





CHAPTER ONE: WHAT YOU NEED TO KNOW





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Welcome to *Brave New World*, a roleplaying game set in a modern-day America in which the history is not our own—which you should have figured out by now if you’ve read this far.

THIS IS A ROLEPLAYING GAME

In *Brave New World*, one person known as the Guide gathers together a bunch of players to create a story or an adventure.

As a player, you play the role of a *Brave New World* hero you come up with. (That’s why it’s called “roleplaying,” Sherlock.) We’ll get to how you create a character in a moment.

Of course, having a hero without a story means you’re all dressed up with no place to go. After all, what’s a hero without a plot to unravel?

That’s where the Guide comes in.

The Guide’s job is to come up with a story for the heroes to interact with. This means coming up with a plot, some settings, and all the other

characters the heroes might encounter, anyone from earthshaking villains to grifters on the street.

We could go on at length about the philosophical ramifications of roleplaying games and the wonderful kinds of vicarious experiences they can provide for those who really invest themselves in their heroes, but that’s all a load of crap—sorry: sophistry.

It’s a game, and it’s all about fun.

So let’s figure out how this thing works.

THE GIST OF IT

You’ve roleplayed before. Anytime you made a gun out of your hand and chased your buddies around the yard, going “Bang! Bang!”, you were actually roleplaying. You took on the role of someone with a gun who was going to take down his foes, and so did your friends.

The problem with those kinds of games is sometimes when you shot someone, she didn’t always fall down



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like she was supposed to. Sometimes she just stood there and shouted, “You missed!”

This usually led to an argument that often fell into a vicious circle of “Did not!” and “Did too!”, which quickly took all the fun out of the whole thing. Hey, you’re there to pretend, not bicker with your little sister, right?

Okay, you’re a bit older now, and we’ve got some ways for you to get around that frustration and keep the make-believe going. They’re called rules, and that’s what this part of the book’s all about.

Now, instead of pointing your finger at someone and hoping she falls down when you shout “Bang!”, you tell the Guide, “I’m going to blast down that Dreadnaut with my lightning bolts!” (Of course, you’re not actually blasting anyone. You’re just speaking in your hero’s voice—“in character,” so to speak.)

The Guide guesstimates about how hard he thinks it is for you to hit the Dreadnaut with your bolt, and he sets a number (called a Target Number) and hands you some dice. You roll the dice, and if you get that number or higher, you blast the Dreadnaut into next week. No arguing about it.

The next question, of course, is how do you know how many dice to roll? After all, just how powerful is that lightning bolt? And if someone hits your hero, just how bad is it going to be?

To answer all that, we’ve got to set your hero up with a set of statistics that tell us a bit more about who he is. Since he’s a make-believe hero, that’s the best way to get to know him and to keep track of him, to make sure he’s the same kind of character this week as he was last week.

After all, it’s only fair.

WHAT YOU NEED TO PLAY

To play *Brave New World*, you only need a few things.

- 1) This book.
- 2) A pencil.
- 3) A fistful of dice.
- 4) Some players.
- 5) A wild imagination.

Let’s go through these one by one.

THIS BOOK

Brave New World is a setting for a roleplaying game, but it’s more than that. It’s an idea that can take many forms. It can be a comic book, a TV show, a set of action figures, a card game, a miniatures battle game, a movie, a short story, a novel. It could be made into just about any form of entertainment.

Of course, right now we’re talking about the roleplaying game, and for that, you need this book.

HOW TO USE THIS BOOK

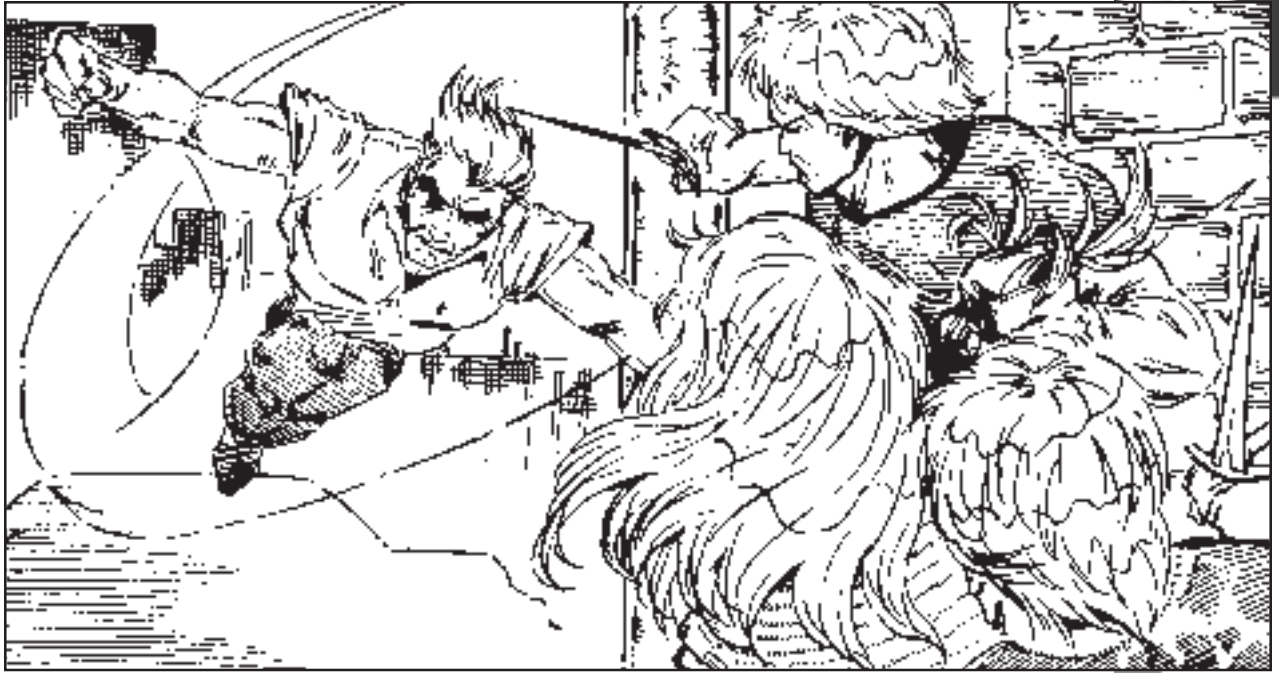
For the most part, you use it just like any other book. You read it from one end to the other. If you’re a player though, you should stop reading after Chapter Ten. The rest of the book makes up the Guide’s Handbook, which is off limits to players.

