risk... if successful, they gain the benefits of Invisibility I. If they wish, the clothing and equipment that they are wearing/carrying, up to their Dead Lift, becomes invisible as well.

IR Vision: Character can see in to the Infra Red portion of the spectrum, sensing heat patterns as light. This negates all penalties for darkness and allows them to gauge the heat of an item/area on sight.

Laser Vision: Character can fire laser beams out of their eyes. With a successful roll on Dexterity plus Use Powers and the expenditure of one (1) Risk, the Character can fire lasers at an incremental range with a base short range equal to the Character's Stamina multiplied by five (Stam x5 i). The lasers do a Damage of twenty (20) with an Armor Piercing value of four (4). Does not interfere with the Character's vision.

Leap, Impressive: All of the Character's jumping distances are multiplied by two (x 2).

Leap, Monster: All of the Character's jumping distances are multiplied by five (x 5).

Lift, Impressive: The Character's Dead Lift is multiplied by two (x 2).

Lift, Monster: The Character's Dead Lift is multiplied by five (x 5).

Non Metabolic: Character does not require air, water, or food, nor are they vulnerable to poisons or disease - they may, in fact, not actually be alive, not that it's slowing them down much. Character can ignore suffocation, thirst, hunger, poisons, and disease.

Ogre Punch: Character is immensely strong or is optimized for doing damage, gaining a bonus of plus then (+10!) to their Strength-based Damage.

Regeneration I: Character regenerates one (1) Shrug of Damage each hour. Does not regrow lost limbs or organs, does not regenerate Cinematic Damage.

Regeneration II: Character regenerates two (2) Shrugs of Damage every minute (one (1) Shrug every thirty (30) seconds, or six (6) Turns). Does not regrow lost limbs or organs, does not regenerate Cinematic Damage.

Regeneration III: Character regenerates one (1) Shrug every turn, regenerating lost limbs and/or organs as they heal damage. Does not regenerate Cinematic Damage.

See Through Stuff: Character can see through solid matter, making it appear as ghostly outlines so it can be seen through at will. Ability will not see through lead or any denser material (such as Gold or Osmium). Anything that prevents the passage of radiation is likely to prevent this ability's normal function.

Sense Life: Character can sense life forms, being able to "see" them through walls or around corners. Often expressed by seeing the world in muted colors while seeing red outlines of living beings.

Sprint, Impressive: Character's Running Speed is multiplied by two (x 2).

Sprint, Monster: Character's Running Speed is multiplied by five (x 5).

Troll Punch: Character is quite strong, or is optimized to increase damage. Gains a bonus of plus five (+5) to all Strength-based Damage.

Walking on Walls: Character can walk, run, or otherwise move up and along walls, or across ceilings, as if they were on the ground.

Walking on Water: Character can walk on the surface of liquids as if they were solid. Walking on moving or choppy liquid may require an Agility-based roll to remain standing (GM's option). Liquids which do damage, such as molten lava or acid, will still do damage to the Character's feet.

Winged Flight: Character has wings which allow them to fly at a speed equal to their Agility stat multiplied by four (Agility x4) in feet per turn. They must be able to spread their wings in order to fly - if they are in a confined space, bound, or otherwise constricted, they will be unable to use their flight. The wings are large and obvious - they give the Character a penalty of minus three (-3) to any Stealth rolls to blend into crowds or avoid notice.

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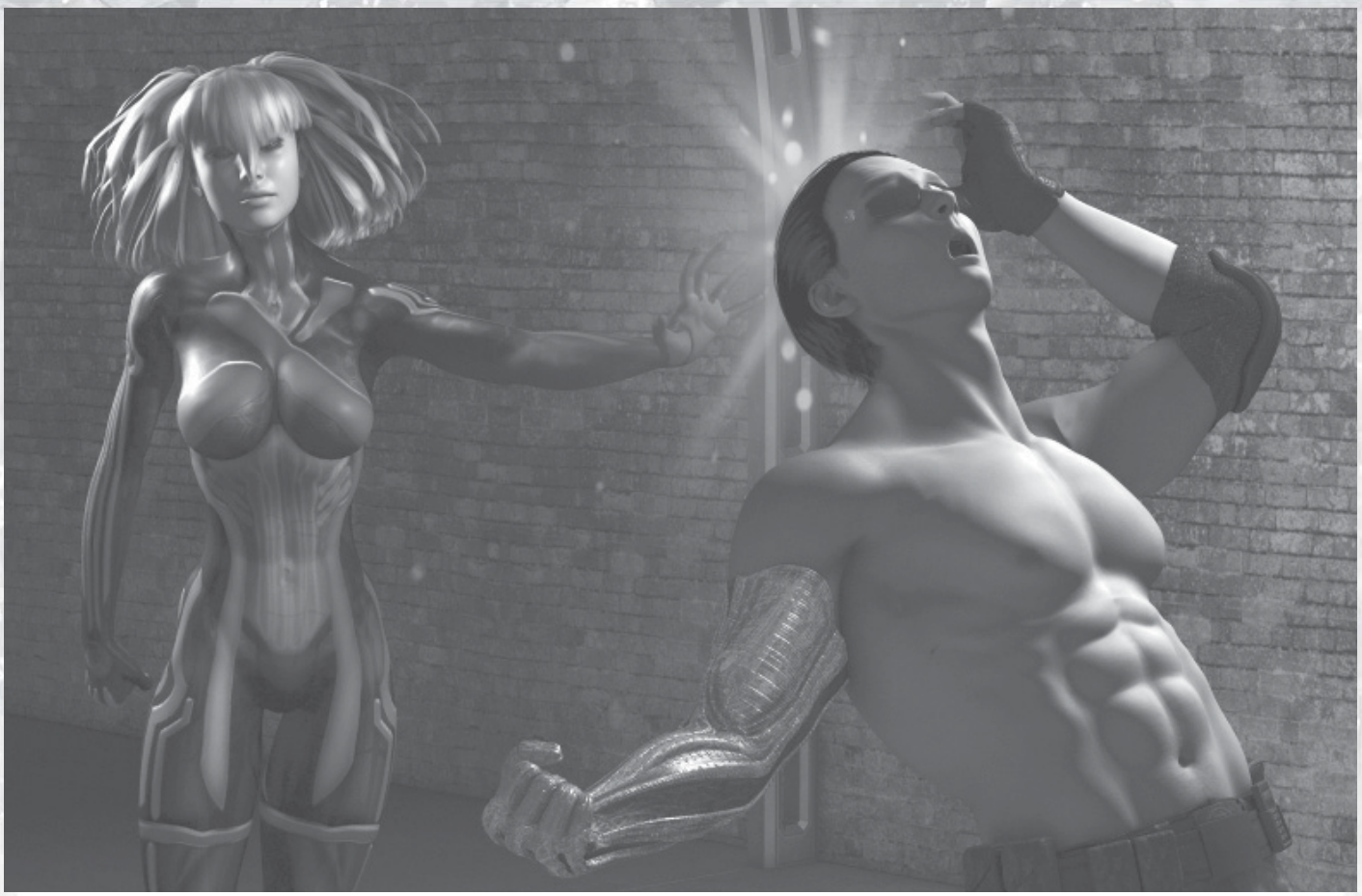

PSIONICS

Characters with the "Mind of Power" merit are known as psionicists. They use the power of their minds to bend physical laws and affect the minds of others in ways that science is only starting to understand.

Psionic disciplines have some common statistics. They all have a Range at which they work, often based off of one of the psionicist's stats. Many of them do Damage or have an effect similar to damage which is also listed.

The purchase cost of a discipline is how much money it will cost in training and materials for the psionicist to develop the power.

The Risk cost of a power is how many Risk points must be Spent to activate or maintain the power.

The Activation Time of a power is how long a power must be concentrated on before it will go active. Most powers have an activation time of at least one (1) round, meaning that the Character must concentrate on the power for a full round (often making hand gestures or facial grimaces) before the power can be activated.

Finally, the Duration of the discipline is listed, which is how long the power will be active after a successful activation. Some powers can be maintained by Spending additional Risk.

The psionicst can spend additional Risk when activating their Psionic discipline to use it more effectively. They can Spend five (5) extra Risk when activating a power to reduce the time it takes to activate it by one (1) round. If this reduces the time below one (1) round, the power goes off immediately, rather than after a round of concentration (the beginning of the next round). This cost can be spent multiple times to further reduce the number of rounds required to activate – i.e. If a discipline takes three (3) rounds to activate, spending five (5) additional Risk will reduce this to two (2) rounds, Spending ten (10) additional Risk will reduce it to one (1) round, and spending fifteen (15) additional Risk will made it activate immediately.

Normally, any Character can spend ten (10) Risk to double the amount of damage they do with an attack. Psionicists can spend ten (10) Risk to double not only the damage of their attacks, but most other features of the discipline as well. Ten (10) Risk can double a discipline's range, duration, lifting capacity, or bonus for the purpose of one (1) use of the discipline.

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Psionic Disciplines

Psionic Discipline	Range	Damage	Activation	Duration	Risk	Cost	Notes
Biotrance	Self	1	1 M	1 D (m)	5	$29,500.00	-10 to be sensed/diagnosed, ignore suffocation, hunger, thirst, heal 1 Shrug/hour
Create Sympathy	Touch	-	3 T	15 M (m)	2	$8,250.00	Will/Psi vs Will/Tough, +3 Comm
Dimensional Storage	Touch	-	3 T	-	3	$12,650.00	Store up to Will x 10 lbs in pocket dimension
Domination	Will x2	-	3 T	1 H (m)	10	$19,200.00	Will/Psi vs Will Tough, or Dominated
Empathy	Will x2	-	-	per use	1	$3,400.00	Sense emotional state
Group Link	10 mi (r)	-	1 T	1 H (m)	5	$14,900.00	Keep up to 10 people in mental contact
Memory Erasure	Touch	-	10 M	-	5	$4,000.00	Will/Psi vs Will/Tough or lose a memory
Memory Implantation	Touch	-	10 M	-	5	$4,000.00	Will/Psi vs Will/Tough or gain a memory
Mental Encryption	-	-	-	-	-	$3,250.00	-5 to "Hack" any of Psi's mental contacts
Mind Armor	Self	-	1 T	15 M (m)	2	$4,950.00	+10 Mental DR, +5 Mental Resistance
Mind Blast	Will x3 i	15 (s)	-	-	3	$10,500.00	Will/Tough -15 or Unco
Mind Probe	100'	-	3 T	per use	5	$9,400.00	Will/Psi vs Will/Tough to answer 1 question
Phobivore	Will x2	-	-	-	-	$10,800.00	Feed from pain/fear/death - gain 1 Risk if "full"
PK Armor	Self	-	1 T	15 M (m)	3	$2,600.00	+15 DR
Pk Barrier	Self	-	1 T	15 M (m)	10	$26,400.00	DR 20, 3 Armor Shrugs, 3 Shrugs, Radius 15'
PK Blast	Will x5 i	Will +5	-	-	5	$13,750.00	AP 4, -3 to notice/track shooter
PK Shield	Self	-	-	per use	5	$12,500.00	Defense action, 3 Shrug Barrier
Precognition	Sym, Tem	-	1 M	per use	2	$18,300.00	Sense forward 1 step of Temporal Range per 2 Risk for subject
Precognitive Dodge	-	-	-	per use	1	$7,900.00	Dodge w/o margin penalty
Psi Hacking	Will x5 i	-	1 T	15 M (m)	5	$7,900.00	Intercept and listen in on other peoples' Telepathic communications, -5 to be noticed doing so
Psychic Healing	Touch	-	3 T	-	5	$24,200.00	Heal 3 Shrugs per 5 Risk
Psychic Purification	Touch	-	3 T	-	5	$9,200.00	Cure disease or poison
Psychometry	Touch, Tem	-	1 M	per use	2	$13,300.00	Sense one step back on Temporal Range per 2 Risk for object
Pyrokinetic Burst	Will x5 i	Will +10	1 T	-	10	$8,150.00	Radius 10, damage recurs each Turn, ignites flammables
Remote Viewing	Sym	-	1 M	15 M (m)	5	$8,250.00	View person/place at distance
Risk Transfer	Touch	-	1 T	-	-	$2,400.00	Willing transfer of 5 Risk to/from Psi
Risk Vampirism	Touch	-	1 T	-	-	$5,650.00	Will/Toughness -5 or lose 5 Risk to Psi
Second Sight	Will x5 i	-	1 T	15 M (m)	1	$5,300.00	Sense the supernatural, even if invisible
Sense of Perception	1 mi (r)	-	1 T	1 H (m)	2	$15,100.00	No penalties for flank or darkness, sense all objects in radius
Suggestion	Will	-	1 T	per use	5	$7,950.00	Will/Psi vs Will/Tough or follow 1 suggestion
Sympathetic Commune	Sym	-	3 T	15 M (m)	5	$8,950.00	Mental comm., know person's location/state
Telekinesis	Will x5	-	1 T	per use	5	$6,900.00	Lift/manipulate Willx5 lbs per 5 Risk spent
Telekinetic Flight*	Self	-	1 T	15 M (m)	5	$19,150.00	Fly at Wil x5 mph
Telekinetic Grapple*	Will x5	-	1 T	-	3	$3,100.00	Str/Hth at -10 or immobilized
Telekinetic Punch*	Will x5	Will	-	-	3	$2,475.00	Direct TK damage
Telepathy I	Touch	-	1 T	15 M (m)	1	$1,050.00	Mental comm., contested if unwilling
Telepathy II	Will mi	-	1 T	1 H (m)	1	$1,700.00	Mental comm., contested if unwilling
Teleportation	Will mi	-	3 T	-	7	$19,050.00	Point to point transport, Will in miles per 7 Risk spent
Terror's Embrace	Will x2	-	1 T	-	10	$13,150.00	Will/Toughness at -5, or lose 1 Will to Psych. Trauma
Thought Knife	Will x5	20	1 T	-	6	$5,550.00	Lethal mental attack
TK Touchdown	Self	-	-	per use	5	$7,500.00	Land safely after falling any distance

*Requires Telekinesis

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Biotrance: The psionicist exerts the power of their will over their body, passing into a deep trance that vastly slows the metabolism with a successful roll on Will plus Use Psionics. During this trance, the psionicist shows almost no life signs and no psychic signature, giving others a penalty of minus ten (-10!) to sense them or to correctly diagnose that they are still alive. With their vastly reduced metabolic rates, the psionicist does not need food, water, or even air for the duration of the ability's use (can ignore suffocation, hunger, and thirst). More, with all stresses removed from the body, its healing abilities function at a greater rate (regenerate one (1) Shrug per hour, does not regrow lost limbs/organs or heal Cinematic Damage).

Create Sympathy: The psionicist can use this ability to forge a temporary Sympathetic connection with the target. This is activated with a contested roll between the Psionicist's Will plus Use Psionics and the target's Will plus Toughness. If the psionicist wins this contest, they treat the target as a "Close family, lover, or hated enemy" for the purpose of determining Sympathetic Range penalties. More, the psionicist is at a bonus of plus three (+3) to any rolls on the Communication skill with the target for the duration of this ability. The target may develop a strong affinity for the psionicist for the duration of this ability - or an equally intense hatred. This is entirely dependent upon how the psionicist interacts with the target (GM's option).

Dimensional Storage: The psionicist can "shift"' an amount of matter (up to an amount equal to their Will stat in pounds) into a storage dimension, and retrieve it at will. Shifting an object into storage requires a roll on the Will stat plus Use Psionics skill, and costs three (3) Risk, regardless of the amount of mass being shifted. The total amount of mass that can be stored in the storage dimension is an amount equal to the psionicist's Will stat multiplied by ten (Will x 10) in pounds. Retrieving objects from storage takes one turn, unless the psionicist has the Fast On The Draw Merit, in which case retrieval is a free action. No roll nor Risk is required to retrieve objects from storage. No time passes for objects in storage - items that were hot when they went in come out hot, items that were cold when they went in come out cold, and bombs with three seconds left on the timer when they went in have three seconds left on the timer when they come out. Living matter cannot be shifted into storage.

Domination: The psionicist with this ability can control the actions of another. This ability is activated with a contest between the Psionicist's Will stat plus Use Psionics skill and the target's Will stat plus Toughness skill (as well as the Psionicist spending ten (10) Risk). Should the psionicist win this contest, the target has been mentally dominated by the psionicist. For the duration of the discipline, they will follow any command given by the psionicist. Should the psionicist give the target a command that would result in their *immediate* death, a new contest between the psionicist's Will plus Use Psionics and the target's Will plus Toughness is rolled as the target's mind fights for survival. Should the target lose this contest, they will follow the order that would lead to their immediate death. The target of this dread discipline is aware of everything that is happening, trapped in their mind while unable to control anything they do or say.

Empathy: The psionicist with this ability can roll on Perception plus Use Psionics to sense the emotional state of their target. Succeeding this roll gives them an unerring knowledge of what the target is feeling, allowing the psionicist to detect bluffs and lies with ease. There may be other benefits to the ability to sense emotional states - this is entirely open to "The Deal."

Group Link: The psionicist can keep a number of people in telepathic contact with each other, functioning as a mental switchboard. Rolling Will plus Use Psionics (and spending five (5) Risk) allows the psionicist to connect up to ten (10) people, and keep them in contact for the ability's duration so long as they are within a radius of ten (10) miles around the psionicist.

Memory Erasure: The psionicist can remove memories from the minds of others. This costs five (5) Risk per memory removed, and is accomplished with a contested roll between the psionicist's Will plus Use Psionics and the target's Will plus Toughness. This ability removes one (1) memory at a time... this could be the identity of an attacker, a single traumatic event, an event from the target's childhood, or the name of a friend or loved one. This ability can be used therapeutically, to help someone avoid having to deal with a traumatic event or a painful memory. This ability can also be used maliciously, destroying a witness' ability to identify a criminal or causing them to forget a vital password. Creative use of this ability is encouraged; all uses are subject to GM approval.

Memory Implantation: The psionicist can implant false memories into the minds of others. This costs five (5) Risk per memory implanted, and is accomplished with a contested roll between the psionicist's Will plus Use Psionics and the target's Will plus Toughness. This ability implants one (1) memory in the mind of the tar-

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get at a time. This could be adding a person to a past event, or a whole event from the target's past. It can be used beneficially, to give the target pleasant memories or educational experiences. Over time, with a great many repeated uses, this ability can be used to create a whole lifetime of experiences in a mind that has either never had any experiences, or that has had all of its memories removed. It can also be used maliciously, causing the target to remember traumatic events or horrific monsters. Creative use of this ability is encouraged; all uses are subject to GM approval.

Mental Encryption: Because it is possible to "hack" telepathic communications, this ability was developed to make psionic communications more secure. This ability does not require any rolls or the use of any additional Risk - the psionicist who has this ability should also have some form of Telepathy. All attempts to "hack" telepathic communication with the Character who has this discipline incur a penalty of minus five (-5).

Mind Armor: This discipline allows the psionicist to defend their mind against mental attacks and influence. They gain a bonus of plus ten (+10) to their Mental Damage Resistance, and a bonus of plus five (+5) to resist any other mental effects (such as, for example, Memory Erasure or Domination). (NOTE: A Character's Mental Damage Resistance is normally equal to the Character's Will multiplied by two (Will x2).

Mind Blast: Elementary mental attack, non-lethal. Psionicist rolls Will plus Use Psionics and spends three (3) Risk to initiate the attack, which works at an incremental range with a base short range equal to the Character's Will stat multiplied by three (Will x 3 i). There is a slight visible effect from the mental pressure wave, so a target is aware they are being attacks and can dodge. Should the attack hit, the target must roll their Will plus Toughness with a penalty of minus fifteen (-15). Failing this roll causes them to go Unco with Shrugs.

Mind Probe: The psionicst with this ability can forcefully dig through the target's mind for information. The psionicist focuses on a target within one hundred (100) feet and concentrates for three (3) Turns, then spends five (5) Risk and initiates a contested roll between the psionicist's Will plus Use Psionics and the target's Will plus Toughness. Should the psionicist win this contest, they get the correct and truthful (to the best of the target's knowledge) answer to any one (1) question they have of the target, no matter how short (or long) the answer is. This could be anything from a simple "no" to a lengthy dissertation on the nature of the target's employer. The target may roll on their Perception stat (alone) once they are probed. A successful roll informs them that someone is in their mind. Whether or not they can do something about it, or locate the psionicist, is another matter entirely. People who do not believe in psionics will not understand what they are feeling.

Phobivore: This discipline allows the psionicist to feed off of negative emotions and sensations. Being within range (the psionicist's Will stat multiplied by two (Will x 2) in feet) of a person who is in pain, terror, or dying is equivalent to eating a meal for the purposes of resisting hunger. "Pain" can be considered any loss of Shrugs due to damage. "Terror" can be considered any loss of Will due to Psychological Trauma. "Dying" can be considered going to a state of Dead or Dead as Hell. Should the psionicist with this discipline be within range of someone experiencing pain, terror, or death when they have already "fed" and do not need a meal, they will instead gain one (1) Risk point from the experience. The act of feeding or gaining Risk from someone else's pain, terror, or death is a pleasurable experience for the psionicist - many who have this discipline come to enjoy having it a bit too much.

PK Armor: The psionicist with this discipline can concentrate for one (1) Turn, spend three (3) Risk, and roll their Will plus Use Psionics to construct a physical defense about their body using telekinetic force. This gives the psionicist a bonus of plus fifteen (+15) to their Damage Resistance for the duration of the discipline.

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PK Barrier: The psionicst constructs a psychokinetic shelter. After concentrating for a Turn, the psionicist rolls their Will plus Use Psionics and spends ten (10) Risk to create a dome with a radius of fifteen (15) feet. The translucent dome has a Damage Resistance of twenty (20), three (3) Armor Shrugs, and three (3) material Shrugs. Any attacks directed at the psionicist, or anyone/anything else within the barrier must do enough damage to destroy the barrier (reduce it to zero (0) Shrugs) to get in. The barrier does not prevent attacks from *leaving* it, though, so those inside can fight back. The barrier is not air-tight. It moves with the psionicist.

PK Blast: A physical attack using telekinetic force. The psionicist directs the attack with a roll of Dexterity plus Use Psionics. The attack has an incremental range with a base short range equal to the psionicist's Will stat multiplied by five (Will x5 i). The attack does a damage equal to the psionicist's Will stat plus five (Will +5), has an Armor Piercing value of four (AP 4), and is very difficult to track. Any attempt to notice the shot or track the shooter incurs a penalty of minus three (-3). The "projectile" is a focused burst of telekinetic force - this is a lethal sniper attack that leaves no bullet behind. It's been known to drive ballistics experts completely around the bend.

PK Shield: This is a "hail mary" defense, once all other attempts at defending one's self have failed. The psionicist who has failed to avoid being hit can roll their Will plus Use Psionics and spend five (5) Risk to add three (3) Shrugs to themselves, in the form of telekinetic force, for the purposes of calculating the effects of damage for that attack only.

Precognition: The psionicist looks into the future of one subject. This discipline has both Sympathetic AND Temporal range. For every two (2) Risk spent on the use of this ability, the psionicist can look forward one increment on the Temporal Range table (page 192) into the future of one subject. The psionicst rolls Perception plus Use Psionics at a penalty equal to the *cumulative* penalties for their relationship to the subject and the Temporal "distance" they are covering. This ability gives the psionicist *probable* key events in the subject's life over that period, such as a marriage, a major battle, death of a close friend or loved one, or even the death of the subject. Once these events have been perceived by the psionicst, time is in flux... having seen the future, it is nigh impossible to not change the future. The psionicst may try to alter the events they have seen... they may have the effect of *causing* the events, instead, or even causing *much worse* events to occur. Playing with the time, even with mere perception, is tricky business. (NOTE: This ability is a great way for GMs to lead Players into dangerous situations or hook them into adventures).

Precognitive Dodge: By perceiving a minute distance into their own future, the psionicist can better avoid attacks. The psionicist using this ability can Dodge using their Perception stat plus Use Psionics skill - this dodge does not incur a penalty of half the attacker's Margin of Success. Each time this ability is used to Dodge, it costs the psionicist one (1) Risk.

Psi Hacking: The psionicist with this discipline is able to "listen in" on other people's telepathic communications, often without them noticing! The psionicist rolls their Perception plus Use Psionics to intercept a telepathic communication within their range (an incremental range with a base short range equal to the psionicist's Will stat multiplied by five (Will x5 i)). This effort costs five (5) Risk. They must first be aware of a telepathic communication occurring - this can be as simple as knowing there is a telepath within their range, or rolling on Perception plus Use Psionics to "get a hunch" about a telepathic communication. Once the psi-hacker is listening in to the telepathic communication, those involved in the compromised communication can roll on their Perception plus Use Psionics (if they have the Use Psionics skill) to sense they are being "hacked." This roll is at a penalty of minus five (-5) - this is a stealthy technique. Should the "hacker" decide to "speak up" and take part in the conversation, those involved in the communication will automatically know of their presence (but be at a penalty of minus five (-5) to locate them).

Psychic Healing: The psionicist can use their psychic abilities to mend damage to flesh. After three (3) Turns of concentration, the psionicist rolls their Will stat plus their Use Psionics skill. A successful roll allows them to heal someone they are in physical contact with, spending five (5) Risk for every three (3) lost Shrugs of damage they are restoring. This ability does not work on someone who has been reduced to the state of Dead or worse, does not regrow lost limbs/organs, and does not heal Cinematic Damage.

Psychic Purification: The psionicst with this discipline can heal many diseases and cure exposure to poisons by using their psychic energy to flush impurities from the target's system. The psionicist concentrates for three (3) Turns and then rolls their Will plus Use Psionics. The effort costs five (5) Risk. If successful, the subject (who the psionicist must be in physical contact

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with) is cured of one Minor or Standard Condition defined as a disease or a poison. Curing more than one such condition requires multiple uses of this discipline.

Psychometry: The psionicist can discern the history of an object they are touching. This discipline has Temporal Range (chart on page 192). The psionicist must concentrate on an object while touching it for one (1) minute (twelve (12) Turns), at the end of which they roll their Perception plus Use Psionics. For every two (2) Risk spent on the use of this discipline, the psionicist can perceive another time increment back in time (2 Risk perceives a minute back, 4 Risk an hour, 6 Risk a day, et cetera). They will perceive events surrounding the object which were key historical moments or moments of intense emotional energy. Such events might include the death of the object's owner, the use of the object in a murder, a change in the object's ownership, or even the object's construction. More, the psionicist will get a sense of the object's purpose - what it was made for (if it was, indeed, made). (NOTE: This is a great way for the GM to give vital clues to a Player, or to make a particular object more interesting).

Pyrokinetic Blast: The psionicist excites the molecules in a given area, creating intense heat which does damage and can ignite flammable items. The psionicist must concentrate for one (1) Turn, at the end of which they roll their Dexterity plus Use Psionics and spend ten (10) Risk. This is an attack, with an incremental range that has a base short range equal to five times the Will stat of the psionicist (Will x 5 i). It does a Damage equal to the psionicist's Will stat plus ten (Will +10). This damage affects a radius of ten (10) feet, and recurs once per turn until the fire on the target is extinguished or the target is Dead as Hell. A successful Damage Resistance roll will also end the recurring damage.

Remote Viewing: The psionicist can view people or places at a great distance. The use of this discipline (using Perception plus Use Psionics) is penalized as per the Sympathetic Range chart on page 192. Once the discipline is successfully used, the psionicist can perceive the person or place specified when they initiated the discipline. Transferring their view to another person or place requires another use of the discipline. Someone who is being observed by Remove Viewing may have a vague sense that someone is watching them... they get a roll on their Perception stat plus their highest Special skill (if any) which is contested by the margin of success by which the Remote Viewing was activated. Should the subject of Remote Viewing win this contest, they will be quite aware that they are, indeed, actually being observed, although they will not know by who. If they have a similar psionic discipline (or spell, or other ability) which allows for viewing at Sympathetic Range, they may be able to Remote View back.

Risk Transfer: The psionicist can initiate a transfer of Risk between themselves and a willing subject. After one (1) turn of concentration, the psionicist touches the subject and makes a roll on their Will plus Use Psionics. On a successful roll, the psionicist either receives five (5) Risk from the subject, or gives five (5) of their own Risk to the subject. Transferring more than five (5) Risk requires multiple uses of this ability. If the subject is in any way unwilling to share their own Risk or to receive Risk from the psionicist, this ability will not work - the psionicist could not, for example, tell the subject they are going to give them Risk, and then attempt to take the subject's Risk without their knowledge.

Risk Vampirism: Allows the psionicist to steal Risk from the target. The psionicist concentrates for one (1) Turn then touches the subject (which may involve an Agility plus Hand to Hand or Grappling roll if the target is unwilling and defending themselves). The psionicst rolls their Will plus Use Psionics. If successful, the target rolls their Will plus Toughness at a penalty of minus five (-5). Should the target fail this roll, they lose five (5) Risk to the psionicist. Taking more than five (5) Risk requires multiple uses of this discipline.

Second Sight: Allows the psionicist to perceive the supernatural. After one (1) Turn of concentration the psionicist rolls their Perception plus Use Psionics and spends one (1) Risk. If successful, they can sense the supernatural for the duration of the discipline. This allows them to determine whether or not something is actually supernatural (senses vampirism, lycanthropy or the like), and even allows them to see supernatural things which are normally invisible, such as ghosts and spirits.

Sense of Perception: A complete and total perception of everything within the circumambient sphere. Activated with one (1) Turn of concentration, a roll on Perception plus Use Psionics, and two (2) Risk. For the duration of the ability, the psionicist can sense everything around them in a one (1) mile radius. They cannot be flanked (suffer no flanking penalties), do not need light to perceive things (negate all darkness penalties), and simply know where everyone and everything is for a mile around them.

