

AFOD



A FISTFUL OF DICE

REVISED EDITION

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Table of Contents

1: Introduction	3	6: Game Master	17
Welcome	3	Tweaking the Game	17
What is Needed To Play?	3	Handling Talents	17
New to Roleplaying?	3	Awarding CP	18
2: Characters	4	Common Sense	18
Concept	4	A: Talent Lists	19
Talents	4	Ordinary Talents	19
Derived Scores	5	Extraordinary Talents	22
Equipment	6	B: Early Tech	28
3: Doing Things	7	Melee Weapons	28
Automatic Tasks	7	Ranged Weapons	29
Possible Tasks	7	Armor	29
Impossible Tasks	7	Other Equipment	30
Modifiers	7	C: Modern Tech	31
Combined Efforts	8	Melee Weapons	31
Special Dice Rules	8	Ranged Weapons	31
Using Meta Talents	8	Armor	32
Using Extraordinary Talents	9	Other Equipment	32
4: Combat	11	D: Near-Future Tech	34
The Round and Phase	11	Melee Weapons	34
Initiative	11	Ranged Weapons	34
Surprise	11	Armor	35
Attacking/Defending	12	Cybernetics	35
Special Attacks	13	Other Equipment	37
Continuing Actions	13	Robots	38
Unusual Environments	13	E: Far-Future Tech	39
5: Damage and Healing	14	Melee Weapons	39
Physical Damage	14	Ranged Weapons	39
Mental Damage	15	Armor	40
		Other Equipment	40

I: INTRODUCTION

Welcome

Welcome to **A Fistful Of Dice (AFOD)**, a multi-genre roleplaying game (RPG) system. The AFOD system is suitable for play in many different settings, with rules that cover different time periods and fictional genres, making many fantasy, science fiction, action, and horror games possible.

This manual is not revolutionary or radically different from other roleplaying systems. It simply has elements we find useful and removes elements that we have ignored when playing other roleplaying games. This is a system that we at Azathot want to use when we play.

If you are looking for a rule to specify the precise chances for a human with above-average dexterity and a sprained wrist to do a somersault on a grass surface while wearing exactly 4kg of gear, you're out of luck. The Game Master, or GM, will need to make decisions and use judgement during game sessions. This is not, however, a "rules-light" system. There are plenty of rules and guidelines for almost any kind of game, with enough flexibility to keep the game fast and fun.

Oh yeah, and I hope you like to roll dice.

A shout must go out to the RPG *Over The Edge* and its creator Mr. Tweet, because AFOD grew from ideas presented in that game, and represents years of tweaks on the basic ideas it presented. Standing on the shoulders of greatness and all that.

In any case, we hope you enjoy this game and that it brings many hours of gaming fun to you and your friends!

What is Needed To Play?

The only materials needed to roleplay using the AFOD system are this manual, writing materials, and some standard six-sided dice. You should probably have a good amount of dice— a dozen or so will do nicely. Also, hex and/or grid paper can be handy for making maps of areas where characters adventure.

Additional Resources

The Azathot web site (<http://www.azathot.com/>) has additional items for your AFOD games, such as game settings and rule supplements. Character sheets, creature sheets, and other materials can be downloaded for free.

New to Roleplaying?

Without going into detail, an RPG is simply a game in which players take on the roles of imaginary characters who are represented by numbers and descriptions. The GM describes to the players what is happening in the game, and the players have their characters perform various actions to make their way through the GM's imaginary setting. Numbers are used to add a random factor to the game, and the character's success or failure in certain actions is decided by rolls of the dice. During this process players develop their characters into interesting people, who have a personality and feel all their own. The GM develops the world the characters inhabit into a place that is interesting and exciting. The final goal is for everyone to have fun.

This manual assumes some familiarity with RPGs and how they are played. Players don't need to be veteran gamers, but some previous experience is helpful. Players new to roleplaying who desire more information on getting started with their own adventures can visit the **Azathot** web site at www.azathot.com for links to online resources.



2: CHARACTERS

A character is a persona who inhabits a game world. There are two types of characters; player characters (PCs) controlled by players, and non-player characters (NPCs) controlled by the GM. Both types are made up of four main components: a **Concept**, **Talents**, **Derived Scores**, and **Equipment**.

Concept

The first component of a character is the Concept, the basic idea of who the character is. The Concept consists of a group of descriptions: these include a Look, Personality, Quirks, and History. Keep in mind that the various elements should fit together to form a cohesive whole. The best characters “make sense” in the game world that serves as the backdrop for their lives and adventures.

Example: Vlad is a 30 year old man of slightly above-average height and large build. He keeps his head shaven, but sports a brown moustache and small beard. He has dark eyes and a swaggering walk. There are tattoos of various mythological and mathematical symbols on his arms.

Look

This is simply a few statements describing the character’s physical appearance.

Personality

Here the player describes the basic personality traits of the character. They can be as broad or detailed as the player wants and the GM approves.

Example: Ardulan is an open and friendly person. She tries to do good when possible, but remains a realist, so she has little patience for head-in-the-clouds idealists. She is a wanderer by nature, always driven to see what is beyond the next hill. She defends the weak, and is a bit of a crusader.

Keep in mind that a character will develop when exposed to new and different situations. The personality traits described at character creation are not set in stone. If the player wants to take the character in another direction later in the game, they may do so.

Quirks

Everybody has a certain set of peculiarities that make them unique. Characters are no exception. From that lucky pair of socks to the propensity to gesture while speaking, quirks help a character seem more vivid, more real. Players can fill in as many quirks as they wish, but must list at least one.

Example: Vlad constantly quotes from songs, books, and movies. He also tends to crack his knuckles quite a bit.

History

This is a brief description of the character’s past and experiences. The player should consult with the GM about the game setting to insure the character’s history meshes with the world.

Example: Ardulan apprenticed with a sorcerer in Timulak until her parents were killed in a fire. She then traveled to Intarin to live with relatives, but along the way met a wandering sorcerer who told her of his great adventures. As soon as she could, she left Intarin for the frontier. She hoped to use her abilities to help retake the ancient lands beyond the frontier now swallowed by the Dark Hordes of Zhakam.

Talents

Talents represent the things a character can do and how well he can do them. Each Talent has a score that reflects the character’s ability. Talents include natural abilities as well as learned or developed skills. The maximum value for most human Talents is 4, or 5 for extraordinary individuals, but some games can have scores of 6 or even 7. The GM sets the cap on Talent levels and may allow some characters to have higher scores if it fits the setting.

There are three types of Talents, **Ordinary**, **Meta**, and **Extraordinary**. Ordinary Talents are those which a normal human could perform, like fixing a car or firing a gun. Extraordinary Talents are supernatural or superhuman in nature, such as magic or psionics. Meta Talents are intrinsic qualities of a character that can affect the use of other Talents. All Extraordinary and Meta Talents start at a score of 0. All Ordinary Talents start at a score of 1.



Score	Level
1	<u>Novice</u> . Inexperienced. An normal person's basic skill or ability.
2	<u>Familiar</u> . Some experience or expertise.
3	<u>Experienced</u> . Reliable, professional.
4	<u>Elite</u> . Highly skilled or talented, one of the few.
5	<u>Heroic</u> . Legendary. Stories will be told about the time...
6	<u>Superhuman</u> . How did he do that? A freak!
7	<u>Astounding</u> . Superhero level. Hey dude, nice tights.

Certain Talents may not be usable in a particular game. For example, in a game set in a fantasy world with medieval technology the Talent *Computers* would not be available due to the lack of computers. A game set in the normal world may not allow the use of Extraordinary Talents. The GM makes the final decision about available Talents in his game. A player could also propose his own Talent for something not covered in the List of Talents (see Appendix A), and provide a description of it to the GM for approval or modification.

Specialization

Many Talents allow a character to specialize. This represents more experience, skill, or natural ability with a certain aspect or use of a Talent. For example, if a character has the *Sword* Talent, he could choose to specialize in the short-sword. A specialization must be chosen when a character first raises a Talent with character points.

When a character uses a Talent for a task within his specialization, he gets to use it as though it was 1d higher (for example, a score of 2 would allow the player to roll 3 dice and total them). However, any uses of the Talent not within the specialization are used as though the Talent was 1d lower (but not less than a score of 1).

Certain Talents will require a character to have a specialization, and this will be noted in its description. An example are *Science* Talents, which require a character to have a particular scientific field as his focus.

Raising Talent Scores

At the time of character creation the GM gives characters a number of Character Points (CP) to spend improving Talent scores. The base amount is 30, but the GM can give as many CP as he wants in order to have the kind of characters which will fit in his game. If he wants the characters to start as more powerful and experienced than the normal beginning adventurer he could raise the number to 40, 50, or even more (see Section 6: Game Master for guidelines).

The player then takes these points and puts them into his character's Talent scores. An extra point in a Talent costs as many CP as the target skill number. Thus, if a player wants

to raise his character's score from 3 to 4, it costs 4 CP. This effect is cumulative; if a character raises a score from 2 to 4, it costs 7 CP (3 CP to raise it to 3, plus 4 CP to raise it to 4).

Characters also receive CP for their achievements during game sessions, for both character accomplishments and good roleplaying by the player. These points can be spent in the same manner as described above, during pauses in game action, or between gaming sessions as decided by the GM.

Derived Scores

Derived scores are determined from Talent scores. These produce some of the fundamental numbers used in combat. Remember that even if a player does not add points to the character's relevant Talent, there is still a default score of 1 in the Talents used to generate these scores.

Physical Hit Points (PHP)

PHP indicates how much physical abuse a character can withstand and how much "fight" he has left. When this number reaches 0 the character goes down for the count. Roll twice as many dice as you have in your *Physical Toughness* Talent, keep a number of dice equal to the score (the highest rolls), and total them. For example, a character with a *Physical Toughness* score of 2 rolls four dice, keeps the highest two, and totals them.

See Section 6, page 17 for a variant rule for this score.

Mental Hit Points (MHP)

This is a measure of a character's mental stability. Any psychological damage deducts from this score, and when it reaches 0 the character becomes insane or otherwise mentally incapacitated. Calculate *MHP* just like *PHP*, but use the *Mental Toughness* Talent.

Move

The *Move* score tells how many meters a character can move in a phase (explained in Section 4) in meters. It is equal to the score the character has in *Agility* multiplied by 2. For example, a *Agility* of 3 gives a *Move* score of 6. A human can crawl or swim at 1/2 this rate, or make a running leap of this distance in meters. Fantasy or sci-fi races may have additional forms of movement based on this score.



Evade

This score measures how well the character can dodge or otherwise avoid incoming harm. It is equal to *Agility* plus *Reflexes*, divided by two and rounded up. For example, an *Agility* of 3 and *Reflexes* of 2 gives an *Evade* score of 3. It is used in the same manner as a Talent (see next section for info on Talents).

Damage Bonus

This is how much additional damage a character can inflict with muscle-powered weapons, including most melee weapons, thrown items, and bows. The bonus equals 1 point (not die) of damage (see Section4: Combat for more information on applying damage in combat) for every point in the *Strength* Talent; for example, a *Strength* of 3 gives a *Damage Bonus* of +3.

Equipment

The GM informs the players what equipment their characters can pick from if he opts to leave that choice to the players. Equipment choices are based on the technology level or other factors of the GM's game world. The lists in this manual lack prices or availability, as this is up to the GM for his particular game. The GM may allow the players to pick from approved items, make up his own price list and starting money, or detail a number of each type of item that characters can acquire. Sometimes a GM may simply give the characters their starting equipment.

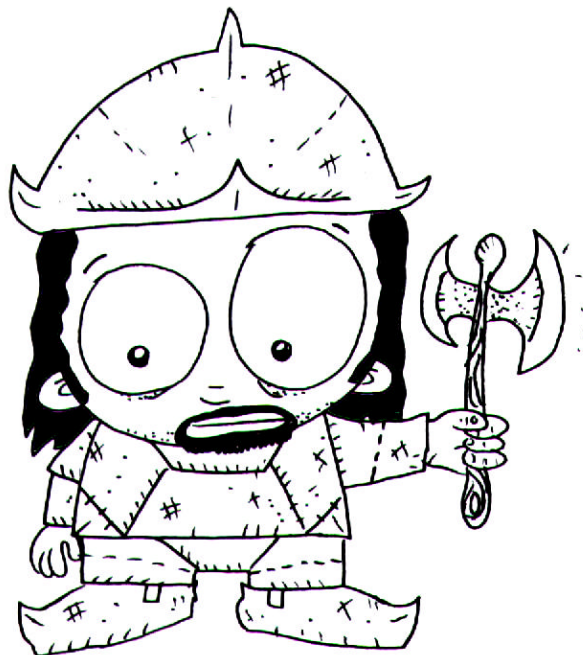
When equipping a character, the player should keep in mind that a character must have somewhere to store the items and a way to transport them. If the character starts out as a wandering barbarian, he could not possibly have many large items. The AFOD system does not use rules detailing the effect of carried weight on character performance. However, if a player has a character who is attempting to haul around tons of treasure or an entire arsenal, the GM can

have the character dump some possessions or start taking penalties to any action which could be affected by being too encumbered.

About the Equipment Lists

The equipment lists in this manual are simply a resource for GMs and players, not hard and fast rules. The GM can mix and match items from various lists, or discard the lists completely and use his own technology.

The lists are organized into levels of technology which are very broad. For example, the Early Technology section could cover periods from the Bronze Age to the Age of Exploration. The GM must decide which items are allowable. A game set in a medieval world would probably not allow use of muzzleloaded firearms. Future technology is, of course, pure speculation.



3: DOING THINGS

Now you have a character, but how does he do things? This section explains when die rolls are necessary, and how to make them to see if a character can perform a task successfully. This could be anything from swinging an axe to fixing a spaceship. Tasks are classified as Automatic, Possible, or Impossible.

Automatic Tasks

These are any actions a character takes that would normally have a 100% chance of success. For example, if a character needed to tie his shoes, it would be ridiculous to have the player make a die roll to see if he succeeds. Any simple action that a player just declares his character will do is considered an Automatic task. The player says “I bend down and tie my shoes” and the shoes are tied. Simple.

Possible Tasks

Possible tasks are ones that have only a chance of success. Players decide them by rolling a number of dice equal to a character’s score in the Talent relevant to the task (remember that even if a player has not put any points into an ordinary Talent it still has a score of 1) and totalling them. This number is then compared to a total generated by the GM. The GM generates his total in one of two ways, depending on whether the character faces another character (or entity with its own Talents) or an inanimate force or object.

If a character is directly competing with another character (or any creature with its own Talents), the GM rolls a number of dice equal to the score in the opposing Talent being used and compares it to the player’s total. The character with the higher total is successful. In the case of a tie simply re-roll. This is called an “opposed” roll.

Example: Vlad shoots his revolver at an evil cultist who is trying to escape with a dangerous alien artifact. Vlad has a Pistol score of 4, and the cultist has a Evade of 2. Vlad’s player rolls four dice and gets a 2, 3, 3, and 1 for a total of 9. The GM rolls two dice for the cultist and gets a 6 and 5, for a total of 11... two points higher than the player’s total. Vlad’s shot misses, and the cultist reaches the door and gets away.

If a character faces an inanimate force, the player’s total is compared to a total generated from the Difficulty of the task (the GM rolls as many dice as the Difficulty rating). Example Difficulty ratings are given below. In the case of a tie, simply re-roll.

Difficulty	Rating
Easy	1
Challenging	2
Hard	3
Very Hard	4
Hellish	5
Insane	6
Unbelievable	7

Many Talents will have Difficulty examples, see Appendix A. The terms above are just descriptive guidelines to help the GM set Difficulty ratings.

The GM can tell players the Difficulty of a task or just give a general hint, like “The boulder looks a bit bigger than you could normally move.”

Some tasks require a character to beat a Difficulty total, and then also beat a total generated by another character. The first comparison checks if the character can initiate the action, and the second checks if a target character is affected. This usually happens when using Extraordinary Talents.