If you’re the Guide, then you get to read this book cover to cover. Since you’re the heroes’ eyes and ears into *Brave New World*, we’re not holding anything back from you. Well, nothing that would stop you from running a good game, at least.

As a rulebook, *Brave New World*’s not just for reading though. It’s also a reference book. When you’ve got a question about exactly how something



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works in the game, you need to be able to find the relevant rules right away. To that end, we've given you a good table of contents in the front of this book. There's also an extensive index in the back.

BRAVE NEW SECRETS

Brave New World isn't a snapshot frozen in a moment in time. The story behind it all begins centuries, even millennia ago, and it continues to unfold every day. There are some secrets that we're holding close to our collective chest for now, but we've sprinkled clues to some of them throughout this book.

As the *Brave New World* story develops, we'll reveal more and more about what's going on behind the scenes. This will all culminate in a brand-new roleplaying game in which you can explore the tangential ramifications. All we can tell you right now is the title: *Crossroads*.

THE ROAD GOES EVER ON

As we've implied, this book you're holding isn't the end of the *Brave New World* story. It's just the beginning.

This rulebook has everything in it that you need to know to play the game, but the story is bigger than we could cram into a single book.

For a good chunk of the rest of the saga, check out *Ravaged Planet*, the *Brave New World* player's guide. Then keep your eye out for more *Brave New World* books and products from Pinnacle Entertainment Group on a regular basis.

FINDING OUR PRODUCTS

The best place to find our products is your local game store. Not only should they have our complete line of books and accessories, but they can help you out with any questions you might have about our game, or about games in general. They can also tell you what's going to be coming out soon.



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Some stores even have game clubs so they can introduce you to other people interested in playing the kinds of games you like. If you're lucky, we might even have one of our team of Bounty Hunters running a demonstration of *Brave New World* or one of our other games in the store. We're always happy to teach any of our games to anyone bold enough to step up to the gaming table.

If you don't have a game store in your area, you can always contact us directly. Check the front of the book for all the current information.

If you've got access to the internet, stop by www.peginc.com. That's where we post regular updates to our games, including new rules, characters, and gadgets, rules corrections, and even the occasional adventure. And it's all absolutely free.

At our website, you can also sign up for mailing lists so you can discuss your favorite games with other fans and get the latest rumors about where we're headed. Plus, there's even a secure online store where you can order your Pinnacle products directly from the source.

PENCILS

When you create a hero to play in your *Brave New World* game, you determine a lot of things about him. These range from the color of his hair to how fast he can run circles around gun-toting gangers. When you get all of these things figured out, you write them down on a hero sheet.

There's a sample sheet on page 58 that shows you how to do all this, and there's a blank sheet on page 64 too, that you can photocopy to make blank sheets for your own use. Don't worry about all that right now. We'll get to it all in good time.

We suggest you use a pencil to fill in all the details on the sheet. Some things on the sheet can change from time to time, and if you use a pencil, you can just erase the old details and write in the new ones.

If you're sure your hero's never going to change, then go ahead and use a pen. Just let us tell you one thing: You're wrong.

Your hero's going to get punched, shot at, beat up, and generally kicked around, probably on a regular basis. That's a hero's lot in life.

And when you're done with all of that, hopefully your hero will have learned something. To reflect how he can apply that to new situations, he can improve his abilities in the game, changing himself for the better. See?





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THE DICE

Let's talk about the dice for a moment.

You know what dice are. They're the little, plastic cubes with pips or numbers on their sides. People use them in casinos and on dining room tables around the world. You've probably got a boatload of them in your house already, stashed inside an old copy of *Monopoly* or *Yatzhee* or any of the rest of those boardgames rotting in a stack in a closet.

Some other roleplaying games use all sorts of strange-looking dice that come in lots of different shapes. *Brave New World* doesn't bother with those. We stick with the old standard: the six-sided cube.

When we say you're going to need a fistful of dice, we're not kidding. The more you have around the better. You can get by with a single die if you have to, but we recommend you have at least 10 dice close at hand.

DICE CODES

Most of the time when the Guide tells you to roll some dice, he says something like, "Roll five dice and add +4 to that." That's just fine, but it's a pain to read something like that in a book every time it comes up.

Instead, we use a code that's pretty much standard for roleplaying games. It works like this.

When we say, "Roll 5d6," we mean, "Roll five six-sided (standard) dice." Simple enough, right? Just count up the sides on one of those cubes, and you'll see we're dead on.

Sometimes you might see, "Roll 5d6+4." That means, "Roll five dice and add +4 to your result." There's really nothing to it.

READING THE DICE

In *Brave New World*, we read the dice in a particular way that you might not be used to. In lots of games, you roll a bunch of dice and add all those results up together to get a final total. Not so in *Brave New World*.

Instead, you roll all the dice and then pick the highest number you get. That's your result.

You might say to yourself that, with that kind of a method of dice reading, a 6 is the highest result you can get. After all, that's the highest you can roll on a single die, right?

It's not so. Dice rolls in *Brave New World* are what we call "open-ended." This means that if you roll a 6 on any of your dice—the highest you can get on a regular, six-sided die—you can pick up that die, roll it again, and add it to what you've already got. If you get another 6, you can roll the die again and keep going until you don't roll another 6.

The best part is that if you get more than one 6 at a time, you can pick up each of those dice and reroll them all. Keep track of each of those open-ended rolls separately. When you're done rolling, the single die with the highest open-ended roll gives you your final result.

Example: The Guide asks Marty to roll 5d6+4. Marty rolls five dice, and he gets 1, 3, 4, 6, and 6. So far, his highest result is a 6. He picks up the two 6s and rolls them again, getting a 4 and another 6. His highest result is now 12.

He picks up the 6 and rolls it again, getting a 4. His final highest die number is (6+6+4=) 16. To that he adds the +4, giving him a final total of (16+4=) 20.



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THE PLAYERS

Roleplaying games are social activities. They're meant to be played with a group of people sitting in a room together, usually around a table. To do that, you've got to fill the game with warm bodies.

You need at least two people to play: the Guide and one player. After that, you can add other people as you like.

Most Guides find it's easiest to work with three to six players. If you're new to roleplaying games, start with a small group and work your way up. Every player demands a certain amount of attention during a game, and it's always easier to juggle fewer people.

Games with more than six players can be more challenging than many Guides care to bother with. If you want to give a bigger group a shot, though, more power to you. Just be sure you know what you're doing, or your group may start shrinking all by itself, as players who don't feel like they're getting enough attention leave.