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Suggestion: Allows the psionicst to make a suggestion with the force of their will behind it, compelling an action of some sort. The psionicist must be within a range equal to their Will stat in feet to affect the target. The psionicist concentrates for one (1) Turn, then spends five (5) Risk and initiates a contest between their Will and Use Psionics and the target's Will plus Toughness as they make one (1) suggestion. For some reason, this action is often accompanied by the psionicst waving their hand through the air at shoulder height, but this is not necessary. If the psionicist wins this contest, the target will follow their suggestion. Suggestions should be relatively simple and easy to follow ("these aren't the badgers you're looking for," "you should probably go to the bathroom," "the boss would appreciate it if you went and got his girlfriend some flowers"). Suggestions which would cause the target to harm themselves or people they would not normally be harming (such as allies or family members) give the target a bonus of plus five (+5) on the contested roll... suggestions which would cause the target's *immediate* death are contested at plus ten (+10)! This is a power meant to be used with some subtlety, and the psionicist should follow the axiom of being careful what they wish for. The target will follow the suggestion as given; if the suggestion can be misinterpreted, it probably will be.

Sympathetic Commune: A form of telepathic contact which is based more on the relationship of the psionicist to the subject than the distance between them. The psionicst concentrates for three (3) Turns, then rolls on their Will plus Use Psionics, with a bonus or penalty based on the Sympathetic Range charts (page 192). This effort costs five (5) Risk. If successful, the psionicist is in two-way mental communication with the subject for the duration of the ability. More, the psionicist and the subject know precisely where one another are, and roughly what state the other person is in.

Telekinesis: The psionicst can lift and manipulate matter with the power of their mind. Telekinesis works at a range equal to the psionicist's Will statistic in feet. The psionicist concentrates for one (1) Turn, then rolls their Will plus Use Psionics. The psionicist can lift/manipulate an amount of weight equal to their Will stat multiplied by five (Will x5) PER five (5) Risk spent! This allows for one (1) action using the telekinesis, such as lifting a heavy weight off of someone, throwing a switch, or diverting a falling object. Telekinesis by itself is inefficient at moving the psionicist themselves, or attacking with telekinetic force - but see Telekinetic Flight, Grapple, and Punch, below.

Telekinetic Flight: The psionicst MUST have the Telekineses discipline to purchase this one. With this discipline, the psionicist has mastered the ability to use telekinetic force to propel themselves through the air. After one (1) Turn of concentration, the psionicist rolls their Will plus Use Psionics, and spends five (5) Risk. If successful, they can fly through the air at a speed equal to their Will stat multiplied by five (Will x5) in miles per hour. Any special maneuvering or Dodging while flying is done with rolls on Agility plus Use Psionics.

Telekinetic Grapple: The psionicst MUST have the Telekineses discipline to purchase this one. With this discipline, the psionicist can telekinetically grapple someone and hold them immobile. This ability has a range equal to the psionicist's Will stat multiplied by five (Will x5) in feet. After one (1) Turn of concentration, the psionicist rolls their Dexterity plus Use Psionics and spends three (3) Risk. There are some gestures and other visible signs of an attack involved, so the target may Dodge if they are able. Should the attack be successful, the target must roll their Strength plus Hand to Hand at a penalty of minus ten (-10), or be rendered immobile, unable to move from the neck down, for the duration of the ability.

Telekinetic Punch: The psionicst MUST have the Telekineses discipline to purchase this one. With this discipline, the psionicist can attack people directly with telekinetic force. This ability has a range

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equal to the psionicist's Will stat multiplied by five (Will x5) in feet. The psionicist rolls their Agility plus Use Psionics and spends three (3) Risk to attack. This involves some gestures and other visible signs, so the target can attempt to Dodge the attack. If the attack hits, it does a Damage equal to the psionicist's Will stat, plus any ranks the psionicist has in the Martial Damage skill.

Telepathy I: Elementary mind-to-mind communication. The psionicist must be in physical contact with the subject to initiate commune with them. After one (1) Turn of concentration, the psionicist rolls their Intelligence plus Use Psionics and spends one (1) Risk. If successful, they are in mind-to-mind contact with the subject for the duration of the discipline, able to transmit language, images, ideas and concepts rapidly and without fear of misunderstanding. If the subject is unwilling, they contest the psionicist's activation roll with Will plus Toughness.

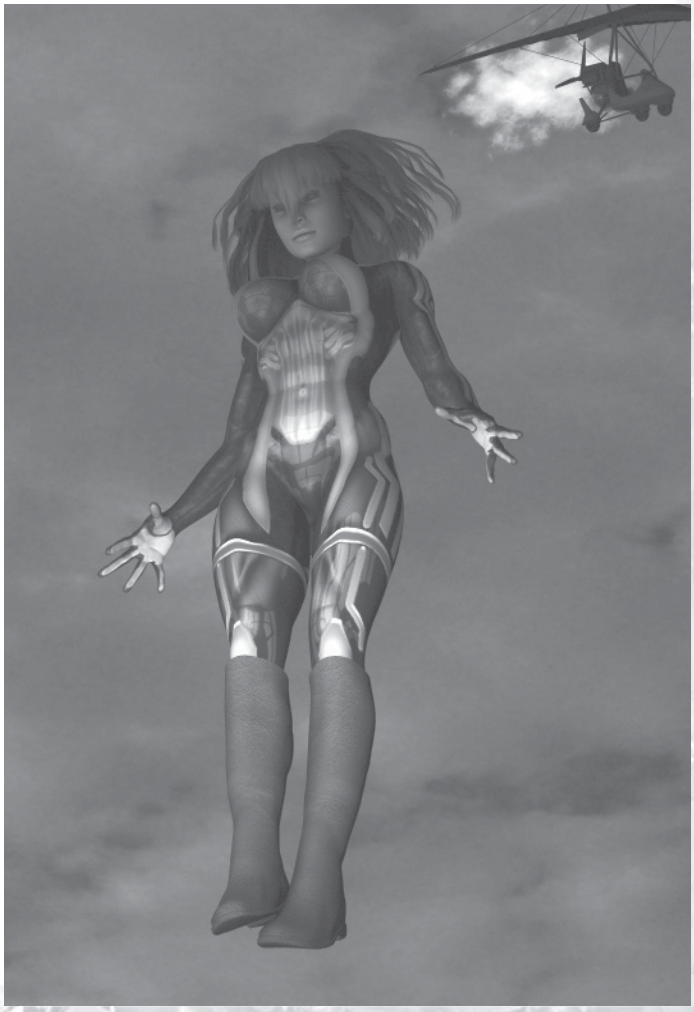
Telepathy II: Mind to mind communication over a distance. Works just like Telepathy I with the exception that this discipline has a range equal to the psionicist's Will stat in miles, and has a longer duration.

Teleportation: Point to point transportation - one of the most potent psionic disciplines. Activated with three (3) Turns of concentration and a roll of Will plus Use Psionics. If successful, the psionicist (and up to their Dead Lift in additional mass) is transported to a place up to their Will stat in miles, per seven (7) Risk spent. The psionicist must know the location they are trying to reach - they must have been there at some point in time, or have observed it (through Remote Viewing or other visual means) in order to reach it. Alternately, they can reach the target destination if they are in mental contact with someone in the desired location.

Terror's Embrace: A punishing mental attack that causes the target to suffer their greatest fear for just a moment - but that moment is enough. The psionicist concentrates for one (1) Turn, rolls on their Will plus Use Psionics, and spends ten (10) Risk. The target must be within a range equal to the psionicist's Will stat multiplied by two (Will x2). There are some gestures and other visible signs of attack involved - the target may be able to Dodge normally. If the attack is successful, the target must roll their Will plus Toughness at a penalty of minus five (-5), or lose one (1) point of Will to Psychological Trauma.

Thought Knife: A lethal offensive attack; the psionicist disrupts the target's brain tissue, causing a sensation not entirely unlike being simultaneously kicked in the head while one sees their *very* favorite puppy kicked down the street. The range of the attack is equal to the psionicist's Wills tat multiplied by five (Will x5). The psionicist concentrates for one (1) Turn, rolls their Dexterity plus Use Psionics, and spends six (6) Risk. There are some gestures and other visible signs of attack involved - the target may be able to Dodge normally. If the attack is successful, it does a Damage of twenty (20). This Damage is Mental - it is resisted by the target's Mental Damage Resistance (target's Will multiplied by two (Will x2)) rather than their Damage Resistance stat.

TK Touchdown: This is a reflexively emergency use of telekinetic force to cancel the downward momentum of a falling psionicist. A psionicist with this discipline who is falling rolls their Will plus Use Psionics and spends five (5) Risk. If successful, they land nimbly on their feet, *regardless of the distance fallen*, with no ill effect. Works on one fall only... must be re-activated if the Character falls again.



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GM's Section

The Game Master has the most difficult job at the gaming table, and potentially the most rewarding. They are tasked with knowing the rules and the setting, establishing the guidelines for the campaign, establishing the scenes that the Player Characters find themselves in, and playing every person, place, and thing that the Player Characters encounter.

At the same time, they need to drive the storyline, adjudicate any difficulties between Players at the table, balance the degree of the adventure's difficulty against the PCs capabilities, maintain a state of tension, and keep the game flowing at a good pace. If it sounds like a lot of work, that's because it is.

That's all right, though, because Game Mastering is also a rewarding creative endeavor – it allows you to not only tell a story, but to bring other people into your story and weave a new and completely unique experience out of the interaction. All that, and it's a lot of fun!

The tasks of the Game Master come in several levels, each of them a different scope of the game that they are running.

The Game

The first level of Game Mastering, what one might call the "Meta Level," is the Game itself. It involves doing exactly what you're doing right now – reading through the rules, knowing what the possibilities are within these guidelines (there are a lot), and probably playing around with things a bit to get a working knowledge of the mechanics. We are supporting the Victory System with a website (www.TheVictorySystem.com) and a continuing line of supplements – at this level of Game Mastering, you may choose to keep an eye on what's available and perhaps incorporate more materials, from us or other companies. Over time, the Game Master may run a number of Campaigns within the Game.

The Campaign

After the Game comes the largest and broadest level of the Game Master's tasks; the Campaign. The Campaign encompasses most of the major decisions that will shape the gaming experience for everyone at the table – choosing the setting, deciding what guidelines the Characters will be constructed under,

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plotting out the major story arcs, and building a cast of NPCs which the Player Characters will interact with, positively or negatively.

One of the very first choices that the GM will have is the decision between running a game from published materials, or creating their own from scratch. There are a lot of benefits to running from published materials (including the adventures in the back of this book in Appendix I, on page 255). The settings are already established, there are NPC opponents ready-made, and most of the front end creative work has been done. This is a good way to start out, if you're just beginning to run the Victory System; aside from the adventures in this volume, we will be producing more material as time goes on.

On the other hand, creating your own adventures, either in an existing setting or in one entirely of your own design, allows you to create exactly the kind of story that you would like to tell, fleshed out with elements from your fertile mind.

Of course, there's no reason not to combine these two choices.... once you have a published game in your hands, it's *yours*. Add some ninjas or zombies or whatever you can imagine, move the rooms around... have fun with it!

If you're going to be creating your own setting/adventure from scratch, you have some more decisions to make.

Creating the setting starts with an idea for the story that you want to tell and share. Is this a fantasy epic, a modern day tale of horror and suspense, or perhaps a classic space opera? Does it fall outside the bounds of a single genre, or involve more than one? All questions that need to be answered at this level.

This is the point at which the Era of the campaign is chosen. If you're trying to emulate the setting of a particular book, movie, or even another game, you'll want to choose the Era most appropriate to it. Sword and Sorcery, dungeon crawls, and other stories involving pre-industrial era scenes and action should be set in the Fantasy Era. Anything from the industrial era to a speculative point where man is not bound to planetary surfaces falls within the Near-Modern Era. Past that, when the technology is so advanced that it may be indistinguishable from magic, and the space between the stars is a playground, and you're looking at the Space Era.

If your Campaign is a step sideways in classical linear historical thought, it could fall within any of these Eras, or even be a Custom Era. If your PCs are going to be traveling through time or between dimensions, or they are in some alternate history when some technologies were introduced to society earlier, later, or not at all, it's time to define your Custom Era (See Defining Your Custom Era, below).

The Guidelines for Character construction needn't be too difficult to lay down – the default guidelines in this book are just fine for most games. Options to this include requiring that the Characters' statistics be generated a certain way, limiting what Merits and Flaws are available (especially Special Merits), and altering the Starting Budget.

Normally, a Player can, with the GM's permission, use any of the three listed methods for generating statistics. Each of them has their own merits, and there's really no reason to deny someone the use of one of the methods over another. A Player who is making a Character that is meant to be artificial, such as a robot or a golem, should use method three, but that's not a hard and fast requirement. If you find that you, as the GM, prefer one method over the others, you are free to require that be the method which is used – but be open to The Deal.

The Merits and Flaws lists are pretty broad and, as written, do not unbalance the game. If there are any Special Abilities that you do not want used in your Campaign, you may inform the Players that the Special Merit for those abilities is simply not available. As an example, in setting up a hard Science Fiction Space Era Campaign, the GM might disallow the Spell Slinger Merit, as they do not want the unpredictable and overtly esoteric power of Magic being used in the campaign.

Another adjustable factor in Character Creation is the amount of money handed out in the Starting Budget. The default amount of fifty thousand dollars ($50,000.00) seems like an awful lot of money, but it goes ridiculously quick. It's appropriate for adventurers who are already somewhat experienced, but who have a lot of room for improvement.

For a Campaign where the Characters are starting out at a lower level of competence (such as a "street level" Campaign), lower amounts can lead to a more challenging start to the action. Twenty-five thousand ($25,000.00) or even ten thousand ($10,000.00) in starting budget will put a severe strain on the starting Character's shopping list. In a campaign where Special Abilities are less available, a lower budget forces Players to save up for a while in order to afford the cool powers that they really want.

In a Campaign where the Characters are meant to be more competent and/or experienced, a starting budget of seventy-five thousand ($75,000.00) or even a hun-

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dred thousand ($100,000.00) will give the Players a real feeling of power, until it runs out. One of the things about the starting budget is that there is so much cool stuff available to the Characters that there is, literally, never enough money to get everything that they want.

Because there are many options available for increasing a Character's ability to take and do damage, the GM may also want to impose a guideline for how high certain numbers can go; these numbers usually being PC's Damage Resistance (DR) and Strength-based Damage. Of course, you can rely upon the restraint of your Players to limit their abilities to what is appropriate for your campaign, but then don't be surprised when there's more than one PC in the game who can't actually be physically hurt by anything you have ready to throw at them.

In a grim and gritty "street level" campaign, you might want to limit people's DR to twenty (20) to twenty-five (25) at the most. In a more cinematic and heroic game, it might go as high as thirty (30) or forty (40). In a super-heroic game, the sky's the limit, and maybe it's appropriate to have Characters who can't be *physically* hurt. (That's a good time to introduce a villain who can mind-control people, so you can throw "mister invincible" at his own team mates and see how *they* deal with him).

Likewise, in grim and gritty "street level" campaigns, you might want to limit a Character's damage from a punch (their standard Strength-based damage) to seventeen (17), and make that level of damage somewhat rare. (That's the maximum that a Character can do with a straight punch with no Special Abilities, figuring a Strength of ten (10) and a Martial Damage skill of seven (7)). In a more cinematic and heroic game, a punch damage of thirty (30) or forty (40) might be achievable, and in a truly super heroic game, again the sky is the limit.

Once you have the guidelines by which the Player Characters will be generated, it's time to build the story that they will be involved with.

Setting up the major Story Arcs within a campaign may not be, strictly, necessary, but it's nice to know what you might want the PCs to be doing. This is no guarantee that they'll actually be DOING it, mind you, but at least you'll know what direction you're sending them in. A Campaign can comprise any number of story arcs, each of them a different direction for the PCs to go in. They can be as simple as "there is a princess that has been captured by Orcs, and she needs to be rescued and brought back to her kingdom" or as complicated as, say, the third season of any anime' series.

This is one of the points where the GM really gets to indulge themselves. If you've always wanted to write a screen play or a detective novel, here is where to throw those concepts at a group of people willing to explore it. It can be simple and straightforward involving bar-fight after bar-fight, or it can be a convoluted web of intrigue, diplomacy, seduction, and betrayal. There's no reason not to incorporate BOTH of these story arcs into a Campaign, perhaps letting them meet every so often. If half of the party is beating up people in a bar and the other half of the party is walking past the bar on their way to the Governor's fancy-dress ball, the possibilities for catastrophe and comedy are nearly endless.

While the Campaign can have many story arcs, there should be one major arc that overshadows all the rest – maybe something happening in the background the whole time, or perhaps the most important quest ever given to the PCs, established the first session, after which every other Story Arc is only another step on their path to completion. The completion of this major Arc is the completion of the Campaign.

Having Story Arcs set up, or at least contemplated, it's time to make up the people that the PCs may (or may not) meet, befriend, and/or kill during the course of the campaign. This does not need to be an exhaustive list, nor do these NPCs all need to be fully fleshed out. The GM will need to list these people with notes detailing their general position in the Campaign, where the PCs might meet them, and their general level of competence. These are the entire cast of the movie besides the Player Characters. They are the main vil-

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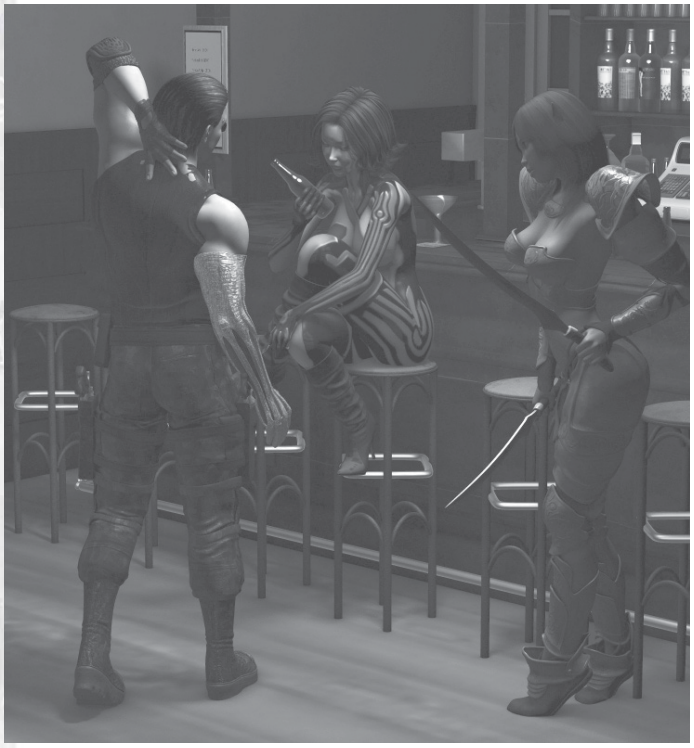
lain, the street contacts, the doomed love interests, the friendly beat cop… they form the interface between society in the Campaign and the PCs.

A lot of these Characters may be thought up by the GM at need, as the game progresses. It's hard to come up with an entire world full of people. If one of the PCs suddenly decides that the only way they're going to solve the mystery is to talk to the local green grocer, make them up on the spot. More on this process in Troubleshooting, below.

The Adventure

Having the broad strokes of the Campaign painted, it is time to move down to the next level of the Game Master's tasks – the Adventure. One Campaign may be comprised of one long Adventure, or many smaller ones.

The Adventure is where the rubber starts to hit the road. It is the realization of a Story Arc, with potential leads into other Story Arcs. An Adventure starts when the Player Characters are given a task they must complete. It isn't always as straight forward as "take this piece of jewelry into the most heavily fortified nation on the planet and drop it into a ridiculously dangerous geological fault." It isn't always laid out to the PCs as they sit in a bar awaiting word from a mysterious patron, but that is certainly one of the classic ways to present it.



The beginning of an Adventure can be as subtle as a PC finding a note that reads "help me" with a bizarre stain on the back, or hearing a news story about someone they met a long time ago being charged with a crime they could not possibly have committed. Adventures can be spoon-fed to the Players ("a guy staggers out of the bar in front of you with a knife in his back and gasps 'they… they have your daughter!' before handing your Character a map to the warehouse district and expiring") or they can be delicate and subtle exercises in deduction ("as you take your first taste of the soup, the woman in the green dress glances at the floor and then steps out to the balcony. What do you do?"). Traditionally, Players respond better to spoon feeding than to even the most brilliantly plotted series of vaguely interconnected and subtle clues. It can be fun to mix them up once in a while ("As you follow the woman onto the balcony, she turns towards you with wide eyes and says 'they have your daughter!' as she collapses from the sudden knife-wound to her back").

After discovering that something needs to be done, the PCs move on with the Adventure by pursuing their clues until they meet opposition. Traditionally, the opposition is a group of beings (thugs, monsters, ninjas) that need to be beaten up. This need not necessarily be the only solution to the opposition, however. As satisfying as it can be to have combat break out at the drop of a hat, there are alternatives to fighting. It isn't as if some esoteric reward is given out on a "per monster" basis that leads to the Characters' improvement. Your Players may select a course of action that leads them around the opposition, using stealth and subterfuge, or even diplomacy and bribes, to get past them.

Nor does all opposition need to be a group of Orcs guarding a chest. Opposition can come in the form of a difficult river crossing, a high-security computer system, a political maneuver – anything that impedes the party on their journey to tend to the task that they have been given is an opposition. Why do they need to face opposition at all?

From a storytelling perspective, heroes can't be heroes if they never have the need to do anything heroic. Heroism comes, at its best, in the form of overcoming opposition. To use a culturally universal example – if James Bond was given the task of stopping a villain from blowing up New York, and all Bond had to do was walk into the villain's office past a bored receptionist and push the "off" button on the villain's desk, it wouldn't be much of a movie.

Having faced and, ideally, defeated their opposition, perhaps with a few nicks and cuts to show for the effort, the Adventure proceeds with the party seeking to complete their task as they continue to face opposition, until the task is finished. Along the way, not only do they face opposition, but complications. Not only do the PCs have to face whatever opposition has been put

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in their path, but they also need to deal with the world around them as it reacts to them.

Say you have a party face down with a bunch of ninjas in an airport. Sure, they can take down the Ninjas, but then they have airport personnel to deal with, along with a heaping helping of the police and a touch of Homeland Security for spice.

High speed chases do not happen in a vacuum (unless, of course, you're actually having them in space). Random mothers pushing baby-carriages and toddlers following dropped balls into the middle of traffic can threaten to turn the chase into a nightmarish media bloodbath.

Hunting down a band of marauders in a Fantasy Era Adventure may seem simple and straightforward, but when they're wearing the clothes of the holy men that they slaughtered, attacking them in front of the temple can be a problem.

Complications, more than simple opposition, are there to make the Players think. There are consequences for hasty actions, after all. Sometimes, the PCs will take the actions and deal with the consequences later. Other times, the Players will sit back, take a sip on their flavorful beverages, and contemplate a new course of action. Either way, no one's bored.

Once the party manages to solve the task that they have been handed, the Adventure is over – but the situation may not be. The solution to one Adventure may be the lead-in to another, larger Adventure ("they… they have your OTHER daughter!"). Consequences from actions taken during the Adventure may become new Adventures in and of themselves. Clues dropped by beaten thugs or found in the pockets of victims during one Adventure can lead into other Story Arcs that you have planned… and on it goes, from Adventure to Adventure, eventually hitting the Main Story Arc for the Campaign, and the Adventure to (literally) end them all.

The Session

Once the Adventure is established – a beginning, opposition, complications, and an ending… it's time to sit down at a table and roll dice. This is done in the next level of the Game Master's tasks – the Session. The Session is the actual period of game play that you engage in with your Players. It starts when everyone has shown up, sits down to the table, and you start dealing with the Adventure, and ends when everyone has gone home. They can last for only a few hours to a whole weekend, if your gaming group has the stamina and caffeine to support that. It may take many sessions to complete one Adventure, depending on its complexity, or several small Adventures can be completed in one Session. Different groups move at different paces... you should quickly get a feeling for how much your particular group likes to accomplish in a session.

This is where the knowledge of the rules comes into play. The Game Master sets up the scene, and gives the Players the opportunity to tell them what their Characters are doing. If there is a chance that the Characters will fail at these tasks, the GM asks for a dice roll against a Statistic plus a Skill, plus bonuses, minus penalties.

One of the most common rolls that is going to be asked for, outside of combat, is Perception plus Investigation. This is the general roll to notice anything, from a clue tucked under a desk drawer to a sniper on the rooftop of a building across the street. It is also the roll that the GM most wants the Player to succeed with. Why?

The GM is there at the table to tell the Players what their Characters are involved in. When there's a clue there, the GM wants the Characters to find that clue. That's how the Players know what the Characters are supposed to do next… if the clue gets missed, how are the Characters supposed to know to go to the place that the clue leads them to?

Often, the Characters are searching for clues in a situation where there is little peril and no combat. They are free to take their time, giving them a bonus of plus three (+3) to the Perception Investigation roll. As always, they can burn five (5) Risk to re-roll a failed roll. If all else fails, they can simply miss that clue, but make another roll to find the OTHER clue that is JUST LIKE the first clue, on the OTHER side of the room.

Never be afraid to ask for a roll. It might be a good idea to keep a Character sheet in front of you, so you can quickly reference the Skill list to see what Skill you may want the Players to roll on. In general, the more often people roll their dice, the happier they are in a game.

Players will often volunteer to roll. A good tactic is to appear reluctant to let them roll for a moment, they shrug and say something like "all right, I guess it couldn't hurt," and let them roll. They may want to attempt a task or take an action that you had never considered in the situation that they are in; they may be seeking a solution to a problem that had eluded you. These are good things, and should be encouraged. If the roll succeeds, smile, nod, and say "I was hoping you would do that," and give them something nice for their effort.

For Example: *Scott has asked the party to make Perception plus Investigation rolls as they look over a destroyed caravan, in which he had planned nothing special other than a clue to the direction that the raiders moved off in.*

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Nick looks up and says "Can I roll Perception plus Alchemy to see if there was an Alchemist in the Caravan?"

Scott looks at Nick, and frowns for a moment. After stroking his beard thoughtfully, he shrugs and says "all right, I guess it couldn't hurt."

Nick rolls the dice, and gets a natural one (1). The eyes of everyone at the table lights up, and Scott smiles and nods.

"I was hoping you would do that," he says. "Not only was there an Alchemist in the caravan, but he appears to have been carrying the royal seal. That was a King's Alchemist – and while you find the ruins of his portable lab, you think he may still be alive."

The Players high-five Nick who looks amazingly smug, and Scott makes notes on a brand new Story Arc that has just been added to the Campaign.

As the PCs progress through the Session, the Adventure progresses. As a general rule, it's good to have the possibility of at least one combat in a Session – most Players enjoy combat, and every Session can benefit from some action. Not every party is going to be interested in engaging in combat, though, and it's important to be sensitive to the wants and desires of the people at the table – what do THEY want to get out of that Session?

If the party can find a way to avoid fighting, that's every bit as laudable as a party that wins every fight they get into. The possibility of a combat should always be there, at some point in the Session, but let the party handle that possibility how they wish.

Combat is not the only kind of action that can be thrown into a Session. If it makes for good action in a movie, it makes for good action in a Session. Chase scenes, hostage dramas, rooms full of death traps… you want the heart rates of the people at the table to go up.

It is not necessary to complete an Adventure in every Session, nor is it desirable to do so. Sessions are, among other things, regular social gatherings (usually weekly). You don't want to go through them too quickly. At the same time, you want to accomplish something in every Session which movies the current Story Arc(s) ahead.

As the time allotted for the Session winds down (or as the Players start to drop from exhaustion or wander off down the hall to check their e-mail), it can be effective to leave off in the middle of a bad situation, perhaps even at a climactic moment.

This technique, called "the cliffhanger," has two very positive effects. One, it keeps the group's interest in the game engaged until the next session. Two, it gives the Players a week to figure out a way out of the situation.

Rewards and Improvement

During the course of play, Player Characters may amass a huge amount of loot. That's all right, that's what Player Characters do - they beat up the bad guys and take their stuff. During a slow night, they might not amass much in the way of cash, but over time, they will probably end up with huge heaping volumes of dollars.

Improvement in the Victory System is done by spending cash on the Character... improving stats and skills, gaining new Merits, removing Flaws, and acquiring new Special Abilities. If all of the cash amassed over the course of a Campaign could be put into Character Improvement, the Characters would rapidly become so powerful that they would be virtually unplayable.

There is, therefore, a limit on how much cash gained during adventuring can be spent on Improvement. At the end of each Session, the GM needs to announce how much Improvement Budget has been acquired by the Party. This is the amount of cash that each Player can spend on Improvement for their Character.

(Note that Equipment is not factored in to this - there is nothing stopping a Character from acquiring as much Equipment as they can afford with the money they gain from Adventuring. Improvement Budget is specifically for improving Statistics and Skills, acquiring new Merits, buying off Flaws, and acquiring new Special Abilities).

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As a general rule, if people show up to the game, play their Characters, and the house you're playing in doesn't catch fire as a result, the group should be awarded a minimum of $5,000.00 per session in Improvement Budget.

(Note: We at Dakkar Unlimited do not condone, in any way, the lighting of fires in places they are not meant to be lit in. Don't go sending us angry e-mails about how we told you to light the house you're gaming in on fire, because that's pretty much the opposite of what we said).

If your Players engage in good role playing, use wit and intelligence in problem solving, and put on a good show, the award can go up to $7,500.00 to even $10,000.00 in Improvement Budget.

At the end of an Adventure, particularly where there was a lot of drama and action, the group may be rewarded with even larger amounts. $15,000.00 is a good theoretical maximum for a single Improvement Budget award; that's enough to buy a new Merit, it's half-way to buying off a Flaw, and there are a LOT of Special Abilities that can be purchased for that amount. If you feel like the party performed so magnificently that they deserve a larger reward, feel free to give them one. Just remember that the one thing you DON'T want is a group of Players who's Characters have everything they could possibly want or need.

There are a lot of cool things to spend Improvement Budget on in this book, and there are more books with even more cool things to spend Improvement Budget on. Constantly dropping huge Improvement Budget awards on the party, however, is going to pack the party full of more things than you want them to have very quickly. *Caveat Venditor*.