Example: Ardulan wants to spray fire at a group of Zhakam raiders. The GM tells her that she must beat a Difficulty of 3 (Hard) to cast the spell successfully. Ardulan has a Pyrokinesis score of 2, so her player rolls two dice and gets a total of 10. The GM rolls 3 dice and gets a total of 8; he tells the player that the spell works, and fire sprays from Ardulan’s fingertips! However, the raiders have a chance to avoid the flames. All three have an Evade score of 3. The first gets a total of 16 (greater than the player’s 10) so he avoids the flames. The second raider rolls a 7, and the third a 9; they are both engulfed in the flames.

Impossible Tasks

It is technically possible for a character to do almost anything with the Expanding Dice rule (see Special Dice Rules in this section), but sometimes a character will try to do something which the GM thinks is simply not possible. In these cases the GM simply declares the task Impossible.

Modifiers

It is unlikely that every time a character performs a certain task the difficulty will be the same. In a tightly controlled environment, such as a scientific laboratory, it is the-

oretically possible. In the real world things change from second to second, and the circumstances will play a part.

To take the current conditions into account, many opposed rolls will have a modifier (when a task is unopposed the GM simply changes the Difficulty rating).

Modifiers are additional dice rolled by the side which has an advantage in a situation. A minor advantage causes a 1d modifier, a major advantage causes a 2d modifier, and a huge advantage causes a 3d modifier. These dice are not added to the total, however. Instead, they can replace any lower dice in the original roll. Think of this as keeping the highest X dice, where X equals the Talent score being used.

Example: Ardulan is uphill and fighting an unmounted bandit with her long sword. The bandit also has a long sword so they have equal reach, but she is fighting from a higher position. The GM decides that she has a 1d advantage. Her Blades score is 3, and her player rolls four dice. She gets a 5, 4, 3, and 1. She discards the 1 and receives a total of 12 for the attack (5+4+3=12).

Modifiers do not change the number of sixes needed for Expanding Dice (see next page). For example, if a character had a score of 2 in a Talent and had a 1d modifier, and two of the three dice came up sixes, it would still call for Expanding Dice.

If there are more modifier dice than original dice, simply use the best modifier dice for replacement and discard the rest. A player should not total more dice than his character has in the Talent being used.

Combined Efforts

Sometimes multiple characters will use Talents in cooperation to perform a task. For example, one character could assist another with a technical task or add mental power to boost another's psionics if the GM allows.

In these situations the highest Talent score applicable to the task is used, with one additional die rolled and added for each "helper" involved. The GM decides if the assistance is actually advantageous (if the additional characters' efforts will increase the chances of success). It will usually be the same Talent used by all characters, but it could be related Talents at the GM's discretion.

Special Dice Rules

There are a few situations in which special rules come into play when rolling to resolve tasks.

Expanding Dice

If a player rolls all sixes on any roll he gets to roll another die and add it to the total. If the extra die also comes up a

six he can roll another, and so on. This allows a character to occasionally exceed his normal capabilities. Hey, anyone can get a break. At the GM's discretion Expanding Dice can apply to all rolls (such as damage rolls and damage reduction for armor).

Botch

Any time a character rolls a total which is half as much as an opposing total he not only fails, but something bad happens as decided by the GM.

Example: Vlad is attempting to pick a lock, and has a score of 2 in Intrusion. The player rolls 2 dice for a total of 5. The lock has a Difficulty of 2, and the GM rolls a total of 11. The GM says Vlad just broke his lockpick off in the lock, and the noise attracted the attention of a nearby guard.

Whammy

If a character gets a total which is twice as much as an opposing total he not only succeeds, but something good happens in addition as decided by the GM. This could be anything from increased damage for an attack to better than expected results for a technical or interpersonal task.

Example: Vlad is breaking into a medical complex to find evidence of strange experiments, and is attempting to pick a door lock. He has a score of 3 in Intrusion. The lock has a Difficulty of 2. Vlad's player rolls 3 dice and gets a total of 16, and the GM rolls 2 dice for a total of 7. The GM says Vlad figured out a trick that will allow him to pick any of the door locks on this level of the complex without rolls from now on.

Using Meta Talents

Meta Talents are different than Ordinary And Extraordinary Talents. They are not used by a character to perform tasks, but instead represent the innate characteristics a hero needs to succeed in challenging adventures, and look good doing it. These characteristics are *Courage*, *Ingenuity*, and *Style*.

In game terms, Meta Talents are used to temporarily "boost" other Talent scores. The score in a particular Meta Talent represents the number of dice a player may add to another roll to increase a generated total. Some or all of the extra dice can be used for a particular task.

These dice operate as a pool, and once used they cannot be used again until the GM refreshes them. The GM has the option of refreshing the Meta Talent pools per session, adventure, or complete story arc (or whenever else) depending on how often the dice are used in his game, or how "heroic" he wants the characters.

Each Meta Talent also requires the player to explain the use of the Meta Talent, describing how either courage, inge-

nuity, or style either helps the character in the task or makes the attempt heroic and exciting.

Courage can enhance actions by removing hesitation and doubt. This can make a big difference in how well a person performs in fearful situations.

Ingenuity is that spark of brilliance which comes up with the needed answer in the nick of time. This could be intuition, a leap of logic, or simply pressure bringing out the best of a person's mental ability.

Style is that certain something that makes a hero cool. Instead of slashing at the monster, the stylish character rolls between its legs and stabs it in the back. Keep in mind that a character can always do stylish things, but usually it will make a task more difficult. When using the *Style* Meta Talent the character actually gets to roll more dice.

Unlike modifiers, Meta Talents do affect the number of sixes required for Expanding Dice. All dice must still come up sixes.

Example: Ardulan is being chased by a powerful monster she knows will kill her if she doesn't escape. She comes to a wide chasm, and the GM tells the player leaping across it looks very difficult, and she may not make it (Difficulty 4). Ardulan has a Style score of 3, however. The player says "Ardulan looks back while running and makes an obscene gesture at the pursuing monster. She then releases her cloak and leaps, letting the cloak fly back into the monster's face." She tells the GM she will use 2 of Ardulan's Style dice, which will allow her to roll 5 dice to beat the chasm's Difficulty of 4. After the leap Ardulan will only have 1 die left in her Style score to use on later tasks, until the GM refreshes her Meta Talent pools.

character uses one, he must specify what effect he is trying to achieve. For example, a character using the Talent *Materialize Object* must specify what type of object he is attempting to bring forth. Most Talents have possible effects listed.

Characters can find new ways to use their extraordinary Talents. If a player thinks of a new way to use a Talent that the GM finds plausible, the GM simply assigns a Difficulty value to achieve the new effect.

Example: Ardulan wants to use her Pyrokinesis Talent to shoot a jet of flame at an enemy, but not in a straight line. She sees an evil warrior around the corner of a building in a reflection, and she wants to have the fire actually curve around the corner and strike him. The GM decides that it is possible but of Hellish Difficulty, so he tells the player she must beat a Difficulty of 6.



Using Extraordinary Talents

Extraordinary Talents are those which a normal person cannot perform. These powers include, but are not limited to, sorcery, psionics, miracles, and mutant powers. The AFOD system treats all Extraordinary Talents the same for game purposes, and they have some special rules associated with their use.

Targeting

How do you hit something with your power? A general rule is that all extraordinary Talents require line of sight (or similar sense) and have no range limitations, unless the Talent's description or the GM says otherwise. Also, the target (if a character) is usually allowed an *Evade* roll to avoid Talents with physical effects, or a *Mental Toughness* roll to resist mental effects.

Effects

The Extraordinary Talents in this manual are broad abilities which can create a variety of effects. However, when a

Building Power

When a character wants to use an Extraordinary Talent, he must first build and focus the power required. Building power could manifest as a magical ritual, intense psychic concentration, focusing chi, or anything else appropriate to the particular game. How long it takes to build up and focus the required power depends upon the difference between the ability of the character and the Difficulty rating of the task he is attempting. Use the following guidelines:

If the Difficulty of the task is less than or equal to the character's score in the Talent being used, the Talent can be used as a regular action in a phase (see Section 4: Combat for more information about actions and phases).

If the Difficulty is greater than the character's score in the Talent being used, the character must spend the difference in rounds (see Section 4 for more information about rounds) building up the power required to use the Talent. While building power the character can move slowly and perform simple tasks, but not make or evade attacks or perform complex actions.

If a character is using Meta Talents to boost a score, use the boosted score for the purposes of building power.

Losing It

If a character is struck for damage (either physical or mental) while building power, he must make a *Mental Toughness* roll with a total equal to or greater than the damage of the attack. For example, if a character took 12 points of damage from an attack, he would have to roll as many dice as he has in *Mental Toughness*, total them, and match or beat a total of 12. If this roll is failed the power dissipates, and the character must begin again. Other distractions may call for a *Mental Toughness* roll at the GM's discretion.

Power Drain

So, a character can just keep slinging spells or reading minds all day long? Not really, because each time a character fails a roll when using an Extraordinary Talent the energy "backfires" on the character and drains his power.

In game terms this means that each failed use of an Extraordinary Talent reduces the character's scores in all of his Extraordinary Talents by one point. If this drain brings the effective score of a Talent to zero, he cannot use it for the rest of the day. After a good night's sleep or similar rest the character's scores return to normal.

Example: Ardulan casts a spell using her Pyrokinesis Talent (score of 2) but fails the roll. For the rest of the (game time) day she has a score of 1 in Pyrokinesis. She also has a score of 1 in Telepathy, which now has an effective score of 0 and cannot be used at all for the rest of the day.

Extraordinary Items

A character can use Extraordinary Talents to create special items which hold power the wielder can use at will. The

most common example are magical items, but characters could also create psionic items, religious artifacts, etc.

These types of items "store" power from extraordinary Talents. The first step is to use the Talent *Power Container* successfully, which makes the item able to hold the magical, mental, or spiritual energy. An item can only hold as much power as twice the Difficulty rating the creator beat to use the *Power Container* Talent at the time of creation. For example, if a character beat a Difficulty of 2 in *Power Container*, he could create an item which could store 3 dice of *Telepathy* and 1 die of *Pyrokinesis* within it. Only 1 attempt is allowed for a particular item.

Next, each power it holds must be used successfully and "projected" into the item. Each Talent projected into the item allows it to discharge that power once, at the same score as the original Talent. The stored power must be a specific use of a Talent. For example, if a character wants an item which allows the wielder to read another's mind it cannot be "*Telepathy*", it must also be "*Read Mind*". The best way to think of this is that the item is simply a delayed use of a Talent.

The creator must specify how the particular effect is activated as well. This could be a command word, an action, a directed thought, a triggering event, or anything else the player wants and the GM approves.

If the creator wants the item to have permanent powers he must use the Talent *Bind Power* (see page 23). When this Talent is used, it allows the item's powers to be reset each day. Talents which specifically change the characteristics of an item may allow the Bind Power to make the item's powers "always on" instead of simply reset each day, with the GM's approval.

The creator must use *Bind Power* successfully on each stored Talent, beating a Difficulty equal to the level of the power (1d, 2d, etc.). If a roll is failed that power is "erased" from the item, and it must be projected into the item again.



4: COMBAT

Combat includes any time characters are trying to hurt, kill, or adversely affect other characters. Combat is not limited to physical attacks, as combat could also be two psionic characters battling with their minds or a magical struggle between dueling sorcerers.

The Round and Phase

While characters adventure time is mostly abstract. The GM will keep track of time as characters travel, meet people, have discussions, and so on. However, when the action heats up, such as during combat, time switches to increments called rounds and phases. These units are used to keep track of what happens in what order.

A round is an abstract period of time, representing a “chunk” of action. The default amount is six to eighteen seconds, but this is not a strict interpretation. The GM can have it be as much time as he believes fits the situation.

A round breaks down into 6 phases, and each phase represents a point in the round when a character may be able to perform an action. Actions can include making an attack, moving more than a few steps, using an Extraordinary Talent, or anything else the GM allows. When a character can act is determined by the Initiative roll.

Initiative

The Initiative roll is used to determine in what phases a character can do something. Each character can act as many times in a round as he has points in the *Reflexes* Talent. The player rolls as many dice as the character has in *Reflexes*, and each number that is shown on a die represents an action in that particular phase. All actions performed in a phase occur simultaneously.

In each phase, players declare what actions they will take in order from lowest *Reflexes* score to highest. If two or more characters have the same *Reflexes* score, rank those characters from highest to lowest *Notice* score.

Initiative Bonuses and Penalties

Certain situations affect how quickly a character reacts to danger, and therefore the Initiative roll. For example, cybernetics could speed a character up or drugs could slow him down. If a particular item, Talent, drug, etc. has an effect on Initiative it will be noted in its description.

The GM may call for bonuses or penalties in other situations, such as if a character was physically hampered, on

unsteady footing, seriously distracted, or encumbered with heavy items.

A penalty (when a character is slowed down) is simply a reduction in the number of dice a character can roll for Initiative, and a bonus (when a character is speeded up) is additional dice.

Surprise

Surprise occurs when a character is completely unaware of a situation and can make no preparations for what is about to happen. A common surprise situation is an attacker using the *Stealth* Talent successfully against an opponent, so the hapless victim never sees the attack coming. Also, the GM may rule that one side has no chance to anticipate something so surprise is automatic.

Another common surprise situation occurs when two characters or parties blunder into one another. In this situation, both sides make a *Reflexes* roll against a Difficulty set by the GM. Any character who fails this roll is surprised. If it is a group of people, only the characters who fail their roll are surprised, while the rest can act normally.



Effects of Surprise

In a surprise situation there is a special “surprise phase” before any regular rounds begin. All characters who are not surprised can perform an action in this special phase, from highest *Reflexes* score to lowest. Any characters with the same *Reflexes* score go in order from highest *Notice* score to lowest. Surprised characters cannot do anything during the surprise phase, including defend, so surprised opponents cannot use a combat Talent or *Evade* to avoid damage.

Attacking/Defending

Making an attack is just like performing any other task. The player rolls as many dice as his character has in the Talent being used to make the attack. If the dice total exceeds the opposing total the character hits.

If a character is aware that he is under attack, or is avoiding damage in a general way (i.e. “ducking and weaving” through the scene), he gets a defense roll against incoming attacks. This means that the attacker must beat a roll against the Talent the target is using to defend. If a character is unaware of the attack, the attacker just has to beat a Difficulty the GM sets for how hard he believes the attack is to make.



Defending Against Melee Attacks

In close combat a good swordsman can parry or hold an opponent at bay with his blade. In melee (hand-to-hand) combat, a character uses the Talent which he is currently

using to make melee attacks to defend against incoming melee attacks. If using a sword, use the *Swords* Talent, if fighting unarmed use *Unarmed Combat*, etc. If a character is using a ranged/non-melee weapon or another unsuitable combat style use *Unarmed Combat*.

If a character is in an open area where there is plenty of room to move around, the GM can also allow a character to use *Evade* to defend against melee attacks if the player prefers. However, the character loses any attack in that phase.

Defending Against Ranged/Area Attacks

If a character is attacked with a ranged weapon or similar effect (for example a trap that shoots poison darts) *Evade* is used to avoid damage.

The GM can decide that even if a *Evade* roll is made some damage is taken if it is unlikely a character can completely avoid the effects. A character must have somewhere to dodge to, so if a character is in a small room with no cover and a bomb thrown at him, the best he could do is lie flat. In such a case half damage for a successful defense may be appropriate.

Unarmed Combat

Unarmed combat is the use of one's own body as a weapon against an opponent. It is generally not the most effective way to fight (why else would people have invented weapons?) but sometimes a character may not have a weapon or just prefers to fight unarmed. There are three different attacks made by characters in unarmed combat; strike, throw, and grapple (see the Talent Lists in Appendix A for more information). It is up to the GM to determine when these attacks are feasible. Throw and grapple attacks are usually only effective against targets of about the same size as the attacker or smaller (a man who attempts to wrestle an elephant will lose). Strike attacks will only work on a target which is made of a material the character's body can damage (a man who punches a tank will only break his hand).

Modifiers in Combat

The AFOD system does not have tables of modifiers for combat. The GM takes factors such as wind conditions, concealment by percentage concealed, whether the character had their morning coffee, and so on into account when deciding if a modifier is appropriate. Common sense will usually suffice. If a target is dodging around a bunch of tall hedges which obscure an attacker's view, give the target a modifier to his *Evade* roll. This is a game, not rocket science.

