

Earth Unmasked



A Future Earth Alternative Reality World Setting For the *Cosmic Synchronicity* RPG
Copyright © 2000, 2001 By Joseph Teller

(Some Assembly Required. No Batteries included. Soggy When Wet. Use At Own Risk. Do Not Mix With Alcohol.)

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Credits:

Thanks as usual to Kiralee McCauley and Cynthia Shettle, who have had to suffer thru my creative process and who have contributed numerous hours of their time putting up with my personal explorations, rants, boring lectures, and occasional late dinners.

Thanks also to the Playtesting group : The Western Avenue Irregulars (Ian, Ben, Thomas, Kiralee, Cindy, Greg, Ted etc.)

Warning:

This is a Beta Release of the setting and subject to change or expansion. It suffers from some organizational problems and is not purely linear in nature. Anyone want to be an unpaid editor let me know.

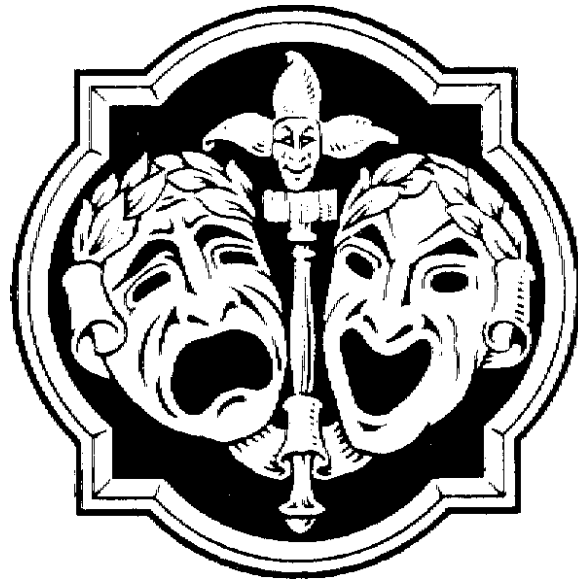
Additionally although humor is used in the presentation players should take the setting at least semi-seriously to avoid their characters getting killed (This is **NOT** a cartoon based roleplaying game. Do not drop anvils on the heads of others, throw them off cliffs, or go jumping from planes without parachutes as you can and will go *splat!* and not come back from the dead.)

The future exists first in Imagination, then in Will, then in Reality.
– Barbara Marx Hubbard

2025 CE :

The Earth of 2025 is filled with promise, fear, potential and impossibilities, hidden behind a layer of masks, deceptions to hide truths from those whose minds could crumble if they were exposed to the light, deceptions to protect the mask makers from the wrath of those who would react violently if they discovered they had been looking at a mask at all. The masks are beginning to slip, to be discovered, to expose things below.

You shall portray a persona born of this world, one who has crafted their own mask or who has used the masks others have made for them. Or you might be a seeker, one who wishes to know what lies behind the masks and believes that their mind, spirit and body strong enough to face what lies behind the mask. Once you begin the journey there is no turning back, though you may find yourself having wandered onto the wrong path and going someplace you never expected. This is the price for being who you are, of knowing, imagining, acting and choosing.



This is not the world you live in, it's the world of your persona, your character, which you have gathered together using the *Cosmic Synchronicity* rules and the additional information to be found in this book. It's not necessarily the same future your world faces, nor are things exactly the same as you are expecting. It's an alternative Earth, similar yet different in ways both subtle and obvious. This book cannot tell you everything, if it did it would be an encyclopedia. Your GM will add details beyond here, we simply deal with the over view and those details needed for the creation of your character.

The first part of the book will deal with the world, the second part will deal with those mechanical things needed for your character creation process. It's recommended you at least skim thru the first part before getting to the creation process so that your character will fit better into the scheme of things (or stand in opposition to them, if you wish).

This is NOT a complete work - GMs and players must place effort into making this setting come alive. It cannot cover all possibilities, it is intended as beginning stage to build upon, expand and develop into your own exploratorium of creativity.

Crossing The Reality Threshold

“Now we’ve got them just where they want us!”

– Admiral James Tiberius Kirk

Geography:

Earth has all the usual same features you are used to, the terrain is not drastically different. Oceans, Continents, Rivers, Polar Caps, Day Length, Orbit, etc. are all identical to that you are used to. This is the easy part.

The Earth is not hollow in most places, there are no lost continents, no forgotten tribes of cannibals, and no islands covered with Fern Jungles and prowled by Dinosaurs. Really.



“The only time to make up your mind about people is never.” – The Philadelphia Story

Humans:

Humans are the majority sentient population of the planet and the dominant species. Physically they have the same basic range of capability and limits as the humans you are used to. If you are not used to humans then you must be an alien from another world. This game makes a terrible tool for understanding human anatomy, technology, culture, politics or behavior.

Emotionally they are a little bit more cynical in believing what the media, the politicians, the organized religions and civic organizations tell them is truth. More of them realize that truth is elusive and that there are many masks in the societies in which they live that hide the truth. More of them also fashion their own masks, a reaction to the reduction of their privacy since the turn of the millennium.

Spiritually there are a few more that have discovered some personal and universal truths, or discovered new directions to take their lives. A few more are living within the Now instead of being obsessed with the aftermath of death. The downside is that more humans are suffering from addictions of various sorts, as well as paranoia and neurosis, because the world seems more chaotic and unpredictable to them.

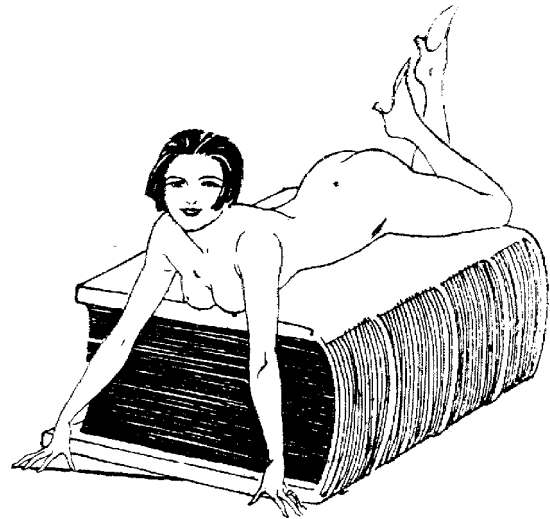
Socially, life continues on. People live, love, play, lust, suffer, work, lie, cheat, steal, take noble action, become jealous, seek revenge, dance, sing, scream, sweat, mingle, network, bargain, trade, hate, hurt, neglect, cavort, pounce, kiss, marry, divorce, live together, live in groups, live alone, desire, delude, dream, laugh, aspire, joke, inspire, conspire, intrigue, murder, rape, pillage, rob, think, sleep, gather, party, congress, labor, travel, tax, and eventually die.

“History is a nightmare from which none of us can awaken.”
–Stephen Prometheus in Carl Jung’s *Odysseus*

History:

History up thru 1999 appears on the surface to be pretty much the same as that of the world you know. There may be some differences in minor details, or the reasons why things occurred may be very different (but hidden), but the major events will all appear to be the same. All the major differences that you will need to worry about are from the year 2000 onward, the “future history” of the Earth, which will differ to that of your world in many ways.

Most of the countries you know are in about the same places with about the same borders. There are a couple of major differences, the status of the United States of America, and the status of the once mighty People’s Republic of China. The first has changed its name slightly and the internal borders are slightly different. The second has collapsed into about thirty or so independent countries, some at war with each other, some with puppet governments and others suffering from near anarchy.



Additionally the government of Indonesia has collapsed, starting with the break away of East Timor. A number of the Island states have become independent nations, a few have become part of Australia, some are in a state of turmoil, and the rest remain part of a new Military run government in Jakarta.

The British government removed the hereditary members of the House of Lords in late 1999. Since that time the Queen has also passed away and it was attempted at that time to dissolve the monarchy entirely from the power structure. Before a final decision could be made Charles Ascended the throne (minus much of the pomp and circumstance that accompanied other coronations). The dispute has waged onward ever since in the Parliament, leaving England greatly divided in opinion.

Earth Unmasked is written from a Unistat-centric viewpoint, because Unistat is often the greatest battlefield of the various Powers That Be in regards to those things where a small number of individuals, or a small upstart organization, might change the flow of history to come. Since Roleplaying is not about quiet lives of desperation, but about those people who sit on the front lines and charging into the breach of adversity and the edges of reality, it was decided to write it from a Unistat-centric viewpoint. GM’s choosing to center on the lesser battlefields, or to take the setting into new directions and potential futures are encouraged to do so. Customize the world, the setting, and everything else that you need to make yourself comfortable with it.

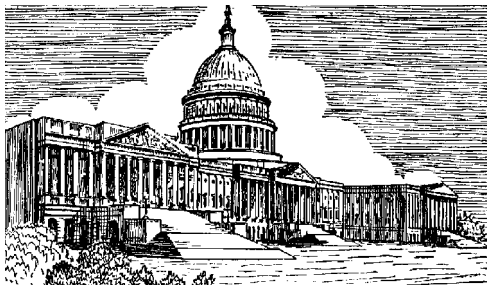
*“It was the best of times, it was the worst of times,
it was the age of wisdom, it was the age of foolishness,
it was the epoch of belief, it was the epoch of incredulity,
it was the season of Light, it was the season of Darkness,
it was the spring of hope, it was the winter of despair,
we had everything before us,
we were all going direct to Heaven,
we were all going direct the other way
In short, the period was so far like the present period,
that some of its noisiest authorities insisted on its being received,
for good or for evil, in the superlative degree of comparison only.”*
– Charles Dickens, A Tale of Two Cities

Unistat:

Known previously as the ‘United States of America’ it was decided that with the new Millennium that a new identity was needed, to help spiritually cleanse the country and unify its people under the new paradigm that the Constitutional Congress of 2009 was establishing.

It consists of all that you know as the United States, but now includes the commonwealth of Cuba (which joined in 2006 after the demise of Fidel Castro). California is now divided into three states (Northern, Central and Southern California) and Puerto Rico has now become an independent Nation.

The mysterious public deaths of the two major political party leaders at their last debate before the 2008 election threw the country into turmoil (the two candidates, engaged in a heated shouting match over whether to intervene in China, both collapsed in heart attacks mere moments apart, giving conspiracy theorists a field day afterwards). The election of the National Progressive Party candidate, Thomas Jefferson Wilson, in its wake brought about a strange euphoria among the Unistat people.



Euphoria turned into disappointment as the same old majority politicians blocked every new initiative or program that Wilson introduced, and the press had a field day when Wilson’s illegitimate daughter was discovered. From that point on the presidency became a figurehead position and was slowly stripped of many of its powers by the congress over the next few years.

States rights were expanded along the way, leading to the splitting of California into three separate states, with very different laws and social agendas.

Though Unistat is now the richest nation in the world, having paid off its national debt (and being now restricted by law from ever imposing a national debt again under the 29th Amendment to the Constitution), its people are not the happiest, nor do they have the highest standard of living in the world. The specter of the cold war is now a ghost of the past, instead the uncertainty of their daily lives shines thru. States hold more power than they have had since before the American Civil War, and corporations now hold greater power and freedom than they had even during the time of the robber barons.

This is a time of uncertainty, and yet of strange optimism. Some believe that the world is on the brink of change, that it might be nearing the brink of disaster, or the entrance to a new golden age of prosperity. It is a time of protest, of individuals fighting against the forces of conformity and uniformity that would seek to place on them easy labels with which they can be dismissed in the public eye or manipulated and controlled.

Player characters should be non-conformists, individualists, outcasts, rogues, idealists, spiritually or ethically driven people who do not fit the status quo and strive to be free from the bindings of a government and society that believes in the tyranny of the majority (or at least the tyranny of the majority manipulated by a secret aristocratic few that control the various seats of power and information). It is a time for rebels and rebellion, and maybe a few heroes.....

“What is the purpose of the carbon-based units?”
– Star Trek : The Motion Picture

Sirius Also Rises

Aliens first contacted the world via a historic linking with the International Science Space Station in 2014. They came in peace, from a planet in the Sirius system 8.7 Light Years from Earth. They had come after several years of monitoring broadcasts from Earth, studying the languages, culture and what they believed was the situation on Earth.

Their first surprise was that humans were not part of a galactic Federation of Planets, were not even capable of interstellar travel, and had not yet colonized the other planets in their solar system. All Earth had to show for itself were two space stations (one scientific, one commercial), a few hundred satellites in orbit around itself, its moon and nearby Mars, and one lonely outpost at the Lunar polar cap. Everything they thought they knew about Earth had been wrong - the broadcasts they thought were documentaries and news stories were but fanciful works of the imagination.



After their initial shock the Aliens, who are known now as the 'Falcar', took their discovery with a sense of humor. They laughed for nearly an hour straight, with tears running from their eyes, at the great joke that had been played upon them.

Then the leader of the expedition ship (a small craft by their standard) arranged a meeting with the United Nations and members of the media. They offered Earth a trade deal, they would open a diplomatic embassy with the United Nations, would not bring their warships into Earth's solar system, but would offer trade initiatives of their technology for what they perceived the two potential exports that Earth possessed that would find a market in their home world : Entertainment Media and tourism.

And so Earth got fancier communications technology, help with their ability to create entertainment that could be exported to the Falcar, better battery storage devices that put a final end to the era of the gasoline combustion engine and improved power technology so that they could reduce the need for fossil and nuclear fuels. The Falcar got old reruns of 'I Love Lucy', 'Star Trek' and several thousand other old tv, radio and movie materials (with full intergalactic rights on their distribution for the next fifty years).

A few hundred Falcar now visit Earth each year, enjoying the sites and mingling with the natives. They very carefully are screened by their own government to prevent any of their advanced technology from falling into human hands - they don't even land on Earth in their own vehicles, but ride down from the Japanese orbital hotel-space station on human shuttlecraft.

And so Interstellar contact has been made... but the stars, even Mars, are still well beyond the reach of most of humanity, leaving many with a tendency to dislike the Falcar for maintaining what is amusingly called "The Prime Directive" by them, a final reference to that supreme joke humanity had played on them.

The Falcar are live-bearing mammals, bearing a strong resemblance to humans and having DNA that is similar but different. Both male and female have an extra pair of ribs, and they tend to be taller than human average by about 5". They also possess less body hair, and their facial features and skin color makes them appear asian. They avoid visiting the higher elevations of Earth, finding the oxygen content too low for their metabolisms.

It is known that the Falcar have technology that allows interstellar translocation, and that they have such a device in their embassy and upon their wing of the Japanese orbital hotel under careful guard at all times so that no human can utilize it. They use such sparingly, evidently it uses quite a bit of power to transport material in this manner. But it does make the tourism possible instead of a long sub-light speed space craft trip (which take more than 9 years in real time and about 9 months in subjective time of those who are traveling).

*The Pursuit of power is
the quest for the unattainable
by the unphilosophical
through the tactics of the unspeakable.
– Anonymous Buddhist*

Secret Societies, Conspiracies & Overlords

Throughout the world there have always been secret societies, conspiracies and overlords that are the movers and shakers behind the scenes of all the major events of history and many of the minor ones. Every war ever fought, was the result of one or more conspiracies between Governments, Secret Societies, Powerful Churches and individual Overlords that held in their hands the powers of life and death.

Every public assassination blamed on a lone gunman or a stray hunter's bullet was probably arranged by someone that the public never heard connected with the event. Conspiracies do not have to be large to be powerful, it can take just a handful of people to set off a chain of events that leads to an ocean liner sinking, a dirigible exploding, a Tour de France winner being found using illegal drugs, a photo of a politician in a compromising position with a secretary or student intern.

Some of these organizations are enmeshed into one or more government, some act independent or in opposition to one or more governments, some of them might be the government (or a foreign government in disguise) and some may be collections of individuals who have torn away the masks that hide the reality of what is going on and have decided that they are the people best suited to handle the situation because the government or others have been compromised.

In general such individuals, organizations, and groups will be referred to at times within these pages as 'The Powers That Be'. Understanding them, their tactics or identifying their secret symbols, codes, catch phrases and trademarks is in part covered by the occult/esoteric skill of *Conspiracy Theory*. Note that knowing too much about them and letting it be known that you do is sometimes enough to draw attention to them about your existence and knowledge.

Note that some of these powers work together, others in opposition, and others in a combination of both to the other powers. Goals, needs, plans, and membership changes from time to time, so its very difficult to know exactly what is going on at all times.



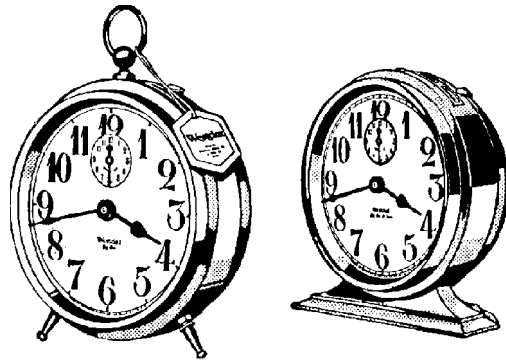
Some of these powers are the sort of beings that player characters will be rebelling against, monsters, opportunists, conformists or control freaks. Others are powers that seek to topple the anthill cities and restore some freedoms, some player characters might become powers themselves.

Some of these organizations will be covered in more detail later on, to help both players and Gms to understand them and what they are like in the world of Earth Unmasked. Remember that all of such information is true within the context of the game. Real World conspiracies may or may not exist and may or may not resemble those within this game - the author claims no knowledge of such being applied here.

The Times They Are A Changing....

One of the major changes in the world is the effects of human greed, stupidity and avarice upon the biosphere. Earth in 2025 is a warmer world then it was in past centuries, thanks to the damage done by corporate factories and private automobiles in the past century. Its also riskier to spend large amounts of time in the sun.

New England winters are no longer found in New England, one must travel north to Canada to find the sort of snowfalls that once graced Connecticut, Massachusetts and the rest. New England weather is more like the weather that Virginia and the Carolina's would receive in years past - a good chunk of rain and the occasional really cold snap that drops 6" or so of snow on the roads.



The south is hotter, with some parts of Texas having been in a constant state of drought for the past decade. The swamps of Florida and Louisiana are shrinking, and some environmentalists predict they will be gone by the end of the century.

The Falcar have offered no help in environmental concerns, they claim they have no solutions because their own technology developed in such different ways that they never had similar pollution effects upon their atmosphere as earth is facing.

Human scientists are expecting a flip-flop of the weather shortly, based on climactic records that show such extensive warming inevitably has resulted in the past in the coming of an ice age. The majority of the politicians and public don't believe that such will happen, that adapting to the current warming trend is the best way of dealing with it. The rulers of New Atlantis have plans to erect a glass Geodome over the entire island by 2050 that will be polarized to filter out the worst of the sun's effects, and it is believed that Iceland is looking into a similar technological measure over their major cities.

*“Whoever fights monsters should see to it
that in the process he does not become a monster.
And when you look into an abyss,
the abyss also looks into you.”*
-Friedrich Nietzsche, *Thus Spake Zarathustra*

Night Terrors

Scientists will deny it, the media exploits it, the Internet is crawling with personal tales of encountering it, authors write tales to romanticize it, the aliens are puzzled by it, and the average man on the street will dismiss it as fantasy, but the Night holds terrors that stalk and kill the creatures of the day as it has since mankind lived in caves lit only by fire.

Many religions speak of the terrors, either as real and physical threats or as metaphors for the terrors of the soul. On this world, those that speak in metaphor simply don't want to end up crushed beneath the heel of scientific thought or cannot believe that their 'merciful deity(ies)' would allow such creatures to exist.



What are these terrors? The Dead who walk, the slithering multi-dimensional creatures that reach out with tentacles to feast upon the living, the living gone mad, and things summoned that could not be put down by well meaning occultists. They come in dozens of shapes and forms, and most have a need to use mankind as mankind uses cattle.

Some may not even have a form that the human eye or mind can perceive, hidden in the upper dimensions beyond the four that we spend our lives existing in until they slip into the lower dimensions to snatch up that for which they hunger.

Vampires, Ghouls, Tentacled Horrors, Faeries, Shapechangers, Demons, Leprechauns, Doppelgangers, Ghosts and many others stalk the night while people sleep comfortably in their homes. Some even can walk among humanity in the daytime, hidden in their own masks while they plan their next feast. Some take over the lives of their victims so that they may hide from those that hunt them.

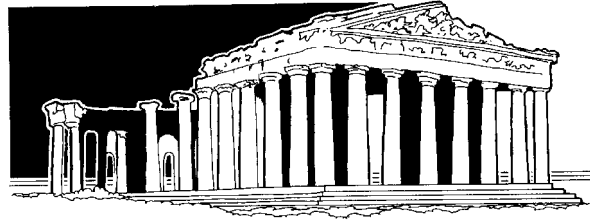
A few of these terrors may be some of the Powers That Be that control governments, the media or other powerful forces in the world. Conformity, apathy, and a lack of rebellion can produce a population of human cattle or sheep easily manipulated and controlled by such things.