Individual Players may earn themselves a little extra Improvement Budget every so often; say $1,000.00 or so, for particularly good moments. This can be for excellent roleplaying, a particularly brilliant maneuver in combat, or even a joke so funny that more than one person at the table sprays soda out their nose simultaneously.

Rewards needn't always be in the form of Improvement Budget. If a Player has their Character focusing on improving a particular Stat or Skill, or working at mastering a spell or psionic discipline, they can be rewarded by the sudden acquisition of the benefit they have been working towards.

For Example: *Cameron has had his Character trying to master Telekinesis for four Sessions, now, setting aside some of his Improvement Budget every week to buy it. In game play, the Character has been taking all of its free time in deep meditation and talking to potent psionicists while the other Party members have been off partying and buying gear.*

After a particularly good session of role playing, the GM tells Cameron, "Your Character has a sudden burst of insight, and there's a sensation almost as if a fire-hose is rushing water through their brain. He finds that if he focuses on an object, he can actually lift it with his mind. Congratulations - you now have Telekinesis."

Cameron's excellent role playing and dedication to the goal has been rewarded; not only does his Character now have the Telekinesis discipline, but he can spend the saved Improvement Budget on other things.

Because of the large amount of cool things to buy in the game, it is possible for the GM to appear generous, even magnanimous, and still not give the Players everything they want - which turns out to be a win/win situation, whether the Players realize it or not.

Defining Your Custom Era

When no existing Era will do for the story that you have in your mind, you may want to define your own Custom Era. It takes a little thought and planning, but it allows you to dial in exactly the setting that you want for your campaign.

The start of defining a Custom Era is to take a blank Custom Era Design sheet (available in the back of this book) and deciding what Skills are going to be available to starting Player Characters. Once you've defined what skills are available, you'll have a pretty

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good handle on what kind of equipment may or may not be available, and if any Merits or Flaws will be excluded from availability.

As a general set of guidelines; most Athletic skills should be available in just about every Era, with the exceptions of Extreme Sports and Zero G. Most Combat skills should also be available, although Firearms have been known to simply not exist in some Eras. Espionage Skills generally remain unchanged from Era to Era, as do Craft skills.

Knowledge Skills, however, are extremely variable. The inclusion or exclusion of skills such as Alchemy, Computers, or any Lore skills can define how the society that the Characters find themselves in sees their universe. This is where the Custom Era really begins to define itself.

Likewise with the Transport Skills – the inclusion or exclusion of certain types or classes of vehicles can tell you a lot about what level of technology this Custom Era has reached, or if it may have gone completely sideways.

The Special Skills are only available if the special abilities that they apply to are available. That's another major decision in the Custom Era. Does the practice of Magic exist? Have Psionics been codified? Can people modify themselves with Mechanica, or study the esoteric combat forms of the Martial Arts? Powers, in some shape or form, usually exist in most Eras, even if just because many Animals and other creatures possess them.

This leads is into Merits and Flaws – if a certain type of Special Ability does not exist in this Custom Era, then the Special Merit that allows it does not exist either. There is no point, after all, in having the Moda Mechanica Merit if no one can have Mechanica.

Carefully select what Merits and Flaws may not be available, and be ready to hear requests for them from your Players anyway. It might be tempting to say that in your Custom Era, the practice of personal combat has been so eschewed that no one would ever develop the Bad-Ass Merit. That's not going to change the fact that those are Role Players at your table, and SOMEONE is gonna want to have the Bad-Ass Merit. Be fair, and use The Deal as needed.

After this, if Special Abilities are allowed, select any that may be proscribed in your Custom Era. It may be possible that people can have Mechanica, but that computer science (or its equivalent) was never developed, so while Characters with the Moda Mechanica Merit can purchase Mechanica, getting a Neural Data Network or Wireless Grid is simply not possible.

Select what Equipment is or is not available in this Custom Era. They might have super-high technology as far as medicine goes, but never have developed firearms… or vice versa. Along with the selection of the Knowledge and Transport skills, this also strongly defines the society and flavor of the Custom Era.

Now that you have the guidelines for making a Character in your Custom Era, it may need some polishing up. A cosmology is always handy – how did this universe come into being? Is it an alternate history, or does it somehow exist inexplicably on the back of a giant monster traveling through an endless void? Determine what Player Characters are likely to be doing in this Custom Era (besides, of course, beating up bad guys and taking their stuff), and begin the task of populating it with personalities, allies, and opponents.

The Custom Era Design Sheet is not only a tool for helping you keep track of the details of your creation, but for communicating those details to your Players. Once everyone is, literally, on the same page, the process of telling your story can begin.

Sample Campaigns

To give you some idea of what building a Campaign can be like, we include here three sample Campaigns, one for each of the defined Eras. These are just very general notes on these campaigns - each of them will have their own campaign book with more detailed information.

Fantasy Era Sample Campaign: WAR FOR THE SHATTER'D EARTH

It was once a world of a single continent, carefully watched over by the gods and tended to by two ancient races - the Elves, with dominion over the ground and everything over it, and the Dwarves, with dominion over the ground and everything under it.

It was inevitable that the two races would fight over the ground itself, engaging in a war so massive and destructive that the single continent was, in a moment, shattered into hundreds of smaller continents and a thousand thousand islands.

In the moment that the world was shattered, horrific unearthly creatures from outside of reality were forcibly drawn into the sphere of the Earth, and trapped as the hole in reality sealed itself.

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The gods, enraged and devastated by the havoc wrought by the races they had made caretakers of creation, cursed the Elves and Dwarves such that they would never again breed true. Over generations, the two races begat most other sentient races of the world, from halflings, gnomes, Orcs and Giants to the most viral and destructive of all races, humans.

Now, millennia after the shattering of the Earth, the trapped forces from the Outside seek to escape in the only way they know how - to shatter the Earth once more and to leave when reality itself cracks open. The Earth will not survive a second shattering, but that matters little to the monstrous alien intellects from between the far stars.

To this end, those from the Outside spread their insidious influences to every race and every nation, trying to embroil the world in another war - a war so massive that it will repeat the great offense of the Elves and Dwarves, and break the world itself asunder.

In a world possessed by war and darkness, can the heroes defeat the indescribable power of the Outside, and bring peace? Or will the sentient instincts towards conflict and hatred drive the course of destiny towards oblivion?

As this is a Fantasy setting, Fantasy Era Characters and equipment are the default. All of the Special Abilities are available - Mechanica takes the form of clockwork devices, steam-powered enhancements, and enchanted crystals, with enigmatic crystal "Mind Engines" taking the place of computers.

Near-Modern Era Sample Campaign: DESTINY 2025

At first, the war for the future and destiny of mankind was a shadow war. From the year 2000 to the year 2015 mankind was plagued by a number of shadowy despoilers, all of them seeking to objectify and exploit the human race.

Demons, the holders of all magical secrets, preyed on those who found themselves lost in the shadows of society. Feeding on fear, pain, and death, they sought to bring humanity to Damnation, one soul at a time.

Aliens from nearby galaxies, over four hundred different species of them, sought to capture humans to use as product off-world, abducting a few here and there and exploiting humanity's unique and versatile genetic structure for other-worldly profits.

Humanity's own Corporations, drunk with greed and believing themselves beyond all bonds of ethics or morality, sought to use humans as pure commodity; making them sign away their rights in contracts with too much fine print, and forcing them to work as slave labor or even experimental subjects. Anything that would lead to more profit.

In 2015, the shadow war broke out into the open. Mysterious forces within the world such as Magic and Psionics became public knowledge, and the common man gained access to advanced Cyberware and even the genetic manipulation that generated Super Powers. The war for the future and destiny of mankind moved from the shadowy back alleys into the streets.

The average human being is still on the dinner plate, but they know they are on the dinner plate. Human society continues to function, but it is a society heavily influenced by the fact that there are other things out there - things that mean them harm in the worst ways.

The Governments of the world are the tools of the demons, even law enforcement and religious organizations can offer little in the way of assistance or comfort. It's up to the heroes of the world, from all walks of life, to take up arms and blaze away at the forces of evil and corruption, hoping for the day that humanity can break free from the bonds of its oppressors and move into the stars.

This is a "Kitchen-Sink" Near-Modern setting, using Near-Modern Characters and equipment. Higher Tech gear is available to those with the Merits to acquire it - of course, it can also be taken from beaten-up bad guys. All Special Abilities are available; Mechanica is sleek chrome-and-plastic Cyberware, and secret organizations to aid (and oppose) Player Characters abound.

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(Note: If this world setting seems familiar, it is the world of the Earth in 2015 from Hot Chicks: The Role Playing Game; here the war for the future and destiny of mankind has advanced by ten years, and is reaching a breaking point).

Space Era Sample Campaign: STELLARPUNK GENESIS

When the Universe as we know it came into being, the First were already there. They mastered technology, explored all of space, left the seeds of future intelligence, and then left. Perhaps they evolved beyond the need for physical bodies, perhaps they wisely faded into history, leaving only their lessons and their rare, scattered works.

Then, there were the great ancient races of the galaxy which evolved from the remnants of the First and grew to develop their own space travel and empires. There are the massive reptilian Dragon Lords, the semi-living Bartrone who cast away their organic bodies in favor of artificial ones millennia ago, the enigmatic Grays, and the Grahndine.

Each of the great ancient races developed in their corner of the galaxy, expanding their influence only so far. Races old and wise enough to be a great ancient race realize that no matter how mighty the technology, expansion past a certain point carries exponential responsibility. Government, communication, supply chains... all of these things break down once one rules more than a certain number of worlds. So the great ancient races reposed in their own portions of space, peaceful.

Then the Grahndine lost their damn minds. Oldest of the great ancient races, and most technologically and philosophically evolved, they began a massive exploration effort of the galaxy. They sought out worlds with radiological elements and any form of sentient life, at any stage of development. Where they found these two things, they dropped a Starport University.

The Starport Universities, towers of glowing crystal and gleaming metal, would teach the sentient life of that world. It would teach them a common language (a simplified version of the Grahndian language), and it would teach them everything they needed to develop Hyperspace drives which would propel them faster than the speed of light.

Some of these worlds were highly advanced, on the verge of discovering FTL drives for themselves. Others had life forms that were only barely sentient, having only just crawled out of their oceans and trying to bash two rocks together. They all received the self-aware and impossibly patient Starport Universities.

On some of these worlds, the Starport Universities became symbols of peace and unity, ending planetary wars and heralding a new era of peace and advancement.

On other worlds, the Starport Universities caused massive bloody conflicts over the right to possess them, resulting in trillions of lives across the galaxy being wiped out in millions of wars.

Within a single century, space began to flood with newly created Hyperspace ships. They used the Starport Universities as beacons, finding one another's planets for the purposes of diplomacy, trade, or horrific bloody conquest.

Space is now crowded, and Hyperspace even more so. The Starport University beacons form a network of simple maps for newly space-faring races to travel along, and if one is both dishonest and industrious, this network can be hacked for a more complex and detailed map.

The other great ancient races are rankling at the crowding of their once-peaceful galaxy, mindful of the incursion, intentional or otherwise, of newcomers to FTL travel.

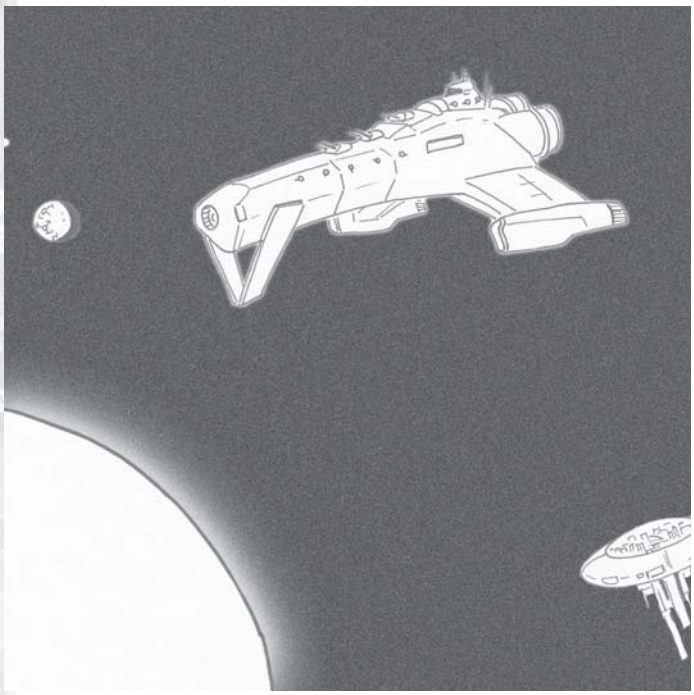
The Grahndians merely sit back, continuing their own explorations of space, and smile as if they conceal a great secret.

The heroes of Stellarpunk Genesis are exploring a vast new vista of experience, all the while looking over

Simon Wentworth (Order #28533685)

their shoulder. There's no such thing as a free lunch, after all, and somewhere, somehow, the Galaxy will have to pay the price for the "free" ticket to the stars.

This Space setting is wide open as far as Character options. Characters can be from any Era, of any race, with any set of abilities. Technology is a mish-mash, with every item of equipment being available somewhere, for a price.



The Opposition

Although Characters can face a large number of situations which qualify as opposition, this usually refers to something that needs to be beaten up.

Things to beat up come in every flavor and variety, from tribal monsters raiding caravans to advanced combat robots possessed by spirits of the dead, and everything in between.

The primary personage responsible for opposing the efforts of the party is generally referred to as The Villain or The Boss. They are usually quite capable, often being a match for two or three Player Characters all on their own.

The Villain is generally a fully worked out Character, made like a Player Character but without a limited Starting Budget. They have whatever capabilities the Game Master feels they should have. When constructing a Villain, it is important to remember that, ultimately, they are there to be beaten.

A level lower down than the Villain is the Lieutenant. This is one of the Villain's competent followers, perhaps one with an agenda of their own. The Lieutenant can also be a fully realized Character, or a more simple NPC. Lieutenants operate, in combat, in the same way that Player Characters do.

Below the Lieutenant is the Minion, or Mook. Mooks are less competent than Player Characters, and are meant to be mowed down in fairly large numbers. Mooks are simple NPCs, and they lack something that PC's, Villains, and Lieutenants have - Shrugs.

If a Minion or Mook should fail a single Damage Resistance roll, they are rendered Unco. It is child's play to kill an Unco mook... having no Shrugs, they can be dispatched with a quick neck-twist or head stomp, or even less heroic actions. They can be healed, but most people don't bother... you can always get more minions.

Minions also do not have the full use of their Risk points. A minion's Risk can be used to power Special Abilities that require Risk (such as magic spells), but their Risk cannot be used to modify their rolls, modify their Damage, or to get re-rolls. Minions aren't meant to last very long... they can present significant challenges to the Player Characters in sufficient numbers, but for the most part, Minions are there to be wiped out for the sake of wiping things out.

Here, we present a number of different levels of oppositional NPCs. These are fairly generic, and they are not balanced. They can be used in just about any Era or setting.

As presented, these NPCs are human with no special abilities. Their Shrugs and Risk are presented in gray... meaning that they can be used as Villains, Lieutenants, or Minions as you wish.

To make things a little more interesting, you can always apply a Package (page 48) to an oppositional NPC. A minion with the Undead Template applied becomes a Zombie. Apply the Mechanical Template and the minion becomes a Combat Robot. In a Fantasy Era game, they might be Orcs or even Elves.

If you would like the oppositional NPC to have a skill that is not listed, tack it on. There's no need to keep track of points or cost... if you are envisioning a certain type of opposition which requires another skill or two, or a Merit that doesn't appear on the sheet, feel free to add it.

Don't forget that a quick way to make any opposition more difficult is to simply give them some weapons and armor.

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Then, There's the Quick and Dirty Way

Don't feel like customizing bad guys for your party to beat up? Or, finding the party wandering into a fight that you didn't prepare for? Not a problem. You can always fake it with just a few numbers.

The perfectly average PC has stats of seven (7) and skills of three (3). That gives them a base roll of ten (10) (7 + 3 = 10) before bonuses and penalties. It also means that, unarmed, they are doing a Damage of ten (10) (based on a Strength stat of seven (7) and a Martial Damage skill of three (3) (7 + 3 =10)).

Mooks have no Shrugs at all, and a Damage Resistance of fourteen (14) (Stamina of seven (7) times two (2)). Against hand to hand or blunt attacks, they can add their Toughness skill of three (3) for a total of seventeen (17).

Lieutenants will have four (4) Shrugs (seven (7) divided by two (2) equals three point five (3.5), which rounds up to four (4)). Delivering five (5) Shrugs of Damage to them will render them Unco - they are Dead when they have taken eight (8) Shrugs and Dead as Hell when they have taken twelve (12).

So, your base unarmed opponent will have a roll to hit of ten (10), a defense roll of ten (10), do a Damage of ten (10), and have a fourteen (14) Damage Resistance. A few simple additions can make them even more dangerous. Given a long sword, they can hit and parry with a roll of twelve (12) and do a Damage of fourteen (14), bypassing Toughness. Given a nine-millimeter semi-automatic, they have a roll of twelve (12) to hit (at short range), and do a damage of twelve (12).

If that's still not enough of a challenge for your PCs, up their rolls to a fourteen (14) or fifteen (15). If they have the Martial Artist Merit and know Dodge Without Penalty, they become more than twice as dangerous.

Having a hard time dialing in a challenging set of opponents for your party? The simple solution to this lies in watching just about any mass-fight scene from an old Kung Fu movie.

In these movies, when twenty guys jump our hero, you'll see one or two of them step up to fight him, and the rest of them will form a circle, making Kung Fu-like motions and waiting for their turn to attack. As the hero dispatches one of the combatants, one of the extras on the outside steps in, often with more skill and better moves, to keep the action in the scene building.

This works well for a quick and dirty fight scene in game as well... sending in a few bad guys at a time, starting them at a low level of competence (rolls and damage of ten (10)) and gradually increasing the competence of the bad guys that run in to replace the beaten ones until it starts to look like a real fight.

As you run combats in the Victory System, you'll get the knack of throwing bad guys at your Players pretty quickly. You might want to throw together a few Characters and run a few fights all on your own, just to get the hang of it. It goes pretty fast, once you get the knack.

Your goal in running combats is not, contrary to popular belief, to injure or kill the Player Characters. Your goal is to worry them and deplete their resources. With everything at the GM's disposal, it would be ridiculously easy to construct a villain that would reduce one or more members of the party to a fine red paste on a successful hit. Having a villain like that appear near the end of an Adventure is appropriate. Populating an entire village with them is not.

You want bad guys to show up to fights who are going to hit fairly often, forcing the PCs to burn Risk on their defenses or lose the occasional Shrug to failed Damage Resistance rolls. At the end of the fight, you want PCs with low Risk reserves, a few Shrugs that they need to heal up, maybe damaged armor and empty magazines of ammunition. If, instead, you end up with a party full of brutally dead Player Characters, the evening is pretty much shot.

Mild Opposition

Roll to Hit/Defend	10
Damage	10
Damage Resistance	14

Challenging Opposition

Roll to Hit/Defend	14
Damage	14
Damage Resistance	18

Really Tough Opposition

Roll to Hit/Defend	16
Damage	16
Damage Resistance	20

Opponent Modifiers

"Flavor" of Campaign	Add to Damage and DR
Grim and Gritty	+0
High Action	+5
Heroic/Cinematic	+10
Super Heroic!	+15

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Name	Low Level Opponent
Also Known As	Scrub, Crunchy

Strength	5
Stamina	5
Agility	5
Dexterity	5
Intelligence	5
Perception	5

Shrugs	3
Speed	12
Will	5
Initiative	5
DR	10
Armor Shrugs	
Risk	50

Running Speed	48
S Broad Jump	4
R Broad Jump	8
S High Jump	2
R High Jump	4
Dead Lift	350

Skills

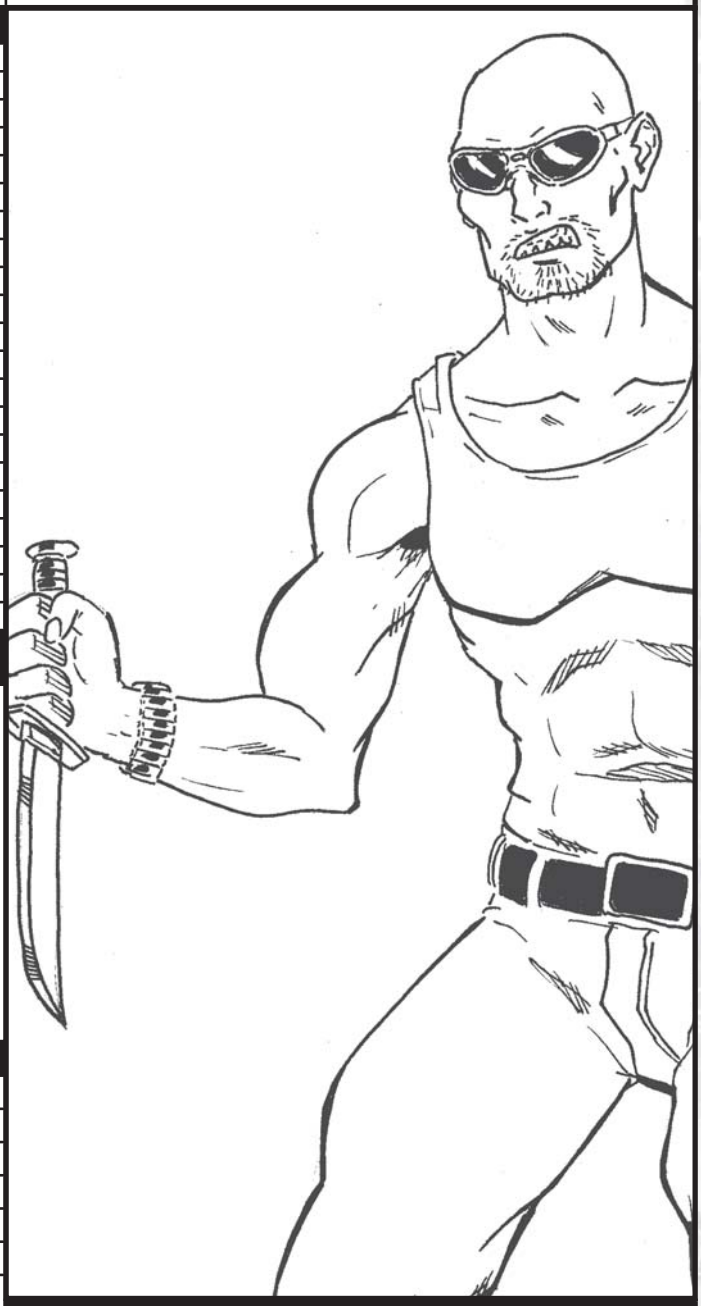
Lifting	2		
Running	2		
Sports	2		
Hand to Hand	2		
Firearms-Short	2		
Firearms-Long	2		
Martial Dam.	2		
Melee	2		
Toughness	2		
Investigation	2		
Stealth	2		
Academics	2		

Merits

Flaws

Description

Easily hired out of waterfront bars, the lowly and desperate.



Budget Item	Cost	Weight
Large Knife	$29.00	1 lb
9mm Semi-Automatic Pistol	$422.00	2 lbs
Basic Underwear Wardrobe	$35.00	
Casual Wardrobe	$100.00	
Casual Footwear	$50.00	

Attack	Roll	Damage
Large Knife	8	9
9mm Semi-Auto Pistol (Range 18/36/72/144)	8	12
Punch	7	7

Defense	Roll
Dodge	7
Parry (Hand to Hand)	7

Notes

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Simon Wentworth (Order #28533895)

Name	Mid Level Opponent
Also Known As	Average Joe

Strength	7
Stamina	7
Agility	7
Dexterity	7
Intelligence	7
Perception	7

Shrugs	4
Speed	15
Will	7
Initiative	7
DR	14
Armor Shrugs	
Risk	70

Running Speed	60
S Broad Jump	3
R Broad Jump	11
S High Jump	3
R High Jump	5
Dead Lift	500

Skills

Lifting	3		
Running	3		
Sports	3		
Grappling	3		
Hand to Hand	3		
Firearms-Short	3		
Firearms-Long	3		
Martial Dam.	3		
Melee	3		
Toughness	3		
Investigation	3		
Stealth	3		
Academics	3		

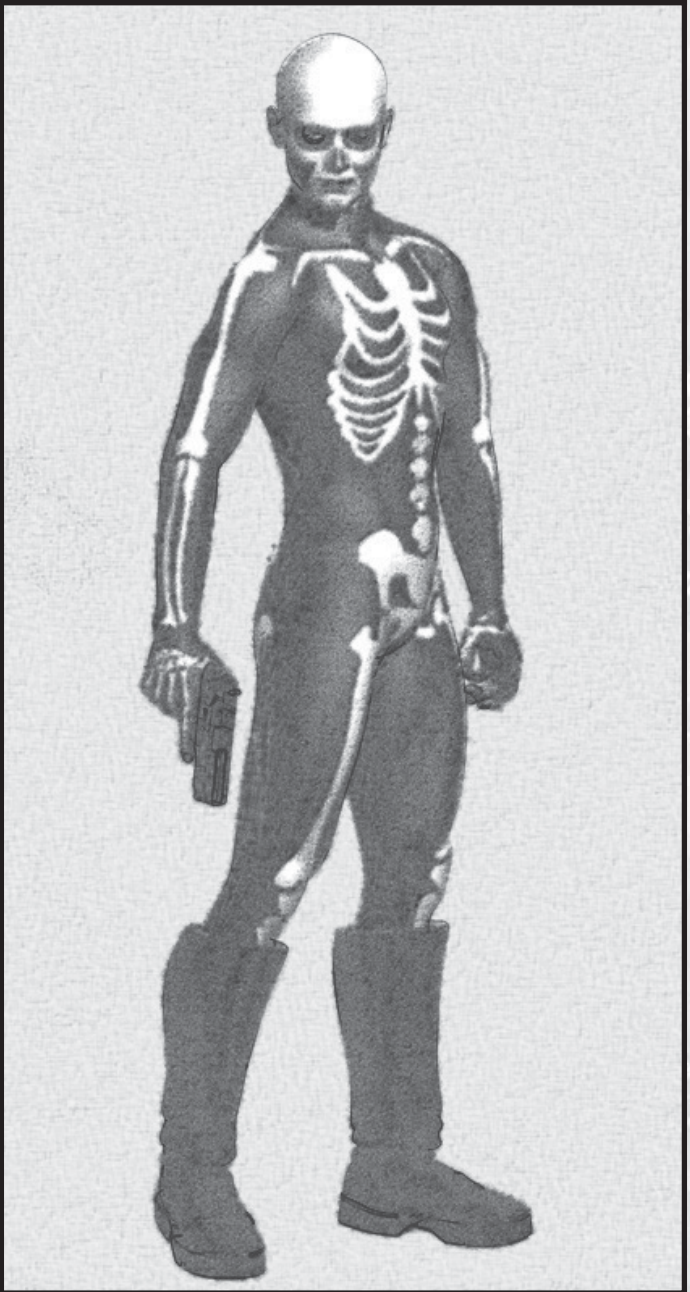
Merits

Flaws

Budget Item	Cost	Weight
Large Knife	$29.00	1 lb
9mm Semi-Automatic Pistol	$422.00	2 lbs
Basic Underwear Wardrobe	$35.00	
Casual Wardrobe	$100.00	
Casual Footwear	$50.00	

Description

The edge of competence - skilled labor.



Attack	Roll	Damage
Large Knife	11	12
9mm Semi-Auto Pistol (Range 18/36/72/144)	11	12
Punch	10	10

Defense	Roll
Dodge	10
Parry (Hand to Hand)	10

Notes

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Simon Wentworth (Order #28533885)

Name	Superb Opponent
Also Known As	The Tough

Strength	10
Stamina	10
Agility	10
Dexterity	10
Intelligence	10
Perception	10

Shrugs	6
Speed	28
Will	10
Initiative	13
DR	20
Armor Shrugs	
Risk	100

Running Speed	112
S Broad Jump	8
R Broad Jump	18
S High Jump	4
R High Jump	8
Dead Lift	750

Skills

Lifting	5		
Running	5		
Sports	5		
Grappling	5		
Hand to Hand	5		
Firearms-Short	5		
Firearms-Long	5		
Martial Dam.	5		
Melee	5		
Toughness	5		
Investigation	5		
Stealth	5		
Academics	5		

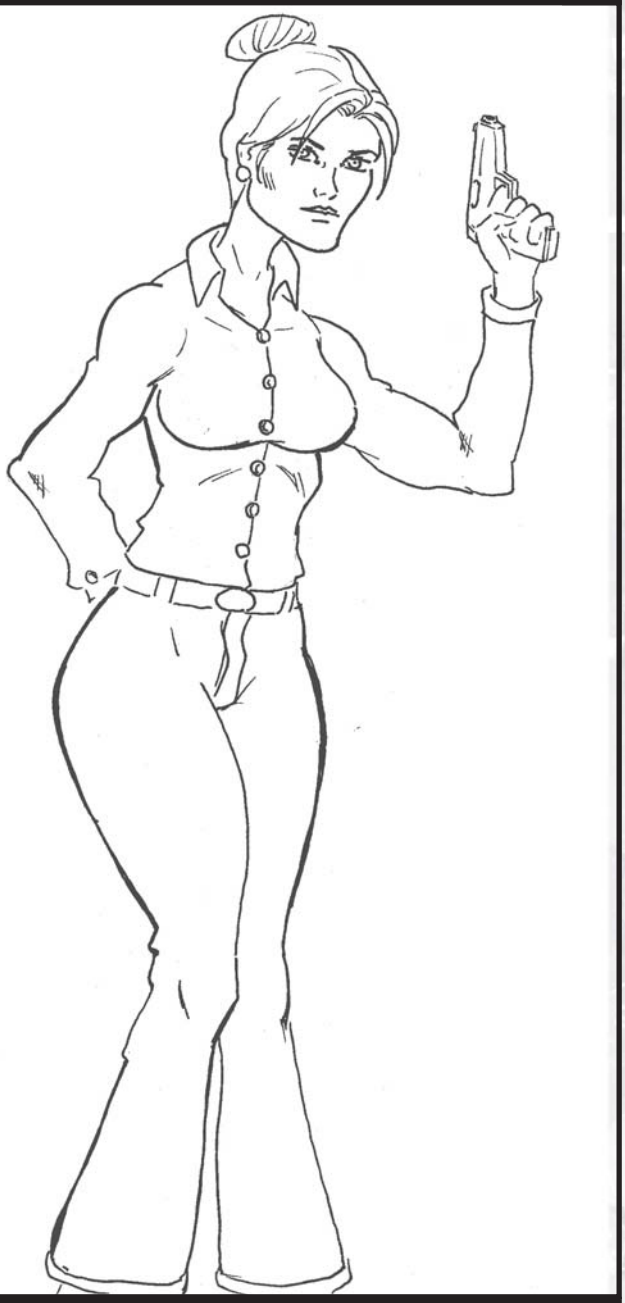
Merits

Fast
Quick
Tough as Hell

Flaws

Description

Uncommon opposition - strong and difficult to defeat.