A WILD IMAGINATION

Roleplaying is also a creative endeavor. It's playtime, pal, and you've got to be ready to open up the box in your head and let all the toys spill out.

If you're a player, you've got to have an idea about what you want your hero to be like and what he wants to do in the game world. What are his dreams and goals? Who does he care about? Who wants him dead?

Coming up with all this stuff requires a healthy imagination, but don't worry too much about it. We've got lots of rules and examples to get you set on the right path to making the coolest *Brave New World* hero around.

GUIDING

If you're the Guide, you've bitten off a big chunk, baby. Be sure to chew thoroughly before you swallow.

Guiding can be the most rewarding position in the game, but it's also the most challenging. The players each only have to worry about their own single hero. You've got to handle a cast of thousands.

The upside to this is that you don't have to put as much work into each extra (that's what we call the characters the Guide controls) as the players do into their heroes. If the heroes stop a mugging on the street, you don't really need to know the life history of the mugger and his victim. All you need are a few salient details.

We'll tell you all about this in Chapter Eleven: Guiding the Game, plus we give you a few more ways to make your life easier. We appreciate what you're doing, after all.

The Guide can make or break the game. It's up to you to make sure everyone else is having fun. Preparing for this can suck up a lot of your time, but we're ready to help you out there too. Look for *Power Shield*, the *Brave New World* Guide's kit. It comes complete with a cardboard screen and a 48-page adventure to get your game rolling.

The screen's perfect for hiding all of your Guide-only secrets behind. There are lots of things in the game that the players don't need to know right away. Their heroes will learn about them in the course of playing the game. After all, figuring things out is part of the fun.

The screen's also got all sorts of vital game information printed on it for easy reference. This makes Guiding easier



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for you, since you don't have to be flipping through this book every time you need to know how much damage a certain weapon does, for instance.

The adventure's not only a great way to launch a *Brave New World* series of adventures. It's also a perfect example of how a game should work. If after reading this book you're still unclear on how to bring an adventure to life, be sure to pick up *Power Shield* too.

GUIDE AS STORYTELLER

A roleplaying game's got two elements to it, and the Guide has to balance them carefully. It's both "roleplaying" and a "game."

For the roleplaying side of things, the Guide's got to come up with a story that engages the players and makes the game exciting and fun. This can be difficult, and it requires a tremendous amount of imagination. We've got some hints to help you out with this in Chapter Eleven.

GUIDE AS JUDGE

The Guide doesn't just guide the story along. She also serves as a referee for any questions that come up in the game. Her biggest task here is to judge how difficult it is for the characters to perform actions, setting the Target Numbers for their action rolls.

There's a lot more to it than that though. A roleplaying game is meant to model life—or a strange version of it, at least. There's no way that a set of rules could possibly cover every detail that's going to crop up in the course of the game.

That's where the Guide comes in. It's her job to fill in the gaps as best she can, making decisions on the fly to resolve any kind of situation her player's might present her with.


For this to work, the players must make a tacit agreement to abide by the Guide's judgment. Let's make this absolutely clear:

In matters of the game, the Guide's word is law.




CHAPTER TWO: WHAT IT TAKES TO BE A HERO





CHAPTER TWO: WHAT IT TAKES TO BE A HERO



Here's where we get down to it: how to make a delta of your own. Of course, if you want to you could just play a reg like a reporter or a street cop, but that's not really the point here.

Brave New World is about having powers that treat the laws of physics like a puppy treats a brand-new pair of shoes. It's about having powers "far beyond those of mortal men" and then dealing with how that makes you different from most everyone else.

It's about power and how it's used. Does it corrupt you, or do you use it responsibly? To struggle with those questions, your hero needs powers.

THE HERO SHEET

You might know what kind of hero you want to play. Maybe he's a cop during the day, but at night he wears a mask and bounces bullets off his chest. He fights crime as a Defiant because there are criminals beyond his reach as a cop, and he doesn't want to join Delta Prime and be forced to leave his family.

That's great, but you need to be able to define the hero a bit more solidly. Just how big a bullet can he really bounce off his chest? And how good of a detective is he?

If you were back on the playground, you could just say, "He's the greatest," but that's not much fun for a character, is it? If the hero's the next best thing to God, there aren't going to be a whole lot of challenges for him, and challenge is the heart of adventure.

To help you really pin down who your hero is in terms that mean something in the game, you need to describe him with a set of numbers that rank him against everyone else in the game. Collectively, these vital statistics are called the hero's profile.

Take a look at the hero sheet on the next page for an example of what we're talking about. A lot of the details you can fill in on your own without any help from us: the player's name (that's you, pal), the hero's name, code name, origin story, and so on. Then there's the rest of it.

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THE PROFILE

A hero is defined by four different kinds of statistics: traits, skills, quirks, and powers.

TRAITS

Every character in the game has four basic traits: Smarts, Speed, Spirit, and Strength. These define the hero in broad strokes. They might seem pretty self-explanatory, but let's go over them anyhow.

Smarts tells you how brainy your hero is. This is his ability to learn things quickly, to call on knowledge he's got, and to figure intellectual things out all by himself.

Speed tells you just how fast your hero is. It also defines how well he can dodge attacks, fire a weapon, and drive a car.

Spirit tells you how together your hero is. This says things about how brave he is and how good he is at influencing other people.

Strength tells you how powerful your hero is, physically speaking. It's his ability to lift things, toss things, and hurt things.

Notice that there are two columns for numbers next to each trait: dice and bonus. Every character has a number in the dice column, but only exceptional heroes get anything listed in the bonus column.

Each trait is defined by a number in the dice column, starting at 1 and going on up. The bigger the number, the better your hero is in that particular trait. When the hero is called upon to use the trait, he rolls that number of dice.

The average number in each trait is 2, and the normal human maximum is 5, but deltas bust through that limit all the time. That means the person on the street has a 2 in each trait, while an Olympic athlete might have a *Strength* or *Speed* of 5.

If the hero's got a number listed in the bonus column, you just add that to the number you get after he rolls his trait dice.

To help you know when we're talking about an actual trait, all trait names are Capitalized and listed in *italics*.

DICELESS TRAITS

There are also two traits that stand apart from the others since you don't roll dice when they come into play. These are *Pace* and *Size*.