Not all of these terrors are truly evil, or exactly as the various ‘experts’ tell you about them. Some may even be just magical or alien beings who are hiding in the crowd of humanity because they simply want to be themselves and to live. Others are terrors because they are so unlike anything humanity can begin to comprehend that we cannot help but be terrorized by knowing of their existence.

Generally all terrors, inter-dimensional travelers, fortean beings (creatures and intelligent species that exist in more than the normal 4 dimensions) etc are also called ‘Unhumans’.

Religion & The Earth Unmasked

Within the scope of Earth Unmasked it is possible to run situations, events and characters that are highly involved in religious pursuits. It is not intended in the setting to say that there is any “one true way” towards enlightenment, salvation, nirvana, reincarnation, eternity, perfection, or other higher goals. The viewpoint here is that there are many valid paths - if you cannot deal with the possibility that there is not one true way, then you are playing in the wrong setting, and living in the wrong world in real life.



Athens

All the common religions of the 20th century can be found in the 21st, along with many of the uncommon ones, some new ones and a few resurrected old ones. It is possible to encounter the best and the worst of any religion in this world, including those who exploit religion for their own wealth or gratification and those who truly try to improve themselves and those around them. A few religions are represented that have more selfish purposes behind their actions, but these are mostly inventions from the mind of the author and do not represent real world faiths, instead they are representative of the kind of organizations that have occasionally filled our headlines in recent years that have employed terrorist tactics, money laundering schemes, mind control, and other activities that are generally seen as unethical in our society in a religion.

Religions fall into two generally accepted categories, those that are magically oriented and those that are miracle oriented (a few religions have both but they are rare in comparison). The setting system presents mechanics for those that use magic, the power of the will of the individual using the knowledge inspired from their faith to perform feats of the fantastic.

Those that believe in miracle based magic do not depend on knowledge or personal power, but that of an outside force (divinity, godhead, angel, demon, etc.) to perform the fantastic to help them, but do not decide the shape of the miracle. Such miracles are not represented in a purely mechanical form in regards to spells, but are prayers unto the gods or consist of abilities (traits) that have been bestowed on the character for their faith, deeds, and servitude. Such miracle based characters must be created by specific design with the GM and should be very uncommon, since they are rare within the myths and history of the world.

Cosmology & Philosophy From A Cereal Box:

What are the origins of the world? There are several hundred answers in the world, some crafted by religions, others by archaeologists and scientists and still more by the heart, soul and minds of the multiple generations that have passed across time. Each tale appears to have some truth in it, and some falsehood. Each scientific discovery seems to be based to some extent upon some guiding principles upon all are based on, which in the end cannot be proven and must be taken on faith alone. So, it is easiest to say that there is no one true origin, there are many origins. 13,500,017,903 BCE there was an event, let us call it “The Big Bang”, or “The Cosmic Cocktail Party” or “The Word” or “The Climax of The Great Orgy” or “The Birthing” or “The Big Burp” or “Where mathematics fails” or “Oops!” that most scientists believe was the start of time for this Universe. Who started it? That is a question for religions to answer, since science loses context when mathematics fail, and thus cannot tell what happened. (Some scientists claim it was just one of many such events, that occur in a regular cycle of explosive creation and gravitational collapse, but since they can’t know what happened before point one and will not have much chance of living to see their prediction of a collapse we won’t spend too much time pondering their theory).

In any event, over time, matter coalesced from the great rush of energy and elements formed. But the universe is a lot more complex then it looks and there is a lot more matter and energy to it than can be seen. It also turns out not to be the only universe, only one of many many universes thru more dimensions than our primitive science and mathematics can count, predict or perceive.

Welcome to real infinite reality. With each tick of the clock another universe is born or dies in another dimensional void that we usually can’t perceive, and every few thousand hours a couple of universes collide dimensionally causing a disrupting wave of chaos that will have ramifications in all their neighboring universes.

Since reality cannot be static, and all reality is the perception of the individual (there is no true objectivity) everything everyone believes is both true and false, real and unreal, at various times. What was apparently truth a century ago, is now a lie, myth, error or miscalculation; and what is true now will equally be untrue in a few months. Yet its all true somewhere, probably, among all the alternative universes and worlds.

In Earth Unmasked there is much resemblance to the world you live in, and a lot of discrepancies. There are also a lot of possible future events that may come true in your world, and others that are spectacularly different. Maybe in your world there is no change from United States to Unistat, or perhaps China doesn’t break up into a bunch of small countries but remains a stable communist society, or becomes a capitalistic fascist state, or turns into a giant jelly donut. You must put aside your own world’s future potentials and simply accept this world for what it is and what it develops into, not fight the premise every step of the way.

Enjoy your stay, make sure to wear clean underwear, and be prepared for surprises!

*“You cannot impose limits on the fantastic;
either it does not exist at all,
or else it extends throughout the universe.”*
– Jean-Paul Sartre

Weavers, Dreamers & Singers

Magic is alive in the world, in the hearts and spirit of a large percentage of the population. It is a force older and more natural than technology. Science, they say, is a way of talking about the universe in words that seek to bind it to a common reality. Magic is a way of talking to the universe in words that it cannot ignore. Magic exposes the subjective nature of the concept of reality - that everyone perceives reality in a different way and that reality has many layers that science hides behind masks of denial, ignorance, deception and fear.

The practitioners of magic in this Earth are small in number (less than 1% of the population), but the believers in magic (admitted or not) are much more numerous. Science has a great hold on many of the Powers That Be, limiting their ability to shape events, but there are those who realize the power of magic and who practice it, or use its practitioners to achieve their goals.



Many practitioners of magic will find that they are subject to the attention of the Night Terrors, for they know that a mage will not ignore their existence and that many a mage will seek to destroy them or harness them to their own desires. Some are also drawn to the power of the mage as they make an extremely tasty feast. This is part of the price of magic, for it is a power that has many hidden prices as well as obvious ones.

Mages are rarely conformists, save those that work for the organized formal religions who are taught to never question, to simply follow the dogma and do as they are told without questioning why they do things. Some seek to become powers, some to control the masses, some simply want to live in peace and others feel drawn to joining the secret rebellions against the limits and prejudices that society would bind them to.

Although it is encouraged to have some spell casters in a player character group, it is not recommended that all the characters practice magic, unless the GM has a specific campaign in mind that centers primarily around magic.

*“I say I am a man,
but who is the other who hides in me?”
– Arthur Machen, “The Great God Pan”*

The Thirteen Merlins

August 12, 1999 was the last solar eclipse of the previous millennium. Among a number of Druid and New Age cults it was believed that a child either born during or conceived during the eclipse would be the reincarnation of the ancient Druidic leader Merlin (various spellings) and that he would be the most powerful magical practitioner of the New Era and would lead to a revival of the power and importance of the Druids (and perhaps the return of Arthur and the other Knights of the Round).

Thirteen children are believed to have fulfilled this prophecy, each with support from a small group of believers that they are indeed The Merlin and that the others are false Merlins. Each has been raised with a large amount of magical training, and each has shown signs (in regards to their POWER status) that would be a sign of them being the True Merlin.

Unfortunately there can, under their beliefs, be only one. This means that there are Twelve false Merlins and that the imposters are a threat to the future of the druids and the prophecy. They will be involved in covert action against each other, and some will be more subtle than others, while some will expect a magical duel between the various Merlins in the near future. Its dangerous to be a Merlin, whether you believe what you’ve been raised to believe or not, as others do believe the prophecy and the myths.



Of course, its possible that none of the known Merlins is the true Merlin. The real Merlin may be hidden away and unknown, or does not know of his birthright. Or perhaps the Prophecy is just that, and the unusual nature of these individuals is a sign of a rise in the power of magic in general in the world. Only time will tell.

Details about the mechanics of playing a Merlin are covered in the traits section, if it is desired to have one as the main focus of a game storyline, but such a major storyline should not be tackled until you are really familiar with the setting.

“No ordinary tomato could do this, but -”
– Attack of the Killer Tomatoes

More Than Human, Less Than Perfect

Technology has advanced in genetics, bio-tech, cloning and the development of improved human/machine interfacing, though not as far as science once thought was possible.

Although living animals and plants have been cloned, its not yet been possible to clone a human in entirety. No artificial womb has yet to be developed, and attempts at using lower animals have resulted in a string of failures that led to the banning of such experiments. What is possible is the cloning of parts of a human, using existing samples from a subject, and then grafting or transplanting back the material to the original donor.

Thus a burn victim’s skin can be replaced from a sample of undamaged skin, by growing it in a specialized process. So too can many organs be so replaced, without need of worry of tissue rejection. A number of implants and electronic additions have also been made available at a fairly high cost to individuals of wealth or importance (or those of sufficient fame). Spinal paralysis is rare now, as are many forms of blindness (except those where the retina was entirely destroyed). Exoskeletons have been developed to compensate for weakened muscles in arms and legs, and artificial joints are now a standard part of medicine.

One branch off of these technologies is that the Unistat government has developed powered battle suits for use in combat, and Los Angeles is experimenting with the first such suits developed for civilian police usage to deal with the heavily armed criminal element that can be found in that city (as part of the SWAT teams). These suits combine Falcar power system technologies with Bio-Sensory Receivers that allow the suits to receive and interpret the muscle actions of the person wearing the suit so that they move as if the suit was part of the wearer’s own body.

Plastic Surgery is commonly available, and so is genetic manipulation of the unborn. It is a rare child among the upper class that is not genetically manipulated to prevent childhood diseases and to ensure a generally healthier body in general. Many middle class children are also manipulated, so that the parents can give them a chance at a better future in many ways, but its still almost unheard of among the poor in Unistat.

One of the newer concepts that have been applied to genetic manipulation is the practice of making “Furies”. A Furry is a human that has had their genetic code manipulated and linked with genetic material from other animal species in order to produce specific physical and immune system modifications (much like the early pre-millennium development of hybrid tomatoes that had linked genetic material from salmon added to them to produce a new breed that was immune to the effects of certain diseases).

The performing of the pre-natal and natal manipulations is illegal within all the states of Unistat, except for Alaska and Nevada, but the practice is common in a number of clinics in Mexico, New Atlantis, and a number of European countries.

A Furry child will often have some or many features associated with the other genetic material used, and in some cases this can produce extremes or even unwanted results (like more animal-like features or bodies and increases in body hair). There are now 50,000 or so Furry young adults in the world, and about 10% have the increased animal like features. They are discriminated against in some primitive countries, are not allowed in professional sports, but often excel in some very specific job skills and have a stronger immune system than normal humans.

So far none of the earliest of the Furies have actually given birth to a child, so it's unknown whether the genes will breed true or if there will be unwanted repercussions from these genetic manipulations. It's possible that many furies may actually be sterile, and thus this process would be one that is a genetic dead-end for humanity's evolution.

[“The Illegal we do immediately. The Unconstitutional takes a bit longer”](#)
–Henry Kissinger

Next Stop, Atlantis!

Located within the so-called Bermuda Triangle, Atlantis was created by a number of investors in 2010 as a New Country, dedicated to the protection of its citizens from force and fraud. It was built using a number of offshore oil drilling platforms and new floating platform technology to produce a stable oceanic platform in an area of the Caribbean that was not inside the territorial waters of any existing country. It received recognition by the United Nations in 2012.

Atlantis was named after the Legendary empire of mythic history. Although smaller than the smallest state in Unistat, it has become an important economic force in the hemisphere because of the Libertarian principles that guided its constitution and laws. It does not have any treaties of extradition, except to the United Nations World Court, and its laws are such that it has become the number one place in the world to buy or sell anything of value. A number of major corporations and banks now make their home in Atlantis. It competes with the Unistat, Swiss, and Hong Kong banks, having some of the most secure and private money transaction systems in the world.

It is also known as the land of the forbidden fruit, for here such victimless crimes as the Unistat legal system would have put many people away for are perfectly legal and acceptable: gambling, prostitution, sale of “illicit” drugs, etc. The marriage laws here are also quite open, with legally binding marriage contracts for gay, lesbian and polyamorous families. The rights of the individual are strictly upheld, including the right to self defense and the right to protection from fraud.

There was an attempt in 2013 by the Unistat government to disrupt the operations of Atlantis when the discovered some major drug traffic was passing thru the country, by covert means, but this attempt was exposed to the world over the Internet and withdrawn (rumor has it that Atlantis threatened to release a list of 500 prominent drug-using Unistat politicians to the press as its next information war action if they had continued). Atlantis has currently one million citizens , but has plans to expand over the next 5 years to twice that number as they add more living space to their “island”. Over 5 million visitors come to Atlantis each year to experience the freedoms that its government offers.

Citizens of Atlantis pay dearly for their citizenship and its rights and freedoms, and must spend the first week of December each year in Atlantis for the annual elections and congress of the citizenry. Any citizen that fails to attend loses their citizenship, and so remarkably voter turnout is 100% most years, unlike the 25% that vote in Unistat national elections every 4 years.

Things That Make Us Go!

Vehicle technology has made some advancements in the new era. Gasoline powered automobiles, trucks, boats, and trains have been phased out in the more advanced countries of the world and replaced with electrical vehicles powered by the Falcar’s “Cosmic Batteries” (Cosmic Batteries is the trademark name that they are sold under by Starchild Technologies, the International Corporation that holds the licensing agreement with the Falcar), as are most portable appliances.

These vehicles have minimal emissions, run smoother, require less maintenance and wear out slower. The distance range of these vehicles is slightly less than when under combustion technology, in the case of automobiles and trucks, but the cost efficiency is much greater since the batteries are rechargeable (and when they do wear out they leave behind a plastic casing that can be recycled and some inert biodegradable materials that include flakes of rust within the casing.



Helium filled Blimps are becoming more common as a means of cross-atlantic cargo transport since they can be operated using Cosmic Batteries, but highspeed aircraft still use jet engines as the Cosmic Batteries do not provide enough power to propel them at the needed speeds.

Hovercraft, powered by Cosmic Batteries, are also being used regularly in many places they weren't used before, including for shipping across the American Great Lakes. This has reduced pollution levels in places where they have replaced traditional cargo vessels.

The technology changes have caused a number of economic shifts in the world. A depression from the oil market dropping did affect the major oil producers, until they got the first Earth power receivers in place to receive energy from satellites. Deserts were seen as the most practical place for such microwave reception devices to reduce potential loss of human life in the case of an accident (one of these can also be found in the Nevada Desert in the United States and in Siberia in Russia). India has become a world financial power since Starchild Technologies set up two of their three production plants for the batteries there (the third is in Los Angeles).

Starlight™ building materials have been adapted to the production of safer vehicles, as well as one's that are easier to recycle when their internal systems have ended their useful life. Used in Car frames and bodies, Starlight™ has added to the toughness and durability to vehicles so that minor auto collision accidents result in less structural damage and protect the occupants better (a side effect is that it is harder to damage a vehicle with ordinary weapons). When your car dies its final death it is now 80% recyclable.

Auto junk yards are quickly becoming a thing of the past in Unistat, but of course are still common in the third world countries, since many of the cast off vehicles of decades past are still in heavy use in the various african and asian countries that have not benefitted from the majority of the technological advances of the new Millennium.

“Big deal...I have an infinite amount of money.”
– Bill Gates

Smart Tech

The use of computers in the technology of everyday life has become a near absolute in Unistat and the other Western Nations, and is making great inroads in the poorer countries of the world. No longer is the race on as to who can make a smaller, faster or cheaper computer. Moore's Law passed away two decades ago, as did the great races to become the monopoly that holds the reigns to computer control.

Nearly every major electronic device, from watches and headset radios to the great space shuttles, all possess microprocessors that make them smarter, more convenient and more effective at performing their various functions.

Many microprocessors are as small as aspirins, and these are found in the most common devices, giving as much computing power as could be found in desktop computers of the mid 1990s. They handle many functions, but are about as exciting or interesting to computer engineers as the average calculator is to such in the 1990s.

True computers on the other hand are portable devices that can link into the World Wide Internet using wireless communications in a method similar to that used previously for satellite and cellular telephones, upon demand anyplace on the surface of the planet. They work off the new alien power systems, so that they only need to be recharged after 48 hours of usage. Most use touch-pad pointing devices, and have displays that are nearly paper-thin that display in brilliant color. They can also be linked into televisions for larger display ability (not unusual since most TVs are actually networked to the Internet as well to grab their streaming-style programming from the entertainment networks). All televisions manufactured now have digital flat-screens.

Quantum Computing has come of age, devices now use internal logic and processes that were first successfully developed in the MIT research labs at the turn of the Millennium that are no longer bound by the concepts of binary on-off switches but which can have multiple states of being. This allows a better understanding of Quantum Mechanics and Physics by science, and means a greater versatility in programming and the development of more advanced forms of artificial intelligence.

Most include optional voice control capabilities that include a voice identification security system. They sell for about \$1,000 Unistat, twice that elsewhere in the world, with a monthly access fee of around \$50 for the Internet access. Although they can store 200 GIG of data on their internal storage drives, this is primarily used for the operating system and office software, and of course personal files, the rest is generally software that is on the network itself and rented from the creators on an hourly basis.

(There are some who oppose the networking ideals, or who travel extensively outside of Unistat, and thus keep a larger pool of software on their systems. It is also possible to temporarily or permanently disable the ability of a computer to link into the Internet in order to secure them from spying).

Servers are the major communication and storage systems that the computers connect into. They are primarily owned by the major communication companies, very large corporations, software rental companies, and a few small independent local service providers. A few very wealthy, or very technically oriented people will own their own server, which can be an advantage in regards to their personal privacy and their ability to develop personal projects. Servers are generally designed using indium phosphide semi-conductor based transistors for high-speed communications, more expensive than silicon based materials, but working with 100 GHz clock frequencies that are like comparing pre-millennium speed to that of the speed differences between a man walking and a jet at Mach 3.

HUD units are used in many places where drawing out a conventional portable computer would be cumbersome, and the latest HUDs resemble thick sunglasses (featuring flip-up lenses so they can be easily disengaged) and have small earpieces and built in pick-up microphones for voice controls. These are primarily head terminal devices, and have only ram storage, so they are not yet useful for large scale projects, but can be used by people that need to pull up a quick piece of data or to send/receive email while doing other things that require their hands.

The long promised 'paperless office' is still not quite a reality throughout Unistat, never mind the rest of the world. Most offices have achieved about a 90% paperless operation in Unistat and having achieved such have become stuck at that level because of the slow trickle down of technology to the poorer members of society and the need to do business with the rest of the nations of the world that are not yet paperless. In the rest of the Western World a 50% paperless office has been achieved, but much of the third world is at a mere 25% paperless.

Book publishing, Magazines and the Newspaper industry in Unistat are at about 50% electronic, their advancement to complete paperless slowed by long standing arguments about standards, distribution and the desire of middle men and retailers to stay in the loop. Additionally many people have just refused to accept the concept of electronic books.

"K-9 is not Just a computer - He's My Dog!"
– Doctor Who?

Androids, Robots and Autobots

With the advancement of widespread wireless digital network computing, small powerful batteries and improved communications and sensory reception equipment, it was inevitable that the long awaited age of the robot has at last dawned in the wealthier nations of the world.

Robots are automated devices controlled by computer chips with simple controls or interfaced directly with personal computers. Robots are not necessarily mobile, and as such are often common household and business devices in this world. Some robots are direct controlled by an operator in a hazardous environment (like in some factories and laboratories) where an employee would be in too great a danger or incapable of working. Bomb Disposal, working with radioactive materials, welding, undersea salvage and a number of other tasks are regularly done with robots.

Autobots are robots that do not require an operator, are often more mobile and follow a simple set of programming steps. Common autobots include self operating vacuum cleaners, lawnmowers, street cleaners (outdoor vacuums), cable runners, and similar devices. Generally they are self contained, not requiring access to a network for commands.

Androids, are sophisticated devices, with complex programming and the ability to perform a number of functions. They network as needed, but can act independently for a lot of their work. Some Androids are made to look like humans or animals (android dogs are popular in Japan and in parts of the Unistat), have voice synthesizers and input, while others like very complex versions of normal machines (android cars and trucks exist for travel on some major highway routes that use a sophisticated system to transport a person from terminal to terminal across hundreds of miles while avoiding collisions with other vehicles etc).