Budget Item	Cost	Weight
Large Knife	$29.00	1 lb
9mm Semi-Automatic Pistol	$422.00	2 lbs
Basic Underwear Wardrobe	$35.00	
Casual Wardrobe	$100.00	
Casual Footwear	$50.00	

Attack	Roll	Damage
Large Knife	16	17
9mm Semi-Auto Pistol (Range 18/36/72/144)	16	12
Punch	15	15

Defense	Roll
Dodge	15
Parry (Hand to Hand)	15

Notes

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Simon Wentworth (Order #26533895)

Name	Sample Zombie
Also Known As	Deader

Strength	7
Stamina	7
Agility	7
Dexterity	7
Intelligence	7
Perception	7

Shrugs	4
Speed	15
Will	4
Initiative	7
DR	14
Armor Shrugs	
Risk	40

Running Speed	60
S Broad Jump	3
R Broad Jump	11
S High Jump	3
R High Jump	5
Dead Lift	500

Skills

Lifting	3		
Running	3		
Sports	3		
Grappling	3		
Hand to Hand	3		
Firearms-Short	3		
Firearms-Long	3		
Martial Dam.	3		
Melee	3		
Toughness	3		
Investigation	3		
Stealth	3		
Academics	3		

Merits

Preternatural

Flaws

Malleable
Physical Limitation:
Immune to Healing
Socially Unacceptable:
Undead

Budget Item	Cost	Weight
Zombie Template	$22,500.00	
POWERS		
Cannot Suffocate	*	
Disease Immunity	*	
Does Not Eat	*	
Does Not Drink	*	
Poison Immunity	*	
Sense Life	*	

*Covered by cost of template

Description

A walking, shambling undead.

Attack	Roll	Damage
Grapple	10	Grapple
Punch	10	10

Defense	Roll
Dodge	10
Parry (Hand to Hand)	10

Notes

This is the Mid Level minion with the Undead template applied, and the Malleable Flaw added to reflect the classic Zombie's blank shamble. Singly, these are not a problem. By the dozen? That can become an issue.

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Troubleshooting

So, you have your game setting, the Character guidelines have been followed (more or less), the chips and soda have been purchased and set out, everyone has a twenty-sided die, and the game is ready to begin... or is just about to be ready to begin.

It is a truism of military science that "no strategy survives contact with the enemy." In role playing games, this translates into "no plan that the GM can make will account for Player Characters."

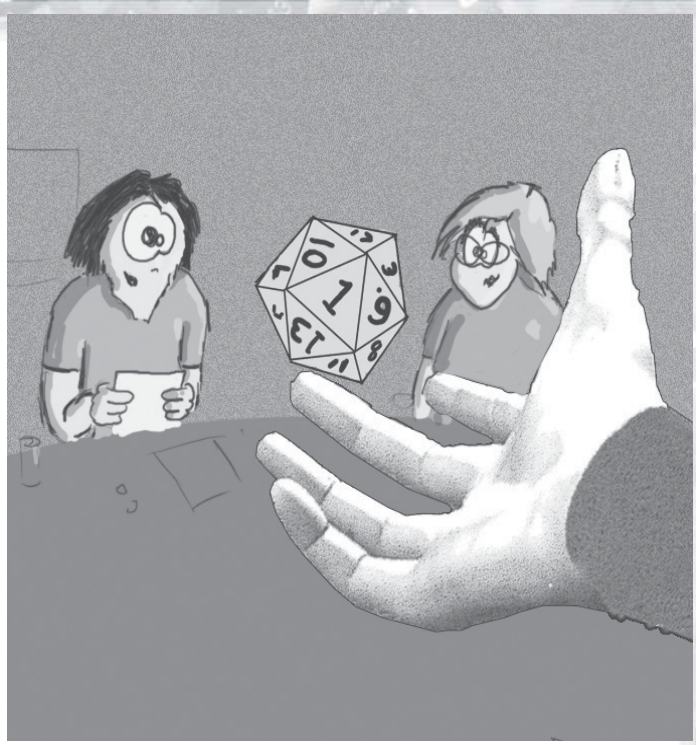
The d20 is not the biggest random variable in any game; the Players and the intellectual resources they bring to the table are. Many times, the Players will guide their Characters through the twists and turns of plot and opposition that have been laid down in front of them. Sometimes, they will look at the carefully laid-out maze and drop a pony nuke in the middle of it.

One of the big problems with being the Game Master is that you ARE "the box." You're representing the whole universe that the PCs find themselves in, including the forces that attempt to drive them along the lines of a plot or storyline. There are Players who "think inside the box," and follow the guidelines as laid down, and there are Players who "think outside the box," and will destroy the wall NEXT to the heavily-trapped door because no one ever puts traps on walls.

Now, some Game Masters may see this as a problem. Some of the solution to the problem of Players that don't follow the program is a philosophical one. Rather than see the destruction of carefully laid plans as a problem, one can easily see it as entertainment instead.

The group sitting at that table, GM and Players included, are engaging in the endeavor of telling a story... a story which no one really knows the end of until you all reach the end of that journey together. When the GM sets down a severely difficult situation, part of the fun is watching how the Players guide their Characters through that situation to victory. It's like watching a television series or a movie. You might be watching to see if the main Characters die horrible deaths when faced up against difficult situations, or you could be watching to see how they manage to escape certain doom and come out on top once again.

Once again, this game isn't a competitive activity, it's a cooperative one. About half of the problems that a GM might face completely vanish from play if the GM simply isn't trying to kill off the Player Characters. Still, it's nice to *worry* them, every so often.



So, what are some of the other problems that a GM can face during game play (or even before), and what do we recommend as solutions?

Absent Player(s)

You've planned for all five people in the group to show up, and only three of them make it. Life happens, and this is one of the prime examples. It isn't the end of the world; it isn't even an end to the Adventure!

Explaining that the Characters belonging to the missing Players are off on a "special mission" usually takes care of this - you can even take some time outside of the regular game session to run an additional little "special mission" for the Players who missed the scheduled meeting.

Even if you can't catch the missing Players up, give them a bit of Improvement Budget anyway, and have them help you come up with some fresh information based on what their Characters were doing on their "special mission."

Never miss an opportunity to add a little more information to the game scenario. This is a golden opportunity.

Poor Party Balance

So, four of your Players want to make perfectly rational Fantasy Characters, and the other two want to make a giant blue superhero and a transforming battle tank. Oh, sure, your two stand-outs swear up and down that they'll be responsible with their over-powered Characters, but you're going to have a hell of a

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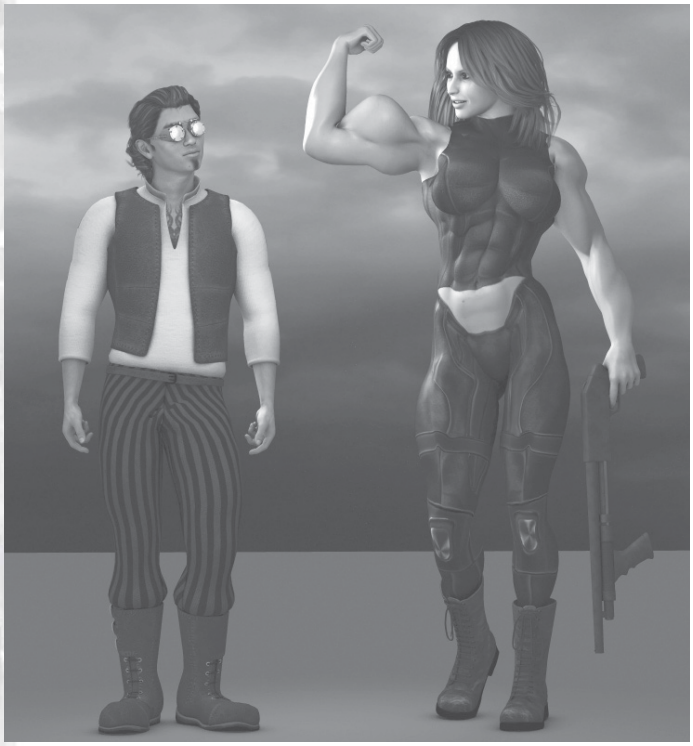
time actually getting any combat to the four people who made reasonable Characters.



Because there is such a massive variety of possibilities for Characters in the Victory system, it's possible to get a fairly wide disparity in your party. There will be varying levels of durability, attack power, even competence. An encounter that will barely challenge one Character may well vaporize another.

One solution is to split the party - essentially running a separate game for each level of ability in the group. The smart but fragile ones go hunt down a computer virus while the durable ones go fight the security robots, that sort of thing. It's not a bad solution, but it has a couple of negative side effects.

For one thing, splitting the party means that at any given time, the Players with Characters that aren't involved in the current action are going to be sitting around wondering what to do. For another, it makes it difficult to keep everyone on the same track.

It can be just as useful to encourage a little balance during the Character Creation process, discouraging sets of abilities that will make someone too far below (or above) the capacity of the rest of the group.

Intra-Party Conflict

Players may not always get along - they ARE people, after all. Because the Players don't always get along, their Characters won't always get along.

There's nothing wrong with asking a couple of feuding Players to step away from the game and see if they can come to an accord of some sort, at least as far as their relationship at the gaming session is concerned. Better yet, see if there's something they can do between sessions to ease the tensions.

Then again, if one watches enough movies and television, and reads enough novels, one will notice that fictional Characters OFTEN don't get along. There's nothing wrong with a little rivalry, or even a couple of Characters "stepping into the alley" to "settle their differences." Just make sure that everyone knows it's all in fun.

Failed Pathing

The best laid plans of mice and men tend to dissolve into screaming chaos in the presence of Player Characters. Clues and paths that may seem obvious to you as the Game Master may be completely ignored or misunderstood by Players, and the Characters may languish for want of any direction in which to go.

Providing puzzles that are nigh impossible for the Characters to work out in a game can be an entertaining element in your Session. Providing puzzles that it is nigh impossible for the *Players* to work out in a game can bring the session to a crashing halt, or worse, make the Characters start randomly wandering around your carefully crafted game world beating random things up and breaking crap because they don't know what else to do. Player Characters without guidance are kind of like strategic nuclear missiles without guidance, but more destructive.

It's important to remember that, while the Character might have an Alchemy skill of three (3), the Player probably has it around zero (0); giving the Players a sheet of paper with carefully researched alchemical symbols on it is a nice touch during game play, but expecting them to decipher it and draw the intended clue from the enigmatic diagram will result in blank stares and things being randomly killed/blown up.

If the carefully placed clue that you spent a week researching fails to be noticed or correctly interpreted, grit your teeth, smile, and ask for a Roll. Explain the clue as you had it interpreted as though that was your intent all along, and keep going.

As you continue to game with a group, two things will happen that will ease this difficulty. One, you'll get a better feeling for their areas of interest and knowledge, allowing you to put clues more suited to them in front of them. Two, as you continue to provide them with thought-provoking and carefully researched materials (if that is your style), you may just

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find that your group is actually learning something. Roleplaying games CAN be educational!

Improvement Rate

Character improvement happens at two speeds; too damn slow and too damn fast.

For the Players, the speed will always be too damn slow. They'll be trying to buy abilities, improve skills, and remove Flaws, but it can take weeks of play to accumulate enough Improvement Budget to get just one high-priced item. Chances are, by the time they've gotten one item on their wishlist, five more have cropped up.

For the GM, the speed will always be too damn fast. As Player Characters improve, it becomes more difficult to challenge them. The numbers that you came to expect from them a month ago can go up almost drastically fast, even with just the purchase of better equipment. When the mousey girl with the glasses who always stayed back at base and did research suddenly starts throwing fireballs and teleporting, the whole dynamic of the opposition has to change.

From both sides of the equation, Improvement Rate will seem to be moving at the wrong speed. The opposite side of the equation needs to be considered as well, though. While the GM may want the Player Characters to improve a little more slowly, that improvement is one of the things that your Players are playing for. While the Players want their Characters to improve by leaps and bounds, they still want to be challenged, and don't want to out-strip the GM's ability to tell a compelling story for their Character.

It can take a little while to "dial in" a rate of Improvement that suits both sides - the guidelines already given here have proven quite effective in this system, though.

So long as everyone remembers that there are two sides to the whole Improvement thing, it will all work out. Keeping the Improvement Budget rewards consistent and fair is good for both sides.

Character Death

It happens... anyone (even a bad guy) can roll a one; by the same token, anyone (even a good guy) can roll a twenty. It's possible that an attack, or a set of attacks, could do such a huge number of Shrugs that a Player Character will find themselves reduced to Dead as Hell.

This is the result of there being a random element of risk in the game, and the fact that Player Characters, as adventurers, are doing dangerous things all the time. Reasonable people don't go out and fight monsters if they can help it.

How do you handle it when a Player Character ends up Dead as Hell? Well, there are a number of options, and which one you use may depend a lot on how the Player is feeling about the whole situation.

Some Players are fine with it when a Character bites the big one horribly. It's a part of the acceptable risk of going out to save the world. If the death was heroic and meaningful, it may be appropriate for everyone to have a moment of silence, followed by loud applause. Hand the Player a blank Character sheet for their brand new Character to replace the horribly dead one, and move on.

If the Player isn't the type that can be fine with a Character death, because they became attached to the Character or the Character's death was pointless, meaningless, or otherwise un-heroic, there are ways to bring a Character back from the state of Dead as Hell. There is... *something* that can be done.

It may be an obscure arcane ritual, a piece of alien technology, or even a visit to some far off Kung Fu temple. Whatever it is, it will take the whole party some time to accomplish - bringing back a Character from the state of "Dead as Hell" is an adventure of its very own. In the meantime, slap the Incorporeals Package (page 50) on the Dead as Hell Character so that they can participate in the process of bringing themselves back to life.

If it's too much of a problem, the Character could always just remain Incorporeal, of course...

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Inspirations

Ideas for games can come from a huge number of sources. For one, we are going to publish pre-made adventures for the Victory System on a regular basis, providing game world information, oppositional NPCs, and other information so you can take your Players through action and adventure.

Because the Victory System is a generic system with fairly broad guidelines, even adventures and scenarios published for other game systems can be used with it.

When coming up with ideas for your own game scenarios, you need look no further than your television, book collection, or movie theater. Most plots in your favorite books and movies would make a good adventure. If it makes a good action scene in a television show, it makes a good situation in a Role Playing Game.

If it puts ideas in your head, it can be the source of a game. Songs, news stories, that joke your dad told you when you were seven - all of it is potential game material. An afternoon of looking through internet news sources or watching cartoons can render a wealth of ideas for putting Player Characters in bad situations.

If you've ever watched a movie or read a book that was so engrossing that you were a little depressed at the end of it, because you wanted to see more of that world or those Characters, then that may just be a place that you'll want to explore using the Victory System; just don't be surprised when the PCs start shooting it up, 'cause that's what PCs do.

How *We* Do It

Between the two of us, we have somewhere around sixty years of gaming experience that we've put into the Victory System. Each of us has developed a style of running games that helps us to make our gaming sessions fun and memorable experiences. While we've been putting this information down in the form of guidelines, we also wanted to present it in a more personal fashion.

So, for your perusal, here are our two views on personal philosophies of Game Mastering in general - we hope you find them informative and thought-provoking.

Scott's Point of View

For me, the process of running a game starts with an idea - a scene in my head or a general concept that makes me go "now THAT would be a cool game." I set about fleshing it out a little bit - but not too much. I get a feeling for what the game-world would be like, what its limitations and scope are, and what kind of Characters would best fit into it.

I'll usually develop a villain, and do some villain-based plotting; seeing things from the villain's point of view, and planning their operation. A "Scott Villain" has to be stylish, even if they're completely unredeemable, and has to have a far-reaching sense of grandeur. What's the point of having a villain with small plans, after all? It isn't as much fun to crush small plans.

Once I've got the game world and the villain, I put the game in front of Players. I'll give them general guidelines for what kind of Characters would fit into the game, and then I let their creative energies carry the process for a while.

The process of Character Creation is an amazing resource for the Game Master. When people want to build complex Character histories and complete backgrounds, that gives the game world a whole new dimension. If, for example, someone wants their Character to be a renegade from an order of assassins, well, then I can add an order of assassins to the game world.

As people make Characters, they'll ask for more information about the game world. Often, they'll ask for information that I had never considered before - this does two things for me. One, it forces me to come up with that information, quickly and definitively. Two, it tells me what the Players' areas of interest are in the game world, and gives me something to focus on as far as plot elements.

Simon Wentworth (Order #28533685)

Also during the Character creation process, people will help me come up with NPCs, without realizing it. They'll want their Character to have family, or a mentor, or a nemesis - those can all become NPCs.

By the time everyone has a Character ready to go, the game world is much more fleshed out and I have an idea of what the Players want to be doing in the game. With the ink still wet on the Character sheets, it's time to do something dramatic.

I like to set a scene that puts all of the Player Characters in the same place and the same situation from the get go. They're all in the same bar, or they're all trying to get a job on the same ship. I allow the Players to come up with any pre-existing relationships between the Characters; I simply provide them with a common situation. Then, after they've gotten to walk around in their Character's skins for a few minutes, I shoot at them.

That first combat does a lot. It allows people to use all of the cool skills and abilities they've just spent hours putting together, it lets them get a feel for combat in this particular game world, and it lets me gauge how tough/effective the Characters are, both as individuals and as a group.

It also allows me to introduce the main story arc - somehow, at some level, the villain is behind this attack.

After the fight, the party is usually fairly unified - they have a common goal, common foes, and they've bled together in mortal combat. For most PCs, that's all it takes to form bonds that will last the whole campaign long.

From this point, the whole process is less than half "me." The Players decide how their Characters are going to pursue the matter; they're going to look for clues, they're going to interrogate a prisoner, they're going to hope the problem goes away and go drinking. I'm along for the ride, at this point.

I run a lot of the game by ear. I like to sit back, and listen to the Players talk about the game and situation. Characters will do that often, as it turns out... the larger the gaming group, the more time is spent with the Characters hanging out someplace talking about what to do next, and what they think the situation is.

That's where most of my ideas for what happens next will come from. Between the information that I got during Character creation, and the PCs sitting around coming up with theories, I've got everything I need to keep the group hopping for quite some time to come. I may include an NPC in the group so that I can include some observations and conjecture of my own - or even some obfuscation, if they're getting too close to the villain too soon.

If a Player comes up with something that sounds good, I'll usually nod sagely and give them a "ah, I see you've figured it out." I may expand upon it, or throw two or three of the good ideas together to form a more intricate weave of plot.

I keep a collection of scenes that I like to run handy, in case things get slow; common scenes like a running gun battle, a hostage situation, a vehicular disaster, or other "movie of the week" concepts. As the Players have their Characters pursue the clues that they themselves have generated, I'll throw in a "suddenly, alarms are going off everywhere - you think the ship might be crashing!"

Throughout the whole thing, I lace the telltale signs that the villain's hand has been on all of the horrible events the PCs have come across. As the campaign goes on, the PCs travel a lot - I love describing new places and new situations. Amusement parks, museums, shopping malls, bazaars, night clubs, guild halls; if I've seen someplace interesting in my life, I'll throw it in as a location of interest in a game. Then I'll shoot it up or put a bomb in the corner, to keep things lively.

I also like to keep a cast of NPCs handy to throw in as needed - street contacts, hapless victims of the villain's plans, an evil spy for the bad guys. I give the NPCs definite personalities, and allow that they might become recurring villains or allies, or even change from one to the other.

The campaign develops a life of its own, eventually. The PCs go through a wide variety of experiences in a long list of locations, meet a huge variety of personalities, and have scenes of action and heroism. I like to "spread the spotlight around," making sure that each Character has a time to shine.

I keep an ear on the Players. Eventually, even if they're enjoying the game, they want the villain dead so bad that they can taste it. They've been killing his mooks and lieutenants, their loved ones have been threatened or injured numerous times, and all of the Characters have had a chance to resolve their issues. It's time for the end game.

I never run a small end game. It has to be big and flashy, with explosions and plenty of bad guys to take out. The villain, who has the benefit of a larger-than-life reputation by now, is a hard fight. Not everyone is going to make it out of the fight alive - I don't plan to kill anyone, but I don't hold anything back. This is where dramatically appropriate Character deaths can happen.

Simon Wentworth (Order #26533695)

In the end, the villain loses. I don't really have to try to achieve this goal - a whole group of determined Player Characters will find a way to take down just about any villain you can imagine. Even though the villain may end up Dead as Hell, or even worse, I always leave that one last little hint that something of the villain, or their plans, may still remain; but that is another story.

At this point, after massive rewards are given out, and everyone spends a little while recounting the stories that have been created, the whole group sits back, and decides whether to continue on with these Characters in this world and start another campaign, or to put the Characters away and start over in a new world with new Characters, always keeping the possibility that the original Characters could be brought out for more adventures at an indefinite time in the future.

If people are still telling stories about the campaign a few years down the road, that means I did it right.

Vic's Point of View

When I run a game for Players, the main goal is that we all have fun. Learning about your Players' individual tastes can enhance the overall flavor of a story or campaign. Also, populating your campaign worlds with interesting people helps to add flavor to a game. I try to create NPCs that will be remembered for their quirks; that way the Players will have landmarks to help them navigate the world. Everyone knows that George the wino smells like feet on a hot summer night, but he sure seems to hear a lot of information on the streets.

Coming up with stories has always been very easy for me; I draw a lot of inspiration from everyday life experiences. World events, history, folklore, the news, world religions, mythology, and a fair amount of video games, movies, books, and half remembered dreams. Because this world and the people in it are far more strange than most people even know, all of these things are paint on a canvas with the final image being a chapter in a shared world that your Players will hopefully love exploring.

As a game master your job is to provide opportunities for the Players to make a difference in the worlds their Characters live in; worlds that you create together. Players will have to learn to work together to solve mysteries, crimes, and overcome diabolic villains and monsters, conquer rogue empires or just burn them down. All of these things can help foster camaraderie and fellowship when the campaign itself can seem a uncaring hostile place filled with cyborg turkey-vampire hybrids. Let them explore, play and have fun doing impossible things. Challenge them and what their Characters believe in, and watch an epic unfold. We have to live, work and go to school in the real world but no one said we have to play in it! So have fun create stories that will inspire your imagination as well as others.

Oh, By The Way... Have Fun!

It's easy to get caught up in mechanics. There are definitely times when running a game seems like a job; there's record-keeping, planning, writing, research, all a lot of tasks that can seem like, well, tasks.

When it comes right down to it, this is supposed to be fun. It's supposed to be fun for all of the people at the table, which includes the Game Master. Telling an interactive story using a set of rules as guidelines is a great way to spend time with friends; it's creative and improvisational and it allows you to use your imagination in a really entertaining way.

Make some noise! There should be laughter and exclamations of surprise (both good and bad) during a game session. Let the conversations that Characters have with NPCs become lively and animated, and ham it up every so often. When someone does something stupid and risky to refill their Risk pool, everyone really ought to jump up with their hands in the air and yell "Refill!" When the bad guy at the end of the adventure gets horribly reduced to Dead as Hell, victory dances are entirely appropriate.

When people tell the stories that they get out of your game years down the road, there should be a twinkle

Simon Wentworth (Order #28533885)

in their eye and a smile on their face. People should laugh and act out some of the more dramatic actions. It should be like people describing a movie that they remember fondly, but as if they were a part of the story rather than just an observer - because that's what they were.

Find the things that you enjoy doing in a game, and make them your trademark. Session getting slow? Throw a bunch of Ninjas at the party for no damn reason. Bad guy dies too soon? Have another bad guy JUST like him step out from behind the curtain complaining about how easily his clone was defeated.

If it made you laugh or moan or jump up and down when you saw it on the screen or read it in a book, throw it in your game. This is your chance to show other people why these things captured your imagination - enjoy the opportunity.

In Your Hands, Now

Now that this book is in your hands (or on your screen), it's your game. We wrote a lot of guidelines that we really like, and worked very hard on. We think they work pretty well.

If you find that you prefer to do anything in this game in some way other than the way we've framed it, go right ahead. It's your game now, after all. There is no rule in this book that is carved in stone. We've tested and re-engineered these rules over years, and we think they're nifty, but if you prefer to do things another way then, by all means, please do them that way.

We suggest that your changes be fair and consistent, that the group you're playing with be a part of the decision-making process, and that you keep track of changes to the rules.

If you find a way to do things that you vastly prefer to what we have here, heck, let us know. We like using other people's rules, too.

Please visit us at

http://www.thevictorysystem.com

and share any new rules or insights. We love to hear the stories that people have from their games, and would appreciate you sharing yours with us.

A few final bits of advice...

- **Keep the activity cooperative**. Telling stories as a group is a great activity, and if the story is a good one, everyone wins. As soon as there is a "me vs. you" attitude from the GM, the flavor of the activity changes drastically, and not, in our opinion, for the better.

- **Take a break, every so often**. Running a game can be a mentally demanding thing. Take a week off every so often to watch a movie or just talk. Hand off the GM duties to someone else between adventures (or campaigns) to enjoy playing, once in a while. Recharge your GMing batteries, and your games will benefit!

- **Remember why you're gaming**. We can't tell why you picked up this book and read through this bit. Something must have sparked your interest, though; for some reason, you thought running a game would be a fun thing to do. No matter how involved you get in the process, never lose track of that first spark of interest, and the fun that you want to have.

- **Join the community and interact!** Again, we've set up a website with resources for people using the Victory System, both Players and Game Masters. Have a look around, ask questions, and feel tree to avail yourself of the resources there.

We are publishing new books for the Victory System all the time to give you more material and ideas for your adventures - even whole adventures themselves. We look forward to hearing about your group's adventures, no matter where those adventures take them.

The only limit is your imagination - and that's not really a limit, now is it?