BRAVE NEW WORLD		PLAYER NAME		MARTIN FORBECK	
		DELTA NAME		JOHN CARTER	
		CODE NAME		REBEL	
		ORIGIN		IT'S A LONG STORY--SEE BACK	
		SIZE		5	
		PACE		9	
		DELTA POINTS		4	
SMARTS 2 D6+		SPEED 4 D6+		POWERS	
SKILL		SKILL		ARMOR 5/-	
BONUS		BONUS		ENERGY BLAST	
AREA		ACROBATICS 2			
KNOWLEDGE 2		DODGING 3			
ENGLISH 2		DRIVING:PV 2			
COMPUTING 2		SHOOTING 5			
SECURITY 2					
DISGUISE 2					
				TRICKS	
SPIRIT 2 D6+		STRENGTH 4 D6+		BLAST PUNCH	
SKILL		SKILL		KNOCKBACK	
BONUS		BONUS		SUPERBLAST	
BRAVERY 2		CLIMBING 2			
PERSUASION:		FIGHTING:			
CHARM 2		BAREHANDED 5			
SCRUTINIZE 1		SWIMMING 2			
SEARCH 1		THROWING 3			
				HEAD	
GEAR		QUIRKS		LEFT ARM	
BINOCULARS		DELTA, SECRET IDENTITY,		RIGHT ARM	
CELL PHONE		UNREGISTERED, BEAUTIFUL,		WRIST	
KEVLAR VEST		DESTINED FOR GREATNESS,		RIGHT LEG	
HELMET		IMPULSIVE, ALERT, BRAVE,		LEFT LEG	
HARLEY-DAVIDSON		CODE OF HONOR, LOYAL,			
		SKEPTICAL			



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Pace tells you how far your hero can move in a round. This is figured by adding the number of the hero's *Speed* dice to any flat *Speed* bonus he's got, plus +5. That's how many inches a figure of the hero can move across a tabletop in a single round. (If you're not using miniatures, a tabletop inch translates to roughly two yards.)

So a hero with a *Speed* of 4 has a *Pace* of $(4+5=)$ 9. Simple.

Size describes how big your hero is relative to other people. The bigger a person is, the easier he is to hit, but the harder he is to hurt. Most people have a *Size* of 5.

SKILLS

Traits give you an idea of a hero's raw abilities, but abilities aren't worth much if you don't know how to do anything with them. That's where skills come in.

Each trait has a number of different skills listed under it, things like *shooting*, *language*, and *bravery*. Each skill then has a bonus number listed next to it.

When your hero wants to use a skill, you gather together all the dice for the trait it's under, and roll them. Then you add any trait or skill bonuses to the die roll. That total is your final result.

Each of the skills is described in full in Chapter Four.

SUBSKILLS

Some skills are divided into subskills. *Fighting*, for instance, is broken down into *barehanded*, *blade*, and *club*. Each of these subskills is considered a separate skill. They are not related in any way other than name. The groupings are more for convenience than anything else.

TRAIT ROLLS

Some situations call for a hero to make a raw trait roll. In this case, roll the dice for that trait normally, but don't add any skill bonuses, just the trait bonus.

UNSKILLED ROLLS

If the hero doesn't have the skill he needs for a certain action roll, he can still give it the old college try. He just needs to get an extra success for the action to work. In other words, his first success—assuming he gets one—doesn't even count. It's the second success that gets things going.

QUIRKS

No one's just a collection of numbers, not even a *Brave New World* hero. Everyone's got something about her that makes her unique. These can be good things or even bad things. Collectively, they're called quirks.

Each of the quirks are described in full in Chapter Five.

POWERS

Assuming the hero's a delta, he's got superpowers of some sort. These are listed here. In *Brave New World*, the powers all come in premade packages to make it easier for you to create a balanced hero. See Chapter Eight for these.

TRICKS

Tricks are special things your hero knows how to do. She can activate these with extra successes. General tricks anyone can learn are covered in Chapter Seven, while Chapter Eight has some power-specific tricks.

CREATING A HERO

Now that you know how a hero sheet works, let's get to slapping a delta together for you.

There are two ways to create your own hero. Going from the simplest to the most challenging, they are:

- 1) Use an archetype.
- 2) Make one from scratch.

THE ARCHETYPES

On pages 65–74, we've listed a number of typical kinds of heroes you might find in *Brave New World*. These deltas come complete with all the traits, skills, and powers they need, and they're ready to play. All you've got to do is copy their statistics down on a blank hero sheet—you can photocopy the one in this book—and fill in all the missing details like name, origin story, and so on.

If this is your first time playing in a roleplaying game, an archetype is really the way to go. All the work's been done for you.

Go ahead and look over the archetypes and pick one you like. Don't worry about it if you don't understand what all the skills and powers mean. We'll get to that in good time.

To make an archetype your own hero—as opposed to a generic, cookie-cutter character—you still want to spend some time thinking about who your hero is, how he got his powers, and why he's decided to join the Defiance Movement.

Filling in all the empty spaces on the hero sheet is a good start, but you should feel free to add as much more as you like. Use the back of your photocopied sheet and go wild.

CREATING YOUR HERO FROM SCRATCH

Making a hero from scratch is more challenging than using an archetype, but it's also more rewarding. If you're not comfortable with taking on such a task quite yet, don't sweat it. Try playing the game with an archetype or a packaged hero first, and then come back here when you're ready to try it all again.

To create a hero from scratch, just follow these simple steps:

- 1) Assign your hero's traits.
- 2) Pick your hero's skills.
- 3) Pick your hero's quirks.
- 4) Pick your hero's powers.
- 5) Pick your hero's tricks.
- 6) Buy your hero's gear.

ASSIGNING TRAITS

Your hero has four different traits—*Smarts*, *Speed*, *Spirit*, and *Strength*—and you need to assign numbers to each of these. You have 12 Trait Points to divide up among these traits.

That's enough for your hero to have 3 points in each trait, just above the average. These are heroes we're talking about, after all, and even without their powers they're a cut above normal.

If you want to, you can put more points into any trait you like, but they've got to come from somewhere else, so your other traits will suffer.

The most points a hero can have in any trait when starting out is 5, and the least he can have is 1. It's possible to improve your traits as time passes in the game, but for now you should focus on the traits that are most important to your hero.

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PICKING SKILLS

Each trait has certain skills that are associated with it. For every point you have in that trait, you get 3 Skill Points to purchase skill bonuses with. See Chapter Four for a full list of skills and which traits they each go with. These points must be spent on skills.

Every point you spend on a skill gives you a +1 bonus with that skill. When creating a hero, none of your skills can have a bonus of higher than +5. You can improve this later though.

PICKING QUIRKS

Each quirk has a number listed next to it that's either positive or negative. Positive quirks (like *rich*) cost you that many skill points, while negative quirks (like *poor*) give you extra skill points. When you take a negative quirk, you can add those points to your skills or pick up a positive quirk.