Mankind has gotten use to robots and autobots, but they are still wrestling with the problem of Androids. Some Androids have programming that is so complex that they can easily pass for human (syntheskin coatings help), while others are klunky boxes on wheels that do simple fetch and carry jobs that are considered too demeaning for humans in most situations. The ethics, rules, laws and application of Androids is still a matter of heavy debate in the world, and as they become more sophisticated, the ethical questions get all the harder.

Gibson's

A Gibson is a program that is sufficiently advanced that it can appear to be nearly sentient to the observer, and which primarily exist on the networks as personal servants and interfaces for the less computer literate to access the functions that they need. Some are the personal property of an individual, others are mass market accessible by anyone programs that make usage of basic tools of the net easier without needing to learn complex Graphics User Interfaces. Gibson's translate plain-language commands for the computers and networks, further separating the user from the system to reduce operator error and increase friendliness.

Most Gibsons have some idealized human appearance graphics that are displayed to their users, and pleasant speaking voices that are as non-mechanical as possible to improve the human/AI interaction capability.



Gibson's are named such after the famed Cyber-punk author who predicted a world of complex Virtual Realities, Artificial Intelligence Software, and Human-Machine meldings on a physical level with dark and ominous overtones. They were named after him because, of course, such dark dreary a future did not occur, instead machines and software remain the servants of humanity.

Popular Gibsons include programs with such names as: Jeeves™, Cindy™ (designed after famous pre-Millennium Super-Model Cindy Crawford), Monica (designed after another famous pre-Millennium personage, a Public-Domain Gibson), The Blue Genie™, and the Fabio™. There are some three or four hundred Gibsons known to exist on the net, many with specialized capabilities. It is rumored that a few of the Gibsons have actually developed true Sentience and are involved in espionage for various sides of the Mask Wars, but no one knows how true this is.

It is believed by some that many of the 'Stock' Gibsons have built in override controls that allow the manufacturer or the government to interrogate them for information about their owner, or have them access user files for them so they can spy on the owner.

This has led to a garage-shop industry of programmers producing Unique Gibsons that are guaranteed not to have such overrides and back doors in their programming or hardware so that they can be kept secure on some or all of their operations. Several court cases regarding this are slowly making their way to the Unistat Supreme Court over the next few years regarding this industry, as the NSA, CIA, FBI, the Justice Dept. and other agencies wish to force all Gibson designers to give them a means of tapping Gibson's for information to prevent conspiracies, terrorists, smugglers, child molesters and other "undesirables" from using the software to evade detection and arrest.

Chaos Patrol

The Chaos Patrol is an early warning system put in place in 2020 to anticipate potential asteroid collisions with the Earth. It's a series of artificial satellites that acts as an electronic sensor fence along the asteroid belt to feed astronomical data back to the International Space Station and the governments and scientists of Earth.

It is widely rumored that the satellites are also meant to detect incoming spacecraft from potentially hostile races, including the possibility that the Falcars may one day decide to annex the Earth (not everyone believes that they are as peaceful as they seem).

It is selectively believed that it's possible the satellites are not as passive as they seem, and that some of them may be equipped with destructive payloads that would allow them to be turned into a semi-mobile minefield in the event of invasion (or to change the course of a very large asteroid that might be in danger of collision with Earth) but the validity of this possibility is unknown to the general population of Earth.

Construction Advances

New construction materials, beginning with the adaption of Starlight™, are being used in office buildings, new houses and new construction. Starlight™ is a synthetic material, which is stronger than steel and as light as plastic, which can be used in a variety of ways (Support Beams, Roof and siding tiles, etc.) And which is unaffected by severities of cold and heat in a wide range, which is what it was originally designed to deal with in the extremes of outer space. It doesn't chip or break easily (unlike industrial ceramics) and is cheap to work with when compared to many natural building materials.

Starlight™ does have a drawback, it requires a considerable amount of time and energy to create it, which previously made it too expensive to work with, but that has become less problematic since the introduction of the Falcarian Power Systems that have revolutionized the technological advancement of industry.

The use of Starlight™ in the vehicle industry for constructing car bodies and frames helped spur its uses in new construction of buildings. 75% of all new buildings in Unistat, Japan and Europe are made with Starlight in some way. Its use in the Third World remains limited to the very rich, unfortunately, as traditional local building material still are cheaper.

Fashions

“Fashions, after all, are only induced epidemics”
- George Bernard Shaw

Brightly colored clothes that accent the lines of the body are the more visible preference in Unistat in 2025. Synthetics, cottons and blended derivatives remain the mainstay of daily wear, while more exotic materials are found in clothing for formal gatherings (Satin, Silk, velvet, etc). Gone is the drab, single colored suit or pinstripe ‘power suit, and the useless necktie worn in business in the last century. Only tuxedo, in its various forms, survives as formal men’s wear for events like the Academy Awards and political dinners with ambassadors and the like.

With the completion of the Human Genome project, medicine has been able to find ways of tweaking the body to reduce the percentage of genetic weight related problems in the population, so that the current generation tends towards being either slim or muscular instead of suffering from the ever increasing problems with weight gain in the previous centuries (where death by weight related problems was at one point responsible for just slightly less deaths than smoking related illnesses). Once science stopped blaming the individual’s diet, will power and exercise regimen and realized there were genetic flaws that caused extreme obesity they were able to find a solution that would help the next generation and all those that followed, reducing the amount of fat cells that the body generated throughout a person’s life..



Slimmer, trimmer bodies have led to the clothing trends to follow body lines rather than adding lots of padding. This also helped the government in some ways, since it made the concealing of a weapon or body armor in warm sections of Unistat or when inside one’s workplace much harder to achieve.

Leather has become more common with the fading of the animal rights advocacy craze after the numerous acts of violence near the turn of the century that such groups carried out against scientists, farmers, and common citizens.

Hair Lengths vary drastically, as does color, and style, with no set standards of any kind.

Hats for men and women have returned to fashion, a necessity because of the increased risk of skin cancer from the rays of the sun. Umbrellas and Parasols have become common to protect from the sun and from weather in many places, and in the upper classes the gentleman's umbrella is often equipped with an illegal thin blade for personal protection when dealing with the violent lower classes found in some parts of the world.

The Cape and cloak have returned in some parts of the country, replacing some of the heavier clothing worn in the 20th century when the climate was colder. The trench coat remains popular, though now in a wider variety of colors and made not just in wool, but also in cotton, synthetics and the new metallic forms.

The clothing worn indoors by people has become less utilitarian and more appearance oriented than during the 20th century. Baggy pants, oversized sweatshirts, and similar "comfortable" clothes have given way to lighter, thinner and more provocative clothing for men and women of younger ages.

The Sexual pendulum is on the swing again towards diversity and away from Puritanical models of attire and lifestyle.

The smoking of cigarettes, cigars and pipes have become generally unfashionable because of health concerns and the high cost of imported tobacco (which is no longer grown on major farms in Unistat thanks to the removal of all government subsidies and an imposition of ever increasing tobacco taxes).

A wide variety of hair styles have entered into visibility, but nothing really new or inventive, except an increase in the number of women who have adapted a close-crop or even shaved head look. Tattoos have slipped out of the mainstream again, though many of the older generation sports the remains of their youth upon them. Body paint is the new trend among both women and men of the current generation, usually of abstract designs that contrast with their flesh tones (and occasionally some nature inspired adornments like vines and fruit).

The personal trademark has become common with the upper and middle classes, an iconic symbol with the individual's name entwined within it so that it can be placed upon documents, computer files, or used as an electronic watermark on items of personal creative creation to identify it. Artists, photographers, writers, software designers, and other creators of intellectual property all register their personal trademarks early on in their careers (often while still in college) to ensure a collection of royalties for that which is clearly their work. It has become fashionable to also use one's trademark as if it was a monogram on one's physical properties.

Designer Foods are now all the rage with the middle and upper classes, hybrid plant and animal combinations mixed with chemical combinations to present new tastes, smells, colors and shapes to one's meal table and restaurant. A number of new restaurant chains have appeared across the Unistat landscape, and some old standbys have had to drastically update their selection and quality in order to compete. They are just starting to be accepted in Europe, and are still treated with disdain in many countries (especially France) because of some early blunders in the late 20th century.

That's Entertainment!

The music field continues with the wide range of diversity that preceded the turn of the Millennium, but the current faddish favorite for the past two years is the new Hindu-pop sound, a combination of re-tooled synthesizer music that produces the sounds of classic and neo-classic instruments of India with a Jazz or Rock back-beat style accompanied by dance styles that combine elements of Classical Indian dance, Hip-Hop and Swing, making a very acrobatic workout for all the slim, trim athletic bodies that modern science has introduced into the current generation of youthful adults (making up for their often sedentary work lives). This in part comes from the growing importance of India and Indians in the economy and the technical fields of the world, and their growing population (up to 11% of all Americans are of Indian descent in 2025).

Sculpture, photography, line drawings and digital artwork remain very popular, with public sculpture of a realistic (rather than abstract) nature having a great popularity in many parts of Unistat as an enjoyment of the human and animal form. Digital display boards, using the new inexpensive flat screen technology or the new "Electronic Paper" for billboards are also popular sights in the cities. New vandalism laws, which makes the defacing or destroying of such artwork displays a federal crime against the "National Heritage" has given such outdoor displays some much needed protections.



The Indian Movie industry has also exploded into the mainstream, now supplemented with real funding and high tech (Falcarian) equipment it is bombarding the Unistat theaters in competition with the latest Hollywood productions. Action adventure films, including a wide range of science fiction, fantasy, horror and corporate espionage settings are commanding the box office dollars, and since the theaters offer experiences not found in most homes the money is rolling in.

Theme parks on the other hand are on a down trend, having run their wave of popularity and being considered second-rate when compared to the new sensory experiences available thru technology.

Personal sports remain very popular, but professional team sports are fading from the limelight, except for Football (Soccer in Unistat) which has truly become the International team sport it was heralded to be for so many years before.

Sexual Identity, Revision Five

Women have reached the highest level of job equality that they have seen in modern history in Unistat, earning 95 cents for every dollar earned by men. The remaining gap is primarily caused by the larger number of older women who are having problems with finding work with their older job skills in the new economy of the era.

Feminism in the process has lost much of its visibility as a movement, and in some ways a new age of Romanticism is under way as the battle between the sexes has left the court rooms and the board rooms and returned to the home.

The move away from non-nuclear families (the 1950s concept of 2 adults & 2 children, with 1 male money earner) has been completed, and only about 10% of the population lives in such a situation (primarily in immigrant families). Extended families, mixed marriage families, polyamorous families, same sex couples, and the new marriage laws that are being presented in Vermont, Massachusetts and Alaska may change the concept of marriage forever. Domestic Partnerships exist now legally in 5 states (Vermont, Massachusetts, Colorado, Central California and Washington State) and offer a very different lifestyle possibility to people.

The Stigma of being Gay or Lesbian continues to be weakened, perhaps a sign of the dying off of the more conservative generations and the rise of the importance of the retired Generation-X population. Bi-sexuality is developing as a movement, seeking their own rights and protections under the laws across Unistat, and in many countries of Europe (having already achieved such in Scandinavia, Norway, Sweden, and France). Changing one's physical sexual identity has become more common, and operations are now legal in many parts of Europe and Canada, and in some of Unistat. In the process there is also a growing underground movement of new medically created hermaphrodites, dual sexed people, who are seeking their own identity within the culture and their own rights.



Working With The Cutting Edge (For GMs)

All the previously mentioned technology is, of course, that in visible regular use within the world. There are, of course, prototypes and pieces of equipment that are not generally public knowledge or at least not yet in the hands of more than a fraction of a percentage of the entire population.

Additionally much of the existing publically available technology has features and potentials that the majority of the public is unaware. Since microchips exist in nearly every major electronic device, and most of these can network with a personal computer or sever, they are also used as a source of spying on consumers for corporate information and statistics.

Many of these devices have special control codes that allow their software to be updated or changed by the manufacturer. In the case of automobiles, this includes a master shutdown code that can be transmitted over the networking port so that police chases can be reduced - the police get the id info that the vehicle broadcasts over the net and can look up its shut down code and shut off the power to the unit they are pursuing. (Of course ingenious criminals have found ways to alter the code, or to add a separate cut off that turns off the networking chip).

Since this setting is being written from the state of technology in early 2000 it required the author to examine cutting edge theories, technology and projects that are current to this era and try to extend and predict where they will be in 25 years, the near future. Game Managers should, as time progresses, pay attention to changes that occur after its publication and add new technology and potential technology as they are developed to keep their campaign up to date.

Many games that have tried to predict future trends have failed miserably because they were not updated when the technology went in a new direction that they missed, one of the goals of Earth Unmasked is to not fall into this trap. Adjust the world setting based on technology changes in your own reality. Social, political and historical differences are acceptable because this is an alternative earth, but to miss a major trend change (like one game setting that failed to perceive the move to personal computers in the 80s when it was happening in plain view) is generally not forgivable.



Avoid technologies and devices that fail to live up to real-world physics. Dean Drives, Perpetual Motion Machines, Faster Than Light Travel, and other impossible things do not belong in the world of Earth Unmasked. Magic should not become common place within the society of Earth Unmasked, if magic becomes too common it is just another type of technology, and would lose its feeling of the fantastic in the setting (this may be appropriate in some other worlds, but not in Earth Unmasked, its part of the broad concepts of the world - the secrets help make it interesting).

Crime & Punishment

The weakening of the Unistat Constitution has led to a number changes in how crime and punishment stand within the country. In many ways, Unistat is indeed a less violent nation then it was before the turn of the century. Statistics say that there has been a regular steady decline in violent crime inside of Unistat for the past 30 years.

The system though, is more violent in many states. The death penalty is used more often, the prison industry is alive and well in many states, and the general public perceive police as more violent (and sometimes a worse threat then the criminals). Casualties to uninvolved bystanders and witnesses is up, and so too is violence against law enforcement personnel.

Being in law enforcement now has a bit of a social stigma to it in some social circles, because of the perception of the violent nature of police. Being in Law Enforcement in some places is like having been in the military during the late 1960s.



Corporations play fast and loose with the legal system in much of Unistat, and many of them have moved their headquarters and charter from one jurisdiction to another practically overnight as needed. Others have their incorporations set up in New Atlantis or other foreign countries where they are immune to most law enforcement. So legal ramifications of corporate crimes are often limited, perhaps prohibiting them from doing business in a particular market, or a financial expenditure when they get caught. Since many of the politicians are nearly outright owned by various corporations in the time period, the laws have been altered to make things functional but competitive in most situations.

The weakening of the media corporations has helped change what Unistat citizens know about the world, and about daily life. Since they don't hear about many of the lawsuits, criminal actions etc they are ignorant of the state their country has entered into, or the fact that the government is not so much there to make their lives better as to keep business operating as usual.

Texas is the state with the most prisons in the country, and the highest use of the death penalty. The prisons are a major industry in the state, where the use of penal labor helps earn the state \$1 Billion in profits each year for its operating budget. A number of other states send their felons for housing to Texas (and at least three, Massachusetts, Delaware and Rhode Island have eliminated their own prison system almost entirely, turning former prisons into public housing). It maintains the strongest and best equipped National Guard units in the country, and has been known to flex its military might from time to time.

Twenty-Three Big Sticks In Orbit

In 2005 Unistat secretly began to put into orbit the results of research began back under the Presidency of Ronald Reagan, the Strategic Defense Initiative (SDI or “Star Wars”) laser platforms. Designed initially to strike down ICBMs from hostile nations, the platforms were put into place as relations between China, India, Pakistan and the new Russia became strained over a number of political and trade related issues.

A total of 23 platforms were put in place over several years, until they were discovered and the information of their existence was disclosed to the United Nations in 2009. The scandal, debates and political tug of war over these satellites that nearly collapsed the United Nations entirely, and forever left that body weakened in regards to its power to maintain peace in the world.

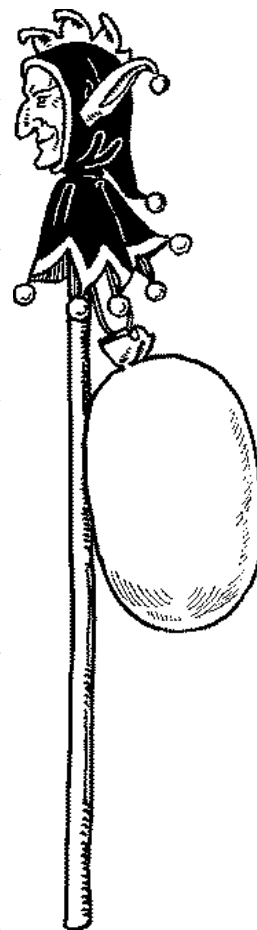
The platforms, it was revealed, are capable of a lot more than just handling ICBMs, they are capable of acting as a peaceful device defending against potential stray asteroids, or as a weapon against off world attackers, or targeting locales on the planet as small as an individual car on a clear day. Thus Unistat holds the really big stick in the arms race, ensuring its position of power in international affairs.

They were nicknamed the Big Sticks by the press, when the scandal broke, a reference to their elongated shape and to the famous quote by President Theodore Roosevelt in the early years of the 20th century (“Walk Quietly and Carry A Big Stick”).

Sometimes You Sweat The Small Stuff

Medicine in 2025 has hit a background crisis that characters with medical training may be aware of - many diseases which were thought controllable during the 20th century have become a serious threat to public health in the 21st due to their increased immunity to antibiotics. This is a continuation of a problem that began to be visible in the late 20th century with certain strains of strep and tuberculosis, and has advanced thru a variety of conditions ever since. A number of new antibiotics are under development, but many are experimental as yet or only available at very high costs.

Most of this came about from over use of the available drugs in the last decade of the 20th century, where physicians often used a more powerful drug then was needed. The damage done from using an elephant gun to kill a flea, metaphorically, has spread thru the entire generation and their descendants.



The public in general is not well informed about this problem, for fear of creating panics. It is feared in the science field that even with the new medicines, that they are only delaying an inevitable return to the problem of having no weapon in their arsenal to defeat many infections by the end of the current century. Some bio-technology scientists believe that they have a number of cures for some of the most devastating diseases by altering the genes and the bodies defenses directly, but getting these processes to be accepted by the FDA in Unistat and similar agencies in other countries has proved a difficult hurdle.

A related problem is that many diseases that they thought they had really destroyed, like Small Pox, were not as dead as they thought - several governments had secretly continued their efforts in Germ Warfare (including Russia and Unistat) and had stockpiled weapons to deliver such on the battlefield or as a terrorist weapon. Many of these ended up sold on the black market during the economic crisis in Russia and entered into the hands of terrorists, small fanatical nations and in at least one case in the hands of a doomsday cult that successfully released a germ attack in the subways of Moscow in 2006.

Although disease should not be a common problem for player characters to deal with within the world of Earth Unmasked, having to deal with outbreaks or to stop those who would release germ warfare weapons in the world, are both possible plots that a GM may include within their storylines if the characters involved are the type that would get involved in such. Saving a city from an Anthrax release or transporting needed medical supplies into a war torn part of the world after the usage of such a weapon are both possible directions for excitement and conflict for players to deal with.

In The Works... and Maybe Already in Use

For 20 years a number of medical organizations have been working on creating an artificial womb, or using the womb of an animal, so that animal or human life could be totally created outside of the body (shades of “Brave New World”). Several of these organizations are near to (or may have already achieved prototype versions) of producing this much desired miracle. The effects upon society if this process becomes possible and eventually affordable will be drastic, and may produce a number of interesting storylines for both player characters and GMs to experience within Earth Unmasked.

Brought Back From The Dead!

Thanks to the miracles of cloning, several species that were long dead have been returned to the world using genetic material that was preserved in ice or in other ways that made it possible to recreate the species.

Most impressive of these is the small herd of Woolly Mammoths that are living in a preserve in Northern Russia. Created from the genetic material of a Mammoth that was taken from Siberia in 1999, these majestic beasts were found to be remarkably similar genetically to modern elephants in Africa and Asia.

The Powers That Be:

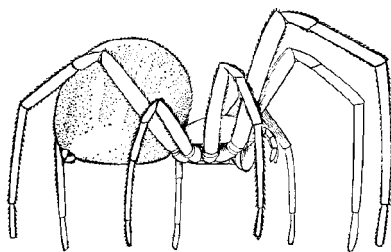
Warning: This Section is designed to give overviews of some of the conspiracies, organizations, secret societies, religious institutions and hidden peoples of the world. Do not read this section unless you are the GM or your character has taken skills associated with Conspiracy Theory and Magical History, or is going to be a member of one of these organizations as it contains information that is not general world knowledge.

GMs are encouraged, as always, to expand on the presented information and to add new or additional historical organizations that may be of importance to their ideas for running their campaign.