Weapon Ranges

Each weapon in the equipment lists (Appendices B through E) has a range listed. This is the “normal operating range” of the weapon, or how far away a target can be without range hindering the attack greatly. If a target exceeds this range there should be at least a 1d modifier added to a target's defense roll.

Applying Damage

All melee attacks cause the damage listed for the weapon or attack used, plus the attacker's *Damage Bonus*, plus the attacker's Talent score used to make the attack. Ranged attacks do not use the *Damage Bonus*, except when an attacker is using a powerful bow specifically designed to take advantage of the high strength. See Section 5 for more information on damage.

Special Attacks

The following attack types operate differently than most regular attacks, and require special mention.

Burst Fire

Some weapons fire at high rates of speed, propelling many projectiles at the target. All of the rounds are considered one attack and are aimed at an area of up to 3m in diameter. If successful, dice are rolled to see how many hits are possible, and each weapon will have a die roll given in its description. These possible hits are then evenly divided among the targets in the area, but each target still gets a defense roll to avoid being hit if able.

Called Shots

This is an attack aimed at a specific part of a target. Called shots are used to penetrate defenses or cripple something with a weak spot. Examples include striking a target in the head to cause unconsciousness or shooting out the tires in a vehicle. A called shot is rolled against a Difficulty set by the GM. However, the Difficulty rating can never be lower than a Talent being used by a target to defend.

Slam Attacks

A slam attack is when a character just bashes into an opponent, trying to knock him back, aside, or to the ground. The attacker's *Strength* or *Unarmed Combat* score (whichever is higher) is rolled against the target's *Strength* or *Reflexes* score (whichever is higher). If successful the target is knocked back/aside 1d meters or to the ground (attacker's choice).

Continuing Actions

Weapons have a reload time associated with them (see Appendices B through E). This is how many phases must pass before a weapon is reloaded. This does not mean the character needs to be entitled to an action in every phase—reloading is considered an “continuing” action. While reloading a character can move and defend if the GM allows.

Movement is similar. A character who uses an action to begin moving at up to his full *Move* score doesn't need to spend more actions to continue moving, he is considered to be moving until he stops.

Unusual Environments

Sometimes characters will find themselves in places or situations where they are not simply standing on the ground duking it out.

Zero Gravity Combat

Zero-g or low-gravity environments hamper unskilled characters because a small movement can cause the character to spin wildly out of control. For this reason, any physical Talents used in a zero-g or very low-gravity environment cannot be performed at a higher score than the character's *Zero-G Operations* score (unless the character is steadied by magnetic boots, strapped into something, etc.). Also, any use of a melee weapon or ranged weapon with a recoil requires a successful *Zero-G Operations* roll or the user spins out of control, and must make a successful roll as an action to regain control.



Underwater Combat

Water is such a thick medium that it slows movement, making it difficult to swing a weapon with enough force to cause damage. For this reason, the only weapons which will be useable by characters in melee combat underwater are weapons which do Piercing damage, such as spears and knives.

Missile weapons are restricted to specially modified crossbows (if available) at ancient levels of technology. Spearguns would be used in modern games, and modified missiles or torpedoes could work. At higher levels of technology magnetically-propelled flechettes and most energy weapons are reduced to half power and range. Explosives work fine underwater, but only for concussive (C) damage.

5: DAMAGE AND HEALING

Physical Damage

During the course of adventures many things batter and abuse characters. Wounds abound in adventuring worlds, because physical danger is a source of excitement.

When a character receives physical damage it is subtracted from his *Physical Integrity* score, and when this score reaches 0 or less he is down and unable to act. At this point the player must roll using the character's *Physical Toughness* Talent against a Difficulty based on the type of damage (the "deadliness" of the weapons used or wound type) the character has received. Examples:

- 1 - Unarmed combat between humans
- 2 - Light weapons, like billyclubs, chains, small caliber handguns, "holdout" lasers, etc.
- 3 - The common weapons for killing: swords, medium to heavy handguns or rifles, beam rifles, etc.
- 4 - Heavy or highly-deadly weapons like very large caliber rifles, double-barrel shotguns, or force swords
- 5 - Massive damage, such as the rocks from an avalanche or being caught in a burning structure

If this roll is successful the character is simply incapacitated, and unable to continue the fight until his *PHP* is brought above zero. The character can perform minor acts involving survival instinct (crawl or stumble to cover, cry for help, etc.), or perhaps more with the GM's approval.

If the roll is unsuccessful, the character is dying, and will be permanently dead within 1 minute. With GM approval a successful *Medicine* roll can stabilize the character, either long enough for a short conversation (beat a Difficulty of 2) or enough to start the character on a road to recovery after a few days of bed rest and attention (Difficulty 4).

Types of Physical Damage

Physical damage can be generic or of a specific type:

Concussive (C) - This is blunt impact force which delivers energy to the target but does

not usually penetrate. Examples include clubs and shock waves from explosions.

Slash (S) - This is a sharp object cleaving or cutting through the target. An example would be a sword strike.

Energy (E) - This is energy which damages the target on a molecular or cellular level. Examples include fire, radiation, or energy beams, as well as damage from extreme cold (which is actually a lack of energy but has a similar effect).

High Speed Projectile (H) - These are objects which strike the target at a very high velocity. These attacks cause penetration damage, concussive force to surrounding tissues, and in some cases damage from heat. Examples are shrapnel and bullets.

Pierce (P) - This is an attack which uses a sharp point to deliver all of the force to a small area, penetrating the target. Examples are spears and arrows.

Major Wounds

When a character takes an amount of damage equal to half his normal *PHP* or greater in a single attack he receives a Major Wound— a wound that will continue to be a problem for the character unless properly treated.

Adrenaline and the heat of the moment will keep a character going, but eventually he will feel the effects of serious harm. In game terms, after the current fight/action is concluded, any character with a Major Wound must have a *Medicine* roll made which generates a total greater than the amount of damage taken which caused the Major Wound. If this roll is failed, the character will not start healing, and will instead lose 1 *PHP* per hour. Each hour a new *Medicine* roll can be attempted.

In addition, any time a character takes a Major Wound he must also roll to avoid stun (see below).

Armor and Damage Reduction

Armor is the most common way to keep a character alive. Each type of armor is better or worse at protecting the character from the different kinds of damage that can be inflicted, thus each type has a Damage Reduction (DR) rating for the various damage types. This is



the number of dice rolled to see how much damage the armor prevents. The total is then subtracted from the damage caused and the difference gets through to the target.

Note that multiple attacks or weapons which use a burst attack do not add the damage from all of the hits in the round to see if armor is penetrated. Each individual hit's damage is rolled separately and must cause enough damage to beat the armor's DR rating to reach the target.

Example: Ardulan is fighting with an opponent in hand-to-hand combat. Her opponent strikes her with a blunt weapon and causes 12 points of damage. Ardulan is wearing armor that stops 2d of concussive damage, so the player rolls 2 dice and gets a score of 8. She loses 4 points from her current PHP score (12-8=4).

Healing

A character can, with full rest and no strenuous activity, heal 1d *PHP* per day. This is the norm for a human; other races may heal faster or slower. The use of magic, surgery, or other medical help can also restore *PHP*, and the description of the relevant operation, spell, etc. details the amount. A character can never heal to a score higher than his normal *PHP*.

The GM may call for a debilitating condition or scarring in the case of a character reaching 0 *PHP* from wounds. Additional measures may need to be taken in order to correct this condition, beyond the regular healing process. An example would be a limp acquired from a bad leg injury.



Damage to Specific Areas/Parts of a Target

Sometimes a character takes damage to a specific part of his body. This is usually the result of a Called Shot (see the Combat section) by an attacker. In these cases, the general rule is if the character takes a total amount of damage to a limb that is equal to or greater than half his normal *PHP*, the limb is rendered useless. Damage to the head for half of the total *PHP* of the target renders him unconscious unless a *Physical Toughness* roll is made which creates a total greater than the amount of damage taken. A character can attack an opponent with the express purpose of knocking the target unconscious by targeting the head with a Called Shot. The effect of specific hits to vehicles, creatures, etc. are detailed in their descriptions or decided by the GM.

Electrocution

If a character is electrocuted and the damage is not enough to kill or incapacitate him, he must still make a *Physical Toughness* roll to avoid being knocked senseless for 1d rounds. The total of this roll must be equal to or greater than the amount of damage taken.

Gradual Damage

There are certain types of damage which build up over time; these include fire, acid, suffocation, low or high pressure, poison, and high radiation. The length of time it takes to accumulate damage is specified in the effect's description or decided by the GM. As a default each of these cause 1d of damage per round, and ceases when the source is counteracted (fire until extinguished, acid until the reaction has run its course or the acid is removed, suffocation until air is received, etc.)

Falling Damage

Damage from falling is 1d for the first 4 meters, 2d for the second, 3d for the third, and so on, increasing by one die each 4m and adding to the previous total. For example, if a character fell 16 meters it would cause 10d damage (1+2+3+4). This assumes an earth-like gravity and a hard surface at the bottom. In an environment with a higher or lower gravity, or a soft surface, the damage must be adjusted accordingly.

The maximum damage from a fall is 20d in an earth-like atmosphere due to air resistance. In a vacuum the damage would increase indefinitely, and a higher air density could reduce this maximum amount.

Paralyzation

Paralyzed characters cannot use their muscles to move their body or limbs, but remain unaffected mentally. This means that characters are aware of what is going on around them (assuming it is in line of sight or within earshot) and can still perform mental tasks. For example, a paralyzed character could use a psionic Talent while paralyzed. Note that paralyzation does not "freeze" a victim into a statue, it just causes him to collapse.

Stun

A character who receives a Major Wound (takes an amount of damage equal to half his normal *PHP* or greater in a single attack) must make a *Physical Toughness* roll and beat a total equal to the amount of damage taken to avoid stun for 1d rounds. In addition, certain weapons, Talents, etc. can cause a roll to avoid stun. When stunned the totals for all rolls made by the character are cut in half, the character has half as many Initiative dice, and movement is at one-half (round all numbers up).

Mental Damage

Sometimes a character suffers another kind of damage; trauma initiated by a mental response to bizarre or terrifying experiences. Imagine you are walking down the street tomorrow with your best friend, and a manhole cover pops off right next to you. A huge, amorphous creature covered with fanged mouths and rolling eyes extends from the dark-

ness and bites your friend's head off! It then disappears back down the hole, leaving only your companion's headless body, slimy deposits, and a terrible stench. Don't you think you would be walking on eggshells for a while afterward? Well, characters can freak out like the rest of us.

When a character experiences particularly scary or horrible things the GM can require a *Mental Toughness* roll to check for effects on the character's mind. It is up to the GM to determine when a roll is needed and the Difficulty of the roll. The GM must keep the setting in mind, however, as a character in a fantasy game who has spent his entire life knowing that monsters truly exist is not likely to be shocked at their appearance. Conversely, a person from our own modern world could have a nervous breakdown if confronted by the walking dead or inter-dimensional horrors.

In these circumstances a character failing a *Mental Toughness* roll suffers 1d of damage to his *MHP* score, and a temporary ill effect if the GM feels it is appropriate in the situation. The GM can make up a "freak out" effect or roll 3d and compare the total to the table on the right.

Restoring MHP

A character regains *MHP* by resting in calm and safe surroundings, with no stress or mental strain of any sort. Each day spent resting restores 1d *MHP* to the character.

Insanity

If a character suffers a minor case of insanity from a failed *Mental Toughness* roll, he is "functionally" insane. He can live a somewhat normal life, but may have episodes or periods of irrational behavior. A minor case may simply cause the character to seem odd. Possible afflictions are anxiety, compulsions, kleptomania, minor megalomania, melancholia, monomania, minor paranoia, pathological lying, or a phobia.

If a character suffers a major case of insanity he is functional, but definitely not normal. Others see him as obviously disturbed, and episodes will be longer and/or more severe than in a minor case. Examples include delusions, Dementia Praecox, severe paranoia, and psychogenic fugue.

When a character reaches an *MHP* score of 0 or less the player must make a *Mental Toughness* roll against a Difficulty of 3. If this roll is successful the character only suffers a permanent case of insanity (form and severity decided by the GM). If the roll is unsuccessful the character becomes completely and incurably insane, and becomes an NPC under the GM's control.

Curing Insanity

If a character is mentally disturbed but not incurably insane, it is possible to cure the illness with the *Talent Medicine* (specifically with *Psychology*).

Each month that a character is under treatment, the character who is providing the treatment gets a *Medicine* roll. The Difficulty of this roll is 3 for a case of minor insanity,

and 4 for a case of major insanity. The patient must then make a *Mental Toughness* roll against the same Difficulty, and if both rolls are successful the mental disorder is cured.

A GM may allow a similar healing effect from other forms of treatment. For example, counseling from a spiritual leader, membership in a support group, or hypno-therapy may allow a character to attempt *Mental Toughness* rolls to cure a mental disorder. It is up to the GM to determine what period of time is required between these rolls and if they are feasible and/or allowed.

"Freak Out" Effects (Roll 3d6)

3: The character develops a minor long-term mental disorder. Treatment will likely be required to recover.

4: The character develops a minor short-term mental disorder. The condition will persist for 1d days.

5: The character falls unconscious for 1d rounds.

6: Hyperventilation causes the character to gasp for 1d rounds. He is unable to speak or perform any task beyond attempting to catch his breath.

7: Loss of bladder/bowel control. Use your imagination.

8: Vomiting for 1d rounds. Effects are the same as stun.

9: The character's confidence is shaken for 1d days. The character will be indecisive and filled with doubt, and has 1 less Initiative die for this period. *Mental Toughness* is also reduced by 1.

10: The character is disoriented and reeling for 1d rounds. Effects are the same as being stunned.

11: The character becomes hysterical for 2d rounds. This can be incoherent babbling, laughing, crying, yelling, etc.

12: A minor case of "the shakes" makes any tasks requiring coordination or steadiness more difficult (reduce by 1 die) for an hour. After the hour the character is allowed a roll against *Mental Toughness* to cease the condition. If unsuccessful, he can keep trying each following hour.

13: Character flees the area at his maximum movement rate for 1d rounds. The character will become violent if someone attempts to stop him.

14: Rage takes over the character, who must lash out at the source of distress violently for 1d rounds. Anyone attempting to stop the character may also be attacked.

15: The character is rooted in place, and unable to move away for 1d rounds. He can still attack, defend, or perform other actions as long as he doesn't move from the spot.

16: The character collapses in a heap, unable to do anything for 1d rounds. He is still conscious, but unable to act.

17: The character develops a major short-term mental disorder. The condition will persist for 1d days.

18: The character develops a major long-term mental disorder. Treatment will likely be required to recover.

6: GAME MASTER

As mentioned in the introduction, this manual assumes that the reader is familiar with RPGs and how they are played, so this section will not begin with a description of how to run a game session. If this kind of information is needed visit our web page at www.azathot.com. This section primarily contains suggestions for customizing the system, and some general guidelines for GMing AFOD games.

Tweaking the Game

Lethality

The rules in this manual are designed to be (relatively; come on, it's a game) realistic. If an average human is stabbed with a knife there is a chance he could die. However, many people prefer their characters to be more sturdy.

An easy way to make the game less lethal would be to allow characters to keep all of the dice the players roll for *PHP* (roll and total twice the *Physical Toughness* score).



Power Level

The default “power level” for starting AFOD characters (30 CP) is that of regular people, like guy who sold you the paper this morning or the policeman on the corner. Thirty CP is the equivalent of six Talents at a good level (score of 3), or one really good (4) and three good (3) and three with some ability (2), etc. However, some games will have more heroic or powerful characters, the kind of people who are a cut above the norm. In that case the following starting CP can be used instead:

40 CP: The characters are elite adventurers, and have at least a few Talents (areas of expertise or natural ability) well above even the level required by a competent professional. Think of pulp adventurers or Hollywood movie characters.

50 CP: Characters are amazing individuals, perhaps masters of a few different fields as well as hardened fighters. A character like Buckaroo Bonzai would be of this level.