Simon Wentworth (Order #26533695)

Character Name		Description
Alias		
Player		

Fantasy Era

Primary

Strength	
Stamina	
Agility	
Dexterity	
Intelligence	
Perception	

Derived

Shrugs	
Stamina / 2	
Speed	
Agility + Dexterity + Running	
Will	
(Intelligence + Stamina) / 2	
Initiative	
(Perception + Dexterity) / 2	
Damage Resistance	
Stamina x 2	
Armor Shrugs	
Risk	
Will x 10	

Performance

Running Speed	
Speed x 4	
S Broad Jump	
(Agility + Acro or Sports) / 2	
R Broad Jump	
(Speed / 2) + Acro or Sports	
S High Jump	
((Agility + Strength) / 2 + Acro or Sports) / 4	
R High Jump	
((Agility + Strength) / 2 + Acro or Sports) / 2	
Dead Lift	
(Strength + Lifting) x 50	
Base Throw	
Strength + Throwing	

Character Sketch

Merits

Flaws

Skills

Athletics

Acrobatics	
Climbing	
Lifting	
Running	
Sports	
Swimming	
Throwing	

Combat

Bows	
Firearms - Short	
Firearms - Long	
Grappling	
Hand to Hand	
Martial Damage	
Melee	
Toughness	

Espionage

Acting	
Business	
Communicate	
Cryptography	
Demolition	
Escapology	
Investigation	
Lockpicking	
Security	
Seduction	
Sleight of Hand	
Stealth	
Streetwise	
Survival	

Craft

Art	
Cleaning	
Construction	
Cooking	
Dancing	
Fabrication	
Music	
Repair	
Rope Work	
Sewing	
Styling	

Knowledge

Academics	
Alchemy	
Clockwork	
Engineering	
Heraldry	
Law	
Lore - Magic	
Lore - Mentalist	
Lore - Monster	
Lore - Outer	
Medicine	
Mind Engine	
Military Science	
Naturist	
Navigation	
Physics	
Psychology	

Transport

Airship - Large	
Airship - Small	
Animal - Basic	
Animal -Flying	
Animal - Large	
Animal - Water	
Crew Vessel	
Drawn	
Gunnery	
Mecha	
Ship - Large	
Ship - Small	
Steam Vehicle	
Submersibles	
Ultra Light	

Special

Do Magic	
Martial Arts	
Use Mechanica	
Use Psionics	
Use Powers	

VICTORY SYSTEM
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Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost

Simon Wentworth (Order #28533885)

Character Name		Description
Alias		
Player		

Near-Modern Era

Primary

Strength	
Stamina	
Agility	
Dexterity	
Intelligence	
Perception	

Derived

Shrugs	
Stamina / 2	
Speed	
Agility + Dexterity + Running	
Will	
(Intelligence + Stamina) / 2	
Initiative	
(Perception + Dexterity) / 2	
Damage Resistance	
Stamina x 2	
Armor Shrugs	
Risk	
Will x 10	

Performance

Running Speed	
Speed x 4	
S Broad Jump	
(Agility + Acro or Sports) / 2	
R Broad Jump	
(Speed / 2) + Acro or Sports	
S High Jump	
((Agility + Strength) / 2 + Acro or Sports) / 4	
R High Jump	
((Agility + Strength) / 2 + Acro or Sports) / 2	
Dead Lift	
(Strength + Lifting) x 50	
Base Throw	
Strength + Throwing	

Character Sketch

Merits

Flaws

Skills

Athletics

Acrobatics	
Climbing	
Extreme Sports	
Lifting	
Running	
Sports	
Swimming	
Throwing	
Zero G	

Combat

Bows	
Firearms - Short	
Firearms - Long	
Grappling	
Hand to Hand	
Martial Damage	
Melee	
Toughness	

Espionage

Acting	
Business	
Communicate	
Cryptography	
Demolition	
Escapology	
Investigation	
Lockpicking	
Security	
Seduction	
Sleight of Hand	
Stealth	
Streetwise	
Survival	

Craft

Art	
Cleaning	
Construction	
Cooking	
Dancing	
Fabrication	
Music	
Repair	
Rope Work	
Sewing	
Styling	

Knowledge

Academics	
Biology	
Chemistry	
Computers	
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	
Lore - Legend	
Lore - Magic	
Lore - Monster	
Medicine	
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	
Xenology	

Transport

Animal	
Astro	
Automotive	
Boats	
Crew Vessel	
Fighter Craft	
Ground Effect	
Gunnery	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

Special

Do Magic	
Martial Arts	
Use Mechanica	
Use Psionics	
Use Powers	

VICTORY SYSTEM
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Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost

Simon Wentworth (Order #26533895)

Character Name		Description
Alias		
Player		

Space Era

Primary

Strength	
Stamina	
Agility	
Dexterity	
Intelligence	
Perception	

Derived

Shrugs	
Stamina / 2	
Speed	
Agility + Dexterity + Running	
Will	
(Intelligence + Stamina) / 2	
Initiative	
(Perception + Dexterity) / 2	
Damage Resistance	
Stamina x 2	
Armor Shrugs	
Risk	
Will x 10	

Performance

Running Speed	
Speed x 4	
S Broad Jump	
(Agility + Acro or Sports) / 2	
R Broad Jump	
(Speed / 2) + Acro or Sports	
S High Jump	
((Agility + Strength) / 2 + Acro or Sports) / 4	
R High Jump	
((Agility + Strength) / 2 + Acro or Sports) / 2	
Dead Lift	
(Strength + Lifting) x 50	
Base Throw	
Strength + Throwing	

Character Sketch

Merits

Flaws

Skills

Athletics

Acrobatics	
Climbing	
Extreme Sports	
Lifting	
Running	
Sports	
Swimming	
Throwing	
Zero G	

Combat

Bows	
Firearms - Short	
Firearms - Long	
Grappling	
Hand to Hand	
Martial Damage	
Melee	
Toughness	

Espionage

Acting	
Business	
Communicate	
Cryptography	
Demolition	
Escapology	
Investigation	
Lockpicking	
Security	
Seduction	
Sleight of Hand	
Stealth	
Streetwise	
Survival	

Craft

Art	
Cleaning	
Construction	
Cooking	
Dancing	
Fabrication	
Music	
Repair	
Rope Work	
Sewing	
Styling	

Knowledge

Academics	
Biology	
Chemistry	
Computers	
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	
Lore - Aliens	
Lore - Magic	
Lore - Enigmas	
Medicine	
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	
Xenology	

Transport

Animal	
Automotive	
Boats	
Capital Craft	
Crew Vessel	
Fighter Craft	
Ground Effect	
Gunnery	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

Special

Do Magic	
Martial Arts	
Use Mechanica	
Use Psionics	
Use Powers	

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Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost

Simon Wentworth (Order #28533885)

Character Name		Description
Alias		
Player		

Custom Era

Primary

Strength	
Stamina	
Agility	
Dexterity	
Intelligence	
Perception	

Derived

Shrugs	
Stamina / 2	
Speed	
Agility + Dexterity + Running	
Will	
(Intelligence + Stamina) / 2	
Initiative	
(Perception + Dexterity) / 2	
Damage Resistance	
Stamina x 2	
Armor Shrugs	
Risk	
Will x 10	

Performance

Running Speed	
Speed x 4	
S Broad Jump	
(Agility + Acro or Sports) / 2	
R Broad Jump	
(Speed / 2) + Acro or Sports	
S High Jump	
((Agility + Strength) / 2 + Acro or Sports) / 4	
R High Jump	
((Agility + Strength) / 2 + Acro or Sports) / 2	
Dead Lift	
(Strength + Lifting) x 50	
Base Throw	
Strength + Throwing	
Throw Range	
Base Throw x 2	
Throw Range Cap	
Base Throw x 8	
Throw Damage Cap	
Str-Based Damage	

Character Sketch

Merits

Flaws

Skills

Athletics

Combat

Espionage

Craft

Knowledge

Transport

Special

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Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost

Simon Wentworth (Order #28533895)

Character Name		Character History
Alias		
Player		

Page Two

Weapon	Acc	Dam	Range	Shots	Weight	Kick	AP	DR	Shrugs	Cost

Equipment Item	DR	Shrugs	Weight	Cost

Carrying Capacity	
No Penalty	
10% of Dead Lift	
-1 Agility	
20% of Dead Lift	
-2 Agility	
30% of Dead Lift	
-3 Agility	
40% of Dead Lift	
-4 Agility	
50% of Dead Lift	
-5 Agility	
60% of Dead Lift	
-6 Agility	
70% of Dead Lift	
-7 Agility	
80% of Dead Lift	
-8 Agility	
90% of Dead Lift	
-9 Agility	
100% of Dead Lift	
Immobile	
Anything over Dead Lift	

Notes

Simon Wentworth (Order #28533885)

Character Name		Risk Usage
Alias		
Player		

Page Three

Special Abilities

Ability	Range	Damage	Activation	Duration	Risk	Cost	Notes

Character Name		Risk Usage
Alias		
Player		
Page Four		

Character Reference

Common Roll	*Stat* plus *Skill* combination	Bonuses	Total
Notice	***Perception*** plus ***Investigation***		
Stealth	***Agility*** plus ***Stealth***		
Physical Resistance	***Stamina*** plus ***Toughness***		
Mental Resistance	***Will*** plus ***Toughness***		
Dodge	***Agility*** plus ***Acrobatics*** or ***Sports***		
Parry	***Agility*** plus ***Hand to Hand*** or ***Melee***		

Attack	Accuracy / Bonus	Range	Damage	Total Roll	Notes
`					

Hand to Hand or Melee attacks use the Agility Stat plus the appropriate skill
Ranged attacks use the Dexterity stat plus the appropriate skill

Simon Wentworth (Order #28533685)

Appendix I: Sample Adventures

If you're going to be your group's Game Master, this section is for you. If you're going to be a Player, you may want to skip over this appendix as it contains massive Spoilers for events your Game Master may put you through. Fair warning given.

Here we present a few simple adventures to get the action moving. These adventures can be played in an evening or stretched across several sessions, depending on how detailed you'd like to get with them.

Each of these adventures is a stand-alone event in one of our sample campaign worlds. They may inspire you to further explore these worlds, to create your own adventures using these as a "spring board," so to speak. While each of these campaign settings have their own book with further information about the world(s) involved, there will always be plenty of room for detail that you yourself might like to add.

Alternately, these adventures can be linked together to form a universe-hopping "mini-campaign." We've even included an optional climactic conclusion to dealing with all three of the sample adventures. After all, there's nothing like a little time and dimensional travel to broaden the mind and build Character.

As Game Master, you'll want to read through each adventure and make yourself aware of what is going on, and what the NPCs are capable of. That will make questions from the Players a little easier to deal with, and combats will run a little faster as well.

Players can build Characters of the appropriate era from the general starting guidelines in the Character chapter (page 20); they should balance fairly well.

If you're going to run all of the adventures as a mini-campaign, the Players can build Characters for the first adventure (whichever you choose), and then those Characters can be whisked into unfamiliar and perhaps difficult-to-deal-with other settings. Guidelines for how this can happen are included in the Climactic Battle Scenario (page 273).

For fun, you may not want to let your Players know that their Characters might find themselves in a setting other than the one they start in. Coping with the difficulties of going from one Era to another can be some fun roleplaying; much more so if the Characters are unprepared for it.

Remember, it's all about dramatic tension. Have fun!

Simon Wentworth (Order #26533695)

The Army of Lord Despoil:
An Adventure in The Shatter'd Earth

The Shatter'd Earth is a land of thousands of small continents and even more islands. There is no telling on exactly what part of the world this adventure occurs, and that's just fine. It's happening wherever your adventures are going to occur.

The local area has been relatively peaceful for a few years; the Goblins and beast-men have kept to their own territories ever since the heroes of the last generation drove them away from the lands of the civilized folk. These lands, a loose conglomeration of villages and farmland, are home to members of a variety of races, all living in peaceful cooperation. A small area militia keeps things in order; they spend most of their time keeping reckless youths from causing trouble.

Now, however, something has caused the Goblins and beast-men to stir. There have been drums in the night and ominous signs of slow encroachment. Perhaps they have forgotten their solid defeat a generation ago. Perhaps something, or someone, is riling them up.

It has been a generation since this peaceful community has seen war. If it comes to that, are they up to the task?

Characters

Players may want to have a decent spread of talent between them. There's likely to be some combat (isn't there always?), but some ability to perform investigations could come in very handy. A little magical talent could prove useful, as could some ability to heal.

People from the local community come from all walks of life and many races. Just about anything is acceptable. There are those with the Slim template (often Elves) and the Stout template (often Dwarves). Plenty of Shorts abound (Halflings, or even civilized Goblins). Perhaps even a few members of the more bestial races have settled in for a quiet existence.

There is no lack of skilled craftsmen to produce weapons, armor, and other equipment. There may not be a large supply of the heavier weapons and armor, but a few pieces, left over from the last generation, may be around.

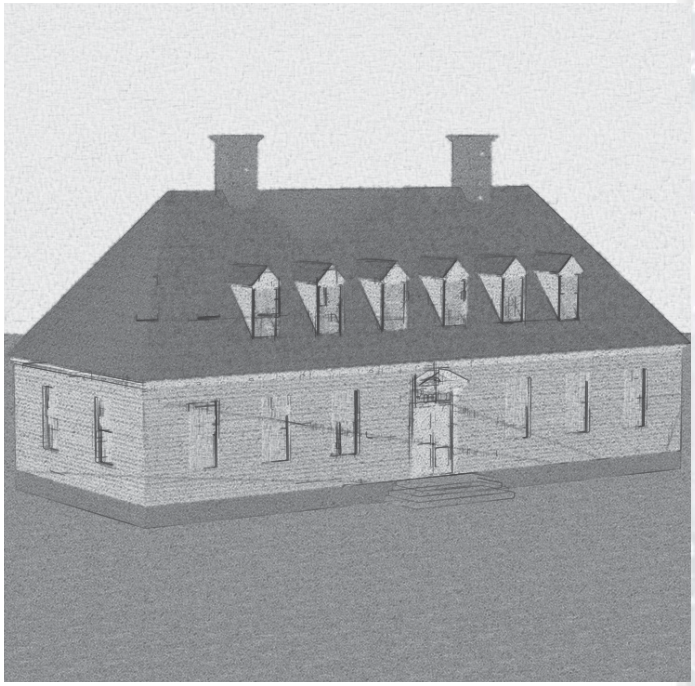
Of course, Characters need not be native to the area. There are many who roam from land to land, exploring for resources and/or adventure.

It is entirely possible that the Characters have some connection before the beginning of the game; they may know one another. It's entirely up to the Players.

No matter who or what they are, where they came from, or whether they know one another, it's very likely that the Characters are all thirsty at just about the same time.

The Inn of the First Encounter

In one of the more central villages of this peaceful community sits a rare two-story building. It is an inn, built by some heroes of old. The sign outside has no words, only a picture of a tankard and a pair of crossed swords. Those who frequent the place call it the Inn of the First Encounter; a name bestowed upon it by a group of adventurers who were among the first patrons, countless years ago.



The inn is a good place to drop a few coppers (cents) for a tall ale, to drop a silver (dollar) for a plate of meat and bread, and to listen to travelling storytellers. Many a young person from the village has heard of some villain or other from these storytellers, and elected to take up sword and go make a name for themselves. Occasionally, they return.

There are rooms to be had, at the ruinous rate of five bucks a night. They are clean, they lock securely, and there are sanitary facilities right upstairs at the end of the hall.

This particular day, the inn is host to the Player Characters. It's not too contrived; the inn is a common stop for travellers, or even for locals at the end of a hard day of

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work. The front door is always covered with little notes from people looking for hired help, and the storytellers are always there to warn of dangers in nearby lands.

It is here to plant a few "story seeds," little things that the storytellers drop hints of that Characters may want to pursue at some point in time. It's also a good time for a little roleplaying by the Characters as they meet for the first time. The following bits of information are dropped by the night's storyteller:

On an island to the North, a warlord has kidnapped the family of a local king.

To the West, there is a land where strange creatures from the sea have started to roam the land, attacking those who live there.

To the East, a sorceress has warned that if she is not given a great treasure, she will summon great and terrible creatures of the Outside.

To the South, a guild of thieves has begun to practice assassination for pay, but they aren't very good at it, and other organizations of paid killers may be moving into the area to "correct" them. It may turn into a horrible street war.

As the Characters ruminate on these bits of potential future adventure, the door of the inn burst open. A young man staggers in, bloodied and limping. Locals will recognize him as the apprentice to a ranger who works with the militia.

"Help!" he cries. "My mistress... I think she's.... help!"

The boy is distraught and wounded. It will take a little work to get any actual information out of him; yelling at him to calm down may have the opposite effect. A successful roll on the Healing or Psychology skills, however, may calm him sufficiently. Any act of Healing which brings him back at least one (1) Shrug will also calm him enough to get actual information out of him.

"My mistress and I were attacked by goblins by a farm just outside of town. Goblins, here! There were so many of them! I think my mistress is... dead. I'm not sure... can anyone help?"

It isn't cowardice, exactly, that makes everyone else at the inn not rush out to help. It's been a generation since anything like this has happened. The local people, in general, honestly don't know what to do.

If none of the PCs rush out to help, the innkeeper should ask them to.

"Folks, I'll keep watch on the boy. You should go and see to his mistress, and see what those Goblins are up to! We need to know; should we start preparing for... I don't know... war?"

Since at least some of the PCs are going to be the most capable warriors in the place, the locals will implore their assistance, even offering to compensate them for a night's work if it becomes necessary.

The Goblins

Following the boy's directions, the party will find the spot where the ranger was attacked, but there is no body. A successful roll on the Investigation skill will determine that she was beaten to unconsciousness but not killed, and was dragged away.

There's a fairly easy trail to follow. Unfortunately, it leads through one of the local farm houses. The place has been ransacked, and just about everything of value has been taken. There are no bodies.

A successful roll on the Lore: Monster skill will be enough to tell the PCs that Goblins do not, as a rule, take prisoners. Another successful Investigation roll will determine that, however, it was indeed Goblins that performed these crimes; the tracks are unmistakable.

Something isn't adding up. By the time the Characters have puzzled this out (or failed to), hey, look, Goblins!

A small group of the creatures have returned to the house, and they shriek in high, shrill voices and attack the PCs without provocation.

The Goblins are not potent combatants, but there are a lot of them. They are unarmored, but they're wielding some well-made shortswords. There are three times (3x) as many Goblins as there are PCs.

The Goblins

Roll to Hit/Defend	11
Damage	13 (AP 1)
Damage Resistance	14

Here the Goblins, which are usually somewhat cowardly creatures in the wild, show more atypical behavior. They will not retreat and they will not surrender. Even though this group of Goblins are mooks, they fight to the last.

Once defeated, searching the Goblins doesn't turn up much. They're wearing loincloths that should probably be burned rather than sold, and each has a short swords worth $140.00.

If any of them have been left alive for questioning, it will take a bit of work to get actual information out of them. Mostly, they'll just keep screaming "Lord Despoil! Lord Despoil! Conquer! Conquer!"

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This name is new to the PCs... no one has yet heard of this "Lord Despoil," whoever he is. It doesn't sound like a Goblin name at all.

Making a Goblin talk means winning a contested roll. The Goblin is rolling his Will plus Toughness, which amounts to a ten (10). The roll that the PC uses in this contest depends on how, exactly, the Character is attempting to "persuade" the Goblin. Nice people might try to use Intelligence plus Psychology. The average adventurer is more likely to use Strength plus Grappling. Rolls using such skills as Sports, Medicine, Riding, or Seduction are best left to the imagination.

Once "persuaded," the Goblin will talk of the great encampment further North outside of town, where the Goblins and the beast-men are under the rule of Lord Despoil. The Goblins are scouting the area for conquest, taking everything of value, and bringing the people to Lord Despoil so that they may learn to serve him as well.

If no Goblins are left alive to tell the tale, then a successful Investigation roll will continue to follow the Goblin's trail to the great encampment.

The Beast-Men

It is a matter of two hours journey on foot to get to the great encampment. A little travel time can be roleplayed; this is a good chance for a little more inter-Character play.

As the group closes in on the encampment, they may make Investigation, Naturist, or Military Science rolls to detect that they are approaching a choke-point in the woods. It is an obvious place for a guard post of some kind.

One more Investigation roll, this time at a penalty of minus three (-3), is required to actually see the guards. The beast-men are adept at hiding in the forest, and have concealed their position.

The beast-men are more substantial opponents than the Goblins. They are unarmored and unarmed (aside from their natural defenses and weapons), and there are as many beast-men as there are PCs, plus one (1) beast-man who is a lieutenant (has Risk/Shrugs).

The Beast-Men

Roll to Hit/Defend	14
Damage (Claws)	18 (AP 3, 1 extra Shrug)
Damage (Bite)	18 (AP 2)
Damage Resistance	22
Risk (Lieutenant)	60
Shrugs (Lieutenant)	3

Of course, it may be possible to bypass a combat with the beast-men guards entirely; a roll on the Stealth skill at a penalty of minus three (-3) will allow a PC to elude detection; all of the PCs will have to make this roll, however. Failing this roll gets the Character noticed, at which point the beast-men attack without let or hindrance.

The real down-side to fighting the guards is that it alerts the rest of the encampment, unless the PCs manage to surprise and one-shot the entire guard detail. Beast-men tend to roar and yell a lot during combat; if things get to a real fight, it's going to be noticed.

Fortunately, the great encampment is more of a title than an actual description.

The "Great" Encampment

One might easily understand how a Goblin might mistake the fifty-foot clearing with a tent in the middle of it for a "great" encampment. It's probably bigger than anything they'd have done themselves. The fact that there's a lit fire pit in the middle of it would only make Goblins that much more in awe of it.

If the PCs have alerted the encampment by having a fight with the beast-men guards, there will be a dozen Goblins and a half-dozen beast-men standing around the tent in a defensive position. Otherwise, these individuals will merely be moving about the clearing doing odd bits of busy-work, such as gathering tinder for the fire or skinning a few animals. Should the PCs make themselves known, the Goblins and beast-men will take up their defensive position.

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A successful Lore: Monsters roll will determine that this is not even vaguely natural behavior for them.

The presence of the PCs in the encampment will alert the main occupant of the tent, who will exit the tent to meet them.

He is a human in dark robes, holding a black snake-headed staff in one hand and a highly unusual looking weapon in the other. PCs with the High Tech Merit will be able to tell the weapon is a pistol of some sort. PCs with the Highest Tech Merit will be able to tell that it's a blaster pistol.

He is flanked on one side by a Goblin with red and black tribal markings on his face, and on the other side by a larger than usual beast-man. These are both lieutenants; they are the Goblin chieftain and the beast-man alpha.

A successful Investigation roll will be able to look past the human and his escort to see a number of people in the tent... the missing ranger and the family from the farm house, standing with their heads bowed, slowly swaying back and forth in unison.

"Have you come to declare your allegiance to Lord Despoil?" asks the human in robes, with a not-nice smile on his face.

There are a couple of ways this could go. The party could try talking, or a fight can break out.

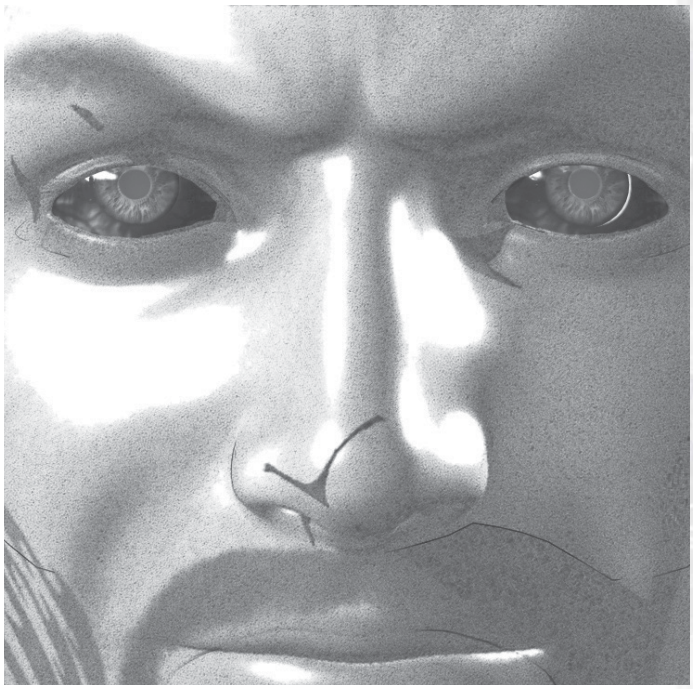
If the party tries to talk it through, Lord Despoil will be generally courteous. He will explain that he's a conqueror from far away, and he's here to rule the land. He will state that the ranger and the family have not been harmed more than was necessary, and that they are currently learning to serve him, as all in the land will learn to serve him.

It's at about this point that he will try to use his Dominating Gaze power on the biggest, most powerful appearing PC. Lord Despoil will spend ten (10) of his Risk points, and try to roll a fourteen (14) or less... the total of his Perception plus Use Powers skill. If he succeeds, his target will have a chance to roll their Will stat plus their Toughness skill, at a penalty of minus five (-5). If the PC fails this roll, they are the thrall of Lord Despoil for an hour.

Should he succeed in his Dominating Gaze attack, Lord Despoil will command his new thrall to subdue all of his companions, at which point the fight is probably on.

Should he fail, it will be apparent that he tried to do *something*. If any of the PCs have the Supernatural Merit, and can make a successful roll on their Perception stat plus Use Powers skill, they will know exactly what Lord Despoil just tried to do. At this point, the fight is probably on.

In the event that a PC becomes the thrall of Lord Despoil, the only chance that they have to become free sooner than the power's hour of duration is The Deal. This would be a good time to announce that The Deal is in Full Effect, and see what the PCs can come up with. It could be as simple as spending a bunch of Risk (not less than ten) and slapping the thrall while screaming "WAKE UP!" Whatever they come up with (if anything), make sure to make a note of it. It might become important later on.



The odds are stacked against the PCs in any case, here. They face a dozen Goblins and their chieftain, six beast-men and their alpha, and Lord Despoil, with perhaps a PC changing sides. The fight isn't unwinnable, but it's probably going to take a lot of Risk and some creativity to make it through.

The Goblin Chieftain

Roll to Hit/Defend	13
Damage	15
Damage Resistance	16
Risk	70
Shrugs	4

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The Beast-Man Alpha

Roll to Hit/Defend	15
Damage (Claws)	20 (AP 3, 1 extra Shrug)
Damage (Bite)	20 (AP 2)
Damage Resistance	28
Risk	80
Shrugs	5

Lord Despoil

Roll to Hit/Defend*	16
Roll to Dominate	14
Damage (Staff)	18
Damage (Blaster)	25 (AP 4)
Damage (Hand to Hand)	16
Damage Resistance	14
Risk	130
Shrugs	5
*Roll to hit with Blaster	18
*Has Dodge and Parry without Penalty	

There are a few ways for the PCs to even the odds a little. If, for instance, they used The Deal to find a way to free a Dominated comrade from control, they may be able to notice that the Chieftain and the alpha are also currently Dominated. If either (or both!) of those individuals are freed, then they will themselves attack Lord Despoil, commanding their minions (if any are left) to do the same.

I *told* you it would be important!

Lord Despoil does not know the meaning of the word "quit." His blaster pistol is equipped with an Eternity Cell and he has a LOT of Risk, so he'll just keep plugging away as long as he has Shrugs, unless it looks like he's absolutely certain to lose.

If (or when) it becomes clear that he's going to lose, however (goes to one or zero Shrugs, *everyone* turns to fight him, it clearly becomes an overwhelming tactical defeat), he will scream loudly "NO ONE DEFEATS LORD DESPOIL," after which he explodes.

Well, it certainly looks and sounds like an explosion. Bright light, loud bang, cloud of white smoke. No amount of checking with the Perception stat will detect a hint of magic, psionics, or powers in the explosion... he's just gone.

Just like that, it's over. The Goblins and beast-men realize what they've been doing and back away, slowly, retreating to the forest. They will be muttering things like "no war... no war... peace," and any checking using the Communication or Psychology skills, or even Psionics, will see that they are totally sincere.

After all, they've just witnessed the PCs in action, and that's who they'd have to get past in order to wage war. They're not anxious for a piece of that any time soon, no siree.

Aftermath

Lord Despoil left none of his equipment behind, but there is a chest with about thirty thousand dollars worth of gems and other valuables in it.

With Despoil gone, the ranger and the family from the farm house snap out of their own Domination, and heartily thank the party for their intervention. They all need a little healing, but they can move.

The party has the life-long gratitude of those they rescued, as well as the thanks of the entire community. They'll get free drinks at the Inn of the First Encounter for life, and they can be assured that if anyone needs help, they'll be the first people to be asked.

The PCs should get an Improvement Budget of $5,000.00 at a minimum, or up to $7,500.00 if they performed with tremendous inspiration and creativity. Maybe consider an extra $1,000.00 for anyone who made you laugh so hard that soda came out your nose.

Even as everyone basks in the glory of a successfully completed adventure, however, there is a lingering afterthought... more a feeling than a knowledge.

Lord Despoil may not be around to bring trouble to the community any more, but he isn't exactly *gone*.

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Doctor Despoil's Operation:
An Adventure in Destiny 2025

Where on Earth is this adventure happening? That's left deliberately obscure in this adventure; it's assumed that the action is happening in some city of decent size, probably in North America. It can be any city that you like, either one that you're familiar with or one you've done a little research on.

In this setting, aliens and demons are known to be real and present on the Earth. Magic, Psionics, and other strange influences are everyday facts, even though some obstinate corners of society are still resistant to believing in them. In the alleys and the shadows, people are hunted to be used as food and resources. Humanity has started to fight back, however... it's a war for the future and destiny of all mankind.

In the area that the PCs tend to hang out in, people have started to go missing on a more regular basis, and there are persistent rumors of zombie-like creatures haunting the night. It seems to be more than the police are willing to deal with; they don't get paid enough to fight the undead.

Something needs to be done, and done quickly.

Characters

Players may want to have a decent spread of talent between them. There's almost certainly going to be some combat, and some ability to perform investigations could come in very handy. At least one of the Characters should be knowledgable about the criminal underworld (have at least three ranks in the Streetwise skill). Magic, Psionics, Mechanica, Martial Arts, and Powers are all available; this is a "kitchen sink" environment. Everything goes.

Adventurers come from a broad spectrum of society. The PCs will likely tend towards being human (by far the most predominant race in the setting), but there are artificial people around, so the Mechanical package might come in handy.

In a world at war, the streets are generous with armaments. Characters can purchase just about anything they can afford on the Near Modern equipment lists. Characters with Highest Tech can find items from the Space Era lists, but the GM may charge them up to twice (2x) the going rate; equipment from space tends to be pricey.

Characters need not be locals to the city. Traveling adventurers get into these sorts of situations all the time. It is entirely possible that the Characters have some connection before the beginning of the game; they may know one another. It's entirely up to the Players.

No matter whether the Characters know one another or not, they will all receive the same message from a mysterious computer entity; a free-floating self-aware website called Heronet. It tells them all that someone needs help.

HERONET

No one seems to know just what, or who, Heronet is. Sometimes, a person who is looking for an opportunity to make a difference in the war for the future and destiny of mankind will stumble across it. If someone has heard of it, they can search for it (roll Perception plus Computers), but the effort takes a full hour, and is at a penalty of minus six (-6!). More often than not, though, someone will sit down to their computer and find that Heronet has come to them all on its own.

The friendly blue screen has bright yellow letters which read "Welcome to Heronet! God Help You. Enter Zip Code."

If someone enters a Zip Code, they will be asked for a difficulty level; Easy, Moderate, Hard, or Most Perilous. With these two pieces of information, Heronet will start to list opportunities to get into all kinds of trouble in that particular Zip Code. It doesn't really matter what level of difficulty they ask for; Heronet is quite random on that point. Among the kind of things that Heronet might cough up:

- Aliens are abducting people from a homeless shelter under the guise of free medical exams.
- A rogue corporation is converting the occupants of a privatized juvenile detention center into near-mindless cyborg soldiers.
- A coven of amateur wizards are attempting to summon a demon of wishes and greed, but they have NO idea what they're actually about to bring into the world.
- An automated factory on the edge of the city has started producing humanoid robots that worship the factory's miniature nuclear reactor as a deity.

This particular day, though, the PCs, singly or as a group, have found their computers spontaneously logged into Heronet. The enigmatic website has a simple message for them.

"You must stop the pushers of a new street drug that have started operating in your area. The drug goes by the name 'Romero.' The police can't handle this. You are your city's only hope."

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To date, no attempt to trace the location of Heronet has been successful; in over a decade, not even the greatest minds in computer security on Earth have managed to get even a hint as to its true nature.

Characters who know one another will have no problems showing up together. To get anyone else involved, a chance meeting at a small restaurant near the action or some similar plot contrivance should get the party into a unified group. Failing that, ask the Players how *they* think the party should form up.

Inquiries around town (using Perception plus Investigation or Streetwise skills) will turn up rumors of this new drug, Romero, being pushed in some of the slum areas. The stuff is so new that it hasn't even popped up on the local police's radar.

Romero is some kind of super opiate, according to rumors. It's totally addictive, and tends to leave its users in a stupor for days at a time.