The Author wants it known that any semblance between these listings and organizations or groups that exist in the world you live in is either coincidental, the result of parody, or drawn from the imaginations of numerous authors in popular fiction and non-fiction books and web sites. If we actually knew the truth about any such things, would we really be so silly to put it into a roleplaying game book? Would we be that foolish? Of course not!

*“Just Because you’re not paranoid
doesn’t mean they’re not plotting against you”
—Popular Proverb*

Aegis : A magical and scientific secret society that claims a founding date of 1908 in Trenton, New Jersey. Aegis places itself and its membership in the front lines against the terrors of the night, extra-dimensional invaders and hostile extra-terrestrials. It has recruited and has intelligence agents that have infiltrated a number of governments, Unistat agencies, religious groups and some political groups in order to assist in its goal to “Protect At Any Cost” humanity as a species from destruction or enslavement. They distrust the Falcar’s supposed peaceful intentions, and seek to drive out the monsters that hide among mankind and those that serve them. They do not get along with most other magical secret societies, and have often come to direct violent conflict with many of them (including The Arachne, the RKT and the Rosicrucians). They frown on their membership getting involved in religious organizations, feeling that most religion is a weakness of the Spirit, fraudulent or the result of contact with Terrors or Invaders. *Only appropriate as a secret society for player characters if most of the player characters are not going to belong to other secret societies.*



Arachne, The (Or “Cult of The Spider Goddess”) :

A religious, magical, political and criminal secret society that claims to have existed since the age of myth. They serve a being they believe divine, and their power has been felt in the world from time to time in a large way (their history claims responsibility for the rise of power of the Borgia’s, among other empires that depended more on intrigue rather than large scale force to survive). The Arachne generally have a tattoo somewhere on their bodies to profess their membership and devotion, and may also wear a ring, bracelet, broach, or other piece of jewelry symbolizing a spider to identify themselves to each other. *Details on the Magical Tradition of the Arachne are covered in the magical section. Only about 10% of the membership are actually magically trained, and most of them that are trained are female.*

Area 51 (Or “Dreamland”) : Unistat Groom Lake Air Force Base, which was used for testing experimental aircraft and flight oriented weaponry until its closure in 2018 when an as yet fully explained accident wiped the base from the map. According to nearby residents and observers, there was a brilliant flash of light, like that from an atomic weapon usage, and afterwards the Base (including the world’s biggest runway and all the buildings), the lake, and all the area around it had simply ceased to exist, leaving a bare rocky flat terrain circle area exactly 25 miles in diameter. There was a slight increase in the radiation level in the area, but insufficient to be the result of an actual atomic blast, and no rubble, scorch marks or any other damage was left in the wake of the event. The Government has declared the incident a result of a malfunction of an experimental vehicle and has released no further information, except for a list of the “deceased” personnel from the base. For many years before this incident, it was widely believed that Area 51 housed spacecraft or the remains of spacecraft from previous alien contact before the coming of the Falcar. There are rumors that the base has NOT been destroyed, that it has instead been rendered undetectable to normal human senses by using an advanced technology, and has been shifted into a higher dimensional state so that it is invisible to the normal 4-D Space/Time perceptions, and that work continues.

Argentum Astrum (or “Silver Star” or “A.:A.:”) : An occult secret society, which historically may have some connection to the “Illuminati” and/or the late 19th Century/Early 20th Century Occultist Aleister Crowley. Its leader is known to the membership only as “V.V.V.V.V.” which those knowledgeable in Magical History know stands for the Latin “Vi Veri Vniversum Vivus Vici” (By The Force of Truth I Have Conquered The Universe). Their membership is small, and often times have training in other magical traditions before being recruited to the A.A. *Further Info regarding this organization can be found in the Magical Traditions section.* This organization is not usually considered viable for player characters to be current members of.

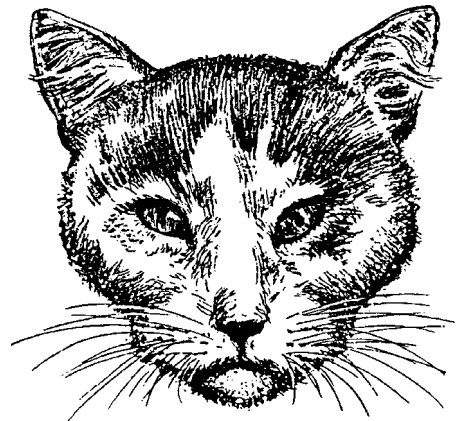
B.A.T.F. (Bureau of Alcohol, Tobacco, and Firearms): Another Unistat law enforcement and intelligence agency, the B.A.T.F. has a reputation for reacting with force before fully investigating a situation in order to keep would-be perpetrators of violations of the laws regarding alcohol, tobacco and firearms in a state of fear and paranoia to reduce the amount of crimes related to such. They are not well liked by the F.B.I. and the C.I.A. as they have often acted too soon, sweeping up small time operators (and often executing them for resisting arrest) and destroying leads up to the higher placed

criminal and terrorist organizations. They have access to military grade weaponry as needed, but do not have access to cutting edge technology.

Bilderbergers : An ultra-secretive political and economic organization founded by Prince Bernhard of the Netherlands. This organization meets once a year and is involved in the shaping of the future thru the manipulation of world currency and markets by its members, who are all wealthy financiers and politically connected business men (all being white and many having family lineages that go back to the Merovingians). They actually meet in a different city each year, and thus the name Bilderbergers is anachronistic, but it is unknown exactly what the membership calls themselves. There may be some connection between this organization and the Knights of Malta, but the details are not yet known. No press organization will carry any mention of this organization in its publications, claiming that they are under executive order not to. It is suspected that the Bilderbergers may own the mainstream publishing organizations among their members. Among the believed membership of years past were several presidents of Unistat, including William Clinton and George Bush. It is believed by some that the current president of Unistat is also a member of the Bilderbergers, but that President Wilson was not and was in direct conflict with the desires of the organization. *This is not an appropriate secret organization for player characters to be members of in most campaigns.*

CAA (or “Covert Activities Agency”) : A small bureau of the Unistat government that apparently draws from the CIA budget and resources but which has a different official purpose. They are involved in destabilizing governments, infiltrating and disrupting secret societies and weakening religious organizations that are seen as harmful to the Unistat government (some of these functions were handled by the CIA in the 20th century, but were shifted into this new agency). The CAA does not officially exist as far as the congress or the senate are concerned, and The Echelon erases all reference to their existence in the Media and the Networks to ensure that word does not get out about their existence to the general public or other countries.

Children of Bast: A secretive magical religious cult that came into existence shortly after the replacement of the tip of the Cheops Pyramid at the Millenium Opera held in Egypt on the last night of 1999 and the first day of 2000. Their agenda is unknown, but they seem to be connected to some environmentalist organizations and may have some stolen Falcarian technology. They have small groups in various places around the globe, setting up shrines and temples to their deity, Bast, whom they believe returned to the world with the recapping of the pyramid to again influence the world. They are not considered a secret society for game mechanics purposes, and they do not exclude membership in other organizations.



CIA (or “Central Intelligence Agency” or “The Shop”): One of the better known Unistat security agencies, the CIA deals with setting up spies in foreign countries to deal with terrorist and government related threats to Unistat. Unfortunately in the past they have been the center of some controversy for occasionally entering into the jurisdiction of internal affairs in Unistat, carrying out the abduction of foreign dignitaries, occasional assassinations, drug dealing, experiments with mind control drugs on unwary civilians and attempting to overthrow foreign governments for fun and profit. Their ability to do this directly has been diminished in recent years, with many of these duties moved to the CAA and other agencies.

Coalition Of Responsible Business Owners: On the surface this organization appears to be a civic and public organization, much like a rotary club or a chamber of commerce, dedicated to protecting the rights of business owners and doing socially responsible things for communities (such as Beautification campaigns). Beneath this public facade lies an inner circle of members who are engaged in less savory activities, including smuggling, arms dealing and corporate espionage against non-members.

Corinthian Alliance : One of the smallest and least known of the secret societies, the Corinthian Alliance believes that its mission is to expose the truth, and to avenge that which it perceives as acts of perversion and world-threatening activities. There is some rumor about that they were responsible for the death of Saddam Hussein. It is believed that they have some magical training for their membership, and that they practice a unique form of martial arts. They do not appear to work with any of the other Conspiracies regularly, and have on occasion gone out of their way to expose the members and actions of some organizations that they have felt the world needed to know.

Council of Foreign Relations: A semi-secret organization founded in 1921 from the efforts of Cecil Rhodes (Creator of the Rhode Scholarships at Oxford University) and Colonel Edward House to secure a “New World Order” to restore stability and peace to the international chaos and anarchy that had been created during WWI. Numerous high placed officials, foundations and corporations can be found on the roster of the organization (such as the Carnegie Corporation, The Ford Foundation, The Heritage Foundation, The John D. and Catherine T. MacArthur Foundation, the Rockefeller Brothers Fund, the Rockefeller Family Fund, the Rockefeller Foundation, The Twentieth Century Fund, The Associated Press, ABC-TV, Business Week, Forbes, the National Review, the New York Times, Time Magazine, US News & World Report, the New Republic, etc). Individuals can be found in the CIA, the Congress, the Senate, the Cabinet, Ambassadors and the Supreme Court of Unistat that belong to the Council. There are some 3,250 members, mostly wealth white males. It is rumored that there is some connection between the Council and the Illuminati and/or the Bilderbergers, and with the Tri-lateral commission. This organization appears to be entirely political and economic. *This is not an appropriate organization for player character membership.*

Delta Force : A Unistat Army Special Forces Unit that has evidently existed since the Vietnam War and which the Army vehemently denies the existence of. Delta Force evidently is a terrorist strike force used to directly assault terrorist camps and to spearhead rescue operations in international political hostage situations. They have access to the highest level military technology and may be involved in “Black Ops” situations around the world that the public never hears about.

Echelon, The : An independent Unistat government agency that is connected to the CIA, the NSA, NASA, the various branches of the armed forces and the CAA. The Echelon monitors all the Unistat computer networks and was responsible for the FCC adaption of Digital Television, Digital Radio and later Digital Sensorama so that their ability to spy on domestic communications (the NSA handles all external communications monitoring) would be made easier. The Echelon has an invisible budget, can draw personnel from the other agencies that they are connected to, and does not appear to answer to the congress, senate, cabinet members, or the President. Exactly who is in control or what their standing orders are, is unknown. During the late 20th century the Echelon was mistakenly used by conspiracists to be another nick-name for the NSA.

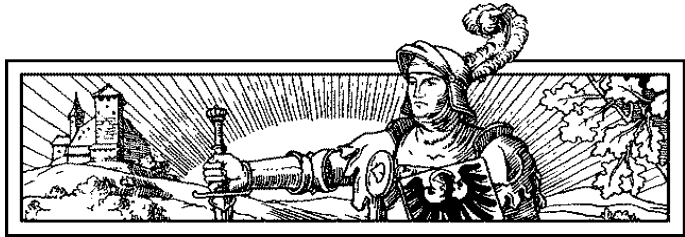
FBI (Federal Bureau of Investigation) : The second oldest federal security agency (preceded by the Secret Service in the 1800s) and dealing primarily with apprehending criminals and terrorists within the borders of Unistat. It is a public agency, but has been suspected of involvement of conspiracy activities in the past, including possibly covering up or simply badly handling evidence in several dozen incidents. It was ruled for many years by J. Edgar Hoover, who was known to keep files on nearly everyone in Unistat and who was evidently not above blackmailing individuals to get information or cooperation from them. The FBI today is considered less powerful, more closely observed and controlled and more limited in its ability to violate the rights of the individual to protect the country as a whole (which may be why new, secret government agencies have been created that are not so closely controlled, leaving the FBI as a figurehead and clean-up crew).

Freemasonry : Once the largest, oldest and most controversial secret societies in the world, Freemasonry has devolved from its mystical origins to a minor political and social influential position in the modern world. Too many internal shakeups, split-offs, branch-offs, and dilution in the quality and devotion of its members have made it unimportant in the new Millennium in regards to the secret wars and the game of masks. It has, in the past, been accused of meddling in religion and various major cover-ups (including the events around Jack The Ripper) but there has been found little proof that these accusations have any truth beyond the fact that the organization maintains values associated with charity, tolerance and brotherhood and refuses to fully support the actions of any one church or faith in a fanatical way. Some of the branch-offs and independent “lodges” of the organization remain connected to the parent organization and will use ordinary Freemasons to provide information, distractions and contacts to carry out conspiracy actions unknowingly. *Although a player character can belong to this organization it is not counted as a secret society for game mechanics usage, but can be considered a network of business contacts.*

Gnomes of Zurich (Grand Lodge Alpina): A Freemason derived society in Switzerland that contains a membership that includes most major Swiss bankers as members, as well as anyone of political importance in the country. It operated independently of general Freemasonry, and is believed to have links into the world financial markets as great as the Bilderbergers. *This is not an appropriate secret society for a player character in most campaigns.*

Illuminati, The (“Order of the Illuminati”, “World League of Illuminati”): An initially Masonic oriented secret society founded on May 1st, 1776 in Ingolstadt Bavaria by Ada Weishaupt. It was, at that time, associated with “republican free thought” (anti-royalist and pro-democratic secularism). They attracted at that time some 2,000 members from various Masonic lodges in France, Belgium, Holland, Denmark, Sweden, Italy, Poland, Hungary and, of course Bavaria. Membership at that early beginning included literary gentlemen such as Goethe and Herder. Officially the organization came to an end in 1785 when the Bavarian government banned them considering them a threat to their stability. The organization then went underground and has splintered several times over the years. Exactly what the goals, activities, membership or power of the Illuminati today is unknown in full, but it appears that the Illuminati may have had a hand (along with the Free Masons) in the American Revolution, The French Revolution and in exposing Watergate. Members of the Illuminati may have founded the Theosophical Society of Germany and the Ordo Templi Orientis. *This is not an appropriate secret society for player characters to belong to, since insufficient information is available.*

Knights of Malta (“Knights of the Hospital of St. John of Jerusalem”, “Knights of Rhodes”, “Sovereign Military Order of Malta”): A crusader force for the Catholic Church, they were given the island of Malta in 1530 by Emperor Charles V, which they held until the rampages of Napoleon in 1798. They were a fairly wealthy order, and apparently were involved in the original fall of the Knights Templar to the Inquisition. They now occupy a small office in the Vatican and have allowed the admission of women (known as “Dames”) and taken on the auspices of a charitable organization. The history and membership of the order shows that it has many secrets and conspiracies to which it appears to be connected, and it is likely that it is involved in questionable activities in order to help maintain the power of the Vatican today. Connections can be found to Hitler’s rise to power and his chief of Intelligence, the CIA’s Russian intelligence penetration bureau, the chief of French Intelligence, Major figures in the foreign policy of the Unistat Nixon and Reagan administrations, the CIA during the Iran-Contra conspiracy, and the Bilderbergers. There is believed conflict between them and Freemasonry, and the various groups that branched off from Freemasonry, as they evidently believe that Freemasonry is a threat to the power of the Vatican. The membership of the Knights is not public, and thus they classify as a secret society. The size and scope of the organization has definitely been reduced with the new Millennium and it may no longer be of great significance beyond its involvement in financial matters. *This is not an appropriate secret society for most player characters to belong to.*



Majestic-12 (MJ12) : According to those who have contact with this group, they believe that they are a legitimate bureau of the Unistat government, set up by President Truman in July 1947 after the crash of an extraterrestrial craft near Roswell, New Mexico. They were initially an advisory committee of scientists and military personnel, who were granted extraordinary legal powers and a chunk of the military budget to exploit the technology found at the crash to use in the cold war, to collect alien artifacts, capture and interrogate living alien subjects and to protect the Unistat

government from Alien interventions. The problem is that there are no records within the federal government of the supposed order forming the organization, that there is no listing for the agency, the agency does not receive government funding, there is no record of the members of the organization having been part of the government, etc. What is known about MJ12 is that they evidently were very upset about the arrival and deal with the aliens from Sirius and the fact that they deal with the United Nations and not Unistat or Them, that there are aliens now among us as tourists and that the government now disavows their existence. The organization does exist, and holds control over some secret military installation in the Rocky Mountains that was originally meant as a bunker in case of nuclear war, and that they regular bump into the other conspiracies when magic, strange technology, aliens, or terror creatures are involved. They are believed responsible for Alien Abductions, where alien tourists traveling in a secluded see a bright light (accompanied by a high pitch sound) and find themselves missing several hours (or even days) from their memory right afterwards. Sometimes they also find themselves naked, and inevitably all non-Earth technology devices they were carrying are missing. *This is not an appropriate secret society for player characters.*

NSA (National Security Agency): An Unistat organization that monitors communications traffic between individuals, corporations and organizations that cross over the borders of Unistat into other countries. They have a separate super-secret branch-off organization that controls orbiting spy satellites that circle the earth, and are often mistaken for the Echelon, which handles monitoring of internal communications in Unistat for the government. The NSA provides information to the CIA and the CAA to deal with terrorist and foreign government threats to the security of Unistat.

Psychedelic Sisterhood : A magical and political organization that was created somewhere between 1958 and 1965 and which has a nearly all female membership. The Sisterhood seeks to disrupt the power of all patriarchal organizations, and achieve a restoration of the true power of the woman in society. They are not a religious organization, but include members of a number of religions, both mainstream and offbeat. They often find themselves in indirect conflict with some of the ideals of the Arachne, but occasionally work with the members of that organization when they have a shared target. Some believe that Marilyn Monroe was a member of the Sisterhood, being used to get close to powerful men in the Unistat government before she died under mysterious circumstances that may have been the actions of a government agency or oppositional secret organization. *Additional information on this group in regards to magic can be found in the Magical Traditions section.*



RKT (Restored Knights Templar): A pseudo-Masonic secret magical organization that claims its membership are the reincarnated members of the original 123 Knights Templar that were arrested and died between 1307 and 1314 CE by the Inquisition. The group was officially formed on Friday Oct 13, 2006 in memory of the Friday Oct 13, 1307 date when the Inquisition first arrested the Knights and put them to torture. The RKT seems to be spearheading activity to destroy the power of the Christian Religion in all forms. *The RKT count as both a Magical Tradition and a Secret Society. Membership requires characters to have the trait “Past Life” and to have memories associated with the original Knights Templar. Details of their magical practices are covered under the Magical Traditions section.*

Rosicrucians (Order of the Rose Cross): A secret magical and scientific organization that may date back to 1900, 1616, 1490, 1313, or Ancient Egypt (depending on which source you rely on for information). The actual founders are unknown, but there is some connection to the Italian philosopher/Scientist Giordano Bruno (who was burned at the stake on Feb. 16, 1600 for 18 heresies and crimes, including teaching Copernican astronomy, sorcerer and organizing secret societies to oppose the Vatican). There are actually a dozen or so Rosicrucian organizations nowadays, all of which deny the validity of their competitors for the title. Their symbols include the rose cross and the eye-in-the-triangle that is often said to be connected to Free Masonry or the Illuminati. They have been involved in a secret war with each other and several other magical organizations for most of their existence. The Rosicrucians are also called the *Invisible College*. Recruiters for one or more of the Rosicrucian Orders can be found on nearly every College and University Campus in the world, seeking out those with high magical potential that can be melded into their cause. *Detailed Information about the Magical training will be covered under the Magical Traditions section.*

Russian Free Traders League: A criminal organization formed out of the various Russian criminal gangs that dominated the black market of the Russian economy after the fall of the USSR. The League now centrally controls a share of financial institutions, shipping, prostitution, drug trade, smuggling, extortion, gambling and other money making operations in Russia, Europe, and parts of South America. They often bang heads against the Triad, and are trying to expand their Unistat operations. Many of the munitions dealers are connected to the League. The League is also often in competition with Atlantis based business operations.

Servitors of Perversity: Not so much an organization as a political movement, the Servitors see themselves as the great equalizer of the computerized society, using their knowledge of computer networks and software to inflict change upon the world. They are the enemy of many of the Powers, especially the Illuminati, the Bilderbergers and the Echelon. Belonging to the Servitors means that one belongs to a small circle of pseudo-Anarchists, and that one must have computer skills and knowledge that is useful in harming the major economic and social powers. They are known for hacking into computers and leaving manifestos, draining bank accounts, issuing false warrants and other acts of criminal mischief. They are known to occasionally work with members of the Total Liberation Brigade and there may be some overlap between the membership lists.

Total Liberation Brigade: A loose Anarchist movement that developed out of the student movements of the early 2000-2010 period that opposed the intellectual rights tyranny of the World Trade Organization, the Unistat government and the Bilderbergers, seeking to make information free and readily accessible to the masses. The Brigade is known for computer crimes, protest actions, and occasional tampering with the world economy, as well as occasional acts of violence against institutions and governments it deems enslaving to humanity. The organization works in a bunch of loose cells, and appears to have no central leader, making it difficult for the governments or the corporations to act against effectively.