60 CP: These are superheroes. At this level the GM will need to allow scores above 5, because otherwise the characters will just be good at everything if the points are kept to buying Talents a 5 or below!

Game Complexity

Some people prefer a simpler game. It is easy to make an AFOD game more “rules-light” by simply slimming down the Talent lists and ignoring a few of the standard conventions. An example would be removing the *Mental Toughness* Talent and associated MHP score for games that don't feature physic challenges or horror elements.

Example: Julie the GM wants to run a gritty Old West game, but wants to simplify the game and concentrate on action. She decides to make the following changes:

First, she limits the available Talents to six: Agility, Reflexes, Physical Toughness, Shooting (combines Pistol and Rifle), Unarmed Combat, and Riding. She also decides to ignore armor and DR values, and make all damage the same type. The players will roleplay most non-combat tasks, and combat will run a bit quicker. The core game will operate exactly the same, however, It will not “break” the system.

Handling Talents

Talents are the core of the AFOD system, and a large part of a GMing a session is handling them properly.

Evolving Talents

Talents in the AFOD system allow players some degree of flexibility, and players are encouraged to find new and

interesting uses. However, this means that Talents can evolve over the course of a game.

As players find new ways to use their character's talents, the GM takes notes on the Difficulty ratings he assigns their effects. This helps keep the game consistent.

When a character first attempts a new effect or is unfamiliar with a specific use of a Talent, the GM should set the Difficulty at least 1 higher than the actual Difficulty. Once the character has had a bit of experience with the new aspect the GM reduces the Difficulty to the normal number, which is used from that point forward.

Naming Talents

A large part of the "feel" of a game will depend on the words used to describe the Talents which the characters use to perform tasks, especially Extraordinary Talents. The names used in the Talent lists are somewhat generic, because this book is intended for a wide variety of games. However, a GM should feel free to rename them to fit with the feel of the world he has created.

Fantasy games usually have magic, and tend to use more elaborate or fanciful names for Extraordinary Talents. For example, *Pyrokinetics* could be called *Flamedancing*, and creating a jet of fire could be referred to as *Tongue Of Flame*. Another common way to refer to magical effects is with the word ending "-mancy", like in "pyromancy" and "cryomancy."

Science fiction games with psionic Talents could use more clinical-sounding names. Technical or scientific descriptions are appropriate, and names in this book like *Telekinetics* fit the feel well.

Horror games tend to have more sinister-sounding abilities for the vile forces at work. An evil cultist wouldn't use *Cryokinetics*, he would use *Icy Death*. An opposing force of good may have righteous-sounding abilities, like *The Invisible Hand Of God* for *Telekinetics* or *Holy Light Of Truth* for *Photokinetics*.

A game set in a primitive post-apocalyptic world could use names that are simple and direct— *Clairsentience* could be *Far-Seeing*.

A Talent's description helps contribute to the spirit of the game, so the GM and players should come up with names and descriptions which promote the atmosphere of the game.

Talent Requirements

Another way to make Talents fit a particular game is making characters meet certain requirements before learning or using them. For example, in a horror game some magic may require rituals or sacrifices, or in a fantasy game a wizard might need to carry special magical talismans.

Talent Lists

The Talent lists in this book are in no way canon. Some settings may require a new Talent, while others may throw

out all but a few. GMs should feel free to add and subtract Talents to customize the system to their game.

A game based around siege warfare could have talents like *Sapper*, or a game with characters who are ghosts could have *Scare The Living*.

The main thing to keep in mind when creating Talents is game balance; if the Talent is overly powerful it will make some characters too important, and if it is too ineffectual no player will want it for his character. However, there could be some games in which the setting revolves around a single Talent; for example, a world of oppression and paranoia could revolve around the use of *Telepathy* by an evil government.

Awarding CP

It is completely up to the GM how quickly the characters in a particular game will increase in power. However, following are some guidelines a GM can use for awarding Character Points if he wishes.

Common Sense

We all have it. Don't ignore or deny it.

A grenade misses its target, so what happens? It rolls off somewhere and explodes, that's what. A player wants his small, weak character to wield a huge two-handed sword? Reduce the damage or reduce his Initiative dice. Whenever you are unsure of the way a certain ruling should go, just use good old common sense.

Also, remember that you are the GM. Feel free to modify or ignore rules when they conflict with what makes the most sense in a game situation.



A: TALENT LISTS

Ordinary Talents

Agility

This is a measure of a character's gross motor skills, balance, and flexibility. It is used for running, jumping, and similar activities. It is not a measure of reaction speed (covered by *Reflexes*) or any hand-eye coordination tasks covered by other Talents. Used to calculate the *Move* score.

The damage from a fall can also be reduced with this Talent by rolling with the landing properly and body positioning during the fall. If a character makes an *Agility* roll which beats a Difficulty equal to the number of dice of damage the fall would cause the damage is cut in half.

Difficulty examples: (1) jump a ditch; (3) walk across a narrow beam in light wind; (5) run across a narrow beam in high wind; (7) backflip onto a narrow beam in high wind.

Art

The visual arts are represented by this Talent. Possible specializations include painting, sculpture, illustration, interior decorating, and graphic design. A successful use of this Talent means the character created the desired effect in the audience or reproduced a scene or another piece properly.

Difficulty examples: (1) draw a picture that your friends think is pretty good; (3) create an illustration suitable for use in a quality publication; (5) create a work of art suitable for museum display which receives public notice and critical acclaim; (7) create a timeless masterpiece.

Bow

The operation of bows and crossbows. A character can specialize in a certain type, such as the longbow.

Business

This is the ability to operate a business or similar enterprise successfully. Possible specializations include accounting, advertising, and management.

Climb

The ability to scale sloped or sheer surfaces. As a general rule a roll should be made every 10m of distance climbed. Without proper clothing or equipment all Difficulty values should be increased by 1.

Difficulty examples: (1) a steep, rocky hill; (3) a sheer cliff with rough surfaces and loose stones; (5) a smooth wall; (7) wet, polished stone.

Computers

Knowledge of computer operations and software, but

not hardware beyond upgrades or simple modifications. A successful use of this Talent for research could reduce the Difficulty of another task. Possible specializations could include hacking, programming, and databases.

Difficulty examples: (all are in respect to the particular tech level of the game) (1) find some obscure info on the internet; (3) write professional grade software code; (5) create a groundbreaking new program; (7) create an advanced artificial intelligence.

Craft (Type)

The ability to create useful items from raw materials. Characters must choose a type of craftwork, such as carpentry, metalworking, or textiles.

Difficulty examples: (1) make a horseshoe; (3) create a suit of serviceable armor; (5) create a superb sword; (7) craft an extraordinary sword suitable for a king.

Deduction

This Talent is used to "figure things out" when a character faces an unknown situation. It could allow the character to find out how to activate a strange device or discern the motive of another individual. This is a very broad Talent, and a player could choose to have his character specialize in almost any mental task not covered by other Talents.

Deduction should not be overused; in most cases the player should figure things out during play, but this Talent can be used for tasks which cannot be described properly to the player or when it is more appropriate for the character to solve a problem.

Disguise

Disguise covers all aspects of hiding or modifying a character's identity. This includes makeup to change the facial appearance, shoe lifts to change height, padding or girdles for changing build, alteration of walk or other physical movements, and disguising of the voice. Usually opposed by another character's *Notice* Talent. This Talent would also be used to conceal objects on one's person.

Drive (Type)

A character uses this Talent to operate any kind of ground or water vehicle, such as cars, tanks, or motorboats. A character must choose a certain type of vehicle, such as cars or motorboats, and can also specialize in a particular subtype, such as jeeps.

Difficulty examples: (1) avoid a pothole in the road; (3) perform a bootlegger turn; (5) jump a car over an obstacle; (7) drive on two wheels through a narrow alley at full speed during a chase.

Electronics

Used to repair, design, or build electronic devices. Lower levels would denote a technician while high levels would equate to engineering.

Some types of specialized electronic devices may be covered under a different Talent, such as security devices by *Intrusion*. In these cases *Electronics* can be used, but the Difficulty of the task should be increased by at least 1.

Escape

This is the ability to get out of restraints, such as when tied up, handcuffed, or in a straightjacket.

Difficulty examples: (1) escape from sloppily tied ropes; (3) escape from securely tied ropes; (5) get out of a straight-jacket; (7) perform a Houdini-type escape.

Flail

This Talent is used to make attacks with flexible weapons. A character can choose to specialize in a particular weapon, like the chain or flail.

Forgery

Forgery is used to create fake documents, money, or identification which is indistinguishable from the real thing. A character viewing the falsified material would have to beat the creator's *Forgery* Talent with a *Notice* roll to discover the forgery. A character can specialize in a certain type of forgery, such as official documents, identification, or counterfeiting.

Gunnery (Type)

This Talent is used to operate heavy weapons, such as anti-armor or ship-borne weapons. The character must choose a certain type of weapon, such as catapults or mortars, and can also specialize in a particular weapon.

Hafted Weapons

The use of axes, clubs, and similar weapons are covered by this Talent. Possible specializations include club, mace, axe, pick, and hammer.

History

Knowledge of the past is covered by this Talent. A character can choose to specialize in either a period (like the Copper Age) or the history of a certain place or culture (such as Chinese history).

Influence

Sometimes a character wants to make others think what he wants them to think, and this is where *Influence* comes into play. This Talent is used to affect the attitudes or opinions of other people. It can be used to get that guard to cut you a break, lie convincingly, or scare that punk into spilling the beans. How it is used will tell what Talent the target uses to oppose the *Influence* roll of the character.

If the character is constructing a complex lie or attempting to "fast talk", the target could use his *Deduction* Talent to notice inconsistencies or flaws.

If the character is trying to deceive or persuade the target with emotion or charm, the target opposes the attempt with *Mental Toughness*.

Attempts at intimidation are also opposed with *Mental Toughness*, but are heavily influenced by the situation. Whichever side has more force or authority behind him should receive a modifier.

Intrusion

This Talent is used to get into places where you don't belong. Difficulty would depend on the quality of the security devices faced. A security device faced will be rated by quality and complexity, with cheap padlocks at a Difficulty of about 2 and complex bank doors at 5. Possible specializations include lockpicking, safecracking, and traps.

Knife

Used for knives or any small bladed/pointed weapons, like cybernetic pop-out blades, ice picks, or bladed gloves. This talent also covers the throwing of balanced knives or similar items.

Language (Type)

This is used for using any language which is not your native tongue. A score of 4 or better generally means the character is fluent in the language. A *Notice* roll by another character which beats a Language roll can pick up an accent. Knowing any particular word or phrase will depend on obscurity; the more obscure the higher the Difficulty rating.

Law

Knowledge of the legal customs of a society. A police officer would need a score of 2 or 3 in this Talent, and a professional lawyer a 4 or better. A character must choose to specialize in the laws of a certain culture. This Talent would be used to know the law and prepare a good case, but the Talent *Influence* may cover some in-court activities, like passionate pleas to the jury or persuading the judge to allow a certain line of questioning.

Mechanics

The ability to repair, build, or design mechanical devices. This Talent will depend heavily on the level of technology in the game. A medieval character would not know how to fix a car. Specialization would be in a certain type of device, such as automobiles, trains, or catapults. High levels of skill would denote engineering or design of complex devices or mechanisms.

Difficulty examples: (1) fix a broken hose in a car; (3) fix a major engine problem; (5) build a superlative professional race car engine; (7) design a radical and powerful new car engine.

Medicine

A character can use the *Medicine* Talent to bind wounds, cure infections or diseases, cure a mental illness, or perform an autopsy. In general a successful *Medicine* roll on a wounded patient will heal 1d *PHP*. A character must specialize, and possible specializations include forensics, psychology, and general medicine.

Difficulty examples: (1) bandage a wound; (3) remove a bullet; (5) perform a difficult major surgery; (7) perform experimental brain surgery.

Mental Toughness

This Talent is a measure of a character's force of will and mental stability. It can be used to resist mental attacks, fear, or psychological torture. The Damage and Healing section has more information about using this Talent.

Notice

Notice allows a character to be aware of his surroundings and pick up on details and clues. It could be used to find secret passages, detect an ambush, or see the nervousness of an enemy. It is often used in opposition to another character's *Stealth* Talent.

Difficulty examples: (1) hear someone walking up behind you; (3) notice a hidden trapdoor in a floor; (5) see a hidden sniper; (7) notice the book on a shelf of hundreds which operates a secret door with a quick scan.

Physical Toughness

The ability to absorb physical damage, resist illness, or fight exhaustion. For example, a successful roll could counteract the effects of poison, with the strength of the poison used as the Difficulty of the task. This Talent is used to calculate *Physical Hit Points*. The Combat and Damage sections of this manual have more information on this Talent.

Pilot (Type)

This Talent is used to operate flying vehicles. Routine cruise flying would not require a roll, but any difficult maneuvers would require a roll to perform successfully. This Talent also covers knowledge of weather conditions as they pertain to flight, regulations, and navigation. The character must specialize in a certain type of vehicle, such as helicopters or airships.

Pistol

This Talent covers the use of any type of pistol, from muzzleloaded firearms to futuristic ray guns. A character can choose to specialize in a certain type of pistol, such as heavy revolvers.

Reflexes

A measure of the character's speed of reaction, a combination of both mental and physical. This Talent is used when rolling Initiative and in Surprise situations (see the Combat section). *Reflexes* would also be used for situations

where reaction speed is important, like closing or averting the eyes to avoid blindness from a bright flash.

Ride

The ability to use animals as mounts. A *Ride* roll would need to be made when performing difficult maneuvers or avoiding being knocked from the mount. A character must specialize in a type of animal, such as horses, dragons, or dolphins.

Rifle

This Talent is used when firing rifles, shotguns, submachineguns, and similar weapons. A character can choose to specialize in a certain type of weapon, such as lever-action rifles or shotguns.

Science, Earth

This Talent covers knowledge of the natural sciences, such as geology, oceanography, paleontology, or meteorology, and also core scientific principles. A character must specialize in a particular field.

Science, Life

This Talent covers knowledge of the life sciences, such as botany, zoology, or genetics, and also core scientific principles. A character must specialize in a particular field.

Science, Physical

This Talent covers knowledge of the physical sciences, such as physics, chemistry, or astronomy, and also the core scientific principles involved. A character must specialize in a particular field.

Science, Social

This Talent covers knowledge of the social sciences, such as sociology, anthropology, or political science. A character must specialize in a particular field of study.

Slight of Hand

Slight of Hand is used to manipulate items without being detected. This Talent depends on misdirection and manual dexterity. Possible specializations include magic tricks, pick pockets, and palm objects (shoplifting).

Sling

This Talent is used to make attacks with slings and any similar weapons.

Spear

Covers the use of spears and spear-like weapons, such as stabbing polearms and lances. This Talent is also used to throw spears which are suitable for throwing.

Stealth

This Talent is used to remain undetected. It is an amalgamation of various tasks, such as moving quietly, remaining still, finding shadows or other obscuring surroundings, or

following a person without being noticed. Possible specializations include move silently, shadow, and hide. Normally used against an opponent's *Notice* Talent.

Strength

How well the character can perform feats of strength, such as lifting heavy items or breaking down doors. This Talent is used against a Difficulty based on how hard the task is when attempting actions against inanimate objects, but would be used against another character *Strength* score for an opposed task like arm wrestling. A character with a high score in this Talent will generally be very large or muscular.

Difficulty examples: (1) lift a suitcase and carry it a short distance; (3) lift and carry a full-grown man; (5) lift up one end of a car; (7) bend steel bars.

Sword

The ability and skill of a character when using a sword or similar weapon. This Talent is primarily used against an opponent's defense roll.

Survival

This Talent is used to get food, build shelter, find water, etc. in natural or hostile environments. A character can specialize in a certain setting, such as desert, forest, jungle, arctic, or Kargerinnian fireswamps. A character from a specific environment without knowledge of other lands must choose to specialize in the environment they know.

A character should make a roll with this Talent when attempting to find food for a day, build or find a shelter which will protect him from the elements, or find a source of drinking water. The Difficulty is based on the environment in question. For example, finding water in the desert may be Very Hard (4), but finding water in an arctic snowfield should be automatic.