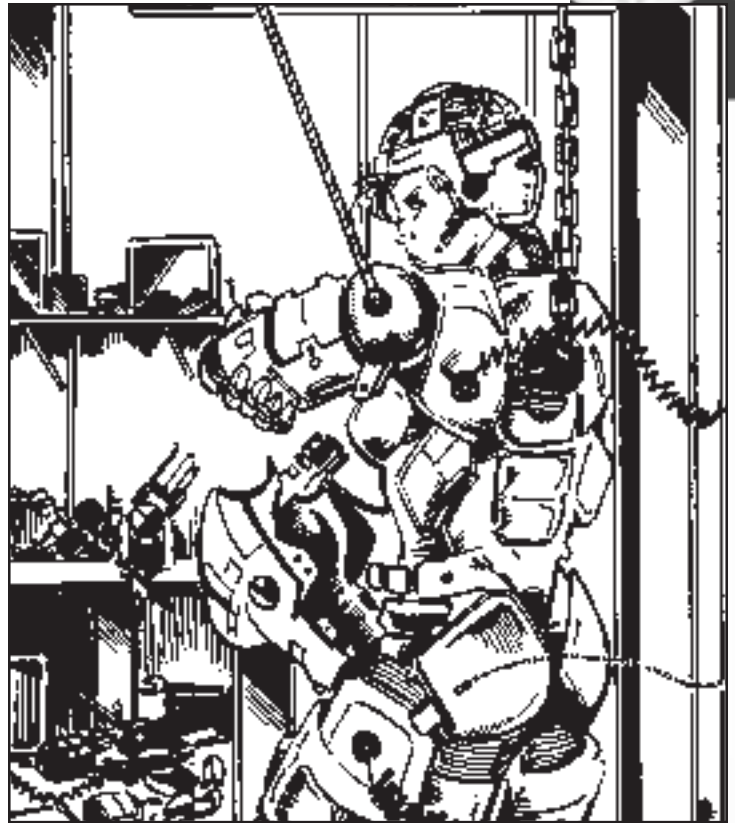
Up to a point, taking negative quirks can add some realism and even heroism to your character. Overcoming these kinds of obstacles can add some meaning to your hero's struggles.

You can't take more than 10 points of negative quirks. It's good to have some quirks to surmount, but overdoing it can turn the game on its ear.

PICKING A POWER PACKAGE

This is where we finally get into the stuff that separates your hero from the people on the street: superpowers.

Superpowers can sometimes be complicated, so we don't just provide you with a list of possible powers and let you mix and match as you like. Instead, we provide you with power packages that knit your hero's powers together into a seamless whole.



Your hero gets to choose a single power package from those listed in Chapter Eight. This package cannot be added to or changed later, so choose carefully.

PICKING TRICKS

Each hero gets three tricks to start out with. You can choose these from the general list in Chapter Seven or pick ones from your hero's power package in Chapter Eight.

BUYING GEAR

Unless your hero's *rich* or *poor*, she gets \$1,000 to buy gear with. (Otherwise she gets some more or a lot less.) We're talking weapons, armor, cars, and the like here. For a list of available gear, turn to Chapter Nine.

HERO CREATION QUICK REFERENCE

CREATING A HERO

Creating a hero's simple, but to make it easier, we've collected all the information you need on these two pages. See the appropriate chapters for all the details on everything here.

1. ASSIGN TRAITS

You've got 12 trait points to distribute among four traits: *Smarts*, *Speed*, *Spirit*, and *Strength*. You can't start with more than 5 points or less than 1 point in any trait.

Figure your diceless traits here too.

Quirks or powers aside, heroes are *Size 5*.

The hero's *Pace* is his *Speed*+5, in inches.

Again, quirks or powers aside, heroes start with 3 Delta Points.

2. PICK SKILLS

For each point your hero's got in a trait, he gets 3 points worth of skills under that trait. You can start with up to 5 points in a skill.

FREE SKILLS

Area knowledge: hometown 2
Climbing 1
Language: native 2
Scrutinize 1
Search 1

RECOMMENDED SKILLS

Bravery
Fighting: barehanded
Perception
Persuasion: bluff
Stealth

SMARTS SKILLS

Academia:
American culture, comparative literature, history, occult
Artillery

Area knowledge: City, county, state, region, country
Bureaucratics
Computing
Criminology
Demolition
Disguise
Etiquette
Forgery
Gambling
Language: Any language
Medicine
Navigation
Profession:
Accounting, administration, architecture, business, clergy, finance, law, engineering
Science: Biology, chemistry, geology,

mathematics, physics
Security
Survival: City, desert, forest, mountain
Tactics
Tinkering
Weaponsmith

SPEED SKILLS

Acrobatics
Archery
Boating: Speedboat, sailboat
Dodging
Driving: Personal vehicle, commercial vehicle
Escaping
Flying
Lockpicking: Electronic, mechanical
Martial arts: Barehanded, club, blade
Piloting: Airplane, helicopter
Quick draw
Riding
Sleight of hand
Shooting
Speed-load
Stealth
Trade: Carpenter, electrician, machine operator, mechanic, plumber

SPIRIT SKILLS

Arts: Illustrating, music composition, painting, sculpting, writing

Bravery
Faith
Leadership
Mimic
Perception
Performing: Acting, public speaking, music, singing, storytelling
Persuasion: Bluff, charm, interrogation, intimidation, seduction, taunt
Scrounging
Scrutinize
Search
Shadowing
Streetwise
Tracking

STRENGTH SKILLS

Climbing
Fighting: Barehanded, club, blade
Running
Sport: Baseball, basketball, deltaball, football, hockey, soccer
Swimming
Throwing

3. PICK QUIRKS

You can choose up to -10 points of negative quirks. You can use these points to buy positive quirks or more skills.