Triad, The : A criminal organization found primarily in Macao, Japan, Shang Hai, Hong Kong, parts of the Unistat West Coast, Australia, New Zealand and some islands of the Pacific. It originated from a group of Japanese gangs or Chinese gangs (no one knows exactly which any more), which formed an alliance, and is headed by three leaders (all former gang leaders) who hide behind legitimate businesses, especially import/export companies. It is suspected to work for a fee with a number of other organizations and secret societies. The Triad has recently been involved in smuggling and creation of various furry strains for sale and trade, and operate legal laboratories for such in Japan (where such are legal activities, unlike Unistat).

Trilateral Commission : Founded by David Rockefeller in 1973, the Commission has the declared public goal of developing into “a high-level consultative council for global cooperation”. It has approx. 100 members, with an overlap with to some extent with the membership of the Bilderbergers and several other financially oriented secret societies. The members are all wealthy, powerful, influential and many are connected to the largest major American Banks and financial institutions. *This organization is inappropriate for player character membership.*

Unnatural Alliance: The Unnatural Alliance is a relative newcomer to the secret society scene, having been founded in 2001 or 2002. They claim to be a balancing element, acting to protect the helpless and powerless from the powerful, especially governments, criminal organizations and secret societies. The actual size of their membership is unknown, and they have to date avoided all press coverage or notice by the public. Their tactics aim more towards the subtle than the obvious, and their members are not above impersonating government agents, or infiltrating other conspiracies to disrupt plans. Their membership is diverse, and at times takes natural enemies and manages to get them to work together for their goals. *The Alliance makes an excellent organization to use as a player character membership group.*

World Setting Information:

Recommended Excitement Level: Heroic (Quantum Factor 200)

Recommended Options : Lethality Enhancement #4
 D12 based Hit Location and Fear Results
 Blood & Chocolate Combat Module, Method A
 Detailed Armor System
 Destiny Rides Again #3

Recommended Free Skill Ranks:

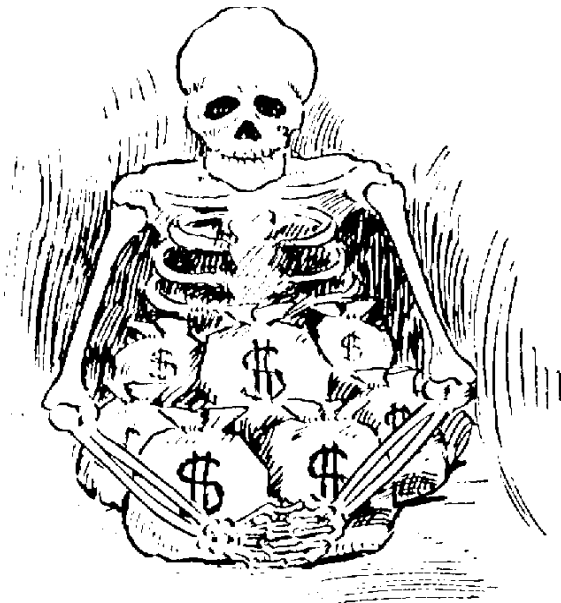
Fam: Native Culture	5	Mathematics, Basic	5
Area Fam: Birthplace	5	Read/Write	5
Area Fam: Residence	5	Thrown Weapons	5
Native Language	10	Climbing	5
Geography	5	Unarmed Combat	5
History, Native Culture	5	Bludgeon Weapons	5

Overall CV: 5 (Future)

Technology Category	Rank	Meaning
Communication	18	Transmit of Sound, 3-D Sight, Scent, Taste & Tactile
Food Production	17	Genetic Manipulation & Cloning of Crops, Livestock
Information Storage	18	Worldwide Storage System, Personal Portable Info T.
Living Environment	17	Thermal Glass, Advanced Ceramics & Plastics
Manufacturing	17	Nearly Fully Automated Factories Possible
Medicine	17	Gene Splicing, Genetic Manipulation, Life Extension, Partial Human Cloning (Parts)
Transportation	16	Inter-System Space Flight, Space Stations, Satellites
Warfare	17	Battle Suits, Orbital Lasers, Microwave Projectors, Drone Devices, Gyro Pistol, Bio-Weapons

Unistat Cultural Aspect Ratings:

Aspect	Rating (1-20)
Aestheticism	11
Aggression	13
Bureaucracy	15
Commercialism #	18
Discipline	10
Idealism	8
Innovation #	10
Intellectualism #	12
Militantism	10
Stability	14
Tolerance #	15



Wealth Definition For Setting:

Wealth can range from 1 to 50 for player characters. Wealth above 50 is possible for non-player characters such as major corporate CEO's but this is not recommended for player characters. No special trait is necessary to have a wealth attribute greater than 20.

For most Unistat Characters (except those with the trait listed as "Living By Their Wits") Wealth is a representation of the character's Free annual finances after those necessary for their daily living expenses (food, water, basic clothes, rent or mortgage payments, taxes, utilities). It is assumed that they have a savings and unusual equipment and property equal to one year's free annual finances. In Unistat dollars this is \$2,000 per year per point of Wealth for game purposes.

A GM may choose to pay a lot of attention to financial factors (high detail), or to run a "loose" game where only major purchases need to be tracked and dealt with within a game. Its all a matter of the GM's personal Style, and is fine so long as you make sure to let the players know which style you are choosing.

I Don't Think That Word Means What You Think It Means....

Time, society, fashion and events can change the meaning of words, create new words, or add new meanings to old words. In the Future of Earth Unmasked the following words, terms and abbreviations may be encountered by characters and it's important that everyone understand what's being talked about. Some of these are formal terms, others are slang terms. Not included are terms defined elsewhere.

Borrower: A nice name for a nasty activity. A Borrower is a programmer who electronically steals someone's identity, so that they can utilize their resume, trademarks, files, e-properties, finances, etc. In some cases they alter the records on their DNA and other personal records on file with the government and legally become the person as far as the world is concerned (unless someone knows the person closely and can prove what has happened to authorities). Borrowers are one of the great criminal cutting edge activities in Earth Unmasked, but only a few dozen people are able to do so effectively for long. Borrowing is a crime in most countries, with serious penalties if convicted.

Buzzer : A common slang term for a vibrator.

Cat Dancer : A person who enjoys sex with furies (but may or may not be a furry themselves, and isn't exclusively interested in furry sex).

Chalker: A police homicide detective.

Cindy Dancer : A sexual fetishist who enjoys sex with AI's, either cybersex or with actual androids designed for sexual activity.

Crowbar Peddler: An aggressive *Peddler* that forces its way into your computer and your attention to deliver a sales pitch for an online retailer.

Drone: A person who's been put on the latest collection of drugs and treatments to make them a "good employee" and "responsible citizen". Anyone that is on psychiatric prescribed drugs to keep them from "acting up".

Dungeon: A company office or other corporate facility where Egor's work.

Egor: Any person stuck with a boring office job at a conservative firm that requires them to work in a company facility.

E-Store: A retail seller who only sells products via the Internet, primarily by having customers come to their website, server site, or other outlet.

Floater: An independent contractor, temporary help.

Flossing: Besides its dental meanings, Flossing is used as a term in computer design work (cleaning away clutter, dirty code, unnecessary documentation and all dead linkages and gateway codes). In espionage it means cleaning up after oneself to avoid detection later.

Frankie : A bi-sexual male transvestite.

Furry Lover : A person who only wants to have sex with furies, but isn't a furry themselves.

Magewine: An alcoholic beverage used by a number of magical traditions, that is made with a number of herbs that are said to assist in opening the spirit and the aura to magical experience. For some it gives the equivalent of Fortean Sight while under its affects, and for others it magnifies their talent for magic (giving a +1d10 POWER). Unfortunately it requires a roll against HEALTH when consumed, and if failed the user will lose 1 point of Health permanently due to detrimental chemicals in the liquid.

Man In Black (MIB): A term that has entered into the common usage ever since a popular movie and TV show usage in the late 1990s. It basically is applied to any Government official, especially those associated with investigation, law enforcement or public relations because of the tendency of the Unistat (and other) governments to try to hide what they are doing or to disguise events that might cause a public uproar or panic or scandal. There is no organization by this name, but many people believe that there is, though by some other name.

Nightwalker : A person who fears the possibility of cancer from exposure to sunlight so highly that they will only go outside after sunset and before dawn.

Niner : Someone who made their fortune in the stock market bull market of the 1990s, or working in the High Tech field at that time and came out lucky in stock options and such.

Peddler: A Gibson that acts as a spokesperson/salesperson for an online retail operation to try to sell a person merchandise.

Pickpocket: An illegal Gibson designed to infiltrate a computer's security and steal information, or electronic consumer information (like credit card numbers). They work off a quick hit-or-miss system for theft.

Pocketbar: A server that carries out illegal information transference, exchange of stolen consumer information and other stolen materials, especially between Gibsons that are equipped as pickpockets.

P.P.I. : Paranormal Private Investigator. This is a person who earns their living by investigating haunted houses, strange events, alien landing sites, weird old books, etc. It doesn't pay as well as being an insurance investigator or normal types of private detectives, but P.P.I.'s are not regulated by law, except in Central California, so almost anyone can put up a shingle and go into the business.

Pretender: A Gibson that is designed to attack, absorb the data and replace a personal Gibson and then perform spy, sabotage or theft actions against the owner of the Gibson. Pretender's only work against stock Gibsons, unique Gibsons are not targetable by these programs in most situations.

Renunciant: A character that belonged to a specific religion or magical tradition and has since left that belief for another. Generally this term is only used amongst mages, and has no meaning to the general population.

Restless Dead: Nickname for a person that has had their Identity borrowed electronically who fights back against the criminal(s) who took their identity.

Ricky: A slang term for the male sexual organ, named after a famous actor known for the visibility, size and state of arousal in many films. (An excited one is called a "Stiff Ricky").

Seven Cities of Gold: Hong Kong, Shanghai, Canton, Taipei, Fuzhou, Qingdao, and Dalian. The major cities of China that have become the profit centers of the remains of that country while much of the rest have become impoverished since the collapse of the People's Republic of China. The list is given in order of the general wealth of their economies.

Scorcher: An Arsonist.

Slicer: A professional killer, an assassin.

Spike: A Gibson or other program that is designed to protect one's computer from electronic crime. Spikes vary in capability and success, and the better one's cost a lot more. A low end Spike will protect you from intrusions by Peddlers, a high end one might make it too risky for a Borrower to take a try at one's identity.

Tulpa : A unique Gibson designed to emulate a specific person, usually its owner, in regards to personality, knowledge and appearance. Tulpa's are very expensive and take much longer than most Gibsons to design since they try to emulate the person in every way, not just in a few ways like a stock Gibson.

Vickies: A slang term for breasts ("She's Got a wonderful pair of Vickies") derived from the famous "Victoria Secrets" line of undergarments.

X-File: Slang, based off a popular Tv series and movie in the 1990s, for something that cannot be explained by normal logical means but requires some Extreme High Technology, Conspiracy or Magical basis in order to explain its occurrence. Many Fortean Forces Events would be classified as X-file in the press. This is a term used primarily by the media and the public, and has no usage within the actual government.

Positive Character Traits:

Traits, unless listed otherwise, can each only be taken once on a specific character. Remember that the listed traits are examples, and that additional traits can be designed by the GM, or suggested by players to create specific character ideas or develop the setting into new directions that we haven't thought of. The listed traits can be used as a guideline as to the value of additional traits created.

A = Access to Advanced Prototype Technology Required

B = Bio-manipulation Trait (Available if character has the Trait "Furry")

U = Unhuman Trait Required (Available if the Character is Unhuman)

Above The Common Laws [7] A character with this trait has friends (or pawns) in high places that will keep them free of legal entanglements with the justice system. They aren't perfect, if the crime is too obvious and too public, then it may come back to haunt them. Little offenses that are small, or acts that are not too public they can get away with. This can represent relatives with a lot of financial pull, bought judges, corrupt politicians and district attorneys, or even part of the effects of being in a conspiracy or shadow government. If over used it will eventually fail, but while it lasts it's a definite advantage. *Cost is 5 for this trait if a character is a member of an appropriate Secret Society, and represents the society's ability to protect the character from the law based on their importance to the organization.*

Absolute Time Sense [2] A character with this ability can accurately gauge the passage of time without any external device or perception of what is going on in regards to the sky. This can be useful when timing explosives, coordinating assaults, estimating distance traveled etc. It is always functional and requires no rolls to utilize.

Access To Advanced Prototype Technology [5] A character with this trait should be an engineer, designer, field tester, laboratory assistant, or other person that has access to cutting edge technology devices and can borrow and utilize such (but must be careful to return such devices intact that are not expendable). The character must have appropriate skills and background for this access. Usage of this to access weaponry still requires a weapons permit in Unistat. Note that prototypes are not always reliable, may not always work as stated, and may require additional skills to use. *Secret Society Members and Group Leaders can take this trait for 3 points.*

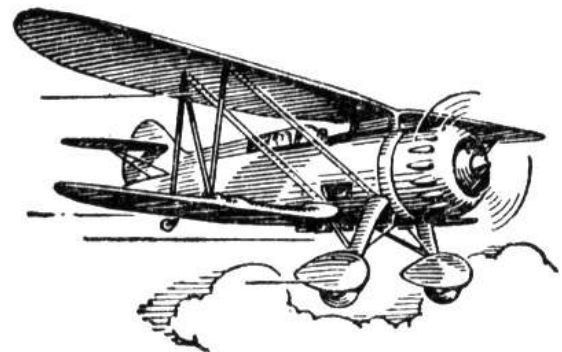
Access To The Akashic Library [25] A character with this trait has acquired a magical artifact, a library card, which allows them to access the Library of Realities where is stored all knowledge of all the multi-verse. This card allows them to enter any large physical library and find the hidden access way from that library (which all major libraries possess) into the Akashic Library. Once within the Akashic Library they can research and with enough time find any book that has ever been written within their world. A character must have the skills of Multi-Dimensional Cosmology, Research and Read/Write to take this trait. They must also have Insight, Synchronicity and Power of at least 15 each. Taking this trait requires GM approval, as not all GMs want to deal with Player Characters that can utilize this trait.

Accumulated Power [1] A character who is a practitioner of magic is the only one that this trait would be of value to. A character with this trait has built up a greater amount of energy in their aura than is that given for a character just brought into play, and thus has more to draw upon at the start of the game. This trait can be taken a multiple of times, with GM's permission, and adds 25 power points to the character's aura's charge for each time it is taken. *It cannot be taken if the character doesn't have a skill that is used for power accumulation.*

Advanced Gas Mask [3 A] This mask will protect the entire facial area from all forms of gas attacks, including tear gases, poisonous gases, mist sprayers, etc. It does not obscure vision and can be worn for up to 24 hours in continuous situations before needing to change the filter unit.

Ageless [3] A character with this trait is unaffected by the ravages of time. They may be a mage who has developed magic to preserve themselves, someone of an unusual bloodline or if they are a Bio-Manipulated character it could be that they have been genetically altered not to age normally. They are not indestructible, but they will not die from simply getting old and having their cells wear out. This also gives them +4 ranks to SPIRIT to defend against any Time Based magics used against (such as attempts to age them prematurely) them. If they are bio-manipulated they will not yet be aware of the fact that they are ageless, since the era of bio mods is relatively young, and its possible even those who did the operations didn't realize they had achieved this effect. *Unhumans can have this trait for 1 point.*

Aircraft Owner [5] A character with this trait must have the appropriate skills to pilot an aircraft, and cannot be a Blank. Anyone in Earth Unmasked can own a car, but few folks own their own private prop planes or helicopters thanks to the training, regulation and cost factors. To take this trait a character MUST have a WEALTH of 12 or greater, PERCEPTION of 12 or greater and COORDINATION of 12 or greater (in order to get the proper licenses) and cannot be blind or dead. Plane type and capabilities must be discussed with your GM and the GM does have the right to declare a vehicle concept as being outside of the wealth range of the character (no one, for example, is known to own a private 747 or other large scale plane, except a few billionaires that would make terrible player characters). This is also used for ultra-lites and blimps, but not for hanggliders or balloons. *A Group Leader can have this trait for 3 points.*



Biplane

Alcohol Tolerant [1] A character with this trait has built up some tolerance to the affects of Alcohol, and gets +4 ranks to their HEALTH to defend against becoming intoxicated.

Ally [5 Only For Group Leaders] An Ally is a supporting character that shares interests and goals with the character and can be expected to act to assist them at times, provide information (like a contact), make some resources available to the character, and will act as a friend to them. . They may have access to valuable traits, skills, resources, or contacts that are valuable under certain circumstances. Example blurb: Jake the mobster has an Ally, Louie The Bodyguard, who is his faithful companion and protector. Louie is an expert in unarmed and pistol combat, as well as a combat driver. He's tough, fast and strong, but is highly superstitious.

Alternative Identity [3] A character with this has legal paperwork that proves they are someone else besides their birth name. This allows them to establish bank accounts, licenses, permits, property ownership etc under that alternative identity that can in no way be connected to the birth identity. *Secret Society Members can take this trait for 1 point.*

Ambidextrous [2] An Ambidextrous character can use either hand equally for all functions, and can use both hands at the same time. It gives the character the ability to have a greater than human Coordination Range (getting a +1 potential over normal, or 21 on a normal human). An Ambidextrous character gets an extra defensive action in combat situations where they can parry or block (but not for dodges).

Amphibious [3 B or U] A character with this trait has actual physical gills (usually set in their neck) which allow them to breathe underwater. These do have to be moistened every few hours or they will become irritated (and if they go without doing so they take 1d10 of damage to their head region for each hour after 6 hours until they can be moistened). Additionally characters with this trait have an extra transparent eyelid membrane to allow easy vision while underwater, and their bodies are +8 toughness against pressure based damage so that they can achieve ocean depths greater than ordinary people using scuba or re-breather equipment. Amphibious characters will have no body hair from the neck down, and cannot have the *Body Fur* trait. *Unhumans can have this trait for 1 point if it is appropriate to the character concept.*

Android Companion : You can have an android companion that may accompany you and assist you on a number of tasks. Android Companions operate on Cosmic Batteries and can act as both a body servant and a mobile computer. *Cost is based on model.*

Canine [7] : The Canine Model looks like a medium sized dog, and is a popular replacement for seeing eye dogs for the blind, and for those who live lives where a real dog would not be a viable option. They can fetch small items (up to 25 lbs) in their mechanical mouths, but have no other manipulators. They average 15 MPH speed, and have a number of function modes (Guard, Navigate, Translate, Net Fetch, Attack). A short range (15') Forward firing stazer mode is equipped to defend its owner, firing a pair of wire-darts into a target (100% accuracy skill) that then discharge 1 hours worth of current into the wires (does 1d20 electrical damage, but target is stunned and prone for 1d10 rounds after the strike). The Canine has a 24 hour battery maximum (reduced by use of the attack capability). Canines are low-intelligence models. *Advanced Technology Cost for this is 5 points.*

Walker [10]: The Walker Model appears to be a humanoid Male or Female of about 25 years of age with a somewhat athletic build. Its equipped with Syntheskin, and was originally developed as an aid for wheelchair bound persons. It works totally by voice control and can be programmed with shortcut commands and to deal with the owner's own vocal accent, stutters and other problems caused by disabilities. The Walker acts as extra arms and legs, is equipped with excess strength so that they could easily lift and carry their owner and a wheel chair so that they can move up a flight of stairs safely. The Walker battery system works off two cosmic batteries, and it is programmed to use them sequentially so that it can replace its own battery. Walkers can have a full Gibson installed, making them far more intelligent, and can operate outside of range of net access capability for several days if necessary. They do not have combat functions built in (though there is rumors around that several Japanese Businessmen have developed an unarmed combat routine for them and use them for bodyguards). Some Wealthy American Businessmen use Walkers to perform routine and repetitious tasks where they do not want a human endangered. The high cost of Walkers keeps them from becoming a replacement for service oriented positions, and because they have difficulty with being trained to take initiative when problems outside their routines occur. *Advanced Technology Access cost for this unit is 7.*

Friday [13]: The Friday Model is made to look like an adult female, and is the most expensive model available because of the high level of programming and detail taken in making it to the specifics that the purchaser requests. Fridays are not as strong as Walkers, but are built with a new style Gibson, an evolving Gibson. It evolves based on events, preferences and requests of the owner, apparently becoming more 'human' and is capable of learning new functions or information. Fridays are developed with advanced sensors, syntheskin, the most advanced cosmic battery system possible (going for a week without a recharge if necessary, and can perform most functions that the human body can (including sexual activity and responses) as desired by their owners. There are several rumors (or perhaps Urban Myths) that Friday's can become fully sentient, and that one even killed its owner who had become abusive. They are more flexible than most humans and have an excellent balance system. The Friday can be programmed to operate domestic technology, play competitive games, carry out 'Small talk', perform all accounting tasks, translate multiple languages, etc. They can operate without net access for months, and have been popular with persons in secluded areas away from large amounts of human contact. They are VERY expensive, and character with a Wealth of less than 15 should not have one. A male version of the Friday has also been developed, but is not as popular. *Advanced Technology Access cost for this unit is 10.*

Armor Piercing Ammunition [5 A] This ammunition is coated with special synthetics that make Kevlar and other forms of armor designed specifically to defend against firearms worthless. It cancels out all armors, except for that created by magic spells, chainmail, titanium or starlight, leaving a target only its own natural Toughness to interfere with the bullet (Toughness of a living creature is a matter of body denseness). Armor Piercing ammunition of this category is not available for black powder firearms, and is not useful against bullet proof glass or vehicle armor which requires a different kind of ammunition (explosive or made with depleted radioactive materials).