Swim

How well the character can swim, both on the surface and under the water. In general a character can swim at a rate of 3 meters per point in the Swim score per phase, assuming calm water.

Swim rolls are needed to stay afloat in difficult circumstances, such as rough water or when weighed down with heavy equipment. For example, a character who falls overboard in heavy armor may need to make a swim roll to see if he can stay afloat; if not, he would need to start tearing off his armor and try again to reach the surface.

Also, this Talent is used to reach something in deep water. The Difficulty of reaching something underwater is 1 point per 3 meters of depth.

Throw

This Talent is used to hurl objects, from throwing a chair at an opponent to playing darts. Most weapon Talents (i.e. spear, knife, etc.) also cover throwing the weapon, but a

character can use this Talent instead if it is preferable.

Range for thrown objects should be decided by the GM, but each point in *Throw* or *Strength* (player's choice) increases the range of a thrown weapon by 3 meters.

Track

This Talent is used to follow the trail left by other characters or creatures, and to learn information about the tracked target. The length of time that has passed since the trail was "hot" or environmental conditions (i.e. rain or wind) will decide how difficult it is to track successfully.

Difficulty examples: (1) follow footprints in muddy ground; (3) track a wounded deer in the woods; (5) track a stealthy opponent on firm terrain; (7) track a stealthy opponent two days after he has passed in the rain.

Unarmed Combat

Fighting without weapons. There are three different types of attacks which can be made; grapple, strike, and throw. A character can also specialize in one of these types.

A grapple is when the character puts an opponent in a hold. A successful grapple will immobilize a target, and if the attacker wishes cause 1d damage (plus the character's *Unarmed Combat* score and *Damage Bonus*) per round in the hold. Flexible armor is ignored, as it is pressure and not a blunt striking force. This damage will be applied to a limb or extremity of the target, and if the victim's *PHP* is brought to 1/2 normal the limb is broken or rendered useless. The extremity affected should be determined randomly or decided by the GM unless the character makes a Called Shot against a particular area. If the attacker wants to kill with a hold, he must make the grapple attack as a Called Shot to the neck or other vital area of the target. Certain creatures may have unusual limbs or vital areas, and the GM will decide the effectiveness of holds on non-humanoids. The target can use an action to attempt escape using his own *Unarmed Combat*, *Strength*, or *Escape* Talent versus the attacker's score, but this roll is decreased by 1d each round.

A strike attack uses a part of the character's body as a blunt weapon against an opponent. This could be a hand, foot, knee, elbow, or any other body part. A strike causes 1d C damage (plus the character's *Unarmed Combat* score and *Damage Bonus*).

A throw is executed by using the opponent's mass or momentum against him. Damage is 1d C (plus the character's *Unarmed Combat* score and *Damage Bonus*), and is caused by the target striking the ground, a wall, etc. The character performing the throw can opt to not cause damage. Any successful throw also results in the target being off his feet, and he must spend an action getting up.

Zero-G Operations

This Talent is used to perform any tasks specifically related to life in zero (or very low) gravity environments, like using spacesuits or other equipment or techniques.

Any physical maneuver attempted in zero gravity cannot be performed at a higher level of ability than this score. If a character had a score of 3 in *Agility* and 2 in *Zero-G Operations*, he would perform any *Agility* tasks at a score of 2. Each month spent continuously in a zero gravity environment increases this Talent as if the months were Character Points. For example, if a character had a *Zero-G Operations* score of 2 and spent 3 months in zero gravity, his score would increase to three.

Also, a character's *Evade* score can not operate at a higher level than his *Zero-G Operations* score when in zero gravity environments, unless the character is using a device like magnetic boots and/or the GM rules that the required maneuvering is possible.

See page 13 for information on combat in zero gravity.

Extraordinary Talents

Alchemy

This talent allows a character to create substances (like potions, powders or salves) with amazing properties. There are two different ways to use this Talent; for discovery of a formula, and for the successful preparation of a substance.

It takes a character a number of months equal to the Difficulty of the substance to discover its formula. At the end of this period the player must make an Alchemy roll, and if successful the character has discovered the list of ingredients and process required to create the final product. The GM should make the required ingredients more rare or difficult to obtain for substances with high Difficulty ratings. A character could also discover, purchase, or trade with another character for a formula.

Once a character has a formula he can attempt to create the substance. This requires another *Alchemy* roll and one hour per point of Difficulty. The GM may wish to make this roll in secret, so the character doesn't know if the substance works until tried. A Botch could cause serious problems, like opposite effects when used or an explosion which does as many dice of damage as the Difficulty of the substance. Following are some example alchemical substances:

Dust of Disguise: When sprinkled over a character he is disguised as whatever he envisions. This includes physical appearance, voice, and even smell. A *Notice* roll against a Difficulty of 3 is required to see through the disguise. Difficulty 3 to create.

Glowstone: This stone will glow brightly for 4 hours when struck against a hard surface. Provides light in a 10 meter radius. Difficulty 1.

Potion of Healing: Heals physical damage. Difficulty is equal to dice of damage healed.

Potion of Perception: A character's *Notice* Talent is

increased due to sharpened senses. Difficulty is equal to point increase, plus 1 per hour of effectiveness past the first.

Potion of Speed: The character's *Move* and *Reflexes* scores are doubled for 10 minutes. Difficulty 4.

Potion of Charisma: A character's *Influence* Talent is increased. Difficulty is equal to point increase.

Bind Power

Bind Power is used to make the powers given to an extraordinary item permanent, and is used after and in conjunction with the *Power Container* Talent. See Page 10 under Extraordinary Items for more information.

This Talent also allows a character to bind a summoned entity (see *Summon Entity* below) to a person, place, or task. This binding forces the entity to perform as commanded, so negotiations are not required. The Difficulty of binding an entity is the same as it was to summon it, and lasts until the prescribed period of time passes or the task is performed. If the character fails to bind the creature, however, it is freed from any restraints and can attack the character at will.

Any time this Talent is used the character must sacrifice (lose) 1 point in either *Mental Toughness*, *Physical Toughness*, or *Strength*. This represents the investiture of the character's own vitality required to effect the binding.

Clairsentience

A character can perceive hidden or distant places with this Talent. The character can see, hear, and even smell what is going on around the target for a full minute with a successful roll. The Difficulty is based on how familiar the character is with the target, the distance involved, and the number of senses involved.

Close and Familiar: A well-known person or object nearby. Difficulty 1.

Distant and Familiar: A well-known person or object in a distant location. Difficulty 2.

Close and Unfamiliar: An acquaintance or briefly seen object in a nearby location. Difficulty 3.

Distant and Unfamiliar: An acquaintance or briefly seen object in a distant location. Difficulty 4.

Unknown: No personal experience and working only from a description, distance unknown. Difficulty 5.

For each sense above the first, add 1 to the Difficulty. For example, if the character wanted to see and hear what was going on, add 1 to the Difficulty.

Cryokinesis

This Talent allows a character to create and control coldness by removing thermal energy and dampening molecular movement.

Damage can be caused to targets with a blast of cold energy by touch or within a meter. Difficulty is equal to the

strength of the blast times 2 (for example 4d damage is 2 Difficulty). Add 1 Difficulty if a ranged attack using a “ray” of cold. Add 1 Difficulty for each 3m radius of effect or additional target if a “split ray” is used.

A character can freeze 1 cubic meter of non-living liquid (water or similar) per point of Difficulty by touch. Add 1 to the Difficulty if not touched but within line of sight.

Heat or fire can be negated with this Talent. The amount of heat energy negated is equal to the amount of damage the cold would cause. For example, use of this Talent to project a 2d strength ray of cold for 10 points of damage would reduce a flame which would cause 12 points of damage down to 2. If reduced to 0 it is extinguished.

Deconstitute

This Talent allows a character to turn into mist, dust, water, or some other non-solid form. The particular form must be specified by the player when his character takes this Talent, unless the GM allows it to be a broad ability.

The Difficulty level beat by the character to effect the transformation sets the time required to deconstitute, the movement rate of the character while transformed, and how hard it is to disperse the character.

The time it takes to deconstitute is equal to the Difficulty the character beat minus 5 phases; if a character beat a Difficulty of 3 it would take 2 phases to deconstitute.

While deconstituted the character has a *Move* equal to the Difficulty beat when the transformation was initiated.

While deconstituted, the character can be forced back into his normal physical form by certain conditions, as decided by the GM. For example, swirling wind may cause a character in mist or dust form to either return to his normal form or be dissipated and killed, with Difficulty faced by the character equal to the strength of the winds. Fire can cause a



character in water form to evaporate, unless a roll is made which beats a Difficulty equal to the dice of damage the fire would cause to the character in normal form. Keep in mind the transformed character only rolls as many dice as the Difficulty beat to effect the transformation.

How long a character can remain transformed is dependent upon the character’s *Deconstitute* score: 1 minute at 1, 1 hour at 2, 8 hours at 3, a full day at 4, and indefinitely at 5 and above.

Dominate

A character can compel others to do as he wishes with this Talent. The character must beat the target’s *Mental Toughness* with his *Dominate* Talent, but the Difficulty of the attempt is affected by the type of task and the target’s attitude toward it.

The following things will cause the target to receive a 1d modifier. The modifiers are cumulative. If the task: causes any damage to the target; goes against the target’s personal code or beliefs; hurts a friend or ally; is financially expensive; is highly embarrassing or would damage the target’s reputation; is time-consuming; is highly dangerous or scary to the character.

If the task would cause the death of the target or a loved his *Mental Toughness* score is doubled for the resistance roll.

In contrast, if a target is already inclined to do something the character would get a modifier which reflects how close the target is to performing the task even without prompting or persuasion.

Electrokinesis

A character can create and direct electrical energy with this Talent.

Damage can be caused to targets with a blast of electrical energy transmitted by touch (an *Unarmed Combat* roll). Difficulty is equal to the strength of the blast times 2 (for example 4d damage is 2 Difficulty). Add 1 Difficulty if a ranged attack. Add 1 Difficulty for each 3m radius of effect or additional target if a “forked bolt” is used.

A character can use this Talent to power electrical devices. Large or high-powered devices would have a high Difficulty rating, such as motors which power vehicles. Also, sensitive devices (like low-powered electronics or computers) have a high Difficulty due to the fine control required to power them without destroying them (the charge may be easy to generate, but it just burns out the device or causes erratic function).

Batteries or similar power supplies can also be recharged. The Difficulty is usually only 1 to do this, but the normal time it takes to charge the unit should remain the same. If the character tries to “force” the charge to speed up the process, the GM can force a more difficult roll to see if the character destroys the power storage device.

Fly

A character can levitate, fly, and float in the air with this Talent. The level of effort the character puts into the “take-off” (represented by the Difficulty chosen by the character) sets the movement rate and maneuverability while in the air. If the character rolled against a Difficulty 3 he would be a “level 3” flyer for the duration of the flight. The character can move at 4 times this rating per phase. The *Agility* Talent and *Evade* score is replaced by this score during the flight.

The effects last until the character lands, at which time a new roll is required to become airborne again.

Heal

The character can heal damage to either himself or another character with this Talent. Touching the target is required. The Difficulty of the roll is equal to the number of dice healed. There can only be one attempt per injury.

Sickness and disease can be cured as well. A minor sickness or disease (like the flu) has a Difficulty of 1 or 2 depending on severity, but something like untreatable cancer would have a Difficulty of 5 or 6.

Illusion

This Talent allows a character to trick the minds of others into experiencing things which do not exist. Sights, sounds, smells, and even physical touches can be simulated. The character must beat the target’s *Mental Toughness* roll with an *Illusion* roll to create the illusion. If this roll fails the target immediately sees through the falsehood. If successful, the target experiences what the character envisions.

If the target experiences sensory input which is contrary to the illusion another roll is allowed. For example, if there was an illusion of a fire and the target noticed that ice nearby was unaffected, another roll would be appropriate.

Any time a target takes illusory “damage” from an illusion, another roll is required as well. If the roll is failed the target believes he has been wounded, and will act as such; he will experience pain, possibly be stunned, feel fear, etc. If the target takes enough damage to be killed or incapacitated, he falls unconscious for 1d rounds.

Invisibility

The character can become less detectable to vision with this Talent, but it is not a flawless invisibility. Distortions, shadows, or other telltale signs may tip off observers and reveal the character’s location.

When the character first becomes invisible he must choose a Difficulty to beat, and if successful the character assumes that “level” of invisibility. While invisible any observers must beat a Difficulty equal to this level to detect the character. For example, if a character made a successful *Invisibility* roll against a Difficulty of 3, an observer would need to beat a 3 with his *Notice* Talent to detect him if actively searching.

Characters can remain invisible for 1 hour per point of Invisibility they have before a new roll is needed.

Materialize Object

A character can cause an inanimate object to appear at will with this Talent. This could be any type of object specified, but must be a “real” thing as far as the campaign world is concerned. For example, a character in a medieval fantasy game couldn’t call forth a laptop computer. The Difficulty is based on the mass and complexity of the object.

For each point of Difficulty the character can materialize 5 times more mass, beginning at 1 kg: 1kg at 1, 5kg at 2, 25kg at 3, 125kg at 4, etc. Simple objects (a bucket or shovel) cause no extra Difficulty, medium-complexity objects (a gun) add 1 point, and highly complex objects (a computer) add 2 points.

Necromancy

This Talent allows a character to have a connection to and power over the forces of death.

A character can speak with the dead, either corpses or spirits which are haunting an area. The player must state how much effort will be put into the attempt, represented as points of Difficulty, then beat that Difficulty with a roll. If successful, the GM will tell the character one fact or answer one question per point of Difficulty the character beat.

Undead can be created, usually a “zombie” from the remains of a once-living person or creature. The basic Difficulty is dependent upon the size of the creature: a small animal (cat) would have a 1, a larger animal (dog) would have a 2, a man would have a 3, and a huge creature (grizzly bear) would have a 5.

A zombie has the basic characteristics shown in the box below. Any Talents not shown can have an effective score of 1 with GM approval, just like a character. They tend to be slow but hard to “kill”. They are also effectively mindless, only able to carry out simple instructions given by the creator, and are unaffected by mental attacks or influence. However, a character can add abilities to a zombie by upping the Difficulty faced. For each 5 points of CP spent (or fraction thereof) to increase the zombie’s abilities, increase the Difficulty by 1. For example, if the creator wanted a faster zombie he could spend 10 CP to raise the *Reflexes* and *Agility* to 3, but this would increase the Difficulty to 5.

Typical Human Zombie: PHP 30, Move 2, Evade 1, DB 3
Talents: Escape 2, Notice 2, Physical Toughness 5, Strength 3, Unarmed Combat 2.

Nullify

Nullify is a general term for an opposing force that a character can use to negate other extraordinary Talents of the same type (magic, psionics, etc.)

A character must roll a total higher than the opponent’s

total used to generate the effect. For example, if an opponent used *Pyrokinesis* to create a fiery attack and rolled a total of 15, the character must make a *Nullify* roll with a total of 16 or higher to negate it. There is no partial negation; the effect is either completely destroyed or completely unaffected.

Photokinesis

A character can generate and control light with this Talent. The intensity of the light is determined by the Difficulty rating beaten when the character creates the light; 1 is equivalent to a nightlight or candle, 2 is a small flashlight, 3 is a powerful hand flashlight or large fire, 4 is a small spotlight, 5 is a lighthouse or searchlight. The character can choose to make the light a non-directional glow which allows vision in a 10m radius per point of Difficulty. The light will last 1 hour per point the character has in *Photokinesis* before a new roll is required.

A bright flash can also be used to temporarily blind an enemy. The target must make a Reflexes roll which exceeds a Difficulty equal to the strength of the light generated (a 2 Difficulty flash, a 3 Difficulty flash, etc.) or be blinded for the same number of rounds.

Power Container

This Talent allows an item to hold energy from extraordinary Talents. See page 10 under Extraordinary Items for more information.

Precognition

This Talent allows a character to gain knowledge about events before they happen. There are two different ways this Talent can be used, as foresight or premonitions.