STATUS QUIRKS

Delta or reg
Public identity or secret identity
Registered or unregistered

HERO CREATION QUICK REFERENCE

POSITIVE QUIRKS

Alert	+3
Ambidextrous	+5
Authority	+1 to +5
Beautiful	+1
Brave	+1
Brawny	+3
Contact	+1 to +5
Dark	
secret	+1 to +5
Destined for	
greatness	+5
Double-jointed	+1
Famous	+2
Favor owed	+1
Gear	+1 to +5
Iron jaw	+3
Light sleeper	+1
Lucky	+3
Ordained	+1
Patron	+2 to +5
Photographic	
memory	+5
Rich	+1 to +5
Self-confident	+2
Sense of	
direction	+1
Sense of time	+1
Sharp ears	+1
Sharp eyes	+1
Sidekick	+5
Tough	+2
Veteran	±0
Voice	+1
Wise	+3

NEGATIVE QUIRKS

Absentminded	-3
Addiction	-1/-3
Arrogant	-3
Bad habit	-1 to -3
Bigot	-1 to -3
Bloodthirsty	-2
Cautious	-3
Cheap	-2
Clumsy	-3
Code of honor	-3
Coward	-3
Crazy	-1 to -5
Curious	-3

DARK

secret	-1 to -5
Death wish	-5
Dependent	
	-1 to -5
Disabled	-3/-5
Duty	-1 to -5
Enemy	-1 to -5
Frail	-3
Glass jaw	-3
Greedy	-2
Gullible	-2
Heavy sleeper	-1
Hefty	-2/-3
Heroic	-5
Honest	-3
Illness	-1/-3/-5
Illiterate	-3
Impulsive	-3
Loyal	-3
Lusty	-1
Mean	-2
Mute	-3
Obligation	-1/-3
Obvious	-3/-5
Old	-3
Pacifist	-3/-5
Poor	-3
Poor ears	-2/-4
Poor	
eyes	-1/-3/-5
Savage	-3
Self-righteous	-2
Skeptical	-1
Slow	-2
Slight	-5
Snobby	-1
Softhearted	-1
Stubborn	-2
Stutter	-2
Superstitious	-2
Squeamish	-2
Temper	-2
Ugly	-2
Unlucky	-5
Vengeful	-2
Vow	-1 to -5
Wanted	-5
Young	-1

4. PICK A POWER PACKAGE

Pick a single power package.

THE PACKAGES

Bouncer
Bargainer
Blaster
Flyer
Gadgeteer
Goliath
Gunner
Healer
Scrapper
Speedster

5. PICK TRICKS

Each hero then gets three free tricks from either the general list or his power package.

GENERAL TRICKS

Brilliant idea
Bull's eye
Entangling
Extra damage
Fast learner
First move
Grapple
Knockback
Knockdown
Know the Streets
Make an impression
The natural
New friend
On a roll
Pumped up
Ricochet

BOUNCER

Bounce attack
Flip-toss

BARGAINER

Jinx
Make it look easy

BLASTER

Blast punch
Superblast

FLYER

Burst of speed
Flying dodge

GADGETEER

Fine tuning
Smack it

GOLIATH

Rock your world
Superjump

GUNNER

Mercy
Pierce armor

HEALER

Healing disease
Healing poison

SCRAPPER

Fast healer
Dirty fighting

SPEEDSTER

Afterimages
Burst of speed

6. SELECT GEAR

Unless the hero's *rich* or *poor*, he's got \$1,000 to spend on gear. See the lists on pages 188-189 for prices.



ARCHETYPES

BLASTER

PROFILE

Smarts: 3d6

Area knowledge: Crescent City 2,
computing 2, disguise 1, language:
English 2, security 3

Speed: 4d6

Dodging 2, driving: personal
vehicle 1, martial arts:
barehanded 2, martial arts:
blade 1, shooting 4, stealth 2

Spirit: 3d6

Bravery 1, perception
2, persuasion:
charm 2,
scrutinize 2,
search 3,
shadowing 1

Strength: 2d6

Climbing 2,
running 1,
swimming 2,
throwing 2

Size: 5

Pace: 9

Delta Points: 3

Quirks: Beautiful +1, curious
-3, delta ± 0 , dependent -2:
younger sister, iron jaw +3,
rich +3, secret identity ± 0 ,
self-confident +2, sharp
eyes +1, unregistered ± 0 ,
wanted -5

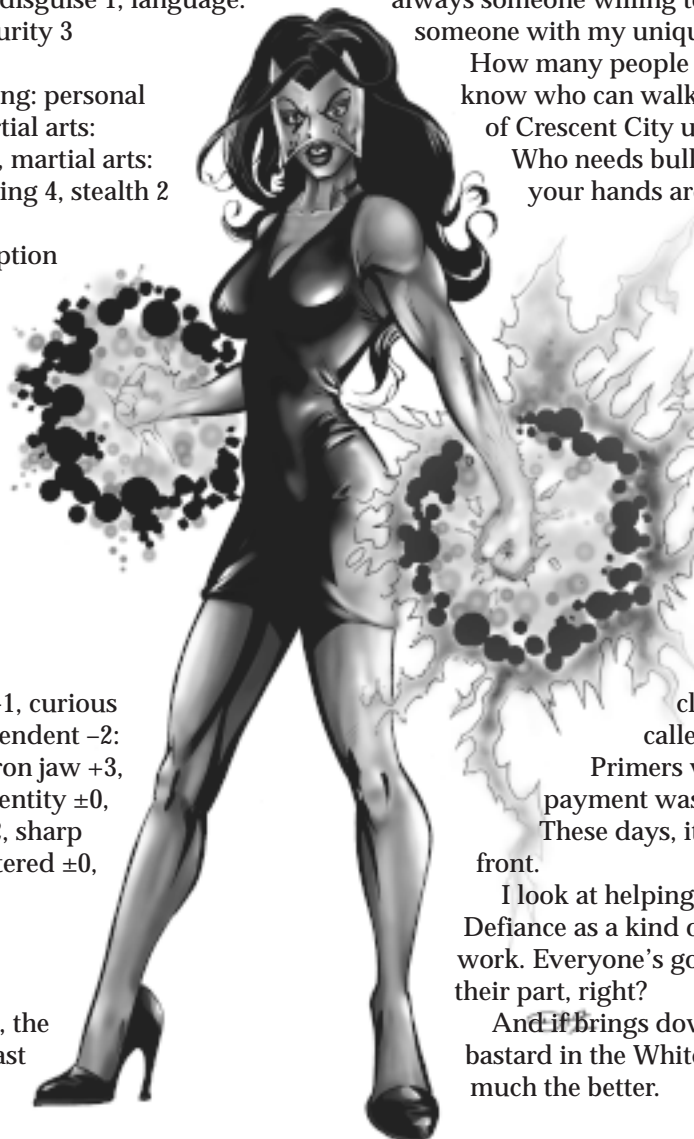
Powers:

Armor: 5/—

Energy Blast

Tricks: Blast punch, the
natural, superblast

Gear: Binoculars,
cell phone with
e-mail capability, collapsible grappling
hook, good false ID papers, Chevy
Corvette (financed), and \$8,000.