Arms Dealer Contacts [7] You know folks who deal in weapons and ammunition of all sorts, and can buy from them anything you need from a pocketknife up to an RPG. They can even get you military grade body armor (but not Starlite or Powersuits) if you have enough resources on hand, though they'll cost you quite a bit more than you'd pay if buying them legally. They take only cash on the barrel head, so you need sufficient Wealth to make this trait useful. Everything they sell you will be a violation of the laws, in some way, if you're inside of Unistat (stolen, serial numbers removed, officially destroyed or smuggled in from a foreign country). *A Group Leader Can Have this Trait for 5 points.*

Aura Sight [5] This is the ability to see auras with a moment's concentration, instead of needing a spell to achieve such. A character with Aura sight can determine to some extent how strong the magical energy portion of the character's aura is, though not in numeric values (Low, Average, Above Average, High, Very High, Brilliant). It can also tell if there are any active spells on them or their person, and can give them a slight bit of warning when a character is gathering their energy into a spell (giving the character with Aura Sight a +2 Ranks to their SPIRIT to defend against spells cast directly at them by the character). One can have aura sight and not be a mage. *Unhumans can have this trait for 3 points if appropriate to their concept.*

Babylon Staff [3 A] Named after a popular television program of the late 1990s, the Babylon staff is a titanium alloy spring lock device that expands from a 1' flashlight sized length out to a 6' balanced staff. Thus it can be wielded as a bludgeon while compressed (1d10 + 5 + Body) as if an ultra strong piece of pipe with a grip, or as a staff when extended (1d10 + 7 + Body) that can be used to parry hand weapon attacks. An optional Screw-on sharpened jagged spear head can also be added to the weapon so that it can be used as a spear, although it is not balanced for throwing, that gives an additional +1 of cutting damage on strikes. Babylon Staffs are technically illegal in many states of Unistat, but since they can be disguised as a flashlight or easily concealed within a coat they have a popular following. Penalties for possession of them are relatively light within most states if one is discovered.

Ballistic Skin [5 U] An Unhuman creature or character with this trait has skin that acts as if it were ballistic armor, reducing the damage inflicted to their mortality by half after all toughness effects, when hit by gunfire or shrapnel based explosives.

Banshee Scream [5 U] A character with this trait possesses a supernatural ability to strike fear into those able to hear them in their general area (this does not work on other Unhumans). It is most common among undead beings, like ghosts. Those in the area when it is used must make a SPIRIT roll or take a roll on the Fear table from its effect. A character that has heard the scream cannot be affected by it a second time within 24 hours, whether they made or failed their roll against it.

Barbed Tail [3 B or U] A character with this trait has a tail which possesses a barbed bone tip (like a scorpion, or a classic mythical demon is pictured as having) that can be used as a stabbing weapon using Unarmed combat. The tail does 1d10+4+Coordination in damage. It cannot be used to grasp or manipulate objects like a *prehensile tail*. *Unhumans can have this trait for 1 point.*

Beast Friend [3] A character with this trait gets +2 ranks to success for animal training, riding and animal handling skills. They will never be attacked intentionally by any animal, unless they are actively trying to harm the animal or its young. They can befriend animals easily as well (animals do not include fish, microbes, insects, bacteria, worms, spiders, mollusks, or crustaceans). A single species version of this (example : felines only) can be taken instead, for 1 point.

Blank [5] A blank is a person who has no genetic records on file, no cataloged fingerprints, retina or a history in the Unistat or other government computers. They also lack licenses, permits, passports and any other record they exist or the benefits such things give them in society. They may be from a third world country, an unhuman, a member of a secret society that has deliberately hidden their records, or someone who has paid to have their records blanked from the computers. Staying blank is hard, but not impossible, and has its uses when dealing with criminal activities etc. Blanks cannot take additional identities, cannot own real estate or licensed vehicles. Blank Furies are rare, but not impossible. *Unhumans and Secret Society Members can take this trait for 1 point.*

Blending [3] A Character With this knows how to merge into a crowd, how to not stand out and how not to be overly obtrusive. To achieve this they cannot have a Symmetry greater than 15, a Fame greater than 5 or be excessively tall or short. If they are a Bio-manipulated character you cannot have visible animal traits of any kind. They also cannot expect to stand out even when they want to, they just don't make a great impression (positive or negative) on people's memory.

Body Fur [3 B] A character with this trait has a covering of fur over most of their body. A character with such Fur can have a higher Toughness (up to 25) but will take a +5 to all damage rolls from fire-based attacks since Fur is very flammable. Additionally they get a +5 beyond their actual Toughness to resist the effects of cold and cold based damage since the fur insulates they body. Body fur can come from a variety of animal types. Body Fur counts as a visible Furry Feature.

Body Pouch [3 B] A character with this trait has a pouch of skin on their body, usually over their stomach, which can be used to hold small objects in a concealed manner. The pouch is padded and can hold anything you could normally place in a pants pocket, and will pass a normal police style body search so long as the contents are not metal (metal objects can still be detected with a metal detector). If the character is an amphibian the pouch will be sealed by pressure to make it waterproof. Sufficient torso damage can damage the pouch or its contents.

Bounty Hunter (Unistat) [5] A Bounty hunter has very limited police powers and law enforcement ability. They do not have a permit to carry a firearm automatically under Unistat laws, they must purchase that trait separately if it is desired. A Bounty Hunter can pursue a wanted criminal, a fugitive who has jumped bond, or commit an arrest if an obvious felony is encountered in progress. They do not need a search warrant to enter a building that they have belief is occupied by a fugitive, and may use force to defend themselves in the process of their duty. They can purchase all non-lethal police weapons, most body armors (except Starlight and powered suits) and are bonded against some of the damage they may inflict while pursuing fugitives. Bounty Hunters cannot operate in the states of Florida, Kentucky, Illinois and Oregon.

Business Owner [5] You own your own small business, or are self employed in a field where an individuals talents are recognized (writing, computer consulting, etc.) As a small business owner you have more freedom in regards to your own movements and actions, can take off time from work without having to answer to an employer, etc. You still must work regularly to maintain your income level, but your life can be more flexible than someone who is living the normal 9-5 workday. You may have an office, storefront, or other locale that your business is run out of, and which you own in the free and clear (or have a very long lease on). You also have all the appropriate licensing and Government authorizations and tax permits for your business.

Cat Eyes [3 B] A character with this trait takes no minus to Perception against the effects of Darkness. Cat eyes count as a visible Furry Feature.

Chameleon Skin [3 B] A character with this trait has skin that will change its visible appearance (but not its texture or actual form) allowing it to change color, either to duplicate that of backgrounds the character is near or to a chosen color at the will of the character (requires a SPIRIT roll to control the color change and to retain a specific color that does not match the current background). If no background surface is within 5' of the character they will remain whatever skin color they were last unless they force a change. Chameleon skin has some off results while wearing clothes (often the character will take on the color or patterns of the clothing worn as their skin color). The ability, although interesting, has very little practical use unless the character is totally naked or nearly naked and needs to hide. If such is occurring then they get a +5 ranks to Concealment skill rolls to hide themselves while not moving. There is no control of the ability while unconscious. Chameleon Skin cannot co-exist with the Body Fur Trait.

Charmed Life [10] Fortune protects a character with this trait when dealing with events of certain death. Cosmic Trigger results can never result in instant death. If a wound is received that would reduce any body part to less than 1 and that area was higher than 1, then the wound will not be as severe and will leave 1 point in that body area (a second wound would drop them to 0 in that area though). If they fall off a cliff, there will be a tree branch or vine that they can grab to stop their fall on the way down. If they are locked in a prison cell to rot and die, they will be locked in without being properly searched, or their cell door lock will be defective, or a secret passage will exist that they can find, or some event will occur that will free them in a few days (though they may have to fight for their lives on the way out). *A Group Leader Can Have this Trait for 7 points.*

Cheetah Speed [5 B] A character with this trait can take a Coordination as high as 25, instead of the usual limit of 20. They also get a +20 MPH to their top running speed beyond that from the normal calculations. This trait cannot be taken with Fast Metabolism.

Child Prodigy [10 B] A character with this trait gets a +1 to their CV for all skill rank calculations, except for Occult Skills.

Citizen of Atlantis [7] You are a legal Citizen of Atlantis, not Unistat, and can travel the world on business or pleasure without restriction under International Law. Your DNA, Fingerprints, and Retina Print cannot be legally taken or filed by any government, unless they want to face sanctions from the

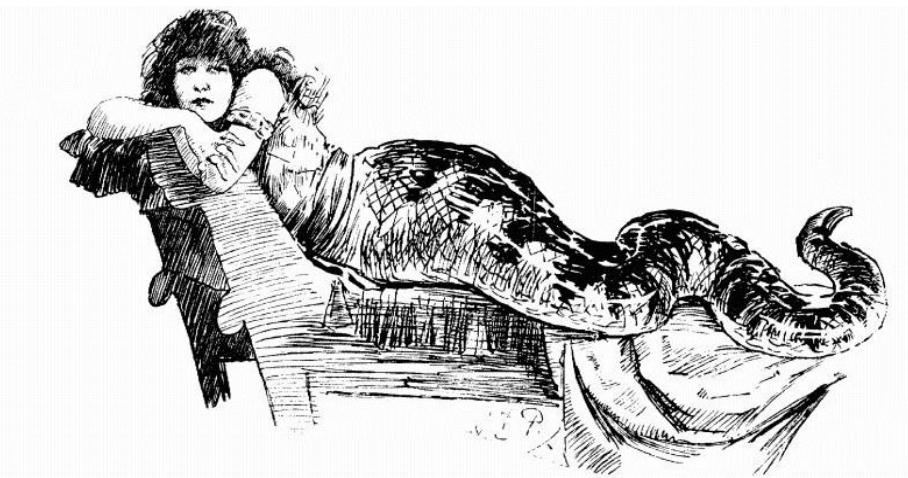
Government of Atlantis and the various Institutions that are legally incorporated within that country under the Atlantis Privacy Laws. You are required to spend at least one week a year living within Atlantis, but may otherwise spend all of your time abroad if you so choose. You are not subject to foreign income, sales or other taxes. You are required to uphold Atlantis Laws, and cannot have dual citizenship with any other country.

Clergy [3] The character is a legally recognized member of a religious order, with the power to marry and the tax-exempt status ability and other legal protections associated with such. The character must have a religious skill of at least 13 (but does not necessarily have to be a spell caster).

Close Family Ties [3] A character with this trait is in good standing with their family and have a number of family members that they communicate with regularly. They will do small favors for the character, lend them money in an emergency, bail them out of jail, let them stay with them for a few days, lend them a car, etc. Having family members has a drawback, as family can be used against a character by enemies of a more ruthless nature.

Contact [1] A contact is a person that the character knows from the professional, personal or family life that can act as an occasional source of information, assistance or refuge. The nature of the relationship and some idea of the person must be described in the process of taking this trait. Player characters do not have to pay for other player characters as contacts, unless the characters are both going to be played by the same player. More points may be charged for a contact that will appear more often within the game or who can provide greater assistance.

Demon's Blood [3 U] A character with this trait has had their blood tainted by that of a demon, either because they had one parent that was a demon, received a blood transfer by a demon or were magically changed by a demon. Their blood is poisonous to living creatures and to undead that might bite them, a defensive roll against HEALTH is necessary or it causes death within 1d10 rounds (Undead do not get a roll, and will cease to function in 1d10 rounds). Those that bite and survive will permanently lose 1 HEALTH (and all the calculated affects associated with that). They are sterile, being



Hybrids. and can have a HEALTH up to 25. Demon's blood characters will have an automatic taint in their aura, which those who have Aura Sight or Fortean Sight will be able to perceive as being unworldly and makes them uneasy around the character.

Disease Resistant [2] The character gets an extra +5 ranks to HEALTH for all rolls to avoid diseases encountered. *Unhumans can get this trait for 1 point.*

Doppelganger [15 U] The Doppelganger is the great thief of the unhuman world, for they steal the identities of humans to make their way thru the world. They do this with a process of study, and the absorbing of the dna patterns of the person they are becoming. By being in close proximity of their target they slowly absorb knowledge, in a strange passive form of telepathy that slowly feeds them memory from the subject. The process takes several hours of this “Study”. Then they must acquire a dna sample from the target (bodily fluids, blood, skin, hair, etc) to work from in some manner. Once they have sampled such then they can become the person as they are at that moment. When a Doppelganger becomes a person their attributes (Body, Coordination, Perception, Symmetry) become those of the person. Their appearance becomes that of the person, as does their voice, fingerprints, retinas, sex, etc. They are physically that person, and will know things about the person in some detail, enough to portray that person to fool family and friends in many situations (Area Knowledge, Cultural Knowledge, Language Skills and such are raised to meet that of the victim, even if non-existent previously). Calculated values are recalculated at transition. The powers of the Doppelganger to do this does NOT work on other Unhumans. Some Doppelganger’s kill their victims, to ensure they can retain the identity, others do not. Some possess unusual abilities that extend beyond these. There is no such thing as Doppelganger society or culture, they live act, and appear human in all other ways except these abilities and any other special traits they may possess. Some Doppelganger’s do not use the knowledge absorption ability, they seek to grab a DNA sample and then quickly assume the appearance of a person instead (some of these folks do a quick knockout, absorb and kill of a person to take over quickly, using whatever they have on them for identification etc to get by). After the Absorption of the DNA it takes 10 rounds (1 Minute) for them to enact the physical appearance change, during which the Doppelganger cannot take any actions. The Aura of a Doppelganger will look normal. Fortean Sight will show that there is a Fortean presence associated with their body, but unless the Fortean Sight owner is experienced they will not know that they are dealing with a Doppelganger. Doppelganger’s are ageless automatically, unaffected by disease or old age affects (but they will look the age and have the attributes of their victim at the point of absorption). They can be harmed in all the normal ways. Any Special traits the Doppelganger has will carry over to their new form. Doppelganger’s will retain the knowledge of their previous form when they change form. A Doppelganger must have a POWER of at least 5.

Eagle Eyes [3 B] A character with this trait gets +5 Ranks to their PERCEPTION for all vision related distance calculations, including the targeting range of weapons or magic spells.

Echolocation [3 B] A character with this trait can emit ultrasonic sounds to navigate in the dark. Echolocation will also allow detection of things hidden by purely visual (light) illusions and holograms in any lighting condition. The sound cannot be heard by anyone that does not have Echolocation, unless they have a Perception attribute of 20 or greater. This trait comes from the inclusion of specific bat genes. Echo Location is not perfect, and a character using it solely for navigation is at -2 to their normal Perception ranking, cannot read, see colors, or perceive fine details. It must be actively used by the character.

Enhanced Hauling [1 B or U] This trait increases the amount of weight that a character can carry, as per the normal Body calculation for Carrying Capacity, giving another +1 Lbs to the normal 5 lbs per point of Body that they can carry without major fatigue each time that this trait is taken. This calculation modification also applies to maximum lift for weightlifting ability.

Enhanced Leaping & Jumping [3 U] This trait adds +10 feet to the Leap and +5 feet to the Jump of the character for each time it is taken on the character.

Enhanced Pheromones [2 B or U] A character with this trait gets a +20% to their Allure and Intimidate calculated abilities when dealing with humans and Furry characters within a 30' radius (it does not work on anyone wearing a gas mask, in the area of effect of a musk gland attack, in an area with strong wind, near a source of smoke or in the rain). *Unhumans can get this trait for 1 point.*

Explosives Permit (Unistat) [7] A character with this trait can purchase, transport and use explosives for legal purposes (Construction, Entertainment Industry, Military Development, etc.). One must have Demolitions skill at 13 or greater ranks to get this, and not have a criminal record.

Fast Metabolism [3] The character gets a +5 to their Initiative and +1 to their Running Speed. This cannot be taken in conjunction with other Initiative altering traits.

Fear Resistant [5] The Character gets a +4 Ranks to their SPIRIT for rolls against all Fear and Fear associated effects. *Unhumans can get this trait for 3 points.*

Fifth Born Child [7] A character with this trait has a natural affinity to magic, getting a +1 CV for Occult Skills. They MUST start with a Synchronicity of 5, 10, or 15 points and get 5 free ranks in EK: Fortean Forces at start. They do not actually have to have 4 older siblings : being fifth born may mean they were born on the 5th day of the 5th month of the 5th year of the new millennium, or that they were the 5th child born after midnight in the 5th Street Hospital, or some other combination that places them in a distinct connection to the number five. Fifth Born Children cannot have Logic or Discipline greater than a 15. *Merlins and Unhumans cannot take this trait.*

Forked Tongue [1 B or U] A character with this trait gets a +4 PERCEPTION to Taste or smell when they have their mouth open and their tongue visible as they can literally taste the air and perceive things that a normal human cannot. Their tongue is an extremely long (1' on average) snake-like muscle with additional sensory ability. It does not, despite legend, give them an ability to lie any better or to flatter people more effectively.

Fortean Sight [7] A character with this trait can perceive creatures of nightmare and twilight, fortean forces, spirits, gods, demons, faery folk and all those who walk the world invisible to most of humanity. They can see Ghouls in their daytime disguises for their true selves, and can sense the approach of vampires, the lairs of tentacled horrors and perceive those humans who suffer from Reality Leaks in their auras. Fortean Sight allows a character to detect Lay Lines, see active spells that contain fortean forces and perceive all manner of creature and beings that come from outside the

normal 4 dimensions that touch the world. It is a rare gift, and not without price, for in some cases seeing some creatures may drive a character to need to make Fear resistance rolls when other characters see nothing at all. Still it gives some advantages in detecting some kinds of magic, and in being able to affect creatures not of this Universe, and gives the character a +2 ranks to succeed at casting spells that use Fortean Forces if they are a mage. *Unhumans can get this trait for 3 points.*

Furry [3] A character with this trait was bio-manipulated, and may possess a number of traits that are the result of this manipulation (These traits are marked with a 'B') that are not available to a normal character. Bio-manipulation is usually with one or more animal genetic material, and it should be noted what kind of animal(s) were involved in producing the end result character. Although being a Furry is considered an advantage, it has some social disadvantages built-in, especially if the character has some obvious "Furry" features. Additionally Furry characters get a -1 to their CV for calculating their Occult Skill Rank pool. All Furry characters have the ability to have a Symmetry greater than the normal human maximum of 20, able to take one as high as 25 at character creation.

Ghost [10 U] A character with this trait is undead, having died in a manner that has left their essence to exist onward within the mortal realm for some purpose (example: Revenge, a curse, an oath, to carry out a quest, to protect their offspring, to solve their murder, to bring an enemy to justice, to realize a personal truth, to make amends for their life, etc.). Ghosts are creatures of Spirit, not Fortean Forces, and are subject to magics that affect the spirit realm. Ghosts are usually tethered to a place or object that they cannot stray far from (like a Guardian Spirit). They can be visible and audible to people at will without cost (and can be automatically seen at all times by those with special sight abilities). A ghost can use its power attribute to temporarily create from their energy a temporary solid living like form to interact with the world that is the shape and has the physical capabilities that they had in life. They have an aura, which holds magical energy just as it did in life, and which will gain energy when they are decorporeal at a rate of 1 per hour. Becoming Corporeal takes a full round of actions. While Corporeal they gain no energy, and cannot use meditation as a source of energy. Being Corporeal spends 1 point per 5 minutes. If a Ghost's corporeal form is wounded, they must spend energy to heal their wounds (1 point for 1d10 of healing applied to any wound area). If they receive a wound that would normally knock them unconscious it instead makes them decorporeal again. If they receive what would for a living being be a fatal wound and are in contact with their tethered place or item it makes them decorporeal and they must heal before they can again be corporeal. Ghosts can gain energy from sex magic or ritual murder skills while corporeal if trained and successful. Ghosts who are trained in magic can use magic to affect others (but not themselves) while corporeal. If the object or locale that they are tethered to is destroyed then they are unbound and will cease their presence on the mortal reality, moving to whatever afterlife or non-existence or reincarnation etc that they would have gone to when they originally died with their deeds as a ghost added to their "spiritual scorecard". If a ghost is bound because of a needed task, deed, quest, revenge, etc and completes it then they are also equally unbound. Ghosts do not need to eat, drink, sleep, etc.