Foresight is a general feeling about the future which causes a character to make preparations for what would normally be unforeseen events. The player can state that a particular situation faced will be a subject of previous foresight, and a roll is made versus a Difficulty generated by the GM depending on the importance of the event or simple GM fiat. If the roll is successful, the character will have made some preparation for the problem. For example, if a character suddenly found himself in a situation in which he needed to know Spanish, a successful roll means he had the foresight to pack a Spanish translation dictionary even though he shouldn't have known he would need one.

A premonition is a flash of future knowledge which appears spontaneously to a character. When an important or dangerous event is going to happen in the near future the GM can call for a Precognition roll. The Difficulty of this roll is based on the event's importance; minor events have a high Difficulty, while major or wide-ranging events have a low Difficulty (but perhaps more vague clues).

Psychometry

A character can "read" items or locations with this Talent, discovering information about past events. The player must state how much effort will be put into the reading,

represented as points of Difficulty, then beat that Difficulty with a roll. If successful, the GM will tell the character one fact or answer one question per point of Difficulty the character beat. Only 1 attempt per item or location is allowed.

Pyrokinesis

The creation and control of fire or heat.

Damage can be caused to targets with a blast of fire or heat energy by touch (an *Unarmed Combat* roll). Difficulty is equal to the strength of the blast times 2 (for example 4d damage is 2 Difficulty). Add 1 if a ranged attack using a jet of fire. Add 1 for each 3m radius of effect for a fireball, or per additional target if a "split" is used.

A wall of flame can be created, and the Difficulty is based on the strength, duration, and length of the wall. Each 2d of damage caused when passing through the wall causes 1 Difficulty, each minute of duration *after the first* is 1 more, and each 10m of length *after the first* is 1 more.

Materials can be set aflame within line of sight. The more flammable the material the lower the Difficulty: paper or cloth 1, wooden sticks 2, heavy logs or plastic 3, wet wood or other less-flammable natural materials 4, etc.

Cold can be negated with this Talent. The amount of cold negated is equal to the amount of damage the fire/heat would cause. For example, use of this Talent to project a 2d strength flame for 10 points of damage would reduce a flame which would cause 14 points of damage down to 4.

Shapeshift

A character can change his physical form with this talent. It can be used to either become a different kind of creature or to simulate another person.

If a character is using the Talent to assume the form of another creature, the Difficulty is based on the change in size and abilities. For each 50% change in size add 1 Difficulty. For each new form of movement, attack, defense, or special ability add 1 Difficulty. For example, if a character wanted to change into a shark which was twice the mass of the character the cost would be 4: 2 for doubling mass, 1 for the bite attack, and 1 for the ability to breathe water.

If a character is using this talent to assume the visage of another person he must state the Difficulty he will beat to assume the disguise. If successful, anyone attempting to see through the disguise would have to beat the same Difficulty with a *Notice* roll.

Summon Entity

Entity is a generic term for a supernatural or otherwise fantastic creature from somewhere beyond the "normal" world. This could be a demon, an extradimensional being, or a strange creature from the depths of space.

When a character uses this Talent he must specify what kind of entity he is attempting to summon. The player and GM then work up a description and specify its abilities and

characteristics, in the same way one would create a character. An entity can have any Talents, ordinary or extraordinary, that the GM allows. Also, the alien nature of entities mean that they can have special abilities (like immunity to fire) or weaknesses (like double damage from fire) as specified by the player in the creation process.

The Difficulty of the summoning is based on the CP required to create the creature. For each 20 CP used for Talents add 1 Difficulty. For each special ability add 1, for each weakness or drawback subtract 1.

The summoning takes 1 hour per point of Difficulty to perform. When the being appears it is restrained before the character, and the summons allows communication. The character must then bargain with the entity, convincing it to perform whatever task he requires. If the entity agrees, the restraint is broken and it can go perform the task. If it declines, the character can send it back to where it came from. If the entity breaks this bargain it disappears. Entities are known for twisting the words of such bargains though, so characters should make them carefully. If the character breaks the bargain it frees the entity to act as it wishes, often resulting in an attack on the character.



Telekinesis

A character can apply force to objects at a distance with this Talent. The force is applied as if it was a character using the *Strength* Talent; a character can lift, push, pull, or carry objects as if an invisible person were performing the task. The Difficulty is set as if it was a regular physical task, but using the *Telekinesis* Talent instead of *Strength*.

Attacks can be made as if the character were using *Unarmed Combat*, and the Difficulty rating overcome sets the equivalent score. For example, if a character wanted to hit an opponent with a telekinetic “punch” equal to an *Unarmed Attack* with a score of 3, the Difficulty would be 3. For figuring damage of these attacks consider *Strength* to have the same rating.

Telekinesis is an inherently clumsy force, however, so fine manipulation of items is more difficult; a task which would require a high amount of finger/hand coordination has a higher Difficulty than the force required would normally indicate. For example, putting a key in a keyhole would be a Challenging (2), shuffling cards would be Very Hard (4), and threading a needle would be Insane (6).

Telepathy

Telepathy is the ability to connect directly to another mind. It can be used for communication, reading the thoughts of a target, or detecting minds.

If a character with *Telepathy* wants to communicate with a willing target within sight there is only a Difficulty of 1. If a willing target is not within sight, how familiar the character is with the target decides the Difficulty: 2 for a very close friend or family member, 3 for a friend, 4 for a regular acquaintance, 5 for a casual acquaintance, 6 for someone known only peripherally. The target can respond to the character but not initiate communication. Contact lasts 1 minute or until severed, after which a new roll is required.

If the character wants to forcibly send thought to an unwilling recipient he must overcome the target’s *Mental Toughness*. If the target is not within sight give the target a 2d modifier to this roll.

To read a target’s mind the character must overcome his *Mental Toughness*, and there are three “levels” which must be penetrated. The first roll is to read surface thoughts, what the character is thinking about at that time. The second roll gets into the mind proper, where information can be searched for and memories accessed. The third roll is for access to the target’s deepest, darkest secrets. If the target is not within sight give the target a 2d modifier to this roll. Also, the target is allowed a *Notice* roll against the same *Telepathy* roll faced to become aware of the intrusion into his mind. If the target does become aware, on subsequent rolls to penetrate deeper the target gets a 2d modifier to his *Mental Toughness* roll.

For any *Telepathy* task the GM can increase the Difficulty or apply modifiers for long distances or large amounts of intervening rock, metal, radiation, etc. depending on how *Telepathy* is viewed in the game.

Teleport

A character can transport instantly to another location with this Talent, without passing through intervening space. The Difficulty of the task is dependent upon how well he knows the destination and how much mass he transports.

Highly familiar or within sight:	1
Well known:	2
Studied carefully:	3
Studied briefly:	4
Seen a few times:	5
Never personally seen, only a description:	6

The character, his clothing, and small equipment worn or carried goes with the character without an increase in Difficulty. For each additional 100 kg (approximately 1 extra person) increase the Difficulty by 1.

For any *Teleport* the GM can increase the Difficulty or apply modifiers for very long distances or large amounts of intervening rock, metal, radiation, etc. depending on how *Teleport* is viewed in the game. Also, *Teleport* does not normally penetrate supernatural or extradimensional barriers, only normal space, unless ruled possible by the GM.

B: EARLY TECH

This level of technology covers time periods from the Bronze Age to the Renaissance. Projectiles are mostly propelled mechanically, hand weapons are muscle-powered, and horses are the primary land transport. Travel by sea is done on ships either rowed or propelled with sails. Light comes from fire. Medicine is primitive and based on natural curative agents.

There can be other, more precise divisions within this category. A GM could have only weapons made of bronze available, chariots in use (before horse riding became prevalent), and the absence of many fortified stone structures to have a game set in the time of man's earliest societies. On the other hand, a game with heavy plate armor, crossbows or firearms, and large stone castles would be toward the end of the period.

The various abbreviations used are as follows:

Melee Weapons

D = Damage (# of dice)

DT = Damage Type

R = Range if thrown

Ranged Weapons

D = Damage (# of dice)

DT = Damage Type

R = Range

A = Ammunition load

RL = Phases required to reload

Armor

C = Damage Reduction vs. Concussive damage

E = Damage Reduction vs. Energy damage

H = Damage Reduction vs. High-Speed Projectile damage

P = Damage Reduction vs. Piercing damage

S = Damage Reduction vs. Slashing damage

Melee Weapons

	D	DT	R
Axe, Battle	4	S	5
Axe, Hand	3	S	20
Axe, 2-Handed	5	S	0
Club	2	C	5
Club, 2-Handed	3	C	5

Flail, Light	2	C	0
Flail, Medium	3	C	5
Flail, 2-Handed	5	C	0
Hammer, War	3	C/P	10
Hammer, 2-Handed	4	C	0
Knife	2	S/P	10
Mace	3	C	5
Mace, 2-Handed	4	C	0
Pick	3	P	0
Pick, 2-Handed	4	P	0
Spear, Light or Javelin	3	P	30
Spear, Heavy	4	P	15
Spear, Long	4	P	0
Staff	2	C	0
Sword, Short	3	S/P	5
Sword, Medium	4	S/P	0
Sword, 2-Handed	5	S/P	0



Melee Weapon Notes

The two-handed axe includes chopping polearms like the halberd and bardiche.

Flails ignore shields. Light flails include weapons like nunchaku and chains. A chain or similar allows a character to make an “entangle” attack; the target must beat an attacker’s *Strength* roll with his own *Strength* roll or be pulled to the ground. A target can use an action to disentangle himself.

Warhammers have a P damage listed because they usually have a spike opposing the hammer head. Thrown warhammers do C damage only.

Long spears include stabbing polearms like the spetum. Very long spears (i.e. lances or pikes) allow the user to make one free attack when closing for melee combat, but become almost useless once the opponent is past the weapon’s point.

A pole-based weapon, like a spear or staff, can be used to make a “trip” attack. A successful trip attack knocks the target to the ground, who must spend an action to regain his feet.

Ranged Weapons

	D	DT	R	A	RL
Bow, Long	4	P	50	1	1
Bow, Short	2	P	30	1	1
Bow, Composite	3	P	40	1	1
Crossbow, Light	3	P	40	1	6
Crossbow, Hvy.	4	P	50	1	12
Dart	2	P	20	-	-
Shuriken	1	P	10	-	-
Sling	2	C	20	1	3
Belt Pistol	3	H	20	1	12
Blunderbuss	5	H	20	1	12
Carbine	4	H	40	1	12
Horse Pistol	4	H	30	1	12
Musket	4	H	50	1	12
Pocket Pistol	3	H	10	1	12

Ranged Weapon Notes

The composite bow is the same size as the short bow, but has a much greater pull. There are composite versions of the long bow as well, but the functional characteristics are not noticeably different.

Weapons shown without RL values are thrown at a target. The dart is not like a modern dart; it is more like a heavy thrown arrow. Shuriken can be either flat, round blades with projecting points or small throwing spikes.

The muzzleloaded firearms shown (belt pistol to musket on the list) would only be available in games with technology equal to Earth’s Renaissance. The blunderbuss always has a 1d modifier to the attack roll, but is not very good at penetrating armor, so DR values are considered 2 higher against this weapon.

Firearms at this level of technology are somewhat unreliable. Any time a muzzleloaded firearm is used roll 2d. A result of 11 means the weapon has misfired. A result of 12 means the weapon has misfired and also been damaged, and will be useless until repairs are made.

Armor

	C	E	H	P	S
Brigandine	1	1	1	3	3
Leather	0	0	0	2	2
Mail	1	0	0	2	3
Mail, Augmented	1	0	0	3	3
Padded	2	0	0	1	1
Plate	2	2	1	4	4
Scale	1	1	0	3	3
Splint	2	1	1	3	4
Woven	1	0	0	1	1
Shield	*	*	*	*	*

Armor Notes

All armor types (except padded) have padding underneath to help absorb the force of blows and to reduce chafing. All armors shown here except leather, padded, and woven are somewhat cumbersome, so Difficulty ratings for *Agility* tasks should take this into account.

Brigandine armor has metal plates riveted between two layers of leather or other tough material. The plates are of various shapes and sizes to cover different areas. This armor is harder to notice than others because the metal plates are not visible, and is relatively quiet.

Leather armor is made of hardened leather or other animal hide. The most common form is cuir-bouilli, which is leather that is boiled in oil and shaped. Upon cooling it becomes very hard.

Mail is made of interlocking metal rings, usually with each ring linked to four others. This armor is somewhat noisy. Augmented mail has leather strips woven between the metal rings, and is quieter than regular mail.

Padded armor is a thick layer of felt or padding, often quilted between two layers of heavy cloth.

Plate armor is made of large metal plates attached

together with straps, lacing, and/or rivets to form a suit. Gaps can have pieces of mail or articulated sections of smaller metal plates. This armor is very expensive. Plate armor is also very noisy.

Scale armor is composed of overlapping metal scales of various sizes attached to a leather backing with studs. This armor appears much like the scales of a fish.

Splint armor is metal strips (or splints) laced together, without attachment to a backing. This armor is also called lamellar.

Woven armor is cord or other natural materials woven into a thick, stiff layer which looks similar to wicker. Shields are also made in this fashion.

A shield gives a 1d modifier to melee defense rolls against attacks from the front or side the shield is on, as long as the GM rules the shield is capable of stopping or deflecting the attack.

Other Equipment

Caltrops

Caltrops are small metal objects with four radiating spikes, designed so one spike is always pointing up when laid on a surface. A dozen or so are scattered on the ground in front of pursuing enemies, who must make an *Notice* roll to notice the caltrops unless they see them deployed. If the caltrops are noticed the pursuers can move at a walk through the area to avoid damage; otherwise they must make an *Agility* roll against a Difficulty of Challenging (3). Effects are 1d of P damage, and a reduction of the victim's *Move* score to half normal until the damage is healed.

Flint and Steel

When struck together flint and steel create sparks which can be used to start fires. It takes 1d rounds to start a fire with some dry tinder, longer with less suitable materials. Flint and steel can light a torch in a single round.

Lantern

Lanterns can be configured to either project light in a 10m radius, or as a 30 degree cone of light 20m long. Shutters can be closed around lanterns to stop unwanted illumination. A pint of oil will operate a lantern for 8 hours.

Lockpicks

Lockpicks are small metal implements of different shapes and sizes used to move the tumblers in a lock. They are easily concealed, and can even be sewn into clothing or hidden in a character's hair. A character requires these tools to pick locks, but improvised tools can be used with GM approval.

Magnifying Glass

A magnifying glass allows a character to see objects or details much smaller than he normally could, and gives a 1d modifier to *Notice* rolls when searching for small clues. These items would only be available in games with Renaissance-level technology.

Scrollcase

Scrollcases are the most common way to transport documents, and are simply tubes made of hardened leather or metal with a stoppered end. They can be made waterproof. Some scroll cases include a compartment to carry writing materials (a stoppered bottle of ink and some quills).

Torch

A torch is simply a stick with a head made of wrapped flammable material soaked in oil or pitch. They will illuminate a 5m radius area for an hour before burning out.

Waterskin

Waterskins are used to carry liquids, and are essentially stoppered leather sacks which have been waterproofed. They can carry up to a gallon of fluid.



C: MODERN TECH

Our modern world and recent past is represented by this level of technology. This is a broad level, covering from the Wild West to our modern day.

If a GM wants to have a game which takes place in the very early portion of this period he could limit firearms to revolvers, lever-action rifles, and shotguns. Transportation would be limited to trains and horses, and the only long-distance “real-time” communication would be by telegraph.

The various abbreviations used are as follows:

Melee Weapons

D = Damage (# of dice)

DT = Damage Type

R = Range if thrown

Ranged Weapons

D = Damage (# of dice)

DT = Damage Type

R = Range

A = Ammunition load

RL = Phases required to reload

Armor

C = Damage Reduction vs. Concussive damage

E = Damage Reduction vs. Energy damage

H = Damage Reduction vs. High-Speed Projectile damage

P = Damage Reduction vs. Piercing damage

S = Damage Reduction vs. Slashing damage

Melee Weapons

	D	DT	R
Shark Stick	3	H	12
Taser	1	E	0

Melee Weapon Notes

A shark stick is simply a meter-long stick with a small-caliber pistol round in the tip. The user pokes the tip into a surface, and the round fires forward. These are normally used to fend off sharks while scuba diving, but could be used in open air as well. A character can use the Talents *Blades* or *Spear* with this weapon.