PERSONALITY

Life as a delta's not all bad. I make a
pretty good living at it, after all. There's
always someone willing to hire on
someone with my unique talents.

How many people do you
know who can walk the streets
of Crescent City unarmed?

Who needs bullets when
your hands are living
guns?

If it
wasn't for
those

Delta
Primers,
my life
would
be fine. I
can't tell
you how
many
times I've
been

stuffed by a
client who
called in the

Primers when
payment was due.

These days, it's cash up
front.

I look at helping with the
Defiance as a kind of charity
work. Everyone's got to do
their part, right?

And if brings down that
bastard in the White House, so
much the better.

Quote: Everything's
negotiable.



ARCHETYPES

BOUNCER

PROFILE

Smarts: 2d6

Area knowledge: Crescent City 2,
computing 2, language: English 2,
navigation 1, profession: student
2, survival: city 1

Speed: 4d6

Acrobatics 2, dodging 4, driving:
personal vehicle 1,
martial arts:
barehanded 3,
stealth 2

Spirit: 4d6

Bravery 2,
perception 1,
persuasion:
charm 3,
scrutinize 2,
search 2,
shadowing
2,
streetwise 2

Strength: 2d6+3

Climbing 3, sport:
skateboarding 1,
swimming 1,
throwing 2

Size: 4

Pace: 14

Delta Points: 4

Quirks: Delta ± 0 , destined
for greatness +5,
impulsive -3, lucky +3,
secret identity ± 0 , self-confident
+2, slight -5, softhearted -1,
unregistered ± 0 , young -1

Powers:

Fast: +5 to *dodge*, *Pace*, and initiative
rolls.

Strong: +3 to *Strength*

Tricks: First move, flip-toss, knockback

Gear: BMX bike, skateboard, PC with
limited internet connection and loads of
computer games, and \$50.

PERSONALITY

Hey, look out! Get outta my way, old
man!

Sure, you're only 30, but compared to
me, you're so far over the hill, I'd
need the Hubble to see you. Time
to make way for the new
generation!

I may not have been a
delta for long, but I've
already done more
for the Defiance
than most people
twice my age.

Do I hate
being a delta?
Are you on
crack? It's a
flat-out blast.

How
many
people you
know who
can bounce
across the
rooftops like
me? Hey, if I can
do some good for
other deltas along
the way, well, that's
just too fresh for me
to pass up.

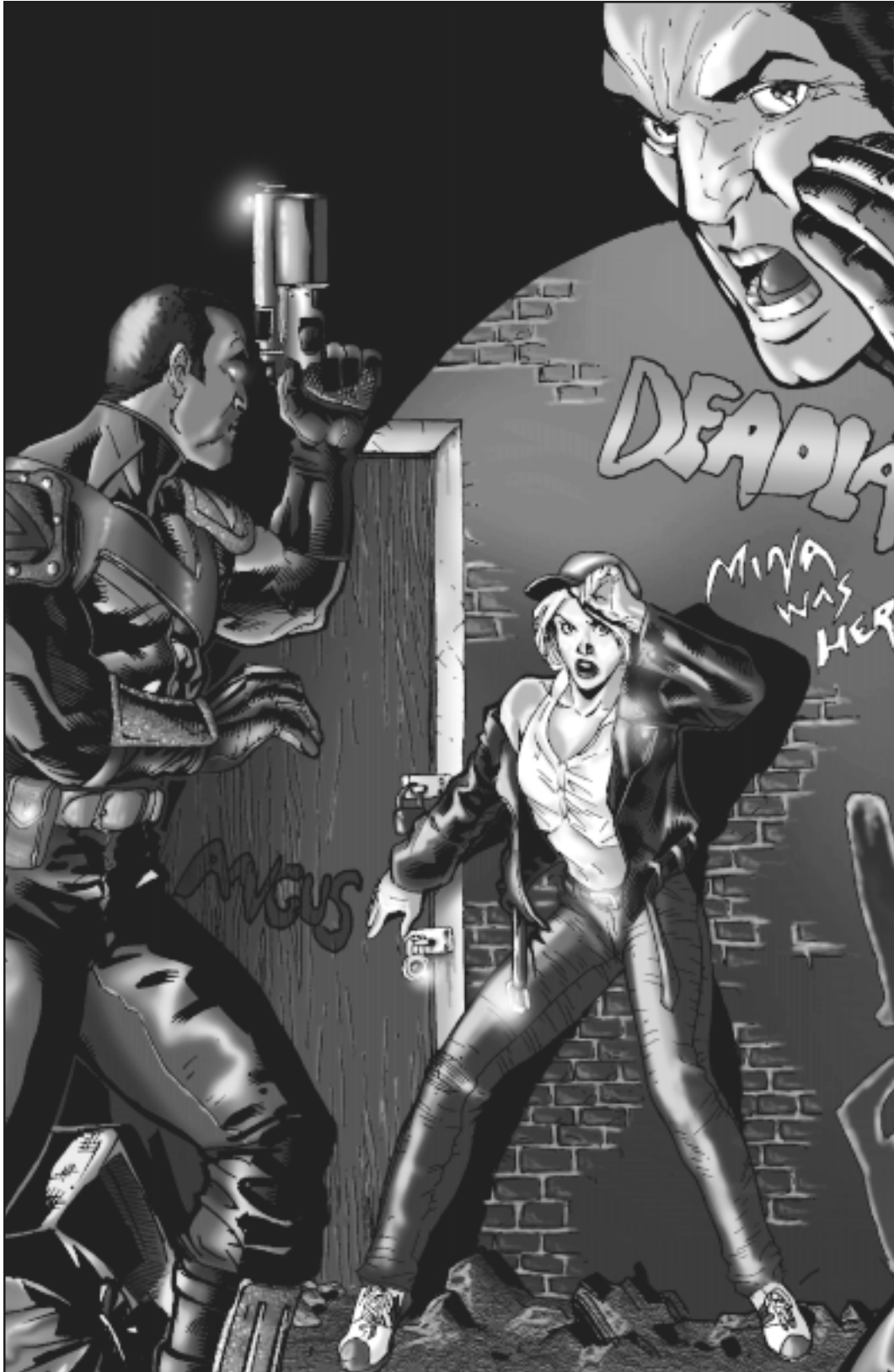
Plus, I get to wear this
way cool mask, and get this:

People call me by a codename.
It's awesome.

Quote: Try to keep up, old man!