A PC who's Character story suggests that they might have contacts in the criminal underworld might (on a successful Intelligence plus Streetwise roll) hear about a Romero den, shockingly close to low-cost student apartments near the local college.

Actually, there are a number of ways to locate this Romero den. All it really takes is some legwork, some questions in the right place, or beating up a few junkies. Let the Players consider how they might find a source of this drug, or its use, and take their best suggestion as the answer you knew all along.

Night of the Living Dope

Once the PCs get within a block of the Romero den, they can find it by smell alone. A successful roll on the Perception stat plus Investigation skill, with a bonus of plus two (+2), will reveal the smell of decay and corruption; dead things.

The den itself is in the form of a two-story house in a bad neighborhood. I mean, a really bad neighborhood. A "roll up the windows and lock the doors, kids" neighborhood. The house is in terrible disrepair, and there are a few gang-type thugs watching the front and rear entrances.

A little stealth and creativity could lead to an entrance through an upper-story window. Creativity is a plus, here; this is a good time to see how your Players will deal with the "there are guards around the place you want to enter" situation.

The neighborhood itself isn't watching; it is unlikely that there will be any kind of police or community response if there is a ruckus around the place.

So, just in case the PCs decide on the direct approach, or if the indirect approach doesn't work out as intended, here are some stats for the thugs.

There are as many guards on the house as there are PCs in the party, but the guards are split evenly between the front and back of the house. In the case of an odd number, the odd-man-out is at the front of the house.

They're not wearing any armor ('cause that wouldn't be "street"), but they're armed with nine-millimeter machine pistols. Not very *good* "nines," but how good do they have to be?

Guard Thugs

Roll to Hit/Defend	10
Roll to Hit with 9mm	12
Damage, Hand to Hand	10
Damage, 9mm	12
Damage Resistance	14

The 9mm machine-pistols have forty shots, which they can empty out at ten (10) bullets a turn (Autofire 10, Variable). These being less-than-cautious thugs, they will empty their clips, then wade into hand-to-hand combat, given the chance.

Four rounds of "Spray and Pray" can be a bad thing for a party of adventurers. Fortunately, these bad guys are mooks, and are no longer a problem after their first failed Damage save.

The thugs, once defeated, don't have much in the way of material possessions. The "nines" run all of $432.50 apiece, and each thug has about $200.00 in crumpled small bills. Their IDs are laughable forgeries... even their shoes are counterfeits of brand name kicks.

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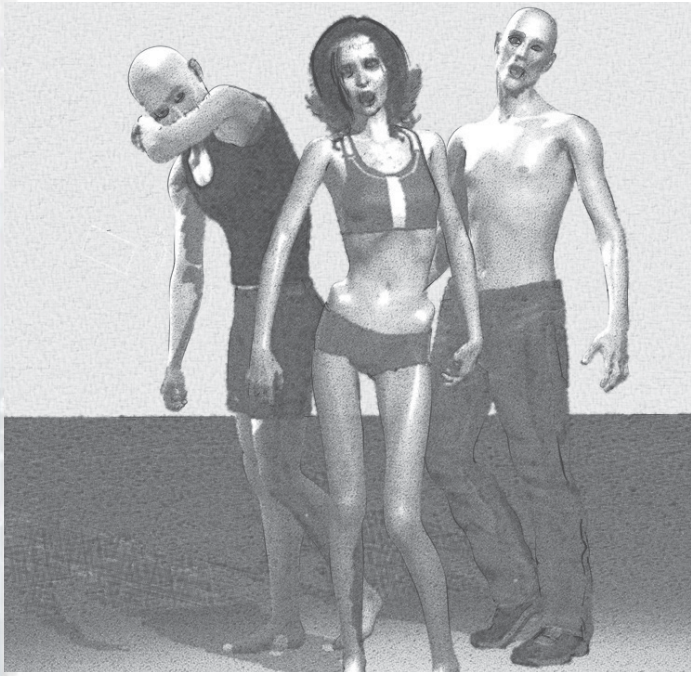
Inside the house, the smell of corruption and death is even more intense. The PCs will have to make Stamina plus Toughness rolls to avoid becoming seriously nauseous (vomit, losing all actions for four (4) turns). Don't forget any potential additional penalties for those having the Squeamish Flaw!

The lower floor of the house has dozens of filthy, rotting mattresses strewn about. There are a lot of drug users here; three times (3x) as many drug users as there are PCs.

They are all terribly pale and pasty. They're moving feebly, twitching and moaning in a rictus of drug-induced euphoria. There are people of every race here, male and female, but they mostly appear to be homeless or otherwise financially disadvantaged.

Rolls on Perception plus Medicine will reveal the source of the smell of corruption and decay. Though these people are moving and moaning, they are not, strictly speaking, breathing. They certainly have no pulse, and they are cool to the touch. Room-temperature cool.



The official diagnosis is that these people are deceased.

There is a flight of stairs leading to the upper floor, and a few cans and wrappers scattered about. That is the entire contents of the lower floor.

If anyone tries to revive or treat any of the deceased drug users on the floor, the Something Bad will happen.

If anyone attempts to go up the stairs, the Something Bad will happen.

If anyone attempts to leave through the front or back doors, the Something Bad will happen.

If the party has bypassed the lower floor entirely somehow, feel free to skip the Something Bad, and read ahead to The Second Story. Just be prepared to come on back to the Something Bad.

It should be clear at this point that the Something Bad is pretty likely to occur.

The Something Bad

Those are dead people on the floor. Full-on dead people, deceased anywhere from an hour to four days. They display signs of locomotion, but not metabolism.

Yeah, they're pretty much Zombies. If anything triggers the Something Bad, they all stand up and start attacking anything living near them.

It will take them two turns to get to their feet. This is a good time for Will rolls for Squeamish PCs, or any who might have Necrophobia. While they are rising, they cannot attack, and will not get to make defensive rolls.

Once they stand up, it's a different story. They're not just zombies, they're also kinda quick. These are essentially modified Mild Opposition; they all have the Undead package, and a few perks.

Narco Zombies

Roll to Hit/Defend	10
Damage	10
Damage Resistance	14
Risk	70
Shrugs	4

They're Non-Metabolic, so they're immune to suffocation and toxins, among other things. They can sense life itself, so even if their vision is obscured, they can still find their targets.

They also have Shrugs. They're not mooks, and so they're harder to put down than the average bad guy. This means they also have Risk that they can spend, which they'll generally use to increase (or double) their Damage. PCs are crunchy on the outside; sometimes you need a little extra "oomph" to get to the chewy center.

Like your average movie Zombie, however, a successful attack to the head (minus three (-3) called shot penalty) on which the Zombie fails to successfully roll to save against Damage will immediately terminate the Zombie. Otherwise, you're just blowing chunks off until there isn't enough Zombie to keep coming at you.

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There's also three times (3x) as many of them as there are the PCs. It's not quite as bad as a fight with guys that are armed with machine pistols, but it isn't good.

The Zombies will attempt to grapple the PCs. If they get a successful grapple, they will move in for a bite.

If the prospect of being bitten by a Zombie scares the crap out of the PCs, so much the better. Fortunately for them, the bite of these particular Zombies isn't contagious. Hurts like hell, though.

Of course, if the PCs want to freak out a little bit over having been bitten, that's perfectly fine. Once they get a chance to rest up, a roll on Perception plus Medicine should tell them that the bite isn't infectious, and they are in no danger of becoming a Zombie themselves... as far as medical science can tell.

If the party is lucky enough to have members with the Mind of Power and/or Spell Slinger Merits, a simple roll on Perception plus Do Magic or Use Psionics will find that there are also no magical or otherworldly components to the bite... these aren't contagious Zombies.

The Zombies have nothing of value on them... everything of value they may have had went into taking the dose of Romero that effectively killed them.

The Second Story

The upstairs of the house is currently unoccupied. There are stacks of cash on a table, along with a few cell phones. There are also a dozen fully loaded clips for the nine-millimeter machine pistols being used by the thugs. Aside from that, there really isn't much, which is surprising.

The cash amounts to about $6,000.00, which is a nice little sum. A successful roll on Intelligence plus Streetwise or Business will tell the party that this isn't nearly enough money for the kind of narcotics operation occurring here. It's like they're giving the drugs away for next to nothing, and that doesn't make a lot of sense. This goes far beyond "the first taste is free." This operation is being run at a loss.

There are also a few small cases near the cash, each of which holds ten glass phials with a dark liquid in them. There are fifty of these in all.

While there are no labels on the containers, this would appear to be Romero - the pure stuff. There's plenty here to be analyzed.

An examination of the cell phones will find that most of them have had their memory cards pulled. There's one that was still being worked on, though. It will be tricky, and require both an Intelligence plus Electronics and a Perception plus Computer roll, but the memory in the phone has a set of GPS coordinates in it. The phone's memory knows the coordinates only as "the office."

If the party has bypassed the lower floor to get to the upper floor, and goes down stairs, the Something Bad (above) happens.

The Hunt Is On

There are a few leads to be followed at this point. There's the mysterious cell-phone lead to "The Office," the phials of Romero to be analyzed, and of course, a little PC legwork.

Researching the address of "The Office" will find it to be an office within a local business park. It is currently being rented by a company named "Creative Property Management Incorporated," a real-estate concern.

Anyone looking into the identities of the Zombies and/or where they came from will find that they were part of a larger group of homeless persons squatting in this neighborhood. There are around six dozen more homeless hiding out in the run-down houses around the drug house; about half of them are veterans of middle-eastern conflicts, the rest are just random humanity caught up in horrible financial times.

Anyone asking around a little amongst the local homeless population may find, with a successful roll on Perception plus Communication, that there have been some people in suits coming around and pressuring people to move away from the area, "or else." While no strong-arm tactics have been used, one or two of the homeless folks have seen the suits interacting with the thugs at the drug house.

If the PCs take this course of investigation, one of the homeless vets will approach them with the license plate number of a car that the suits were driving. "Looked like a company car; too clean, and special markings on the plates."

Checking on the plates will be tricky (Intelligence plus Computers at a penalty of minus three (-3)), but they will find that the car is registered to Creative Property Management, Incorporated.

Clearly, a visit to these corporate offices is indicated.

CPM, Inc.

Creative Property Management, Incorporated does have a website accessible by the public. It is hastily put together, contains nothing like actual information, and might as well have been a template that they got

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for free with their web software. The e-mail links on the website all lead to e-mail addresses with permanent fatal errors; there is no actual way to contact the company through the website.

The company's telephone isn't much better as a means of contact. Their listed number is answered by a receptionist who works for an e-office firm; she's paid to answer phones and take messages, but she doesn't even work directly for CPM. She can pass along questions, but she honestly doesn't know anything about CPM herself.

That leaves only a visit in person. Regardless of the hour, or the day of the week, the office is occupied and ready to take on "visitors."

The business park that the office occupies is mostly deserted; the CPM office is the only one currently being rented.

It is routinely patrolled by a number of men in suits; they match any descriptions the party may have gotten from the homeless community. They are, in a word, unfriendly.

There are as many men in suits as there are PCs. They are, to a man, mooks, but they're armed with large handguns (.50 caliber semi-automatics) loaded with Armor Piercing rounds. They're wearing second-chance Tactical Vests, so aiming for center mass might not be the best bet; they are mooks, but their vests still need to be defeated to damage them in the torso. They're among the best "security" that money can buy, so dealing with them, even though they're minions, may be difficult.

The Suits

Roll to Hit/Defend	14
Roll to Hit with Pistol	15
Damage, Hand to Hand	14
Damage, Pistol	20
Damage Resistance (vest)	30
Shrugs (vest)	3
Armor Shrugs (vest)	2
Damage Resistance (guy)	18

These particular members of the opposition are also equipped with the God of Reloading Merit and a few spare clips of ammunition. They're unlikely to run out during a fire fight.

Aside from their expensive pistols and vests, the suits all have about $1,000.00 in cash on them, a few credit cards, expensive sunglasses, and headset communicators.

Of course, it might be possible to get into the office of CPM without alerting the patrols; that will require rolls on the Stealth skill, some Lockpicking, and Security in order to not trip the alarms on the door.

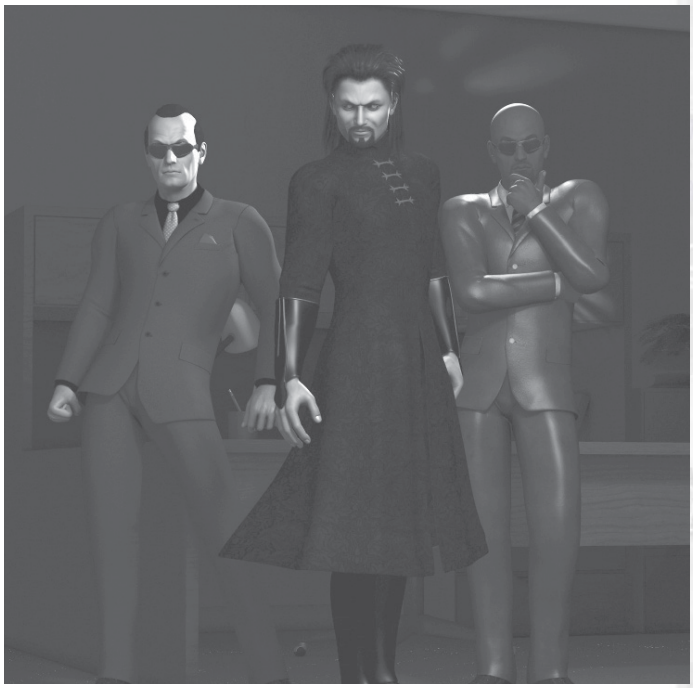
Whether by Stealth or by force of arms, things get weird once people get into the office.

Meet Doctor Despoil

Inside the office there is very little furniture; there is a desk and desk chair, a small table with a few stools around it, and a couch. On the desk is a complicated-looking chemistry rig; it doesn't take a roll at all to determine that it is cranking out Romero.

There is a man on the couch, and two dangerous-looking men in suits on the stools.

A man rises from the couch when the office is entered; even if it's entered by stealth. This individual seems quite aware his domain has been penetrated. As soon as he stands, the two men on stools will suddenly notice the PCs and also rise. They will not draw weapons, but they're obviously ready to.



The man is in dark robes, holding a black snake-headed staff in one hand and a highly unusual looking weapon in the other. PCs with the Higher Tech Merit will be able to tell that it's a blaster pistol.

"So," he will say, "you're the people interfering with my operation."

There are a couple of ways this could go. The party could try talking, or a fight can break out.

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If the party tries to talk it through, the man will be generally courteous. He will be happy to inform them that his name is Doctor Despoil, and that he is the CEO of Creative Property Management, Incorporated. He will explain that he's been hired by a large development firm to clear out a section of the city, and he really needs the homeless people to leave now. He was quite prepared to unleash a miniature Zombie apocalypse on the neighborhood to clear it out, and tomorrow, he'll likely start that right back up.

It's at about this point that he will try to use his Dominating Gaze power on the most dangerous appearing PC. Doctor Despoil will spend ten (10) of his Risk points, and try to roll a fourteen (14) or less... the total of his Perception plus Use Powers skill. If he succeeds, his target will have a chance to roll their Will stat plus their Toughness skill, at a penalty of minus five (-5). If the PC fails this roll, they are the thrall of Lord Despoil for an hour.

Should he succeed in his Dominating Gaze attack, Doctor Despoil will command his new thrall to subdue all of his companions, at which point the fight is probably on.

Should he fail, it will be apparent that he tried to do *something*. If any of the PCs have the Supernatural Merit, and can make a successful roll on their Perception stat plus Use Powers skill, they will know exactly what Doctor Despoil just tried to do. At this point, the fight is probably on.

In the event that a PC becomes the thrall of Doctor Despoil, the only chance that they have to become free sooner than the power's hour of duration is The Deal. This would be a good time to announce that The Deal is in Full Effect, and see what the PCs can come up with. It could be as simple as spending a bunch of Risk (not less than ten) and slapping the thrall while screaming "WAKE UP!" Whatever they come up with (if anything), make sure to make a note of it. It might become important later on.

The two men in suits are the leaders of the patrol group outside. They are slightly more dangerous in that they are lieutenants; they have both Risk and Shrugs.

If the patrol group has not been eliminated by now, they will get called in.

As if that isn't bad enough, should a fight break out, the back door of the office will open and disgorge twice (2x) as many Zombies as there are PCs. These Zombies are identical in performance to the ones back at the Romero Den.

Doctor Despoil isn't the kind of person to be talked out of doing what he wants. The likelihood of a fight occurring is pretty close to one hundred percent.

The Suits

Roll to Hit/Defend	14
Roll to Hit with Pistol	15
Damage, Hand to Hand	14
Damage, Pistol	20
Damage Resistance (vest)	30
Shrugs (vest)	3
Armor Shrugs (vest)	2
Damage Resistance (guy)	18
Shrugs (guy)	5
Risk (guy)	90

Doctor Despoil

Roll to Hit/Defend*	16
Roll to Dominate	14
Damage (Staff)	18
Damage (Blaster)	25 (AP 4)
Damage (Hand to Hand)	16
Damage Resistance	14
Risk	130
Shrugs	5
*Roll to hit with Blaster	18
*Has Dodge and Parry without Penalty	

Doctor Despoil does not know the meaning of the word "quit." His blaster pistol is equipped with an Eternity Cell and he has a LOT of Risk, so he'll just keep plugging away as long as he has Shrugs, unless it looks like he's absolutely certain to lose.

If (or when) it becomes clear that he's going to lose, however (goes to one or zero Shrugs or *somehow* it clearly becomes an overwhelming impending tactical defeat), he will scream loudly "NO ONE DEFEATS LORD DESPOIL," after which he explodes.

Well, it certainly looks and sounds like an explosion. Bright light, loud bang, cloud of white smoke. No amount of checking with the Perception stat will detect a hint of magic, psionics, or powers in the explosion... he's just gone.

The suits got paid to finish the fights they started, on the other hand, and the Zombies will have to be put down; they don't know how to stop fighting.

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Aftermath

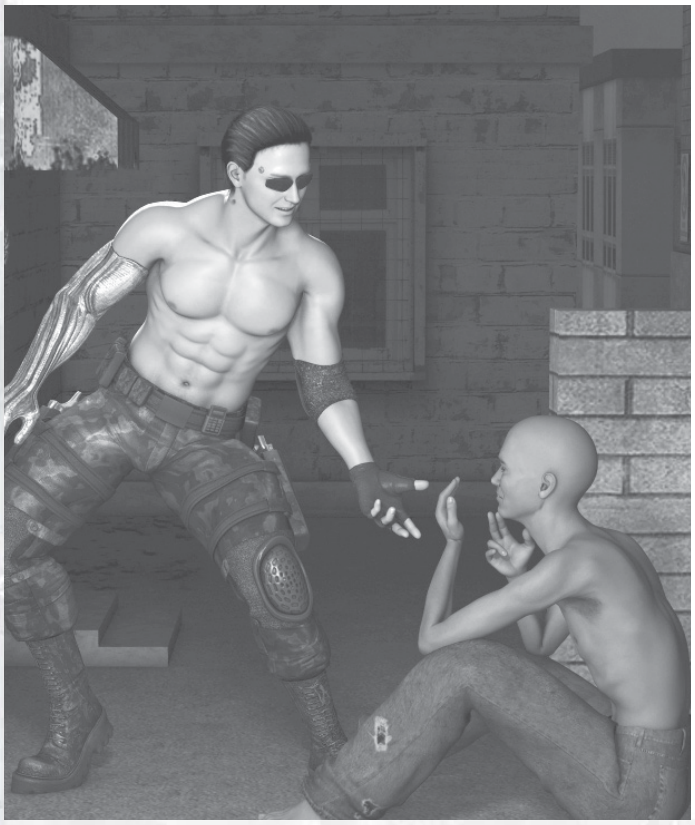
Doctor Despoil left none of his equipment behind, even some sections of the chemistry rig will have mysteriously vanished. Without them, it seems completely impossible to duplicate the process for producing Romero.

There is no evidence whatsoever that can identify whatever corporate client had hired Despoil to clear out the homeless. Someone may try again in the future, but whoever does, they won't be engaging in any Zombie-drug scams.

One of the two leaders of the men in suits has a small personal computer with links to their accounts. A roll of Intelligence plus Computers, at a penalty of minus two (-2), will net the party $100,000.00.

The homeless community will be very grateful for the Party's intervention. This could turn into some very good street contacts, or even some emergency combat allies in the form of some homeless veterans.

The PCs should get an Improvement Budget of $5,000.00 at a minimum, or up to $7,500.00 if they performed with tremendous inspiration and creativity. If any of the money from the suits' account is given to the homeless to help them out, the PCs should get another thousand or two as a bonus. In the war for the future and destiny of mankind, it's often just as important to help the helpless as it is to put down the bad guys.



Despoil's Gambit:
An Adventure in Stellarpunk Genesis

The Milky Way Galaxy of Stellarpunk Genesis is literally packed with sentient races flinging themselves into space. Some of them have achieved a level of understanding that makes this a wise step in their racial evolution, some of them have only just learned how to rub two sticks together and still think that clubbing each other in the head is entertainment.

With the speed of the FTL travel taught by the Starport Universities, action and adventure in space can happen just about anywhere. There's a sizeable portion of space at the galactic core that people stay the hell out of, because no one wants to mess with an active supermassive Black Hole. That still leaves a lot of real estate to go flying around and having adventures in.

All of which is to say that there isn't a particular place in the Milky Way that this particular adventure has to occur. Space is rife with dangers, and one never knows exactly what one might encounter while among the stars.

Characters

The PCs in this adventure will be starting out as crew members of a Space Transport. They can come from many different worlds or just one; people come to work together on space ships for all kinds of reasons. Just about any package can be applied as an alien race; a Character with the Mechanical package makes a good robot in this Era.

Being a space ship crew, they may want to spread a few specific skills around. There should probably be a pilot, and someone who can fix things is always a good idea. There may be some combat occurring, so skills in that area can certainly help.

Alternately, the party could be a group of passengers with almost no skill in actually operating the vessel; that will make things challenging, but very interesting.

Martial Arts, Mechanica, Powers, and Psionics are all certainly available without too much limitation. Powers can take the form of special alien abilities. The one thing that may not be too common is Magic, but it's certainly possible that a Character can come from a race that has managed to unlock the secrets of the arcane. It's probably a good subject for "The Deal." "Magic is kind of rare... are you willing to take the Wanted Flaw if you have the Spell Slinger Merit?"

Just about any Space Era equipment is available in this setting; Characters who may have come from

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worlds without highly developed technology can certainly have access to Near-Modern or even Fantasy Era equipment; they just shouldn't be too surprised when the Characters with Space Era equipment are shooting stuff up a little faster.

The Space Transport is a freebie in this adventure; no one has to pay for it out of their own pocket. The bad news is that it doesn't come with any Escape Pods.

The other bad news? As the game starts, all of the red lights and sirens on the ship are on.

Red Alert!

While traveling in Hyperspace, the party's ship collides with a random Hyperspatial artifact. This is virtually unheard of; the Starport University system tends to refer to Hyperspace as a large and safe emptiness. As rare as this occurrence is, it's hashed up the ship pretty badly.

The ship's power system is badly damaged, and the FTL drive is completely shot. The ship precipitates into normal space, where the life support system blows out. The STL drives are still usable, but they're in the process of failing.

There are several gravity wells in the area where the ship re-enters normal space, and none of them appear friendly. There are five of them; "free" planets, large rocky bodies that are not orbiting a star, but rather are drifting through interstellar space. They read as hostile environments; blasted orbs of jagged iron and silicon covered in a slush of frozen methane and carbon dioxide. They measure just barely above absolute zero at their surface, and their treacherous geology hasn't left anything like flat horizontal areas suitable for landing.

If someone can make a roll on Perception plus Instruments, though, they'll spot a big artificial structure trapped in the orbit of one of the planets. It reads as metal, hollow, and with a breathable atmosphere inside. It's large enough to dock the ship to.

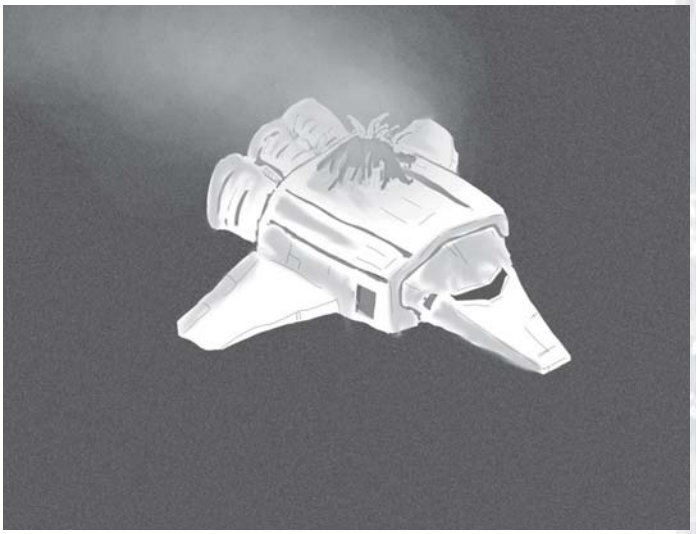
(This is a bit of a railroad; there's really only one good choice for the party to make. However, sometimes, half the fun is getting there).

Getting anything done at the moment is a matter of making some tricky rolls. The ship is literally falling apart around the PCs.

If the PCs have elected to play the ship's crew, they're going to have to struggle to get the ship to the artificial structure in time to save everyone's life.

If, on the other hand, some or all of the PCs have elected to play passengers, rather than crew, they're STILL going to have to struggle to stay alive. Any NPC crew members (all of whom were probably wearing red shirts) were killed by explosive showers of sparks when the ship hit the Hyperspatial artifact.

There are some difficult rolls to be made here. This is a good time to start asking for these rolls in a voice tinged with panic; this is a bad situation, and this is a good place to introduce some dramatic tension.



At the ship's current top speed and with ideal conditions, it can reach the artificial structure in twenty (20) minutes.

The ship's power system is like a flickering candle threatening to go out. Rolls on Intelligence plus Repair or Engineering at a penalty of minus two (-2) are required; each roll represents five (5) minutes of work. A success keeps things going for another five (5) minutes, a failure leaves the ship dead in space for a few minutes (and prolongs the time it will take the ship to reach the station). A critical success might stabilize the ship at a low level of power for the duration of the trip, while a critical failure may cause the ship's power system to shut down completely or explode a little. Anyone working on the power system should make a Damage Save against an incoming damage of thirty (30!) in the event of an explosion. Alternately, burning Risk on re-rolls can prevent catastrophe.

If the power system fails, the ship is Dead in Space. During any time that the power system is inactive, the life support and STL drive are also inactive.

Unless everyone on the ship has purchased a space suit, or some other form of life support, it would probably be best to keep the ship's life support systems working. That will take rolls on Intelligence plus Repair or Engineering at a penalty of minus one (-1) for every five (5) minutes. A success keeps the air flowing; a failure means that the crew has five (5) minutes before they start making rolls as per the Suffocation rules (page 97).

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Fortunately, five (5) minutes is enough time to make another roll to maintain life support. A critical success may stabilize the life support systems until the ship can reach the structure, while a critical failure means the life support systems are down and can no longer be repaired. That means there are five (5) minutes worth of breathable air on board the ship, regardless of the ship's distance from the structure. Stress this.

The STL drive is struggling along on limited power and with a failing motivation system. It will take a roll on Intelligence plus Repair or Engineering at a penalty of minus one (-1) to keep the ship moving for five (5) minutes. Thanks to Newton's first law of motion ("The velocity of a body remains constant, unless the body is acted on by an outside source"), the ship will continue to move should the STL drive fail, but it will not be moving in the right direction, effectively wasting the five (5) minutes that it is out of action. A critical success on this roll means that the drive stabilizes; a critical failure on this roll means that the drive fails completely, and the ship is Dead in Space.

Finally, the pilot has the monumental task of bringing the ship in with limited power, drive, and maneuverability. With all of the systems fluctuating, and the gravity stress of the five free-floating planetary bodies they are near, it will require a roll on Intelligence or Agility plus Piloting: Transport Craft at a penalty of minus three (-3) to keep the ship on course, once every five (5) minutes. A successful roll means the ship stays on course for five (5) minutes, a failed roll means the ship has drifted, and five (5) minutes are wasted trying to bring the ship back on course. A critical success sets a course that negates the minus three (-3) penalty for the remainder of the trip; a critical failure leaves the ship trapped in a decaying orbit around one of the free planets, making it effectively Dead in Space.

If all goes well (and/or with the expenditure of a HUGE amount of Risk), the ship should reach the artificial structure, where a simple Intelligence plus Piloting roll will allow them to dock (providing the ship still has power).

If all does not go well...

Dead in Space

This is a bad, bad situation. If the problem is a matter of the STL drive or the pilot failing, then there's the problem of keeping the life support going. If the problem was the power system, it's a whole other ball of wax. Life support down, lights slowly fading out, temperature slowly dropping; the ship is slowly becoming a lonely tomb in the middle of nowhere.

Never has there been a better time to announce that "The Deal is in Full Effect." Science fiction literature is just chock full of situations like this, where people have to scramble to find a solution to a horrible emergency; that's because science fact is chock full of the same stuff.

From the desperation of the Apollo 13 astronauts having to reconfigure the carbon scrubbers in their capsule to the most dizzying flurry of starship antimatter technobabble, one thing is certain; there's always a way.

Let the Players talk it out. Slow down the passage of time a bit; remember to ask for those life support rolls if they're still applicable, but give the group time to think. Maybe they could drain all of the batteries in all of their equipment into the ship's power system for one last massive push towards the structure. Maybe they could detonate the unstable elements of the power system outside of the ship so that the explosion moves them towards the structure.

If they get to this point, the solution should cost them something, hence "The Deal." Maybe it's all of their batteries. Maybe it's the ship as a whole. Maybe someone has to perform some heroic and nearly self-sacrificing act.

And, whatever they come up with, give them a roll (or several rolls) to make it happen, let them burn Risk to increase their odds and/or re-roll, and let it work. If the party is worn out, stressed, and depleted of resources by the time they make it to the structure, you've done your job well.