Tasers produce a powerful charge of electricity, and are pressed against the target. The victim must make a *Physical Toughness* roll against a Difficulty of 3 or be knocked sense-

less for 1d rounds. The *Unarmed Combat* Talent is used with this weapon.

Ranged Weapons

	D	DT	R	A	RL
Flamethrower	2*	E	10	20	-
Grenade, Concussive	4	C	-	-	-
Grenade, Fragmentation	5	H	-	-	-
Grenade, Incendiary	5	E	-	-	-
Grenade, Tear Gas	-	-	-	-	-
Grenade Rifle	-	-	80	1	1
Machinegun Light	5	H	70	100	2
Machinegun Heavy	7	H	100	100	2
Pistol, Light	3	H	15	12	1
Pistol, Medium	4	H	30	10	1
Pistol, Heavy	5	H	40	8	1
Revolver, Light	3	H	15	6	6
Revolver, Med.	4	H	30	6	6
Revolver, Hvy.	5	H	40	6	6
Rifle, Light	3	H	50	6	6
Rifle, Medium	4	H	70	6	6
Rifle, Heavy	5	H	100	6	6
Rifle, Assault	4	H	70	30	1
Shotgun	6	H	50	6	6
Shotgun, 2	6	H	50	2	2
Speargun	3	P	10	1	6
Submachinegun	4	H	50	30	1
Taser Pistol	2	E	10	1	6

Ranged Weapon Notes

Flamethrowers do the listed damage per round after igniting a target, and the damage continues until the fire is extinguished. Attacks can be made in a 30 degree arc with all targets taking the listed damage.

Tear gas grenades fill a 5m radius area in a single phase. Any character caught in the area must make a *Physical Toughness* roll against a Difficulty of 2 or be affected as if stunned.

The grenade rifle fires grenades which have the same effects as those listed, but are specially designed for the rifle.

The ammo loads shown for all firearms are just averages; the actual loads will vary greatly between models.

The handguns listed are autoloaders (either single or double action), and ammunition is fed from a magazine/clip.

Light machineguns use belt-fed ammunition, and are often equipped with a bipod. Heavy machineguns are usually mounted on a tripod or vehicle. Both fire bursts which use 10 rounds of ammunition for 1d possible hits.



The rifles shown (except the assault rifle) are either bolt or lever action. Ammunition is held in a magazine or built-in compartment. The assault rifle is magazine-fed, and can fire single shots or bursts which use 10 rounds of ammunition for 1d possible hits.

Shotguns always give a 1d modifier to the attack roll, but are not very good at penetrating armor so any DR values are considered 1 higher. Double-barrel shotguns can fire both barrels at once for double damage.

Submachineguns shoot pistol ammunition at a high rate of fire. They fire bursts which use 10 rounds of ammunition for 1d possible hits. A character can use either the Pistol or Rifle Talent with these weapons.

Taser pistols fire a pair of darts, with wires that trail behind them and attach to the firing device which contains the battery. A powerful electrical charge then transmits through the wires to the target. The target must make a *Physical Toughness* roll against a Difficulty of 3 or be knocked senseless for 1d rounds.

Armor

	C	E	H	P	S
Ballistic, Light	0	0	3	0	1
Ballistic, Med.	1	0	4	1	
Ballistic, Hvy.	1	1	5	2	3

Armor Notes

The armor listed is specifically designed to stop high-speed projectiles. It is made of woven kevlar fibers or similar material. Heavy ballistic armor is somewhat cumbersome, so Difficulty ratings for *Agility* tasks should take this into account.

Other Equipment

Audio Telescope

A device for listening to distant sounds. It uses a small (.5m diameter) dish and amplifier, and can eavesdrop on targets up to 100m away. It can be carried by one person but is not easily concealed.

Bug

A tiny device which eavesdrops on an area and sends the audio to a receiver at a distance of up to a few hundred meters.

Bug Detector

Used to find active listening devices in an area. The unit must be passed within 1 meter of a bug to find it.

Computer

Used to assist in scientific, research, and administrative tasks, and if the GM allows a successful use of the Computers Talent can give modifiers to uses of other of Talents. At this level of technology computers are accessed through a keyboard or mouse, and some versions are portable.

Fire Extinguisher

Sprays chemicals which put out fires. Most can put out small fires in a single round, and have a range of 3 meters.

Gas Mask

Can shield the wearer from most airborne toxins which require inhalation to be effective, but do not help with chemicals or contaminants which pass through the skin, like nerve gas.

Infrared Goggles/Scope

Allows user to see in the infrared spectrum, which is seen as a variation in heat energy. Allows vision in lightless environments as long as there are noticeable temperature dif-

ferences in the surrounding objects. Warm-blooded creatures can be seen through thin barriers, and the heat trail left by these creatures give a 1d modifier to the Tracking skill if the target passed within a few minutes. Most good units can use an infrared projector as a light source, which reduce the need for heat sources. A unit with a projector stands out like a beacon to other IR vision devices.

Laser Sight

Shines a small dot on targets indicating aiming point. Gives a 1d modifier to uses of ranged weapons if the shooter can see the dot.

Low Light Goggles/Scope

Amplifies light and allows almost normal, but monochrome, vision in near-lightless environments.

Motion Detector

Electronic device which detects objects passing through it's scanning area, usually an arc in front of the device about 45 degrees wide to a distance of 10m. It can be used to trigger a trap, alarm, etc.

Plastic Explosive

Nitroglycerine-based explosive putty which can be detonated with a radio-controlled detonator or simple fuse. Easily shaped and quite stable. Causes a concussive blast which does 6d of C damage in a 10m radius area per kilogram used and deafens humans for 10 rounds.

Range Finder

Uses a radar or light beam to measure distances. Gives a 1d modifier to uses of indirect-fire Heavy Weapons.

Medical Kit

Bandages, antibiotics, painkillers, splints, hypodermics, etc. Gives a 2d modifier to *Medicine* rolls for simple medical procedures.

Rocket Grapple

A large rifle which fires a grappling hook up to 30m. Use the *Heavy Weapons* Talent to operate this item.

Scope

Used to assist in aiming a firearm. Triples the effective range of the weapon, but only if the target is not moving much or only moving in a predictable manner. Most moving targets are no easier (and usually harder) to hit.

Silencer

Muffles the noise made by a firearm. Does not completely remove the noise, but may cause characters to make a *Notice* roll to hear the noise.

Speedloader

Holds cartridges in a pattern for insertion into a revolver. Cuts reload time down to only 2 phases.

D: NEAR-FUTURE TECH

This level of technology is composed of things which are possibly in our near future. True self-directed robots now exist. Man has colonized other worlds in our solar system or nearby star systems. Faster-than-light travel probably may or may not yet exist. Fusion power is used and powers most vehicles. Technology has now reached the point where humans can interact with machines and computers with their mind alone, and computers and networks are integral to human existence. Bio-technology has merged man and machine, and people can be enhanced or altered in a multitude of ways with cybernetics. Nanotechnology, the use of microscopic machines, is now introduced. Due to advances in power storage, projectile weapons now fire slugs and flechettes magnetically at very high velocities. Melee weapons are enhanced by technology. New materials make armor which can withstand great abuse, and some armor suits are self-contained and powered, like walking mini-tanks.

The various abbreviations used are as follows:

Melee Weapons

D = Damage (# of dice)

DT = Damage Type

R = Range if thrown

Ranged Weapons

D = Damage (# of dice)

DT = Damage Type

R = Range

A = Ammunition load

RL = Phases required to reload

Armor

C = Damage Reduction vs. Concussive damage

E = Damage Reduction vs. Energy damage

H = Damage Reduction vs. High-Speed Projectile damage

P = Damage Reduction vs. Piercing damage

S = Damage Reduction vs. Slashing damage

Melee Weapons

	D	DT	R
Chainsword	5	S	0
Liquid Lance	3	P	0
Vibroknife	3	S/P	0

Melee Weapon Notes

The chainsword has a shortsword-sized, rounded-tip blade with a chain of composite metal teeth which whirl around the edge at an incredibly high speed. It looks much like a slender chainsaw blade attached to a hilt. The buzzing it makes while operating means sneak attacks with this weapon are all but impossible. A powercell will operate this weapon for 100 hours of use. Takes 1 phase to reload.

The liquid lance is a metal tube about 1 meter long filled with a special metallic compound which can be shaped with electrical signals. When the user hits the trigger, the metal rapidly shoots forth about 1 meter and instantly hardens into a sharp point which pierces the target. The user can effectively make thrust attacks without even moving his arm. A powercell will power this weapon for 100 strikes. Takes 1 phase to reload.

A vibroknife is a large knife which has a very fine saw-tooth blade edge made of composite materials. When activated, the edges vibrate at an extremely high rate. Vibroknives have excellent cutting power, much better than regular knives. The vibration is so fast that it is almost imperceptible, and the only noise is a subsonic hum. A powercell will operate this weapon for 200 hours of continuous use, but a vibroknife can be used as a regular knife once the power is depleted. Takes 1 phase to reload.

Ranged Weapons

	D	DT	R	A	RL
EL Pistol	3	E	50	25	1
EL Rifle	5	E	100	15	1
Flechette Pistol	4	H	30	30	1
Gauss Pistol	5	H	60	20	1
Gauss Pistol, Holdout	3	H	30	10	1
Gauss Rifle	6	H	100	30	1
Grenade, AS	*	*	-	-	-
Grenade, EMP	*	*	-	-	-
Grenade, Sticktight	*	*	-	-	-
Gyroco	7	C	100	10	1

Ranged Weapon Notes

The EL (electrolaser) pistol fires a low-energy laser that ionizes the air, and then sends a powerful electrical charge

down the beam. The target takes electrical and burn damage. The rifle operates in the same way but delivers a more powerful charge to a greater range. If hit, a target receives damage but must also make a *Physical Toughness* roll and generate a total equal to or greater than the amount of damage taken to avoid being knocked unconscious. Both weapons use a standard powercell.

Flechette pistols magnetically propel a group of small metal spikes at super-high velocity, and make only a soft popping sound when fired. The power to operate the weapon is provided by an energy cell built into the ammunition clip. The DR of weave armor is reduced by 1d against this weapon, because the thin flechettes can slip between the weave, but rigid armor has a 1d increase in DR. These pistols can fire single shots or bursts which use 6 rounds of ammunition for 1d possible hits in the target area.

Gauss weapons magnetically propel a shaped slug at very high velocities. The power to operate the weapon is provided by an energy cell built into the ammunition clip. The magnetic array on the gauss pistol is somewhat heavy and bulky, but the holdout version is a smaller and easily concealed. The rifle can fire single shots or bursts which use 6 rounds of ammunition for 1d possible hits in the target area.

The albedo-smoke (AS) grenade releases a cloud of shimmering dust in a 10m radius cloud. The cloud is composed of tiny reflective particles which disrupt laser beams. Electrolaser weapons cannot fire through the cloud until it settles (3 rounds in calm air) or until blown away (high wind will reduce the cloud to 1 round of effectiveness).

The electromagnetic pulse (EMP) grenade is designed to affect electrical and/or electronic equipment. It sends a powerful electromagnetic pulse in a 10 meter radius which can disrupt electrical flow and data signals, and even damage electronics and cyberware. Any unshielded equipment is rendered useless for 10 rounds. Most weapons and military hardware at this tech level are shielded, however. There is no damage to living targets besides slight nausea or brief dizziness. The grenade is not destroyed after use, and may be collected and used again with a new powercell.

Sticktight grenades are used when non-lethal methods are required. Upon detonation, gel strands are released in a 5m radius which rapidly becomes very strong and sticky. Any target caught in the gel can use an action to make a *Strength* roll each round against a Difficulty of 4 to get free. Otherwise the victim must wait until the gel deteriorates and become brittle, which takes about 5 minutes.

Gyrocs fire small, spin-stabilized rockets. They are the size of a small rifle or very large pistol (about the size of a modern submachinegun), and characters can use either the *Pistol* or *Rifle* Talent to fire them. The damage shown is for a standard high explosive round. These weapons would primarily be used against heavily armored or large targets.

Armor

	C	E	H	P	S
Polyplate	3	4	5	5	5
Powersuit	5	5	6	6	6
Smartweave, Light	3	2	4	2	3
Smartweave, Heavy	5	3	5	4	4

Armor Notes

Polyplate armor is composed of plates made a special polymer material which can take great abuse. The plates together form a suit which is articulated to allow free movement, but is not very quiet because the plates move against each other. The suit is fairly light and not very bulky, so loose or oversized clothing could be worn over it.

A powersuit is a sealed, armored suit which is primarily used by military personnel for operations in hostile environments. Movement is assisted by servo-motors, and the wearer has an equivalent *Strength* of 6 while wearing the suit. Standard features of the suit are a 24 hour air supply, cooling and heating system, communications radio, chemical analyzer, and built-in infrared/lowlight vision. The custom powercell enables the suit to operate for 24 hours before a recharge is needed.

Smartweave is a material which is made from tough fibers that respond to electrical signals. When struck, the material can stiffen and shape itself in patterns which are optimal for distributing force. This material can be used to make shirts, jackets, pants, overcoats, or almost any other article of clothing. Light smartweave garments are revealed as armor only on close inspection, but heavy smartweave is bulkier and noticeable as armor.

Cybernetics

Cybernetics are simply technological improvements to humans or other biological creatures.

Bone Lacing

Nanobots introduced into the character's body impregnate the skeletal and support structure with a strong polymer substance. *Physical Toughness* is increased by 1 point. A very expensive treatment.

Chemshooter

This is a small compartment in the body which injects chemical substances into the bloodstream on command. Three doses of up to 3 different substances can be stored. These could be either performance enhancing or recreational substances. The chemshooter is activated by physical switch or mental command.

Cyberarm

A cyberarm is a mechanical replacement for a normal arm. It can have hidden compartments, tools built into the hand or fingers, computer decks, or handgun-sized weapons which are hidden until activated. They are powered by a rechargeable powercell which lasts for a week.

Cyberblade

A hidden blade which slides out of the body when activated. It causes 2d of S damage. They are usually installed in the hand but could project from a foot, knee, elbow, or almost anywhere else on the body with enough space to store the retracted blade.

Cyberear

These electronic replacements for normal ears can include up to three enhancements:

Audio Filter: The character can pick out a single conversation from a crowd or a particular noise from a group of noises.

Comm Receiver: Allows reception of audio from comms or data transceivers.

Enhanced Range: The character can hear audio in a much broader frequency range, much like a dog.

Enhanced Sensitivity: Amplification of faint noises. Gives a 2d modifier to any *Notice* rolls involving hearing.

Music Player: Load up to 100 hours of music for listening at will.

Cybereye

Electronic eye replacements which can be indistinguishable from natural eyes or have a more exotic look. Includes up to three enhancements:

Camera: Records up to 1 hour of video or 500 high-resolution still images for download or playback via datajack.

Display: A visual display in the character's field of vision. The character has the option of a solid or translucent display. Most often used in conjunction with a computer deck.

Infrared: Allows vision in the infrared spectrum. The character can see in complete darkness, and heat sources (such as living bodies) are seen as bright objects. Gives a 2d modifier to the *Track* Talent when following a warm-blooded creature or other "hot" target within 10 minutes of its passing.

Lowlight: The user can see normally in almost-complete darkness.

Macrovision: The user can see distant objects at up to 50X magnification.

Microvision: The character can see minute objects or details, as if looking through a powerful magnifying glass or microscope.

Smartgun Targeting Reticle: Required for use of a smartgun unit (see below).

Wide-Angle Vision: Enhanced field of view. The character receives a 2d modifier to *Notice* rolls using peripheral vision.