Ghoul [15 U] A character with this trait has been turned into an undead, either on purpose or thru accident. They are immune to all disease and poisons. They must consume raw flesh only as a food source (their system will not digest non-meats) and must eat at least 3 lbs a day. They do not need to breathe (and cannot drown accordingly), and take only half damage from the effects of decompression and pressure. Maximum symmetry for a Ghoul 10. They would not be knocked unconscious (but can be stunned), including from head damage accumulation dropping it below half their head mortality. In order to heal they must consume meat (½ lb per point of mortality) and recover this way as fast as they eat. Ghouls cannot take the Rapid Healing Trait, and helpful drugs do not work on them any more than harmful ones do. Ghouls are Spirit Creatures bound to a body, held together and continuing after death by magic. Ghouls can be warded against by some forms of magic, and will be unable to enter the Holy Ground of many Churches (especially Christian one's), but are not blocked by protections on any cemetery. A Ghoul Cannot have a POWER greater than 15, since they are a magical creation, cannot perform sex magic, and cannot perform religious magic of any type.

Group Leader [7] *Not Available To Player Characters Except in Special Circumstances with GM Permission.* A character with this trait is the leader of an organization, and should have a Fame of at least 3. They are responsible for the actions of the group, and will have provide leadership, planning and guidance. A Group leader may be the head of a cell in a larger group, or may be the head of a very large group. They could be an FBI office head, a criminal conspiracy head, the head of an anarchist cell, leader of a criminal gang, a High Priest in a Magical Tradition, etc. They can expect a certain amount of cooperation, resource pooling and a labor pool from the group's members. Group Leaders get discount costs on some traits, and a +5 to their Wealth Attribute (representing their access to Group related funds).

Hard Boiled [5] A character with this trait is conditioned to combat in some way, has been genetically modified, or is of a race that is simply naturally tougher. A Hard Boiled Character can make their Toughness higher than the normal 20 point limit (Up to 25).

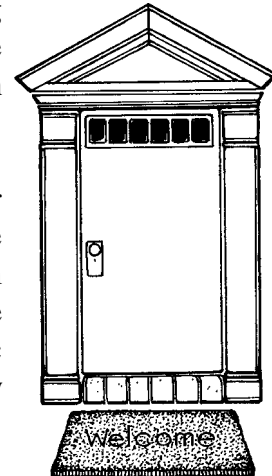
Hard To Kill [3] There is something about the character that makes it difficult to die from physical wounds. Perhaps they have redundant body systems or unusually thick bones, or maybe their body muscle density is just a little bit thicker than your average person, or their vital organs are not quite in the right places. Or maybe they're not a human. Whatever you define it as, it means that they have more mortality points then the normal human calculations produce. For each time this trait is taken add 20 mortality points to their base mortality score.

Heart Outside Body [20 U] A character with this trait has their heart stored outside their body in some sort of magical container. Since they are a magical spirit being bound to flesh it is the only major organ of note, so they cannot die by injuries to the torso or head (and if the torso is reduced to 0 it will continue to function and heal at their normal rate; if the head is removed it can be reattached or a new one grown over time.). Of course, if their heart is found and destroyed then they are killed no matter how much damage their body can take (and their heart has only 5 Mortality points, no defenses and no toughness). This is generally not a trait for player characters unless very specific to the character concept and with GM permission. If the entire body is reduced to 0 then the

heart will live on, but cannot grow a new body (but may be connected to a new one that has no spirit, such as a newly killed corpse, with the right spells). Remember that a character that has this trait is not truly alive, they are a spirit bound to a corporeal form (the heart) that is tethered to a fleshly form (the body). Thus many Spirit Magic spells may be used against them that would fail against a living person.

Hereditary Mage [7] A character with this trait had one or more parent or grandparents that were practitioners of magic and who trained them in their tradition from a young age. This gives them a +1 CV to the Occult Skills (D) category, and 5 Free Ranks in their Magical Tradition. This cannot be taken by a Merlin, but can be taken by a Fifth Born Child..

Home Owner [3] The character owns a residence appropriate to their Wealth attribute, and thus does not have to pay rent or lodging while staying within it. They can use it for storage as well. It should have 1 room for every rank of Wealth that they possess (not counting baths). They are assumed to have enough income to cover the taxes and general basic maintenance costs (but not any extraordinary maintenance costs that may come along). *Not Available to a Blank.*



Hyperspeed Pills [3 A] These nifty drugs turn a character's metabolism into an accelerated state, causing them to think, decide, act and operate in a hyper state. It takes one round after consumption for them to activate, and the effects of the pills will last for 1d20 minutes afterwards. They get a +20 to their Initiative and a +4 MPH to their maximum running speed. (This will compound with Fast Metabolism). As the effects wear off the character must make a roll against their Health, if they fail they will be extremely fatigued afterwards for an hour and -5 to their Initiative. If their cosmic trigger activates the character collapses in a seizure, and loses 1 point of HEALTH permanently. Seizure lasts 1d20 minutes, during which they can take no actions and are totally defenseless and unaware of their surroundings. *Unhumans and Furies get no affect from these pills at all.*

Impressive Weapon Techniques [10] This can only be taken by a character with at least 13 ranks in a hand weapon skill (such as a sword) or a muscle powered weapon skill (such as a bow or sling) and only applies to that specific weapon. Instead of using a d10 for damage rolls with these weapons the character uses a d20. It does not work with guns or other weapons that do not depend on the character's own muscles to inflict damaging force, or which already use a d20.

Invisible To Cameras [5 U] An unhuman with this trait cannot be filmed, voice recorded, or otherwise detected by such machines (though simple mechanical devices, like pressure plates, door alarms etc will still work on them). This trait is common for things like ghosts, vampires and other supposed 'Undead' unhumans.

Landlord [5] You are an owner of rental property (residential or commercial) which provides part or all of your income. Being a property owner of this sort means that you do not have to devote as much time as someone with a normal 9-5 job does, but you are subject to legal complications, occasional setbacks from property vacancy and emergency calls when something goes wrong in the property. If the rental property is destroyed or severely damaged you may lose its income, and perhaps find yourself destitute if it was your only income source.

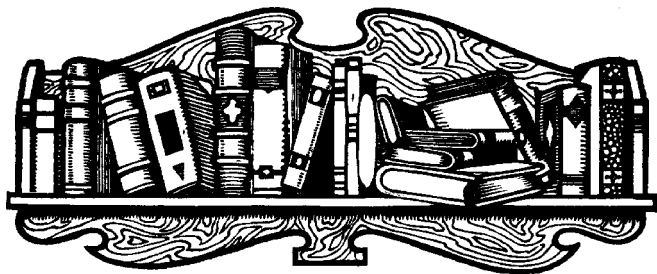
Legally Dead [7] This Character is dead as far as the government and authorities are concerned. They can own no property (cannot be a home owner, landlord, business owner etc), cannot gain a license or permit, possess a bank account, credit card or be tracked thru paper trails such create. If they were to end up dead its possible that you may go unidentified. Being dead is an advantage in some ways, as it allows one a social invisibility in many ways, and makes it easy to create an alternative identity. They do have to avoid places and people from their past or someone might expose the fact that they're still alive and kicking. (Alternative ID's cost 1 point for someone who is legally dead).

Light Sleeper [2] A character with this trait has a natural tendency to sleep lightly, making it difficult to surprise them in their sleep as they almost automatically wake up when someone enters the room.

Lunar Power [1 U] During the 3 days of the Full Moon the character has a +5 to their POWER (even if that exceeds 25) and during the Dark of the Moon the character has a -5 to their POWER.

Lunar Strength [1 U] During the 3 days of the full moon the character has a +5 to their BODY (even if that exceeds 25).

Magical Library [7] A character with this trait owns a library of books and grimoires on various magical practices. It gives a +1 to the CV for calculating Magical (occult) Skill Ranks. A character with a Magical Library can have twice as many Refined Spells at creation, and can reduce the time to develop new refined spells by half if they are researching it with access to their library during such. *A Group Leader can take this trait for 5 points. A Hereditary Mage can take this trait for 5 points.*



Medical License [3] A character with this trait is a physician, specialist, psychiatrist, veterinarian or other person who has a license to practice some form of medicine, and thus have access to prescription drugs, medical tools, medical facilities, etc. They must have associated medical skills at 13 ranks or more to take this trait.

Merlin [10] A character with this trait was born or conceived on August 12, 1999 during the last solar eclipse of the millennium and are of Welsh, English, Irish or Scottish descent. They have been raised to believe that they are the reincarnation of the great Druid Merlin from the era of King Arthur and Uther Pendragon. They get a +2 to your CV for calculating Occult Skills and you must raise their



Power attribute to 25. They must take a Fame of at least 5. They can also increase Spirit or Mind as high as a 25 if you so wish. Unfortunately there are at least twelve other people in the world who believe that they are also the reincarnation of Merlin and have been similarly trained and raised. Each believes the others to be a false Merlin and that eventually they will have to fight the others for claim to the title. Believers in a particular Merlin may be seeking to kill or at least test or confront all the other Merlins. Only one Merlin can exist in a player character group, and only with GM permission. A Merlin cannot be a Furry or an Unhuman. A Merlin begins with an extra 25 energy points stored in

their aura automatically. The magic system of each Merlin should be unique - they do not need a tradition, but should have a knowledge of Welsh, English, Irish or Scottish Mythology to build their own system from (they are the first of their tradition, and should have an exclusive system built as a unique tradition that they will teach their followers).

Micro-Resonator Demolitions Pack [5 A] Developed from descriptions of some of the work of Tesla, with modern electronics and battery capabilities, the Micro-Resonator is about the size of a credit card and about 1" thick. On one side is a simple adhesive strip for attaching it to a flat surface. The device will attempt to find the resonance frequency of the surface it is attached to on activation (and has a timer to begin the process that can be set up to 24 hours in advance). Once it finds the frequency it will vibrate and resonate the surface, causing it to slowly break apart at a molecular level. It works on most metal surfaces, concrete, glass, cement, plaster, etc. It will not work on wood or other fibers, nor upon flesh and bone, and does not always work on plastics. The process can take 1d20 minutes, depending on the material and its thickness. It can shake apart a wall, collapse a support pillar, crumble a safe door, reduce bulletproof glass to sand-sized shards, etc. Each pack can only be used once, and once it starts the only way to stop it is to remove it from the surface it was attached to. No Demolitions skill is needed to use this device, and it does not require a weapons permit.

Micro-Whip [5 A] An innocuous looking device, it resembles in its passive state a plastic handled flashlight with some extra buttons. It extends on activation a long thin strand of wire that makes a strand of hair look thick. It has a small weight on the extending end, like a fishing lure, and it is used to inflict damage with the whip skill. Additionally there is a powerful battery within the handle, which powers the whip so that it can be quickly snapped back into the handle and its passive state with a press of a button. The battery also has a discharge button, which will release its current into the wire, so that it can be used to shock as well as to lacerate a target. This is primarily used after the whip has snared a target. The length of the whip can be varied with the controls, as short as 3 feet and as long as 15 feet. The operator never touches the whip strand while it is in use, as they can easily cut themselves with it, and a failed use of the whip skill is likely to mean that they have either tangled the wire on the wrong target or managed to hit themselves or someone friendly to them in the back sweep (like a fishing line). Normal damage is 1d10 + COORD + 10 to hit, and if they entangle then they can do damage each round just by retracting the whip cord without untangling it (cutting and possibly dismembering body parts). If the electric discharge is used on an entangled target the target must make a roll vs HEALTH or become unconscious. *Micro-whips can be acquired from some Arms Dealers, and are not technically illegal yet, they are in the process of moving into more common availability.*

Military Training [10] A character with this trait has served in the Army, Marines or other military branch and can justify having military related skills from the skill lists. They also get the following additional free skill ranks:

Familiarity : Military Jargon	10 Ranks
Firearms, Rifle	5 Ranks
Orienteering	5 Ranks
Survival, Arctic	5 Ranks
Survival, Desert	5 Ranks
Survival, Jungle	5 Ranks
Unarmed Combat	5 Ranks

Mind Expansion Gene [5 B] There is a gene, common to both humans and mice, that affects the ability of the mind to learn and adapt to new situations. This trait represents that a character has had this gene ‘tweaked’ so that they can learn more faster and go on learning longer than many normal characters. In game mechanics this means that the character can have a Mind as high as 25 and an Adaptability as high as 25 at start, and all the benefits that brings.

Mini-cam [1 A] The latest in photography devices, this is a pen sized and shaped device that is capable of still or motion digital photography. It transmits recorded images either to a nearby personal computer or to a nearby network port (if one is within 1/8th of a mile) into a storage account for later retrieval and use by the owner. A mini cam runs, of course, on a cosmic battery and will have about 24 hours of continuous use per battery charge. It has an array of options, zoom lens capability and is highly sophisticated. Photography or video production skill is needed to operate effectively.

Minion [10] *Must have a Wealth of 15 or greater.* A Minions is a supporting character played by the GM, who acts as a loyal servants, close employee or friend, or field support aide for a law enforcement, secret society or military personage. They may be a street hood, a lesser ranking soldier, a cub reporter, a Major Domo, a Butler, an expert in a singular field (ex: A Computer Engineer), a uniformed policeman, etc. Generally minions will not take risks, and will not be used against the character by their enemies. A minion might guard a building, search an area, round up suspects, provide a distraction, run for help, man a phone bank, look for witnesses, stake out a suspect, drive a getaway car, or other useful but not life threatening tasks. Each additional minion after the first one costs only 5 points. Taking minions requires GM approval, since the GM has to do most of the writing up of their characters (though the player can give some description of important skills, occupation or background the character should have). *A Group Leader Can Take this trait for 3 points for each minion, up to 10, and then 1 point for each additional minion afterwards. Minions of a Group Leader are more likely to take risks, if the Group Leader is successful with Intimidation rolls to do such.*

Mongoose Reflexes [1 B] A character with this trait can make their Coordination as high as 25.

Multi-Lingual Upbringing [3] You grew up in a household where your parents or guardians spoke more than one language as a normal daily feature of life. As such you get to add +2 to the world CV for the calculation applied against your Empathy to generate your Social Skills Total. You must take at least one additional language beyond your native language in the process.

Musk Glands [3 B] A character with this trait can spray a liquid like a skunk from a gland near their tail bone which will cause anything it strikes to smell horrendously and which produces a fear affect on everyone within a 20' radius when released. They can use this ability once daily for each point of HEALTH that they possess. Note that if they are wearing clothing over the gland that it will get some of the liquid on the clothes and make their own clothes smell of the musk. The character with this trait is themselves immune to musk attacks, and their sense of smell is not detrimentally affected by it as others would be.

Network Of Contacts [5] This is a connection to a group or category of contacts that may be tapped by the character in the same way that a single contact might be. They should all be in a particular field or geographic locale (ex: Police, Computer Consultants, Night Club Attendees, Homeless Street People, Ladies of The Evening, Stolen Goods Dealers, Theater Performers, Musicians, Reporters, Artists, A Street Gang, Neighbors in a single apartment building, etc.) *Group Leaders can take this trait for 3 points.*

Nine Lives [25] A character with this trait has received favor from the “Children of Bast” religious cult (see *The Powers That Be* section and the magic section for details). As long as they do nothing to offend the cult or to harm felines in any way (including Furies with Feline traits) this trait will function. The character has nine lives, if killed by any means that leaves part of their body intact their body will disappear in a bright flash of energy and be restored in full in the nearest Children of Bast shrine or temple. It is not known to the character how this is achieved, but it will work 9 times for them (and then cease working). This may be magic, or it might be the use of stolen Falcarian

technology, no one knows except the very highest placed members of the cult (its believed that magic is used to spy on subjects with this trait to make sure they don't harm felines or offend the cult, but even that is unknown). A restored character will arrive without equipment of any kind, all things they had possessed left at the scene of their death. They will have all their memories up to the instant of their death.

Old Soul [10] A character with this trait has indeed lived many lives and been reborn (reincarnated). They do not necessarily remember their past lives (if they do, it should be considered that the character also have the trait *Past Life*) in any detail, but have retained spiritual strength from their past experiences. An Old Soul can have Spirit, and any of their Aspects at rankings higher than 20 (up to 25). The problem with having an Old Soul is that they may also have old enemies or other emotional baggage that has carried over from their past lives into this one.

Panic Grenade [3 A] Another weapon devised for crowd and terrorist situations, the Panic Grenade can be thrown but also comes in a rifle grenade round to fire from a distance. The grenade releases a chemical gas mixture that enhances fear and anxiety in those who breathe it. All those within a 30' radius of the point of impact must make a roll against Fear, and if they fail will have to roll on the fear table for effects. Panic Grenades, being chemical weapons, are technically banned from use in warfare, but are perfectly legal for use in law enforcement, anti-terrorism and crowd control. It is believed that a few Unistat government bureaus are considering its usage for field testing in hostage and terrorist situations.

Past Life [3] A character with this trait is convinced and has personal proof that they have been reincarnated and have lived one or more previous lives. Who and what they may have been may differ drastically from who they are in their current life. They may get regular encounters of Deja vu when encountering people or places from this past life, including memory flashbacks of key events in that life. They may also have dreams about their past existence and sometimes awake thinking they are still in that life for several minutes afterwards. They may have skills (such as Area Knowledge, History Knowledge or Language knowledge that they have never studied for, remainders of their past life leaking into their current one). Sometimes they can access (with a SPIRIT roll) exact details from their past life that they can utilize information from in their current life.

Photographic Memory [10] The written word is something that you not just absorb the knowledge of but which you memorize almost as fast as you read it, permanently etching its contents within your brain. This gives you a +2 to the normal World CV for the multiplying calculations against your Logic, Insight and Adaptability for determining the number of skill ranks you have in the skills associated with each of those categories (Academic/Scientific, Occult, and Technological). It does not help with social or artistic skills directly. It also makes it easier to learn in classroom situations. In some settings this may require a special race or trait for a character to take this trait - check with your GM.

Poison Resistant [3] +5 Health to resist damage and effects from all poisons.

Poker Face [2] A character with this trait can hide their emotions from their body language, so that they do not reveal how they are reacting. They are slightly better at bluffing people, and can convince people you are being deadly serious while setting them up for a bad joke. They can also keep up an appearance of being calm when nervous, furious, or scared to death in a situation.

Police Powers & Duties [15] A character with this trait may be a policeman, texas ranger, FBI, CIA, or a member of some other government agency that has broad powers of arrest, search, seizure and other abilities, as well as legal responsibilities to such. Player character law enforcement characters should be rare in this particular setting, and if such they may have recently had revealed to them that everything they believe or have been taught is not exactly true as it seems, or become disgruntled with their agency or department. Police powers automatically include the ability to carry a firearm within Unistat, and also the ability to carry a non-lethal police weapon. *A Group Leader may take this trait for 13 points, if they are leading a law enforcement organization.*



Prehensile Feet [3 B] A character with this trait has feet that can be used as if they were hands at a -2 to Coordination and most physical skill rolls since they lack an opposable thumb equivalent. They do give, if unshod, a +2 ranks for Unarmed Combat, Climbing, Acrobatics, Escape Artistry, Wrestling, and Contortion Skills.

Prehensile Tail [3 B or U] A character with this trait has a flexible tail that can be used to grasp or manipulate objects. It is not as strong as their regular limbs, and cannot be used for unarmed combat, effective use of a shield, or the use of any large weapon. *Unhumans can get this trait for 1 point.*

Press Id [3] A character with this trait has a legitimate set of identification that shows they are a member of the press, with all the powers and privileges that normally allows. They can get into places that normal people can't, can attend press meetings held by the government and law enforcement, may be invited to social events or publicity events, get listed in the international press database, etc. *This cannot be taken by a Blank.*

Privileged Childhood [5] A Character with this trait must have a Wealth Attribute of at least 10. They grew up in an upper middle class or upper class family with access to private schools and/or tutors, giving them a better education. They get the following skill ranks in the following skills as part of that upbringing, above the normal free skills for the setting: Read/Write +5, Mathematics, Basic +5, Etiquette, Modern +10, Cosmetics +5, Fam: Gourmet Food +5, Fam: Classical Literature +5, Hosting +5, History, World +5, Mathematics, Applied +5, Swimming +5, Bicycle +5, Driving Automobile +5, Research +5.