The Inert Structure

Up close, it resembles an old-fashioned space station. It's a huge wheel with spokes, the outer ring pocked with view ports and docks.

The party's ship can dock with it, but the ship is pretty much shot at this point. Docking is the last act it's going to be able to perform; everything just breaks at that point. It was a miracle to have gotten it this far. So, their transport is gone, but there's air and warmth, at least, inside the wheel.

For all intents, it operates like an Orbital Habitat (page 171), save for one; there's a massive fusion drive on the hub. It can't travel faster than the speed of light, but it's a space ship. A very old space ship.

Inside, the three decks of the outer ring are wide walkways, lined on both sides with cryo-stasis tubes. In the tubes, which are all still functioning, are living humanoids in perfect stasis.

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The structure is a colony sleep-ship. A roll on Perception plus Engineering can date the ship at thirty thousand years old. It was built well, and built to last.

A roll on Intelligence plus Academics or Lore: Enigmas will tell the party that the ship could not possibly have been meant to be trapped in orbit over this hostile, dead world; the ship is off-course, and without intervention, it will never arrive at its destination.

The occupants of the stasis tubes can be examined with a cursory visual inspection (Perception plus Medicine) or by examining the readouts on the tubes (Perception plus Instruments or Computers). They are essentially humans with the Slims package (page 54), with an even mix between males and females. They are all in excellent physical health, and could survive the process of being thawed out.

If the tubes are tampered with, or any attempt is made to thaw out any of their occupants, the Maintenance Robots will arrive and attack (see below).

There are six entrances to the large spokes connecting the outer ring to the hub. These entrances are sealed by locked doors; it will take a roll on Intelligence plus Computers at a penalty of minus three (-3) to open them; they're using an unfamiliar operating system, and they're designed for security.

If an attempt is made to open these entrances, the Maintenance Robots will arrive and attack (see below).

There are a number of other docks on the outer ring of the structure. A roll on Perception plus Computers at a penalty of minus two (-2) will tell the party that, of the forty docks, thirty-eight of them were last cycled thirty thousand years ago. One was cycled when the party entered, and one was cycled only one week ago.

There is a computer system running throughout the structure, with terminals every thirty feet or so. If someone attempts to log into the computer, or to alter or dismantle a terminal, the Maintenance Robots will arrive and attack (see below).

Pretty much, at some point in time, the Maintenance Robots will arrive and attack.

The Maintenance Robots

They're as old as the structure, and just as well-built. They're Challenging opposition with the Mechanical package, and a few additional bits of Mechanica and Powers. There are as many of them (in each group) as there are PCs, and they know nothing of parlay or surrender.

They've been reprogrammed to be ruthless and implacable. They're going to have to be beaten down. Good thing they're mooks, even if they have Armor Shrugs.

The Maintenance Robots

Roll to Hit/Defend	14
Roll to Hit with Laser	19
Damage, Hand to Hand	14
Damage, Laser	20 (AP 2)
Damage Resistance	33
Armor Shrugs	2

Once a robot is defeated, it's possible to "hack" its computer brain of one of the robots; it requires a roll on Intelligence plus Computers at a penalty of minus two (-2).

There are two levels of programming in the Maintenance Robots: the first is a simple operating system with technical information about the structure. The second is a set of much more recent commands (within the past week) directing them to respond to intruders within the structure with deadly force.

Also in the computer of the robots is the access code to the spokes which lead to the hub.

Entering the door using these codes does not trigger another attack by the Maintenance Robots. The spokes are about two hundred feet long, and are built very tough. At the far end are doors without security locks. They open at the touch of a fairly obvious panel.

In The Hub, Middle Deck

There are three decks to the hub; the spokes lead to entrances on the middle deck. A loud chime rings throughout the hub when someone enters from a spoke; the system that accomplishes this is entirely on the inside of the hub, so there's no bypassing it (or even noticing it) before entering.

This deck is a fairly large hangar; it can accommodate up to four Space Transports. There is a transport of fairly modern (yet unfamiliar) design currently inside of it.

Alerted by the chime, four large, ugly monsters come charging down the transport's cargo ramp, intent on doing harm to the party.

These are true monsters (have the Monster package), and they have no qualms about being all monstrous with the party. They aren't interested in talking, and even gentle telepathic contact will only serve to drive them into a rage. Aside from what evolution has provided them with, they are unarmed.

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These are not mooks, but lieutenants. Thanks to the Monster package, they also regenerate one (1) Shrug every six (6) turns, even if they are Unco. Best not to turn one's back on them, even if you think they've been beaten...

Alien Marauders

Roll to Hit/Defend	14
Damage	24
Damage Resistance	33
Armor Shrugs	1
Risk	90
Shrugs	5

They are carrying no other equipment.

Their ship is nearly in perfect working order, there is currently no other crew on board. The power system is, however, completely inert; a key component has been carefully removed.

A Intelligence plus Streetwise roll will reveal this to be a common pirate's trick for securing one's ship. There is no jury-rig for this lost component; the owner of the ship is likely carrying it.

In The Hub, Lower Deck

The lower deck of the Hub contains the fusion drive system. It is huge and clunky, antiquated but in good working order. It lacks the power to get the structure out of orbit, however; it was designed for clear interstellar flight, not maneuvering around gravity wells.

There are about two dozen maintenance robots down here as well, but they have not been reprogrammed. They aren't interested in communicating with anyone; they have very simple program directives ("keep the structure in perfect working order"), and that's all they will do.

If attacked, they will defend themselves.

In The Hub, Upper Deck

The upper deck of the Hub is a massive control room with primitive navigational arrays and a lot of large flat-screen panels.

In the center of it, flanked by two of the Alien Marauders, is an apparently human male in dark robes. He is holding a black snake-headed staff in one hand and a blaster pistol in the other.

"You're interfering in something you don't want any part of," he will say to the party.

There are a couple of ways this could go. The party could try talking, or a fight can break out.

If the party tries to talk it through, the man will be generally courteous. He will be happy to inform them that his name is Despoil, a mercenary scientist in the hire of these aliens, whom he refers to as "The Traders." They have diverted this structure into the gravity well to assure that the colonists never reach their destination, a planet that the Traders would eventually like to own themselves. The Traders are now planning on taking the cryo-stasis tubes off the structure and selling their occupants into slavery or medical experimentation, whichever is more profitable. He is not interested in helping the PCs in any way, but the Traders might be willing to give them a lift, if they'll be kind enough to voluntarily step into some cryo tubes.

It's at about this point that Despoil will try to use his Dominating Gaze power on the most dangerous appearing PC. Despoil will spend ten (10) of his Risk points, and try to roll a fourteen (14) or less... the total of his Perception plus Use Powers skill. If he succeeds, his target will have a chance to roll their Will stat plus their Toughness skill, at a penalty of minus five (-5). If the PC fails this roll, they are the thrall of Despoil for an hour.

Should he succeed in his Dominating Gaze attack, Despoil will command his new thrall to subdue all of his companions, at which point the fight is probably on.

Should he fail, it will be apparent that he tried to do *something*. If any of the PCs have the Preternatural Merit, and can make a successful roll on their Perception stat plus Use Powers skill, they will know exactly what Despoil just tried to do. At this point, the fight is probably on.

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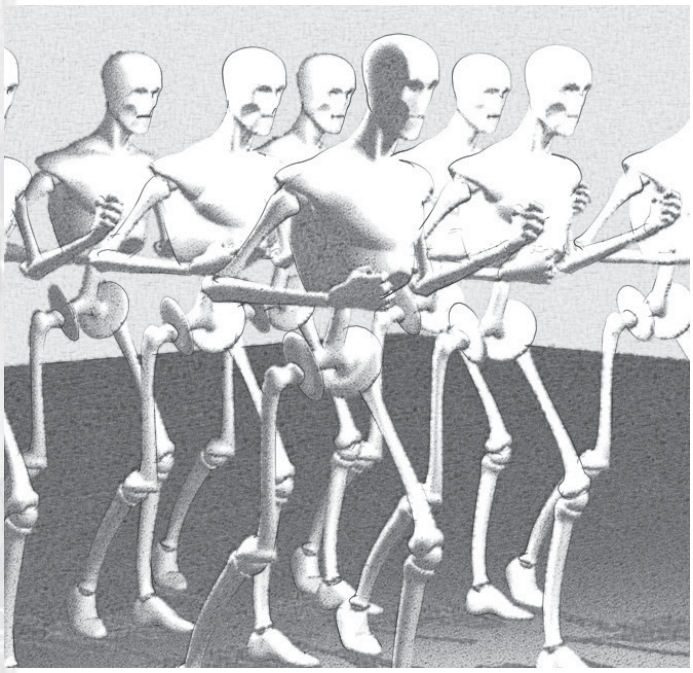
In the event that a PC becomes the thrall of Despoil, the only chance that they have to become free sooner than the power's hour of duration is The Deal. This would be a good time to announce that The Deal is in Full Effect, and see what the PCs can come up with. It could be as simple as spending a bunch of Risk (not less than ten) and slapping the thrall while screaming "WAKE UP!" Whatever they come up with (if anything), make sure to make a note of it. It might become important later on.

The two Traders are the Captain and first mate of the transport. While they might like to make a profit off of selling the PCs, they'll be just as happy to carve them up and sell them on the galactic exotic meats market.



As if that isn't bad enough, should a fight break out, twice (2x) as many reprogrammed Maintenance Robots as PCs will storm into the upper deck of the Hub.

Despoil isn't the kind of person to be talked out of doing what he wants. The likelihood of a fight occurring is pretty close to one hundred percent.

Despoil

Roll to Hit/Defend*	16
Roll to Dominate	14
Damage (Staff)	18
Damage (Blaster)	25 (AP 4)
Damage (Hand to Hand)	16
Damage Resistance	14
Risk	130
Shrugs	5
*Roll to hit with Blaster	18
*Has Dodge and Parry without Penalty	

Doctor Despoil does not know the meaning of the word "quit." His blaster pistol is equipped with an Eternity Cell and he has a LOT of Risk, so he'll just keep plugging away as long as he has Shrugs, unless it looks like he's absolutely certain to lose.

If (or when) it becomes clear that he's going to lose, however (goes to one or zero Shrugs or *somehow* it clearly becomes an overwhelming impending tactical defeat), he will scream loudly "NO ONE DEFEATS LORD DESPOIL," after which he explodes.

Well, it certainly looks and sounds like an explosion. Bright light, loud bang, cloud of white smoke. No amount of checking with the Perception stat will detect a hint of magic, psionics, or powers in the explosion... he's just gone. A roll on Perception plus Lore: Enigmas will reveal that there's a hint of xenodimensional energy, but there's really not much to be done with that information.

The Traders will not stop fighting until they are soundly defeated; they're quite psychotic. If they are reduced to Unco, they will regenerate one (1) Shrug every six (6) turns (30 seconds) until they are at zero (0) Shrugs, conscious, and ready to continue the fight.

Likewise, the reprogrammed Maintenance Robots simply are not programmed to stop while they can still function.

It should be a nice little royal dustup, but determined PCs can accomplish a lot when they set their minds (and Risk) to a task.

Aftermath

While none of Despoil's equipment seems to have been left behind, the Captain of the Traders did indeed have the missing engine component in a pouch on his waist. It is an easy matter to install it in the transport's engine, at which point the party is free to leave. Of course, that would leave the inhabitants of the structure trapped for countless eons, until the eventual decay of their orbit and horrific death on a cold and hostile world.

The Maintenance robots can be reprogrammed en masse from the upper level of the Hub (Intelligence plus Computers at a penalty of minus two (-2)), and they can safely wake a few members of the crew, if asked.

The race inhabiting the structure are, among other things, natural telepaths. They will quickly be able to verify anything the party tells them about what their situation is and what has happened. They will ask the party for assistance.

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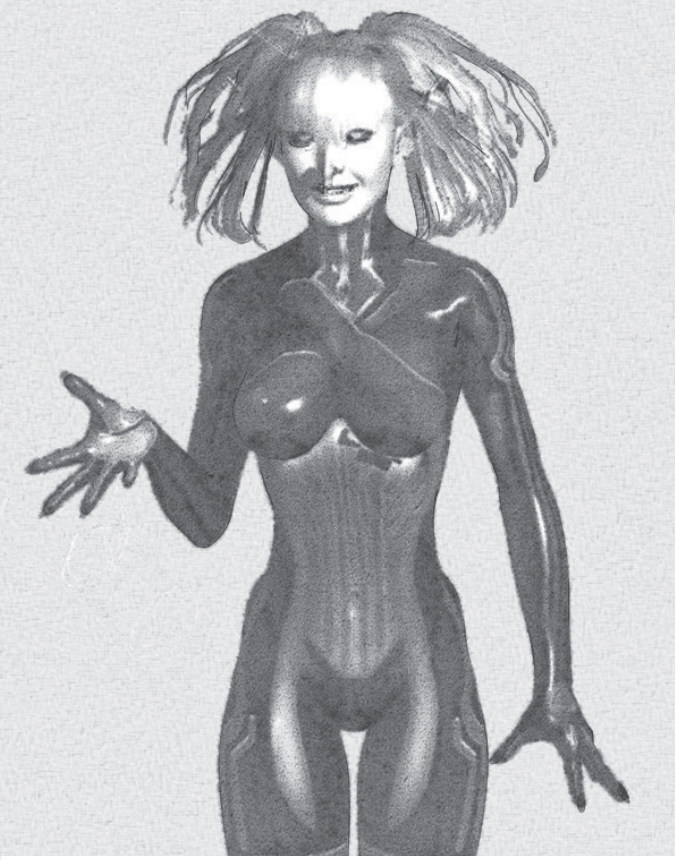
With what is left of the party's original ship, engineers on the structure can improve the structure's STL drive and even incorporate a few other components to jury-rig a slow, but serviceable, FTL drive. If the party agrees to allow them to do this, or even helps them to do it, the grateful crew of the structure will give them some "ancient"artifacts and materials worth $250,000.00. That, and the Trader's Space Transport, makes a nice little reward for crashing and helping out.

If the party doesn't elect to help the crew of the structure, the crew will mentally stun the hell out of them by grouping together and using their Mind Blast power until the PCs are out... this is a cinematic moment of storytelling, no rolls required. The party will simply suddenly blink, and wake up in empty space, flying the Trader's Space Transport fully loaded with supplies and good navigational data, and the vague feeling that they got rolled. They won't get the bonus reward, but the crew aren't holding any grudges. The PCs have had a hard day.

The PCs should get an Improvement Budget of $5,000.00 at a minimum, or up to $7,500.00 if they performed with tremendous inspiration and creativity. If the party helps out the crew of the structure, that's worth a thousand or two as a bonus. Kindness and generosity isn't required in the universe of Stellarpunk Genesis, but it never hurts.



Against Despoil:
The Adventures as a Mini-Campaign

It is hardly by accident that the main villain in all three sample adventures is the same person. It takes very little effort to turn these three adventures into a miniature Campaign, where the Players can use the same Characters through all three adventures, in any order, and end up at a dramatic climactic battle where they can finally face Despoil to the bitter end.

Select any one of the campaigns as a starting point, and allow the Players to make up Characters for that adventure. It can be entertaining for everyone, at this point, if they're not aware that the Characters may have to operate in more than one Era.

Play the adventure through to the dramatic exit of Despoil in a puff of smoke at the end. This time, though, something is left behind. A tiny black crystal that resonates with otherworldly energy... a roll on Perception and *any* of the Special Skills reveals that the crystal resonates with the energies that flowed through Despoil, and that *something* interesting will happen if the crystal is broken.

It has a DR of 20 and 2 Shrugs. That shouldn't be hard for a determined party.

Once broken, the crystal creates a ten (10) foot gateway into... something. Perception plus Special Skill rolls will sense that, somewhere on the other side of that gateway is Despoil.

At that point, they should also realize (perhaps thanks to Perception plus Investigation rolls) that there are people missing. Some of the villagers are unaccounted for. There are homeless people from the community missing. Some of the Cryo Tubes are gone. When Despoil left, he took some of the innocent people involved in the adventure with him.

And the gateway is closing. They should probably go through it if there's to be any hope of getting those innocent people back.

If they balk, let the Players know that this is the next part of the adventure, and they should go with it.

Once the PCs have gone through the gateway it collapses, leaving them at the starting point of the next adventure.

Give them the improvement budget from the last adventure and a little time to spend it... perhaps end the session for the night at that point, to be picked up at the new adventure when they reconvene.

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These adventures take on a whole new level when you play them with Characters not from the adventure's Era. Fantasy Characters will have a lot of coping to do in the Near-Modern Era of Destiny 2025; that's nothing compared to how Fantasy Characters will have to try to cope with a crashing Space Transport AND out-of-Era penalties!

(To be fair, when introducing the Shatter'd Earth Characters into the Stellarpunk Genesis adventure, having an "emergency technical hologram" on the ship to explain what is happening and what they need to do, as well as a good selection of High Tech Wonder Tools, would make it more of a fighting chance and less of a tragedy waiting to happen. That, and liberal use of "The Deal").

At the end of the second adventure, Despoil again escapes, and again leaves a crystal. The party should know what to do with it by now, and they're off to the third adventure!

After the third adventure, when Despoil escapes a third time, the crystal's gateway leads to the inside of a bizarre fortress composed of elements of all three Eras. There are walls of rough hewn stone, brick and cinderblock, and ultra high-tech carbon composites, all in the same corridor.

Any of the opposition from any of the adventures can pop up, perhaps even in combination. There's nothing wrong with this part being random; the party is essentially in the mind of a madman. Let there be corridors that lead to nowhere, twists and turns that end up in rooms full of ferrets and porridge, even a few rooms where gravity is upside-down and they have to jump "up" to the ceiling to safely cross and jump back "down" to the floor on the other side.

At some point, they can find a room full of the cryo tubes from Stellarpunk Genesis, except the tubes have villagers, homeless people, and structure crew. These tubes also have flexible pipes running into them, and huge pulsing sacks of glowing organs along the walls are slowly pumping life force out of the captured innocents.

Despoil will show up when they've found this, eyes wild.

"You followed me HERE? No one can follow me here! I've had ENOUGH of you... I've barely managed to collect enough subjects to feed as it is! Now you will DIE!"

Gone is his previous penchant for explaining himself. He launches into his Dominating Gaze attack, and summons a bucket of minions.

This is the big fight to end all fights. Each group of opposition, from the Goblins to the Suits to the Traders shows up. They have all been Dominated by Despoil.

If the party has previously found a way to snap someone out of Despoil's Domination, they can now use that to bring any of his allies (even the Maintenance Robots) to the party's side. Handled tactically, this can turn against Despoil very quickly.

Every time Despoil himself takes a Shrug, there is a "POP!" and one of the sacks of organs on the wall bursts. The organ sacks themselves can be attacked... they certainly can't Dodge, but they do have a DR of 45 and 4 Shrugs. Each time one is reduced to zero (0) Shrugs, it pops and Despoil loses a Shrug.

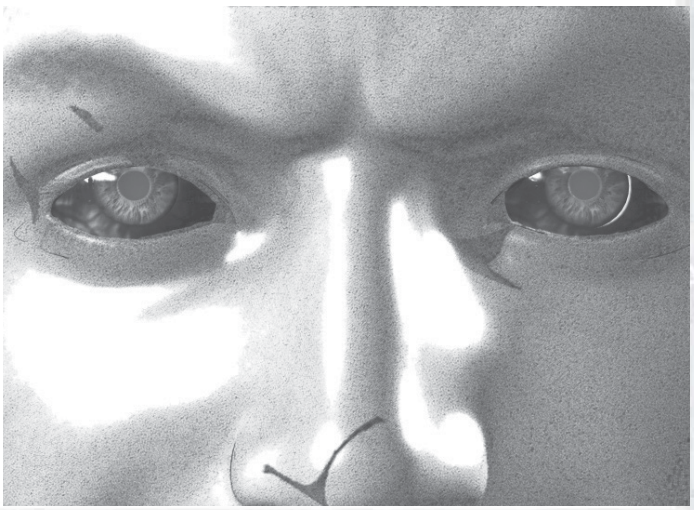
Despoil isn't going down without a fight, but when he goes to negative one (-1) Shrugs or less, which sends him Unco, he screams an inhuman, gurgling, blood-curdling scream, and the entire fortress melts and flows. For a moment, just a moment, it looks like it's going to fall in on the party and drown them.

Then, in the blink of an eye, everyone is back where they started, the party is back in their own home Era, as if they had only just stepped through the first gateway. All of the innocents of their own Era are back, and there is a sense that all of the innocents were returned to their own Era.

The strange, ever-present feeling that Despoil is still around is gone, completely. The villain Despoil is no more.

Give everyone $10,000.00 in Improvement Budget for finishing a campaign, with a bonus of up to $5,000.00 for doing spectacular things at the right moment. Then, sit back, smile, and congratulate them on finishing *this* campaign.

So... what are you going to do next week?



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Appendix II:
Hot Chicks Merit/Flaw Conversions

Hot Chicks Merit	Victory System Merit
A Whore in the Bedroom	Supple Lover
Ambidexterity	Ambidexterity
Artful	Crafty
Bad-Ass	Bad-Ass
Brain	Knowledgeable
Cunning Linguist	Polyglot
Cyber-Enhanced	Moda Mechanica
Danger's Bitch	Riskful
Deadly Aim	Deadly Aim
Drink Like a Fish	Drink like a Fish
Eat Like a Bird	Eat like a Bird
Fast	Fast
God of Reloading	God of Reloading
Haymaker	Haymaker
High Tech	Higher Tech/Highest Tech
Homemaker	Homemaker
Hot Chick	Comely
Hot Dude	Comely
I Know Kung Fu	Martial Artist
Iron Will	Iron Will
Jackrabbit	Jackrabbit
Jock	Athlete
Kick Like a Mule	Kick Like a Mule
Master Cook	Master Cook
Mind of Power	Mind of Power
No Sick Days	Fit as a Fiddle
Pro Jumper	Pro Jumper
Pro Lifter	Pro Lifter
Pro Runner	Pro Runner
Quick	Quick
Really Skilled	Really Skilled
Redline	Transporter
Rich	Rich
Spell Slinger	Spell Slinger
Spy	Spy
Steel-Trap Mind	Steel-Trap Mind
Superlative	Preternatural
Tough as Hell	Tough as Hell
Whip It Out	Fast on the Draw

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Hot Chicks Flaw	Victory System Flaw
A Whore in the Kitchen	Bad Cook
Asthamtic	Asthmatic
Bad Driver	Bad Driver
Butt Ugly	Ugly
Can't Jump	Can't Jump
Can't Stay Dressed	Can't Stay Dressed
Cheap Drunk	Cheap Drunk
Delicate Footsies	Delicate Feet
Dyslexic	Dyslexic
Fashion Victim	Fashion Victim
Forgetful	Forgetful
Frigid	Frigid
Horrific Slob	Horrific Slob
Infertile	Infertile
Low Risk	Riskless
Low Tech	Lower Tech/Lowest Tech
Malleable	Malleable
Nervous Stomach	Nervous Stomach
OCD	OCD
Personal Dedication	Personal Dedication
Phobic	Phobic
Physical Impairment	Physical Impairment
Poor	Poor
Prude	Prude
Psycho	Psycho
Ridiculous Nails	Delicate Hands
Self-Imposed Limitation	Self-Imposed Limiation
Socially Unacceptable	Socially Unacceptable
Squeamish	Squeamish
Strongly Scented	Strongly Scented
Swims Like a Brick	Swims Like a Brick
Throws Like a Girl	Range Challenged
Unskilled	Unskilled
Very Fertile	Very Fertile
Weak as Hell	Weak as Hell

Merits in Victory without Hot Chicks Equivalents:

Bestial Affinity, Coping Mechanism, Era-Wise, Natural Engineer, Night's Eyes, Striking Presence, Well-Funded.

Flaws in Victory without Hot Chicks Equivalents:

Blood Feud, Dishonored, Doubtful Presence, Mental Malfunction, Owned, Sidereal, Stands Out

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Appendix III: Further Inspiration

There's a long list of books and movies that have given us inspiration for hours (and years!) of adventures in games. There's no room for a complete list of these influences (we watch a LOT of movies), but here are a few bits and pieces of literature and culture that might give you some ideas on where the Victory System can take you!

BOOKS

Adams, Douglas; *The Hitchhiker's Guide to the Galaxy* "Trilogy," *Dirk Gently's Hollistic Detective Agency*

Apocryphal Writings: *The Book of Enoch*

Asimov, Isaac: The *Robot* Series, the *Foundation* Series

Asprin, Robert: The *"Myth"* Series

Barker, Clive: just about anything he wrote

Bradbury, Ray: *Something Wicked This Way Comes*

Breathed, Berkely: The *Bloom County* Series

Clairmont, Chris: The *Dark Phoenix* Saga

Doyle, Arthur Conan: The *Sherlock Holmes* Series

Eddings, David: The *Belgariad* Series

Gibson, William: *Neuromancer, Count Zero*

Gygax, Gary: *Gord the Rogue*

Harrison, Harry: The *Stainless Steel Rat* Series, the *Deathworld* Trilogy

Heinlein, Robert: *Have Spacesuit Will Travel*, *Citizen of the Galaxy*, *The Rolling Stones*, *Starship Troopers*

Laumer, Keith: The *Retief* Series, The *Bolo* Series, Knight of Delusions, the Technicolor Time Machine, Dinosaur Beach

Lieber, Fritz: The *Fafhrd and the Gray Mouser* Series

Lovecraft, H.P.: The stories of the *Cthulhu* Mythos

Moorcock, Michael: the *Elric* Saga, the *Corum* Saga

Murphy, Warren and Sapir, Richard: The *Destoyer* Series

Poe, Edgar Allen: just about anything he wrote

Robeson, Kenneth: The *Doc Savage* Series

Smith, E.E. "Doc:" The *Lensman* Series

Stasheff, Christopher: The *Warlock* Series

Tolkein, J.R.R.: *The Lord of the Rings* "Trilogy"

MOVIES

The Adventures of Buckaroo Banzai; Across the Eighth Dimension

Alien

Aliens

Alien Resurrection

Army of Darkness

The Avengers (2012)

The Black Hole

The Blues Brothers

Captain America

Charly and the Chocolate Factory

Cloak and Dagger

The Court Jester

Dead Girl

The Devil's Rejects

Doc Savage: The Man of Bronze

Enter the Dragon

Escape from New York

The Evil Dead

Excalibur

Faster, Pussycat, Kill, Kill!

George Romero's "The Dead" Trilogy

Ghost in the Shell

Goldfinger

The Great Race

House of 1,000 Corpses

In Like Flint

Iron Man (1 and 2)

Jurassic Park

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Krull

Ladyhawke

The Legend of Drunken Master

The Lord of the Rings Trilogy

The Matrix

The Matt Helm Series

Meat Market, I and II

Mortal Kombat

The Ninth Gate

The Nude Bomb (a.k.a. The Return of Maxwell Smart)

Our Man Flint

The Pirates of the Caribbean Series

Prince of Darkness

Return of the Dragon

Shanghai Noon

Smokey and the Bandit

Something Wicked This Way Comes

Speed Racer

Star Crash

The Star Trek Series

The Star Wars Trilogies

The Sword and the Sorceror

Time After Time

Tremors

Tron

Tron Legacy

V for Vendetta

Virus

We are the Night

Willy Wonka and the Chocolate Factory

Xanadu

TELEVISION

Battle of the Planets (a.k.a. G-Force, *Science Ninja Team Gatchaman*)

Battlestar Galactica (1970's)

The Bionic Woman

Buck Rogers

The Dukes of Hazard

Farscape

Firefly

Get Smart

Ghost in the Shell: Stand Alone Complex

Good Eats

Green Lantern

Hogan's Heroes

Iron Chef

Iron Chef (America)

It Takes a Thief

The Man from U.N.C.L.E.

Man Versus Wild

Mister Merlin

Mythbusters

Jason of Star Command

The Six Million Dollar Man

Speed Racer

Star Trek

Star Wars: The Clone Wars

Survivorman

The Thunderbirds

Thunderbirds 2086

Top Gear

When Things Were Rotten

The Wild, Wild West

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Appendix IV: Character Quickref

Rolling Statisitics

D20 roll	Statistic
1-2	10
3-4	9
5-7	8
8-12	7
13-16	6
17-18	5
19-20	4

Method 1, Standard: Roll six (6) statistics, assign them to the six (6) Primary statistics as you wish.

Method 2, Hardcore: Roll six (6) statistics, assign them to the primary statistics in the order that you roll them. This method gives the Character one (1) additional Merit.

Method 3, Purchasing: All stats start at four (4). Purchase statistics off the following chart, with a budget of thirty-five thousand dollars ($35,000.00). Character's starting budget CAN be used as well.

Stat Purchasing

Stat	Cost: Str, Sta	Cost: Agi, Dex, Int, Per
5	$500.00	$1,000.00.00
6	$1,500.00	$3,000.00.00
7	$3,500.00	$7,000.,00.00
8	$7,500.00	$15,000.00.00
9	$15,500.00	$31,000.00.00
10	$31,500.00	$63,000.00.00

Starting budget can be used to improve primary statistics as per the chart below

Stat Improvement

Raising Strength and Stamina from	Raising all other stats from	Costs This
4 to 5	-	$500.00
5 to 6	4 to 5	$1,000.00
6 to 7	5 to 6	$2,000.00
7 to 8	6 to 7	$4,000.00
8 to 9	7 to 8	$8,000.00
9 to 10	8 to 9	$16,000.00
-	9 to 10	$32,000.00

Skill Points

Characters start with fifty (50) Skill Points. Starting budget can be used to further improve skills from this point.

Skill Improvement

Raising a Skill from this to this	Costs This
No ranks to 1 rank	$500.00
1 rank to 2 ranks	$1,250.00
2 ranks to 3 ranks	$2,500.00
3 ranks to 4 ranks	$3,750.00
4 ranks to 5 ranks	$5,000.00
5 ranks to 6 ranks	$6,250.00

Starting budget can also be used to purchase skills that were not acquired using the base forty (40) points.