CHAPTER THREE: THE BASIC MECHANIC





CHAPTER THREE:

THE BASIC MECHANIC



Brave New World centers around a single basic game mechanic. When you want your character to do something that might not work, the Guide sets a Target Number (TN) and asks you to roll a certain number of dice.

This is called making an action roll. If your result is equal to or greater than the Target Number, your hero succeeds at whatever she was trying to do. Otherwise, she fails.

Setting the Target Number can take some getting used to, but we make it easy with the following table. Once you've got this down, you've got a handle on most of the game. The table below has some examples.

TARGET NUMBERS

Difficulty	Target Number
Easy	5
Challenging	10
Difficult	15
Amazing	20
Incredible	25
Phenomenal	30

SETTING A TARGET NUMBER

Setting a Target Number is simple. The Guide takes a look at the situation and figures out about how hard it should be for the hero to do what he wants to do. The higher the number, the harder the feat is to accomplish.

If the player wants his hero to do something that's flat-out impossible, the Guide can simply tell him that he's out of luck. Weaklings trying to push over the Empire State Building are going to fail every time, no matter how well they might roll.

Example: *Marty's hero, the Rebel, is chasing a thief across the rooftops of Crescent City. The thief leaps from one building to the next, and Marty wants the Rebel to follow him.*

The Guide thinks about it for a moment and sets the Target Number at 7. There's about 12 feet between the rooftops, and this isn't exactly a nicely groomed running track the Rebel's on.





CHAPTER THREE: THE BASIC MECHANIC

Marty rolls a number of dice equal to the Rebel's Strength: 4. They come up 1, 3, 5, and 6. Marty picks up the 6 and rolls it again. He gets a 4, giving him a total of (6+4=) 10.

The Rebel lands neatly on the other roof and continues after the thief, not even breaking stride.

EXTRA SUCCESSES & TRICKS

If you get a really great action roll result, you can rack up more than one success. For every 5 points over the Target Number, you get another success. You can use these successes to do tricks like knock an opponent down or ricochet an attack off a wall.

Many actions have tricks associated with them. For every extra success you get, you can use a trick your hero knows that goes with the action he's using. Better yet, you don't have to choose the trick until after you roll.

To use a general trick (those from Chapter Seven) properly, your hero has to know it. If he doesn't, he can still pull it off, but it takes three extra successes instead of one.

You might have more successes than you know what to do with. Unused successes are wasted, but you can pat yourself on the back for a heck of a roll.

***Example:** The Rebel lets loose at a Delta Primer with an energy blast from his fist. The Target Number is 6, and he roll and gets an 11. Since that's 5 more than the Target Number, he got an extra success. The first success slams the blast home into the Primer's chest. Marty uses the extra success to activate Rebel's knockback trick, slamming the Primer into a mailbox across the street.*

OPPOSED ROLLS

Sometimes your hero's going to want to do something in direct opposition to someone else. In that case, you don't have to worry about setting Target Numbers. Just have both of the characters roll. The character with the higher result wins.

***Example:** The Rebel's somehow got himself in an arm-wrestling match with Savannah's hero, Jackie Savage. Marty rolls the Rebel's Strength dice (4), while Savannah rolls Jackie's (3). Marty gets a 5, and Savannah gets a 4. Marty wins, and the Rebel pins Jackie's arm to the table.*

Of course, you can get extra successes with opposed rolls too. All you have to do is beat your opponent's result by 5 or more. Each extra 5 points on the roll counts as another success.

***Example:** Jackie and the Rebel go at it again. This time, Marty gets a 4, while Savannah gets a 10. Since Jackie won by (10-4=) 6, she gets two successes. She uses the first one to win the arm-wrestling match. With a grin, Savannah says that Jackie uses the other success to knock the Rebel out of his chair.*

DISASTERS

Just as a hero can get a really great action roll, he can screw it up too. If a hero makes an action roll and gets 1s on the majority of the dice, something goes wrong. First off, she fails at whatever she's doing, no matter what the result might be. Second, it's up to the Guide to come up with something to put a crimp in the hero's plans.



CHAPTER THREE: THE BASIC MECHANIC

Example: Let's go back to the Rebel leaping across the rooftops. Say Marty rolls and gets 1, 1, 1, and 6. He's got a disaster on his hands. He doesn't even need to bother rerolling that 6, since the Rebel's leap automatically fails.

The Guide thinks about it for a moment, then says, "The Rebel makes a desperate leap, but just as his feet leave the rooftop, he trips. The Rebel's 10 stories up, and it's going to hurt when he hits the ground. A fatal kind of hurt."

Marty looks up at the Guide, his eyes pleading for one last chance. The Guide smiles and says, "There's a clothesline crossing between the buildings at the sixth floor. A quick hero might be able to make a grab for it."

AUTOMATIC SUCCESSES

Some things are so easy for a hero to do there's no need to roll for them. People cross the street all the time, for instance, so rolling for that's silly.

If the hero's lowest possible action roll is equal to or higher than the Target Number, the hero doesn't have to bother rolling. She can still roll if she wants to—say, if she wants to get some extra successes—but if she does, she opens herself up to the chance of disaster too. Either way, it's the player's choice.

Example: The Wall wants to pick up a desk. His Strength is $5d6+5$, so his lowest possible result is a 6. The Guide rules that picking up the desk has a Target Number of 5. This means the Bruiser doesn't have to bother with an action roll, since lifting something like a desk is so easy for him.

JARGON

There are some new words that we use in *Brave New World* that you might not recognize at first. Just to make things clear, here's what they mean.

Action Roll: When a player wants his hero to do something, this is the roll she makes to see whether or not she succeeds.

Alpha: A particularly powerful kind of delta. Also the first letter of the Greek alphabet.

Defiants: A group of deltas who refuse to register with the government.

Delta: A person with superpowers. Also a Greek letter meaning "change." The term covers all kinds of deltas, even alphas, although there are few alphas these days.

Delta Prime (DP): A bureau of the Department of Justice. The best-known delta group in the US government.

Extra Successes: A bonus for a great action roll. For every 5 points an action roll is higher than the Target Number the player was rolling against, the player gets an extra success.

Extras: The characters controlled by the Guide. These can range from taxi drivers to major villains.

Guide: The players' eyes and ears into the *Brave New World* setting. The person who sets up the game, controls the plot, sets the Target Numbers, and makes rulings in the case of any questions.

Primer: Slang for a member of Delta Prime.

Reg: Regular. A person without any superpowers.

Success: When a die roll meets or beats a target number, the player has a success.

Target Number (TN): The number a player needs to roll equal to or greater than to succeed at an action.