Cyberleg

Mechanical replacement for a normal leg. It can contain a hidden holster in each thigh for a pistol-sized weapon, storage compartments, direct-wired computer decks, or any other small piece of equipment. A kick with a cyberleg causes 2d of C damage. A pair of cyber legs gives an increase in the *Move* score by 3 and allows vertical leaps up to 2 meters.

Datajack

Standard interface between humans and devices or computers. It is a small (about .5 cm in diameter) jack which can be installed anywhere on the body. A character can have many jacks for connection to multiple devices.

Fangs

A pair of retractable fangs which do 1d of P damage with a bite. Injectors can be built in to deliver a drug/poison.

Muscle Grafts

Vat-grown muscle tissue is grafted onto the character's body which increases the *Strength* Talent. The extra muscle mass decreases *Agility*, however, with each 2 points of *Strength* increase causing a 1 point decrease.

Muscle Myomers

Nanobots are injected into the body which wire the character's muscle tissues with an artificial muscle material. *Strength* is increased by 1 point. A very expensive treatment.

Nanohealers

These are nanobots which assist the healing of tissue damage. Physical damage is healed at twice the normal rate, but there is no effect on poisons or diseases. A very expensive treatment.

Nasal Filters

The character is immune to inhaled substances. A *Reflexes* roll may be required for the character to switch to nasal breathing before contamination.

Oxygen Reserve

This is a small unit hooked to the bloodstream which stores a 1 hour supply of oxygen. The oxygen is automatically delivered into the bloodstream if blood oxygen levels drop too low.

Reflex Boost

Nanobots wire the character's nervous system with a substance which decreases signal impedance, increasing the *Reflexes* score by 1 point. A very expensive treatment.

Skin Weave

A nanobot treatment which weaves a tough material through the character's lower dermal layers. The character has natural armor which has a DR of 1 versus all damage types. A very expensive treatment.

Subvocalizer

This is a transmitter built into the character's jaw which transmits almost-silent speech as a radio signal. Encryption capabilities are built in to the unit.

Other Equipment

Autodoc

This is a unit the size of a small backpack which is used to help injured characters. Inside is a collection of medical supplies, manipulators, and a sophisticated computer control. The unit has an equivalent Talent rating of *Medicine* 3. When placed on a character near a wound it will diagnose the injury, administer drugs, repair tissue, etc. It can also diagnose diseases, but is not equipped to deal with the myriad diseases that can affect characters beyond administering antibiotics or removing growths. This is a very expensive piece of equipment. It is powered by a custom powercell which will operate the device for 48 continuous hours of use.

Bioelectric Lock

This lock is keyed to a specific person's electromagnetic signature, and will allow only the authorized user to unlock it.

Computer Deck

Most often just called a deck, this is the standard interface for humans and computer systems. These items are about the size of a softcover book, but come in many configurations, the most common being a gauntlet. They allow users to view data or VR environments in a projected display, in powergoggles, or directly in cybernetic eyes. Decks are used to perform work, take virtual mini-vacations, play games, and also to commit computer crimes. Another common use of decks is to issue remote commands to machines or vehicles. Computer decks use a standard powercell good for a week of use before a recharge or new cell is needed. All decks have ports for an human interface jack, recharger, and hardwire port for connection to a network or data transceiver. All of the modern uses of a computer (document generation, number-crunching, programming, etc.) can be performed with decks as well without interface to external computer systems or networks.

Data Transceiver

Data transceivers are used for wireless communication, and consolidate audio, video, and computer transmissions. These devices are small but powerful wide-spectrum transmitter/receivers which function as two-way voice communicators, but can also tap into wireless computer networks, phone systems, etc. Almost any electronic device can be remotely controlled using a data transceiver.

Encryption of the signal is an option, and two units prepared ahead of time (encryption keys loaded) can communicate securely. The encryption takes a long time to break,

even with the best technology of this period. A data transceiver can be used in tightbeam mode in order to avoid interference by ECM units, but this type of transmission is limited to line-of-sight.

ECM Unit

This unit samples transmissions in the area and sends out powerful scrambling signals which interfere with wireless communications. A small, hand-held unit can cause any data transceivers within 50m to be disrupted, and a vehicle-borne military model can render data transceivers within 10km useless. Any ECM unit can be programmed to not interfere with friendly transmissions. An ECM cannot stop tightbeam communication by data transceivers.

Electromagnetic Field (EF) Scanner

This scanner is used to positively identify individuals by their electromagnetic signature, or to detect cybernetics on a character. A standard powercell will power this device for a month, and the unit is about the size of a calculator.

Envirosuit

This is a self-contained body glove and helmet which can withstand vacuum or submersion in water, and uses technology similar to smartweave to reduce strain on the wearer. A 12 hour air supply, cooling and heating system, and comm system are the primary features. The material is tough, and a lining provides radiation protection. Space workers, divers, people working around dangerous fumes, etc. all use this suit on occasion. It is the standard outfit for traveling or working in hostile environments.

Medscanner

This item is a small hand-held unit which, when pressed against a character, can give information on blood pressure, pulse rate, brainwave activity, toxin levels, blood oxygen, etc. Gives a 1d modifier to diagnose any injury with the *Medicine* Talent.

Powercell

Powercells are the standard portable energy source at this level of technology. They are cylinders about 6cm long and 1cm in diameter. They can be recharged from other power sources by a standard power coupling.

Powergoggles

These are a pair of goggles which give the user up to three visual enhancements just like a pair of cybereyes. A smartgun option requires a link to the smartgun unit on the weapon, usually by a small wire. The custom powercell will power this device for a week.

Smartgun Unit

A smartgun unit is used with cybernetic eyes or powergoggles to give the user a better targeting system than sights or a scope. The small unit attaches to a ranged weapon and projects a targeting crosshairs in the users field of vision, and gives a 1d modifier to all attacks with the weapon.

Spray Flesh

This is a can of synthetic flesh and embedded nanotech which is sprayed onto a wound. The material will seal the wound and begin repairing adjacent tissues. Returns 1d to the *PHP* score immediately when used to treat open wounds.

Substance Analyzer

Hand-held unit which has a gas intake and opening for solid or liquid samples. Can identify the chemical composition of most substances, and gives warnings about toxins, radiation, etc.

Robots

Robots are complex, self-directed machines with computer hardware and software which allow a simple level of intelligence. Robots come in a wide variety of shapes and sizes, and can perform a wide variety of tasks.

Artificial Intelligence (AI)

The AI of a robot is the computer brain used by the robot to interpret commands from the operator and handle basic tasks. A robot is totally obedient, but may not do what the operator wants due to miscommunication. The AI of a robot is rated from 1 to 5, and used much like a Talent is used by a character. When issued a command, a roll against the AI score is required by the robot to understand it correctly. This Difficulty of this roll is decided by the GM depending upon the complexity or ambiguity of the command. Also, a roll against the AI score should be used when the robot needs to figure out something which does not fall under its specific commands.

A simple command, such as “attack anyone except me who enters this room”, should be automatic. However, if the



command was “attack any terrorists who enter this room” would require the robot to use judgement in deciding if a person entering was a terrorist. A roll using the AI score of the robot would be required to be sure a friendly character is not attacked or a terrorist ignored. The Difficulty reflects the complexity of the decision. If the terrorists all wear bright red jumpsuits with a logo and the robot has encountered them before, a low Difficulty would be appropriate.

Programs

What tasks a robot can perform is decided by the software installed, and each robot has a certain number of programs with a level rating for each. A program is needed to perform any task beyond simple commands; i.e. a robot designed to repair helicopters will need a Mechanics program. Programs have a rating and operate just like a character's Talents, but a robot can have no program with a rating higher than its AI score.

E: FAR-FUTURE TECH

At this technology level matter and energy are easily manipulated. People can travel between the stars quickly and easily, and perhaps teleport instantly between points. Powerful beam weapons and personal force fields exist. Gravitic technology makes flight a commonplace mode of personal travel, artificial gravity for space vessels, and inertial compensators for high-G maneuvers. Medical science can cure almost anything short of complete destruction of the brain. Artificial intelligence has advanced to where some computers are fully sentient beings.

The various abbreviations used are as follows:

Melee Weapons

D = Damage (# of dice)

DT = Damage Type

R = Range if thrown

Ranged Weapons

D = Damage (# of dice)

DT = Damage Type

R = Range

A = Ammunition load

RL = Phases required to reload

Armor

C = Damage Reduction vs. Concussive damage

E = Damage Reduction vs. Energy damage

H = Damage Reduction vs. High-Speed Projectile damage

P = Damage Reduction vs. Piercing damage

S = Damage Reduction vs. Slashing damage

Melee Weapons

	D	DT	R
Force Blade	*	S	0
Inertia Weapon	*	C	0
Neurolash	*	*	0

Melee Weapon Notes

A force blade is a edged weapon which has a force field in place of a normal blade, which appears upon activation of the weapon. The edge is so thin that most materials can be cut with ease. In game terms this means the weapon causes twice as much damage as the normal weapon. A standard reactor cartridge will power these weapons for 100 strikes.

Takes 1 phase to reload.

Inertia weapons are high-tech versions of any blunt weapon. The weapon is fitted with a gravitic unit in the striking part of the weapon which causes it to have much greater inertia at the time of impact, delivering a blow of great force. In game terms this means the weapon causes twice as much damage as the normal weapon. These weapons detect impact and activate the inertia unit, which operates for a brief time and then automatically shuts off. This allows the user to not be pulled off balance by the enhanced weapon on follow-through. A standard reactor cartridge will power this weapon for 100 strikes. Takes 1 phase to reload. After the power is depleted the inertia weapon still operates as the normal version of the weapon.

A neurolash is a high-tech whip which causes no physical damage, but affects the target's nervous system. It can be set on two different modes, pain or knockout. Pain sends agony through the target, which must make a *Physical Toughness* roll against a Difficulty of 3 or be stunned for 1d rounds. Knockout renders the target unconscious unless the same roll is made.

Ranged Weapons

	D	DT	R	A	RL
Beam Pistol	1-5	E	70	*	1
Beam Rifle	1-7	E	150	*	1
Grav Pistol	6	C	20	10	1
Grenade, Grav	6	C	-	-	-
Grenade, Plasma	7	E	-	-	-
Neuropistol	*	*	100	20	1
Plasmagun	6	E	40	10	1

Ranged Weapon Notes

Beam weapons fire a focused beam of energy at the target. This could be subatomic particles, lasers, phased energy, microwaves, or anything else. They allow the user to adjust the beam's power for different targets, and a standard reactor cartridge allows a total of 100d of damage to be fired before the cartridge is expended. All beam weapons can fire a burst which fires 6 shots and allows 1d possible hits.

The grav (gravity) pistol creates a temporary, unstable mass singularity and propels it at the target. The projectile has rapidly fluctuating gravitic pulses in all directions, and when it strikes it simultaneously rips, implodes, explodes, crushes, etc. almost any material. As gravity waves pass

through matter. physical armor or obstacles will not reduce the damage, only force fields. The round simply dissipates after 20 meters. Each shot uses an incredible amount of energy, expending one-tenth of a full reactor cartridge.

The gravity grenade creates crushing gravity waves which affect all targets in a 5m radius. Just like the gravity pistol, only force fields will stop or ablate the damage.

The plasma grenade engulfs a 5m radius area with swirls of superheated plasma. Any character looking at the blast must also make a Reflexes roll or be blinded for 1d rounds.

The plasmagun is a rifle that shoots a spread of plasma, much like a shotgun. The plasma cools and dissipates after 40 meters. All attacks with this weapon have a 1d modifier. It uses a 10-round magazine of large plasma shells.

The neuropistol fires a beam of energy which affects the target's nervous system. The effects are the same as a neuro-lash. The beam cannot penetrate a defense screen.

Armor

	C	E	H	P	S
Defense Screen	1-6	1-6	1-6	1-6	1-6

Armor Notes

The screen is the standard armor at this technology level, and is essentially a personal force field. They come in various levels of protection, with a DR from 1 to 6 dice for all damage types. The most common form is a belt unit. The control for the unit is usually through the belt buckle, and a standard reactor cartridge is inserted into a power feed somewhere on the belt. It creates a force field around the user which hugs the body, guided by the bioelectric field of the user. This means that large equipment and weapons of the user are not within the confines of the field. The field is always shifting to accommodate the movements of the wearer, and protection is weakest in the moments energy is being routed to moving parts and at the seams of the field where creasing occurs. The field appears as a shifting disturbance in the air around the user. The field is tuned to allow the passage of air so protection from gases is not provided, but the user can re-tune it to hold out gases as long as a source of air for breathing is also used. The field can absorb a total of 200 points of damage before a new cartridge is needed, which takes one round to change.

Other Equipment

Cerebralink (CL)

This is a cybernetic unit installed in the brain of a character which allows remote interface and control of any

equipment with a CL receiver/transmitter. Vehicles, machines, etc. need only be commanded by coded and unique thought transmissions from the user. Targeting systems on weapons no longer require wires, and characters can interface with computer networks with no other equipment. Range is 50 meters.

Explorer Helmet

This piece of equipment can be found on many starships, remote colonies, etc. It projects a low-powered force field around the user's head which can withstand vacuum, and a small unit on the back of the helmet can produce breathable gases for 4 hours. It also has comm gear and multi-spectrum (see below) vision capabilities.

Force Tent

This is a bulky backpack unit which projects a 5m radius force field which is specially tuned to be airtight, and is primarily designed to provide a haven in hostile environments. Includes an air recycler and a climate control system. Power is supplied by a built-in LMR (see below) which can last for about 2 years.

Gravboots

These boots are fitted with gravitic units which allow the wearer to levitate, and even fly slowly. Movement is controlled by angling the feet and with a CL or belt control. Characters can ascend, descend, or travel horizontally at up to 5m per phase. A character must use the *Pilot* Talent to operate these items properly, and the character's *Pilot* score is used instead of *Evade* for avoiding ranged attacks while airborne.

Gravitic Mover

A small platform fitted with gravitic units and a control. A character can effortlessly move up to 500kg of equipment with this item.

Holoprojector

Creates holograms of objects or characters which require a *Notice* roll against a Difficulty of 3 to discern as a hologram. Can project images up to 100m away. Entertainment programs are also viewed with this technology.

Light Matter Reactor (LMR)

The LMR is a more powerful portable energy source than reactor cartridges, but uses the same technology to produce power. It is about the size of a backpack, and can provide enough power to operate a residence for years by the direct conversion of matter to energy with almost no energy loss. Most vehicles are also powered by LMR units.

Multi-spectrum (MS) Goggles

These lightweight goggles can be dialed through the complete electromagnetic spectrum from the lowest frequencies up to cosmic waves. Energy fields which emit electro-

magnetic radiation can be viewed, and lowlight, rangefinder, microscopic, and telescopic vision is included. Smartgun units like those in previous times are also still in use with these goggles. They can be controlled by a CL or by manual controls on the device.

Reactor Cartridge

Reactor cartridges are the standard portable energy source. They are a sealed device which convert a small pellet of fuel directly into energy, and are used to power most small devices and weapons. An incredible amount of energy can be stored in these cartridges, which are only about 1cm in diameter and 6cm long.

Stealth Unit

This small piece of equipment hides the user from regular vision by using holoprojectors and energy fields to simulate the surroundings through the complete electromagnetic

spectrum. To both regular and MS vision the user is obscured by a chameleon-like effect, and all Stealth rolls have a 3d modifier. The target appears as a field of distortion on a triscanner when moving (someone using a triscanner must make a *Notice* roll against a Difficulty of 3 to detect this slight distortion), but is undetectable when motionless. A reactor cartridge can power this device for 10 hours of continuous use.

Triscanner

This is the multifunction detector/recorder used for all types of tasks and missions. It can detect and/or analyze any biological entity, chemical substance, or energy emission. Range is determined by quantity/strength of the target and the terrain (large amounts of stone or metal will block readings), with ranges from 10m to the horizon in open terrain. It includes a powerful computer for data analysis.



AFOD Character Sheet

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Name		Player	
Look			
Personality			
Quirks			
History			

[illegible]

AFOD Creature Sheet

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Name	Setting
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PHP	MHP	Move	Evade	DB
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Armor					
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Melee Attacks			
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Ranged Attacks					
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Azathot LLC



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AZR100