Skill Purchasing

Buying a Skill you Don't Have to this Rank	Costs this
1	$500.00
2	$1,750.00
3	$4,250.00
4	$8,000.00
5	$13,000.00
6	$19,250.00

Secondary Statistics

Shrugs	Stamina / 2
Speed	Agility + Dexterity + Running
Will	(Stamina + Intelligence) / 2
Initiative	(Dexterity + Perception) / 2
Damage Resistance	Stamina x 2
Armor Shrugs	N/A
Risk Points	Will x 10

Performance Statistics

Running Speed	Speed x 4
Stand Broad Jump	(Agility + Acro or (x)Sports) / 2
Run Broad Jump	(Speed / 2) + Acro or (x)Sports
Stand High Jump	((Agility + Strength) / 2) + Acro or (x)Sports) / 4
Run High Jump	((Agility + Strength) / 2) + Acro or (x)Sports) / 2
Dead Lift	(Strength + Lifting) x 50
Base Throw	Strength + Throwing

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MERITS

5 to start; taking Flaws gains more Merits

Ambidexterity	Martial Artist (s)
Athlete	Master Cook
Bad-Ass	Mind of Power (s)
Bestial Affinity	Moda Mechanica (s)
Comely	Natural Engineer
Coping Mechanism (l)	Night's Eyes
Crafty	Polyglot (l)
Deadly Aim	Preternatural (s)
Drink Like a Fish	Pro Jumper
Eat Like a Bird	Pro Lifter
Era-Wise	Pro Runner
Fast	Quick
Fast on the Draw	Really Skilled (m)
Fit as a Fiddle	Rich (m)
God of Reloading	Riskful (m)
Haymaker	Spell Slinger (s)
Higher Tech	Spy
Highest Tech	Steel-Trap Mind
Homemaker	Striking Presence
Iron Will	Supple Lover
Jackrabbit (l)	Tough as Hell (m)
Kick Like a Mule	Transporter
Knowledgeable	Well-Funded (m)

Notes:
(l) Leveled: This Merit can be taken up to three times
(m) Multiple: This Merit can be taken any number of times
(s) Special: This is a Special Merit

FLAWS

Up to 5; each Flaw gives one additional Merit

Asthmatic	OCD (v)
Bad Cook	Owned
Bad Driver	Personal Dedication (v)
Blood Feud (l)	Phobic
Can't Jump (l)	Physical Impairment (v)
Can't Stay Dressed	Poor
Cheap Drunk	Prude
Delicate Feet	Psycho
Delicate Hands	Range Challenged
Dishonored	Riskless (m)
Doubtful Presence	Self-Imposed Limitation (v)
Dyslexic	Sidereal
Fashion Victim	Socially Unacceptable (v)
Forgetful	Squeamish
Frigid	Stands Out
Horrific Slob	Strongly Scented
Infertile	Swims Like a Brick
Lower Tech	Ugly
Lowest Tech	Unskilled (m)
Malleable	Very Fertile
Mental Malfunction (v)	Wanted (v)
Nervous Stomach	Weak as Hell (m)

Notes:
(l) Leveled: This Flaw can be taken up to three times
(m) Multiple: This Flaw can be taken any number of times
*Poor can be taken only up to five (5) times
*Unskilled can only be taken up to eight (8) times
**Weak as Hell can't take a Character below Zero (0) Shrugs
(v) Varied: This Flaw can be taken multiple times - each time
referring to a different variable

Starting Budget

The default starting budget is fifty thousand dollars ($50,000.00).

Novice Characters could start with as little as twenty-five thousand dollars ($25,000.00), Veteran Characters could start with seventy-five thousand ($75,000.00), and "Lords of Butt-Whoopin'" could start with around a hundred thousand dollars ($100,000.00). This is the decision of the GM at the time that the campaign starts.

Certain Merits and Flaws modify Starting Budget.

Starting budget can be used to improve statistics and / or skills, to purchase Merits (for $15,000.00 each), to buy off Flaws (for $30,000.00 each), to buy equipment and to purchase Special Abilities.

Simon Wentworth (Order #28533685)

Magic Spells

Magic Spell	Range	Damage	Activation	Duration	Risk	Cost	Notes
Barrier, Minor	Touch	-	-	per use	2	$2,800.00	1 additional Shrug of Defense
Barrier, Standard	Touch	-	-	per use	6	$12,400.00	3 additional Shrugs of Defense
Barrier, Major	Touch	-	-	per use	10	$22,000.00	5 additional Shrugs of Defense
Bite o' Food	Touch	-	3 T	per use	3	$7,400.00	Ignore a missed meal
Breath of Air	Touch	-	1 T	15 M (m)	3	$8,050.00	Ignore suffocation
Cleanse	Touch	-	1 T	-	1	$300.00	Ignore being dirty
Cure, Minor	Touch	-	10 M	-	5	$4,500.00	Cure Minor Conditions
Cure, Standard	Touch	-	20 M	-	10	$9,000.00	Cure Minor, Standard Conditions
Cure, Major	Touch	-	30 M	-	20	$13,000.00	Cure Minor, Standard, Major Conditions
Drink o' Water	Touch	-	3 T	per use	3	$7,400.00	Ignore a missed drink of water
Fireball	100'	30	-	-	7	$15,250.00	Radius 5', +5 per 7 Risk spent, ignites flammable, recurs 1/ce a Turn
Flight, minor	Touch	-	1 T	1 H (m)	5	$11,900.00	Fly at 160' per Turn
Flight, major	Touch	-	1 T	1 H (m)	10	$29,400.00	Fly at 320 mph
Gateway	10 mi +	-	10 M	5 M (m)	10	$29,400.00	Create Gateway 10' across, plus 10' per 10 Risk spent, 10 miles apart, plus 10 miles per 10 Risk spent
Healing, Minor	Touch	-	5 T	-	3	$4,700.00	Heal 1 Shrug, awaken Unco
Healing, Standard	Touch	-	1 M	-	7	$29,300.00	Heal 5 Shrugs, awaken Unco, works at "Dead"
Healing, Major	Touch	-	10 M	-	10	$54,000.00	Heal 5 Shrugs plus 5 per 10 Risk spent, Regrow Limbs/Organs, Cure Cinematic Damage, works at "Dead"
Illusiory Display	Touch	-	3 T	15 M (m)	1	$5,350.00	Displays a small 3D image of what caster is describing/thinking/scrying, with sound
Illusion Mastery	100'	-	1 T	15 M (m)	5	$39,650.00	Will/Toughness -5 or Illusion fools all 5 senses, Radius 5' per 5 Risk spent
Levitation	Touch	-	1 T	15 M (m)	3	$4,350.00	Float, move at 10' per turn
Light	10'	-	1 T	1 D (m)	1	$270.00	Negates all darkness penalties, illuminates up to a 30' Radius
Lightning Bolt	100'	25	-	-	5	$16,950.00	Does 1 extra Shrug, plus 1 extra Shrug per 5 Risk spent
Mage Bolt	50'	15	-	-	3	$3,550.00	Damaging bolt of pure magic
Mage Assault	75'	20	-	-	5	$6,150.00	Autofire 5 (variable)
Mage Blast	100'	25	-	-	7	$7,250.00	Radius 10'
Mage Armor	Touch	-	1 T	15 M (m)	5	$4,400.00	DR +15, 1 Armor Shrug
Master Armor	Touch	-	1 T	15 M (m)	7	$7,450.00	DR +20, 2 Armor Shrugs
Manipulation, Minor	10'	-	1 T	per use	1	$920.00	Lift/Manipulate 50 lbs
Ooh, Sparkly	Touch	-	1 T	-	1	$300.00	Basic magical lightshow
Resurrection	Touch	-	3 H	-	100	$106,000.00	Heal 30 Shrugs, Works at "Dead as Hell," must be cast within 24 H of death
Scrying	Sym	-	1 M	1 H (m)	5	$6,500.00	See people/places at Sympathetic Range
Sodrick's Binding	50'	-	1 T	1 H (m)	5	$3,250.00	Stamina/Toughness -5 or Immobile
Sodrick's Lighter	10'	1	1 T	-	1	$570.00	Ignite flammables
Stun Bolt	50'	10 (s)	-	-	3	$6,050.00	Stam/Toughness -10 or Unco
Stun Burst	75'	15 (s)	-	-	5	$9,900.00	Stam/Toughness -15 or Unco, Radius 10'
Teleport	10 mi +	-	3 T	-	5	$9,210.00	Teleport 10 mi per 5 Risk, must know target
Tools of Convenience	Touch	-	1 T	per use	1	$800.00	Construction, Fabrication, Lockpick, and Repair w/out tools, +2
Transform Clothing	Touch	-	1 T	-	5	$6,650.00	Will/Tough or cosmetically xform clothes, cleans and repairs clothing when cast
Vigorous Hide	Touch	-	1 T	15 M (m)	3	$1,350.00	+10 DR
Ward of Hiding	Touch	-	1 H	1 Mo (m)	10	$19,200.00	25' Radius per 10 Risk is -15 to be scryed/observed
Ward of Shielding	Touch	-	1 H	1 Mo (m)	10	$19,200.00	25' Radius per 10 Risk is -15 to be teleported into
Warm and Dry	Touch	-	1 T	1 H (m)	1	$300.00	Ignore being cold and wet

Simon Wentworth (Order #26533895)

Martial Arts Abilities

Martial Art Ability	Range	Damage	Activation	Duration	Risk	Cost	Notes
Adamantine Self	-	-	-	-	-	$9,000.00	+20 DR, 2 Armor Shrugs
All Knees and Elbows	-	-	-	-	-	$2,000.00	No penalty to knee/elbow strikes
Body Hardening	-	-	-	-	-	$750.00	Always add Toughness to DR
Body Block	-	-	-	-	-	$2,000.00	No penalty to tackle
Combat Biting	-	-	-	-	-	$2,000.00	No penalty to bite in combat
Divine Gracie	-	-	-	-	-	$2,000.00	No penalty to Grapple Parry
Dodge without Penalty	-	-	-	-	-	$10,000.00	No margin penalty to Dodge
Fist o' DOOM	Touch	+15 +	1 Turn	-	5	$7,900.00	+1 extra Shrug of Damage
Fist o' Flurry	-	-	-	-	-	$7,500.00	1 additional attack per turn at no penalty
Fist of Death	Touch	+10	-	-	-	$5,000.00	Adds to all Str-based Damage
Fist without Shadow	Will x3	-	-	-	-	$750.00	do Hand to Hand Damage at range
Flurry o' Blades I	-	-	-	-	-	$900.00	Melee attacks get Autofire 3 (variable)
Flurry o' Blades II	-	-	-	-	-	$1,500.00	Melee attacks get Autofire 5 (variable)
Flurry o' Blows I	-	-	-	-	-	$900.00	HtH attacks get Autofire 3 (variable)
Flurry o' Blows II	-	-	-	-	-	$1,500.00	HtH attacks get Autofire 5 (variable)
Flurry o' Parries	-	-	-	-	-	$5,000.00	Parry Autofire attacks at no penalty
Flurry o' Throws I	-	-	-	-	-	$900.00	Throwing get Autofire 3 (variable)
Flurry o' Throws II	-	-	-	-	-	$1,500.00	Throwing get Autofire 5 (variable)
Flurry o' Throws III	-	-	-	-	-	$3,000.00	Throwing get Autofire 10 (variable)
Flying Kick	Jump x4	+10	-	per use	10	$14,000.00	Requires Jumping Kick
Forehead of Iron	-	-	-	-	-	$1,000.00	No penalty to Head Butt
Ghost Stance	Self	-	-	per use	10	$23,000.00	Insubstantial for a moment
Give Me That	-	-	-	-	-	$2,000.00	No penalty to Disarm
Improvised Throwing	-	-	-	-	-	$5,000.00	Throw very light items for damage
Iron Shirt	-	-	-	-	-	$2,500.00	+10 DR
Jumping Kick	Jump x2	+5	-	per use	5	$10,000.00	Double jumping distance to kick
Kicking Practice	-	-	-	-	-	$1,000.00	No penalty to kick
Kip Up	-	-	-	-	-	$2,500.00	Go from prone to standing as free action
No Flank	-	-	-	-	-	$2,000.00	No flank penalties to defense
Off Button	Touch	15 (s)	-	-	-	$8,750.00	Stam/Toughness -15, or Unco
Parry without Penalty	-	-	-	-	-	$10,000.00	No margin penalty to Parry
Projectile Block I	-	-	-	-	-	$5,000.00	Parry solid projectiles at no penalty
Projectile Block II	-	-	-	-	-	$2,500.00	Parry beams at no penalty (requires I)
Prone Combat	-	-	-	-	-	$2,000.00	No penalty when sitting/prone
Purification Meditation	Self/Touch	-	1 M	-	5	$8,500.00	Cure Disease and Poisons
Shinobi Walk	-	-	1 M	15 M	5	$1,250.00	-3 to be seen/hit, +3 to Stealth
Six O'Clock Block	Per x 10	-	-	-	-	$5,000.00	Sense incoming attacks in range
Steel Fortress	-	-	-	-	-	$5,750.00	+15 DR, 1 Armor Shrug
Steel Palm	-	-	-	-	-	$2,000.00	No penalty to parry melee while unarmed
Stoic Stance	-	-	-	-	-	$2,000.00	Ignore being wet, cold, warm, tired
Sword Self	-	-	-	-	-	$3,650.00	HtH attacks are Sharp, AP 3, no penalty to parry Melee weapons bare-handed
Targeted Bow	-	-	-	-	-	$4,000.00	No called shot penalties to Bow
Targeted Grapple	-	-	-	-	-	$4,000.00	No called shot penalties to Grapple
Targeted Hand to Hand	-	-	-	-	-	$4,000.00	No called shot penalties to HtH
Targeted Melee	-	-	-	-	-	$4,000.00	No called shot penalties to Melee
Targeted Throwing	-	-	-	-	-	$4,000.00	No called shot penalties to Throwing
Wire-Fu	-	-	-	-	-	$20,000.00	Jumping distances x2, walk on walls, etc
Woo-Pah Overdrive	-	+5	-	-	-	$2,500.00	Adds to all Str-based Damage

Simon Wentworth (Order #28533685)

Mechanica

Mechanica	Range	Damage	Activation	Duration	Risk	Cost	Notes
Artificial Heart	-	-	-	-	-	$8,000.00	+3 to Stamina rolls, +2 Initiative, +1 Shrug, Ignore Fatigue
Artificial Lungs	-	-	1 H	12 H	-	$18,500.00	Ignore airborne disease and poisons, ignore suffocation
Audio Enhancement	-	-	-	-	-	$2,500.00	+5 on Perception rolls to hear
Bio Lamination	-	-	-	-	-	$20,000.00	Halve all incoming physical damage
Claws I	Touch	+1	-	-	-	$2,150.00	AP 1, Sharp
Claws II	Touch	+3	-	-	-	$3,650.00	AP 2, Sharp
Claws III	Touch	+5	-	-	-	$5,150.00	AP 3, Sharp
Cyber Cloaking	-	-	-	-	-	$9,000.00	-3 to be seen/hit, +3 to Stealth, become transparent
Cyber Disguise System	-	-	-	-	-	$8,500.00	Appear to be any other person, +3 Acting, Styling
Cyberlink	10′	-	-	-	-	$3,010.00	Operate Cyberlinked equipment, +2 Bonus
Dermal Armor I	-	-	-	-	-	$1,250.00	+5 DR
Dermal Armor II	-	-	-	-	-	$4,500.00	+10 DR, 1 Armor Shrug
Dermal Armor III	-	-	-	-	-	$7,750.00	+15 DR, 2 Armor Shrugs
Dual Leg Enhancement	-	-	-	-	-	$22,750.00	Must have 2 Prosthetic Legs (whole): Run Speed x4, Jumpng x3, Lift x2, Ignore leg Fatigue
Electromag Piston System	-	+7	-	-	-	$33,500.00	Base Throw x2, Lift x3, +1 Shrug
Evasion System	-	-	-	-	-	$10,000.00	Dodge without Margin penalty
Firearm (Weapon) Mount	-	-	-	-	-	$2,2125.00	MUST be in Prosthetic: Holds weapon up to 5 lbs, -5 to detect, +2 to fire
Frame Reinforcement	-	-	-	-	-	$25,000.00	Lift x2, allow “In Prosthetic Only” mods, +2 Shrugs
Grappler	200′	12	-	-	-	$12,700.00	MUST be in Prosthetic. 300 lb pull, +3 Climbing
Hyper Immune Booster	-	-	-	-	5	$9,500.00	Cure Disease (Standard), self only
Illuminode	30′	-	1 H	1 D	-	$710.00	Negate darkness penalties, Illuiminate Radius 10′
Implant Communicator	10 mi	-	-	-	-	$13,070.00	Internal Comm, -5 to be intercpeted, allows data xfer
Knuckle Bash	Touch	+3	-	-	-	$1,500.00	Increase HTH Punch damage
Myomer Jaw Booster	Touch	+5	-	-	-	$2,075.00	AP 3 , Sharp. Enhance Bite Damage
Nanoshades	-	-	-	-	-	$2,700.00	+3 to resist attacks on Vision, ignore too-bright light, +2 to Styling, must be activated/deactivated
Neural Data Net	-	-	-	-	-	$10,000.00	Use Computer skill at +3, Audio/Visual input, Steel-Trap Mind
Nerual Weave	-	-	-	per use	5	$2,500.00	+10 to resist Stun effects
Pressure Sealing	-	-	-	-	-	$10,000.00	Ignore pressure differentials
Prosthetic Arm (Half)	-	+3	-	-	-	$2,750.00	DR 5, 1 Armor Shrug, ignore heat, cold, fatigue, pain, +3 to keep grip
Prosthetic Arm (Whole)	-	+5	-	-	-	$3,800.00	DR 10, 2 Armor Shrugs, ignore heat, cold, fatigue, pain, +5 to keep grip
Prosthetic Leg (Half)	-	+3	-	-	-	$2,350.00	DR 5, 1 Armor Shrug, ignore heat, cold, fatigue, pain
Prosthetic Leg (Whole)	-	+5	-	-	-	$3,200.00	DR 10, 2 Armor Shrugs, ignore heat, cold, fatigue, pain
Radar System	1 mi	-	-	-	-	$19,400.00	Negate all darkness penalties, sense incoming from 360′ within a mile
Repair Gland	-	-	-	-	-	$5,600.00	Regenerate 1 Shrug/Hour
Replacement Eye	-	-	-	-	-	$1,500.00	+2 Vision, double Vision range (Can take 2, effects stack)
Static Adhesion Pads	-	-	-	-	-	$2,500.00	MUST be in prosthetic: walk/move up walls, across ceilings
Storage Space (large)	-	-	-	-	-	$2,250.00	MUST be in Prosthetic: Hold 10 lbs, +3 Stealth, -5 to detect
Storage Space (small)	-	-	-	-	-	$1,625.00	MUST be in Prosthetic: Holds 5 lbs, +2 Stealth, -4 to detect
Suicide Charge	-	40	1 M	-	-	$11,500.00	Radius 20′, AP 3, Takes the owner to Dead as Hell, can be activated by someone other than the owner, -5 to detect
Synthetic Gill Structure	-	-	-	-	-	$5,000.00	Breathe water (cannot drown)
Tasertouch	Touch	10 s	-	-	5	$5,250.00	Stam/Toughness at -10 or Unco
Tool System	-	-	-	-	-	$6,500.00	MUST be in Prosthetic: Use lockpicking, Security, Construction, Fabrication, Repair, Electronics, and Demolition at +3, -3 to detet
Wireless Grid	+20 mi	-	-	-	-	$7,520.00	Must have Data Net AND Communicator: Increase Comm range to 30 mi, increase penalty to intercept to -10, be a node for up to 10 Wi-Fi connections

Simon Wentworth (Order #26533695)

Powers

Power	Range	Damage	Activation	Duration	Risk	Cost	Notes
Acid Jet	Sta x5	20	1 T	-	5	$8,150.00	AP 5, Recurs 1ce a Turn
Breathe Water	-	-	-	-	-	$5,000.00	Ignore suffocation from drowning
Claws	-	+5	-	-	-	$6,000.00	AP 3, 1 extra Shrug of Damage
Discriminatory Taste/Smell	-	-	-	-	-	$6,500.00	+3 to Smell/Taste based rolls, detect chemical compounds
Dominating Gaze	Per x5	-	-	1 H (m)	10	$10,250.00	Will/Toughness -5 or Dominated. Must makeeye contact
D-Shift	-	-	1 M	-	10	$6,000.00	Move to other dimensions, complex action
Enhanced Strength*	-	+1	-	-	-	$750.00	+1 Str-based Damage, Dead Lift +50 lbs
Ensorcel	50′	20 s	-	-	5	$5,375.00	Will/Toughness or Unco... MUST make eye contact
Extra Arm	-	-	-	-	-	$12,500.00	Additional arm, 1 extra attack/round
Fangs	-	+5	-	-	-	$3,500.00	AP 2
Flight Power	-	-	1 T	15 M (m)	1	$19,550.00	Fly at 10 mph per 1 Risk spent
Get Big I*	-	-	-	-	-	$25,750.00	Run, Jump, Lift x2; Dam, DR +5, 1 AS per level. +3 to be hit per level
Get Big II	-	-	1 T	1 H (m)	10	$74,150.00	As per Get Big I, but temporary, and bonuses and penalties are per 10 Risk spent
Get Small I*	-	-	-	-	-	$9,000.00	-3 to be hit, +3 to small tasks, all physical performance halved at each level
Get Small II	-	-	1 T	1 H (m)	10	$17,400.00	As per Get Small I, but temporary, and bonuses and penalties are per 10 Risk spent
Heightened Sense*		-	-	-	-	$500.00	+1 to 1 sense
Hide, Tough	-	-	-	-	-	$2,500.00	+10 DR
Hide, Armored	-	-	-	-	-	$5,750.00	+15 DR, 1 Armor Shrug
Hide, Steel	-	-	-	-	-	$9,000.00	+20 DR, 2 Armor Shrugs
Ignore Depth Pressure	-	-	-	-	-	$5,000.00	Ignore pressure differentials due to depth
Insubstantiality I	-	-	-	-	-	$35,000.00	Insub, need not breathe, sees through matter, permanent
Insubstantiality II	-	-	1 T	1 H (m)	10	$43,400.00	As per Insub I, but only temporary
Invisibility I	-	-	-	-	-	$10,000.00	-5 to be seen/hit, +5 to Stealth, light-based damage is halved, permanent
Invisibility II	-	-	1 T	1 H (m)	5	$18,900.00	As per Invis I, but only temporary
IR Vision	-	-	-	-	-	$9,000.00	Negate darkenss penalties, sense heat
Laser Vision	Stam x5 i	20	-	-	1	$8,150.00	AP 4. Laser Beams from the eyes!
Leap, Impressive	-	-	-	-	-	$10,000.00	All jumping distances mulitiplied by 2
Leap, Monster	-	-	-	-	-	$25,000.00	All jumping distances mulitiplied by 5
Lift, Impressive	-	-	-	-	-	$10,000.00	Dead Lift multiplied by 2
Lift, Monster	-	-	-	-	-	$25,000.00	Dead Lift multiplied by 5
Non Metabolic	-	-	-	-	-	$50,000.00	Ignore suffocation, hunger, thirst, poisons, and disease
Ogre Punch	-	+10	-	-	-	$5,000.00	Str-based Damage +10
Regeneration I	-	-	-	-	-	$8,000.00	Regenerate 1 Shrug/Hour
Regeneration II	-	-	-	-	-	$14,000.00	Regenerate 2 Shrugs/Minute
Regeneration III	-	-	-	-	-	$25,000.00	Regenerate 1 Shrug/Turn, Regrow limbs/organs
See Through Stuff	-	-	-	-	-	$2,500.00	See through all matter except lead (or denser)
Sense Life	-	-	-	-	-	$5,000.00	Sense life within perceptual range
Sprint, Impressive	-	-	-	-	-	$10,000.00	Running Speed multiplied by 2
Sprint, Monster	-	-	-	-	-	$25,000.00	Running Speed multiplied by 5
Troll Punch	-	+5	-	-	-	$2,500.00	Str-based Damage +5
Walking on Walls	-	-	-	-	-	$5,000.00	Walk on walls as if they were the ground
Walking on Water	-	-	-	-	-	$5,000.00	Walk on fluids as if they were the ground
Winged Flight	-	-	-	-	-	$7,500.00	Fly at Agility x4 feet per turn, must have wings free to fly, wings give -3 to Stealth rolls

*Can be purchased multiple times - effects stack

Simon Wentworth (Order #28533885)

Psionic Disciplines

Psionic Discipline	Range	Damage	Activation	Duration	Risk	Cost	Notes
Biotrance	Self	1	1 M	1 D (m)	5	$29,500.00	-10 to be sensed/diagnosed, ignore suffocation, hunger, thirst, heal 1 Shrug/hour
Create Sympathy	Touch	-	3 T	15 M (m)	2	$8,250.00	Will/Psi vs Will/Tough, +3 Comm
Dimensional Storage	Touch	-	3 T	-	3	$12,650.00	Store up to Will x 10 lbs in pocket dimension
Domination	Will x2	-	3 T	1 H (m)	10	$19,200.00	Will/Psi vs Will Tough, or Dominated
Empathy	Will x2	-	-	per use	1	$3,400.00	Sense emotional state
Group Link	10 mi (r)	-	1 T	1 H (m)	5	$14,900.00	Keep up to 10 people in mental contact
Memory Erasure	Touch	-	10 M	-	5	$4,000.00	Will/Psi vs Will/Tough or lose a memory
Memory Implantation	Touch	-	10 M	-	5	$4,000.00	Will/Psi vs Will/Tough or gain a memory
Mental Encryption	-	-	-	-	-	$3,250.00	-5 to "Hack" any of Psi's mental contacts
Mind Armor	Self	-	1 T	15 M (m)	2	$4,950.00	+10 Mental DR, +5 Mental Resistance
Mind Blast	Will x3 i	15 (s)	-	-	3	$10,500.00	Will/Tough -15 or Unco
Mind Probe	100'	-	3 T	per use	5	$9,400.00	Will/Psi vs Will/Tough to answer 1 question
Phobivore	Will x2	-	-	-	-	$10,800.00	Feed from pain/fear/death - gain 1 Risk if "full"
PK Armor	Self	-	1 T	15 M (m)	3	$2,600.00	+15 DR
Pk Barrier	Self	-	1 T	15 M (m)	10	$26,400.00	DR 20, 3 Armor Shrugs, 3 Shrugs, Radius 15'
PK Blast	Will x5 i	Will +5	-	-	5	$13,750.00	AP 4, -3 to notice/track shooter
PK Shield	Self	-	-	per use	5	$12,500.00	Defense action, 3 Shrug Barrier
Precognition	Sym, Tem	-	1 M	per use	2	$18,300.00	Sense forward 1 step of Temporal Range per 2 Risk for subject
Precognitive Dodge	-	-	-	per use	1	$7,900.00	Dodge w/o margin penalty
Psi Hacking	Will x5 i	-	1 T	15 M (m)	5	$7,900.00	Intercept and listen in on other peoples' Telepathic communications, -5 to be noticed doing so
Psychic Healing	Touch	-	3 T	-	5	$24,200.00	Heal 3 Shrugs per 5 Risk
Psychic Purification	Touch	-	3 T	-	5	$9,200.00	Cure disease or poison
Psychometry	Touch, Tem	-	1 M	per use	2	$13,300.00	Sense one step back on Temporal Range per 2 Risk for object
Pyrokinetic Burst	Will x5 i	Will +10	1 T	-	10	$8,150.00	Radius 10, damage recurs each Turn, ignites flammables
Remote Viewing	Sym	-	1 M	15 M (m)	5	$8,250.00	View person/place at distance
Risk Transfer	Touch	-	1 T	-	-	$2,400.00	Willing transfer of 5 Risk to/from Psi
Risk Vampirism	Touch	-	1 T	-	-	$5,650.00	Will/Toughness -5 or lose 5 Risk to Psi
Second Sight	Will x5 i	-	1 T	15 M (m)	1	$5,300.00	Sense the supernatural, even if invisible
Sense of Perception	1 mi (r)	-	1 T	1 H (m)	2	$15,100.00	No penalties for flank or darkness, sense all objects in radius
Suggestion	Will	-	1 T	per use	5	$7,950.00	Will/Psi vs Will/Tough or follow 1 suggestion
Sympathetic Commune	Sym	-	3 T	15 M (m)	5	$8,950.00	Mental comm., know person's location/state
Telekinesis	Will x5	-	1 T	per use	5	$6,900.00	Lift/manipulate Willx5 lbs per 5 Risk spent
Telekinetic Flight*	Self	-	1 T	15 M (m)	5	$19,150.00	Fly at Wil x5 mph
Telekinetic Grapple*	Will x5	-	1 T	-	3	$3,100.00	Str/Hth at -10 or immobilized
Telekinetic Punch*	Will x5	Will	-	-	3	$2,475.00	Direct TK damage
Telepathy I	Touch	-	1 T	15 M (m)	1	$1,050.00	Mental comm., contested if unwilling
Telepathy II	Will mi	-	1 T	1 H (m)	1	$1,700.00	Mental comm., contested if unwilling
Teleportation	Will mi	-	3 T	-	7	$19,050.00	Point to point transport, Will in miles per 7 Risk spent
Terror's Embrace	Will x2	-	1 T	-	10	$13,150.00	Will/Toughness at -5, or lose 1 Will to Psych. Trauma
Thought Knife	Will x5	20	1 T	-	6	$5,550.00	Lethal mental attack
TK Touchdown	Self	-	-	per use	5	$7,500.00	Land safely after falling any distance

*Requires Telekinesis

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Know Victory, Know Risk
No Risk, No Victory

What story do you want to tell? A thrilling tale of knights of old? A grim and gritty tale of street-level action and dirty dealing? A star-spanning space opera? Perhaps something that no one has ever seen before, spun entirely out of the whole cloth of your imagination?

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