Prophetic Visions & Dreams [3] A character with this trait will have random visions and dreams that may be prophetic glimpses of the future (but which will need interpretation). They cannot control this ability, making it more a plot device than a great advantage (but the GM should try to use it as a warning system to give them some insight capability from it).

Quiet Suit [3 A] An all-black head-to-toe garb that fits like a second skin (nothing can be worn under the suit) and which covers the entire body, the Quiet suit was developed for use by certain Unistat government agencies for surveillance and silent entry into terrorist held installations. Like most nifty pieces of fancy hardware, someone eventually sold the technology to a wealthy foreign government and eventually it has leaked into usage by certain corporate and conspiracy organizations. The suit's belt houses a white noise generation device and its batteries, when active it will cancel out all sound in a 6' radius sphere around the belt. The material of the suit dissipates heat in such a way as to erase the heat signature of the wear so that they will appear to be the same temperature as their environment, and thus nearly invisible to heat sensors and IR scopes (-18 ranks to be perceived), and it prevents the use of laser targeting devices on the wearer. The suit has a number of utility pockets for small equipment, and the suit prevents the leaving of DNA evidence, so long as it is not damaged or removed. Quiet Suits must be designed for a specific person. They cannot be worn with armor of any kind.

Rapid Healing [10 B or U] A character with this trait will heal damage and injury very quickly, getting back their Healing Score each hour instead of with a night's rest. They also heal back Toughness, Health and other non-permanent attribute damage at a rate of 1 point per hour, and can heal back permanent Symmetry damage.

Renaissance Person [20] A character with this trait is eternally curious, interested in knowing everything. To them there cannot be a forbidden knowledge, a denied experience, an unturned stone, an unread tome or a meaningless experiment. They must have a PASSION of at least 12, and cannot have the traits of Child Prodigy, Merlin, Mind Expansion Gene or Military Training. They cannot have a DISCIPLINE of more than 12. They will become knowledgeable of many things, and they get a +2 CV to all Skill categories. They have the problem of being easily distracted into new experiences and lines of thought, of never truly sitting still or doing nothing, and becoming easily bored with repetition. They do not do things "just to practice" and they must examine everything from numerous angles, often driving friends, family and colleagues crazy with their constant need to explore, to build, to create and to learn. Examples of people that were Renaissance oriented are such as Buckminster Fuller, Nicola Tesla, Theodore Roosevelt, and Thomas Jefferson.

Resistant To Cold, Frost & Hypothermia [1 B or U] A character with this trait can better survive hostile weather conditions associated with cold, frost, or hypothermia. They get a +5 Rank to Health rolls against such, and a +5 to Toughness against attacks/damage associated with such.

Resistance to Fire & Heat [3 U] A character with this trait can withstand pain and damage from Fire and Heat better than Humans can. They get a +20 ranks to Toughness against all fire and heat attacks, and a +5 ranks to Health vs heat prostration and dehydration. It does not help against the effects of smoke on perception or combat modifiers against smoke. The protection applies to both them and their clothes and small items within 2" of their body.

Resistant To Hypnosis [5] A character with this trait is resistant to Hypnosis and Mind Control efforts, including most torture methods and drug treatments. This usually the result of special training and treatments (The CIA and the CAA often have agents with this trait), but may be the result of genetics or magic. A character with this trait gets a +5 ranks to their SPIRIT and HEALTH to defend against such attacks, and the source of the attack (if using a skill) gets a -5 ranks to their success chance. *Secret Society Members and Government Agents with Police Powers can take this trait for 3 points instead of the listed 5.*

Resistant To Magic [10] A character with this trait MUST have a POWER of 2 or greater and NOT be a spell caster. They have a natural spiritual defensive nature, that makes them able to resist magic used on them directly, they get their POWER Rank *1 subtracted from their actual SPIRIT defense roll against magic (so if they have a POWER 10 SPIRIT 15, then they roll 1d100 to defend and minus 10, and then compare this against their normal SPIRIT percentage of 60). This resistance does not work if they are willingly letting someone cast on them or are unconscious.

Resistant To Torture [3] A character with this trait has been trained to resist physical and psychological tortures, and gets a +5 to their SPIRIT and HEALTH to defend against such effects. This skill must be trained by a Government Agency, the Military or a Secret Society and so a character must have some connection to such in their background or present traits to take this trait.

Retinal Duplicator [5 A] A device that links into a computer that can record and playback a retina pattern. Although usable for security systems, they can also be used (by a character with the Security Systems skill) to reproduce someone else's retina pattern to fool a security scanner. The device is a round camera device about the size of a tangerine. with a connecting cable that hooks into the computer.

Retractable Claws [5 B or U] A character with this trait has claws that extend and retract from their hands and feet like many felines. These can be used as slashing weapons in unarmed combat, doing 1d10+4+Coordination. The hands of a person with this trait will not look perfectly normal if looked at closely, and they may have a -4 to their Coordination Rank when manipulating small objects. Retractable Claws can also assist in climbing wooden surfaces, giving +4 ranks to climbing skill on such. If a claw is broken it will grown back in a few weeks.

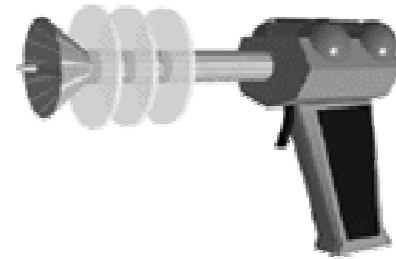
Secret Society Membership [10] A character with this trait is a conscious and willing member of a secret society, which may be political, magical, religious, social, professional or criminal in its nature. As such it acts as a sophisticated Network, and provides them with access to information,

materials, resources, allies and assistance when needed or requested, but which will also make demands on them that may be dangerous, perhaps even fatal, to assist the goals of the organization and its members. There is strength in numbers, but the good of the society as a whole is more important than the good of the individual. Exactly which society must be defined in full, and it must be one that the GM believes to be acceptable for a player character in the planned campaign. Being a secret society member also reduces the cost of some positive traits. *A Group Leader can get this trait for 5 points if they are leader of the secret organization or a cell/sect/division within that organization.*

Scrambler Field Generator [3 A] A scrambler field is designed to produce a field of about 200 foot radius in which radio signals, including all cell phones, network connections, data receivers, cellular phone devices, wireless remote controls, GPS tracking devices, etc will be cut off from networking and send/receive of data outside of the scrambler field (It will not interfere with heavy insulated cables that lead thru the field). The generator is a small, portable device, about the size of an old fashioned pocket calculator, and its battery is good for about 2 hours of usage. Its believed that a few government agencies have them, for use in terrorist situations where a wireless detonator device might be used to set off an explosive charge or situations where they need to cut someone off from communications with outside agencies.

Smart Gun Technology [5 A] This technology is a computerized laser sighting system that increases the effective range of any rifle, automatic rifle or semi-automatic pistol by a +10 to the range and eliminating targeting modifiers from -1 to -5 ranks down to 0 (and lowering greater one's accordingly, so a Head shot at -10 ranks becomes only a -5 ranks to hit). Since it is laser guided, these benefits fail in heavy smoke, heavy rain or other obscuring visual effects that can distort the laser.

Sonic Stunner [5 A] A pistol sized gun-like device designed to fire a focused beam of sound that assaults the nervous system of the target to render them stunned or unconscious. The stunner will eventually become a police/law enforcement weapon, but is not yet officially out of the test stages. It is fired like a normal gun, with a targeting roll made with the weapon, and if it hits a limb the limb it hits will go numb for 1d20 minutes. A Quiet Suit prevents someone from being affected by a Stunner. Starlight armor, magical armor spells and being Unhuman will prevent the effects of a Stunner on body areas. A hit on the Torso or Head will cause the target to become unconscious for 1d20 minutes if not protected as noted. The Battery of a Stunner is good for 10 "shots". Stunners cannot be aimed at a particular body part, and they have a range of 5. Many Unhumans are immune to this device.



Spy Flies [5 A] Developed by the Unistat government for search and rescue work, spy flies are small autobots designed to look like insects (they have 4 wings like a dragonfly, but are about the size of the common housefly) which have small networked cameras that feedback to a specialized Gibson (Known as "Lord of The Flies") that takes all the separate information feeds from a collection of such

insects and correlates the information feeds, searches the incoming feeds for stated features, and provides simple flight pattern information to the Flies for the pattern they are to move in. Spy flies are fragile, if they are struck or run at full speed into a solid object they become just junk. Luckily they are individually inexpensive, and come in boxes of 20 so that a swarm can be used to explore an area without risking human life. Flies can operate about 30 minutes before they must be recharged, so they are not used at great distances.

Submarine Owner [5] Privately owned submarines are rare, except for folks who work in the salvage, search & rescue, marine biology and underwater construction industries. A character must have a wealth of 15 or greater to take this trait, and have the appropriate skills to operate such a vessel. Submarines in Earth Unmasked that have been retrofitted to use Cosmic Batteries have about twice the submerged duration range of older ones of the same class and run cleaner. *A Group Leader can take this trait for 3 points.*

Supernatural Guardian [10] A character with this trait believes that they have a supernatural guardian, some sort of an Angel, Demon, Deity, Daemon, Totem Spirit, Ghost, or other creature of a form and mythology that they understand which spends time around them, offers them advice or



protection, or assists them in some way. In game terms this is either a creature entirely of Spirit or a Fortean Force (a being or creature that exists in more than the normal perceivable dimensions that we live in). Exactly what the Guardian can do to assist the character is up to the GM, in part defined by the description of what it is that they represent. Having a Guardian can lead into occult plots, and thus may be used by the GM as a plot tool as well, which is why the trait is not higher in value. A character that is a spellcaster and has a supernatural Guardian gains +5 POWER to their character (even above normal limits) unless the Guardian is lost, destroyed or imprisoned so that it cannot assist them. The player and GM must work out the details of the Guardian within game terms. It is important to define the Guardian as Spirit or Fortean, as which kind of magic will work on the spirit is important in many situations. Generally Spirits cannot become solid while Fortean Forces can, but can be affected by normal physical things while they are present in the “lower dimensions” of the world characters live in.

Usually a Supernatural Guardian is tethered to an object, and must stay within a few hundred feet of said object (some may be bound within the object and can manipulate it in some way but cannot leave it).

A Guardian that is tethered to a locale (such as a Ghost that haunts a specific building) is more limited and has a cost of only 5 points, but the benefits that they bring (including the extra POWER) only apply to that locale. Generally if a tether is destroyed the Guardian is lost to the character and cannot be replaced.

Technology Improvisation [5] A character with this trait can use the materials at hand (along with skills such as mechanical engineer, electronic engineer etc), a combination of brilliance, improvisation and a lot of luck, quickly jury rig devices and equipment to perform needed functions ala MacGuyver or Rube Goldberg. You can't make the impossible from such (unless you are also a mage with transformation and the right Essence Knowledge(s) to change the form of what you are working) but you can do the improbable for short periods of time. It doesn't hurt to always carry some duct tape, a swiss army knife and a few other nifty tools of the trade to help in such creations as well.

Telephone Precognition [1] A character with this trait will always know, about a minute before it happens, that the telephone is going to ring and who is going to be on the other end. If the person calling is someone they don't know by name they will have an identifier like "Salesman", "Bill Collector", etc. It does not tell them where they are calling from or why.

Thermobaric Weapon [5 A] A shoulder launched rocket that delivers a warhead containing a Thermobaric explosive mixture that hits its target with a brief intense fireball that produces an over-pressure sock wave (similar to a Fuel-Air Explosive, FAE). The weapon, when fired into a building can engulf several rooms, passageways or stairwells at once, making it a weapon of choice for some forms of Urban Warfare. They are also very effective against armored vehicle, since the heat transference to passengers and the damage to optics, wheels and tracks can be more crippling than standard anti-armor rounds. The projectile is a 93mm caliber fin-stabilized aluminum cylinder, the launch tube is slightly wider, but not longer, than a rifle when extended, but is the length of a sawed off shot gun until extended for use. It takes 30 seconds (5 rounds) to ready, load, aim and launch. It cannot be safely carried loaded for long periods of time, as a heavy jolt may cause it to fire prematurely. The Weapon weighs about 10 lbs, with the ammo weighed in at 4 lbs of that. Once fired the tube is no longer useable and is discarded. Effective range is a maximum of 100 yards. Damage radius is about 50 feet, doing some 3d20+25 fire damage to everyone and everything in the radius (roll for 3 body areas to affect for each target, damage is rolled only once) and metal armors offer no protection against it at all (even on vehicles). *This weapon can also be gotten from Arms Dealers in Atlantis, but they will not deliver into Unistat. It is NOT used by Law Enforcement, but primarily by the military.*

Trust Funded [7] A character with this trait does not have to work for a living - their money is mostly inside a trust fund that they cannot touch, they only gain the interest off the principle which they live off of. This covers their normal day to day expenses but will not cover extraordinary expenses, such as buying a new car, expensive travel, or making new investments. *A Secret Society Member may take this trait for only 5 points, but the Society will ultimately control the trust fund and breaking with the Society causes the fund to cease to function. A Group Leader can take this trait for 3 points.*

Truth Serum [5 A] A drug long sought after by the various governments of the 20th century, this drug will place a victim into a trance like state and they will let flow with information from questions asked of them for the 15 minutes that they are in the trance. After the 15 minutes have passed there is a HEALTH roll, and if failed then they lose 1 point of HEALTH permanently as they come out of the trance. They will have no memory of the actual interrogation. Resistance to Hypnosis does not help against this drug, but Unhumans are immune to all its effects. The drug must be injected into the neck artery of the subject, injected anyplace else or administrated in any other way and it will not work. Truth Serum cannot be used to gain evidence for court, and its existence is denied by the CIA and other government Law Enforcement agencies. For a non-government personage to have access to the Serum one would have to have access to a government facility or be working for a secret organization that has infiltrated a government agency with its agents.

Unarmed Combat Enhancement [10] This can only be taken by a character that has at least 13 ranks in the Unarmed Combat Skill. Whenever they use their Unarmed Combat skill, instead of the usual d10 that is used as the damage die for their Kicks and Punches a d20 is used. This represents a number of possible sources: Specialized Martial Arts Training, Enhanced Strike Strength, Artificially reinforced bones and muscles, etc. *(A Furry character can take this trait for 7 points).*

Unearthly Beauty [3 U] This trait allows a character to have a Symmetry Attribute above 20, up to a 25, with all the calculated advantages this produces.

Unearthly Flight [7 U] A character with this trait can levitate, and move thru the air thru force of will at a speed equal to that they use to walk or run. They can carry up to their normal weight carrying limits with them (weight lifting skill cannot be applied) but cannot fly if they try to carry more. If knocked unconscious, or stunned, they will fall.

Unearthly Intelligence [3 U] This trait allows a character to have a MIND higher than 20, up to 25, with all the calculated advantages this produces.

Unearthly Power [10 U] This trait allows a character to have a POWER greater than 20 (Upper Limit 25 unless the GM believes greater is necessary for the concept or when the GM is building minor ancient elder gods and other Fortean Extremes).

Unearthly Senses [3 U] This trait allows a character to have a PERCEPTION greater than 20, up to 25, with all the advantages this produces.

Unearthly Speed [5 U] This can be taken several times, if it is within the Unhuman creature concept of the character. With this a character can have a Coordination greater than 20 (up to 25) with all calculated advantages and initiative modification of such. Each additional time it is taken it makes no further modification to Coordination, but gives a +10 MPH running speed and a +5 to Initiative.

Unearthly Strength [3 U] This trait allows a character to have Body above 20, up to a maximum of 25, with all the combat damage advantages this produces.

Unhuman [15] A character with this trait is NOT HUMAN, though they may on the surface appear to be human. They have a heritage that comes from one of the secret races, or is from a different reality and have somehow ended up in the world of Earth Unmasked. They cannot have the Past Life Trait, be a Merlin, or be a Fuzzy. Exactly what kind of non-human they are must be defined at start, and is not limited to specific beings mentioned with the game texts, though such is preferred. This can represent a Falcar, or some other alien race as well as secret races, multi-dimensional beings, supernatural terrors and beings who have slipped in accidentally from another reality. An Unhuman can have one physical or mental attribute greater than 20 at the start without having to take an additional trait to get such, like Hard Boiled.

Unique Gibson Owner [7] You own a Unique Gibson, which was designed to your own specifications in regards to its appearance, function, security capabilities and functions. Unique Gibsons are more expensive than stock ones, but have the advantage that they are more secure and will not have a company or government override control built into them, thus offering you safety in many ways. Unfortunately Unique Gibsons also have their own quirks in their operation codes, and may have some flaws or bugs that haven't been worked out that you can't go running to the company to get fixed. It is also possible that a Unique Gibson is more likely to develop artificial sentience (instead of just artificial intelligence). *Characters with access to Advanced Technology can get a Unique Gibson for only 5 points.*

Unique Personage [3] A character with this trait is unique in all the multi-verse, there are no shadows, reflections, alternative versions, or duplicates of them in any of the multi-verse worlds. No doppelganger can become them, nor can they be fully cloned or magically duplicated in any way. Their thought processes are so unique that no copy of their mind could ever be made technologically. If they visit another alternative world they will have no existence in said world as far as records or the memories of individuals, they will be a blank in any other world to start. They can never accidentally run into themselves anywhere. Their Aura will also be uniquely theirs and if they are a mage, a mage may recognize the taint to their magic as being uniquely theirs as if they had placed their signature upon the effect. There are disadvantages to this trait as well as advantages, thus the low point value.

Unistat Weapon Permit [10] This is the legal right in Unistat to carry any of the controlled weapons (firearms, swords, crossbows, air guns, martial arts weaponry etc.) In one's vehicle, or on one's person or to have such in one's home. It represents not just the right but also the insurance policies necessary to cover damages to anyone that may be harmed by the weapon (part of the 'Wilson National Arms Act' in Unistat). Law Enforcement officers and members of the Military do not need to take this trait. This also covers all non-lethal police weapons. You can own a weapon without this permit, but not having one can mean a \$10,000 fine and possible (if not immediate) incarceration. It also allows one to buy such weapons and ammunition. It does not cover automatic weapons, which only law



enforcement and military forces are legally allowed to carry. Such a permit is not needed in Atlantis, and is not required in a number of other countries. Permits for some other countries would cost more or less trait points, depending on the country, if available at all. *Not available to Blanks.*

Venomous Bite [5 B or U] The character with this trait will have a pair of small fangs in their upper jaw that when used to bite will cause an extra pair of glands (similar to saliva glands) to excrete a liquid poison just like a snake. This is an injected poison which requires a defense roll against HEALTH or the bitten target will become paralyzed in 1d10 rounds. After paralysis the victim will get another roll vs HEALTH each half hour after it was inflicted, and if they succeed then the paralysis will end. The bite inflicts 1d10 Damage to the character's body locale that was bit, without Toughness being applied (but they cannot be bit at all in any locales that are protected by any kind of armor). A character with Venomous Bite has 4 uses of this ability (one per poison sack) and then their body must spend time to generate more venom (it takes 8 hours for an emptied poison sack to recharge). Venomous characters are not affected by their own bite or that of other venomous characters.

Weapon Adaption [5] A character with this trait is able to analyze and adapt to the usage of any non-computerized weapon or weapon system, or to use a makeshift weapon in an emergency (such as a mop for a staff, a chair for a shield or a soda can as a thrown missile). Any weapon they are not skilled in they get 25% (5 ranks) to use, and get this same minimum success rating for usage with all weapon types until they raise the actual skill to 5 real ranks (and learn new ranks as if they were rank 1 with the weapon).

Witness To An Unmasking [3] A character with this trait used to be an ordinary person unaware of the realities of the world, its magic, its secret power games, the hidden truths, the great game and all the rest of the layers knowledge that are obscured to protect the sanity of people. They know something about what is going on, has survived an encounter with the occult, the unexpected and the unnatural that has left them unable to just go back to being ignorant. They may also have been made just a little bit "unstable" or "crazy" by what they know, and in the knowing they do not always take the world at its face value. It also means that they will not automatically try to find a coincidental answer as to why something has happened or mentally block out events that fail to fit the "normal" world view. *Unhumans, Furries, Members of Secret Societies and Spellcasters have this trait for free automatically.*



Wrist Terminal [3 A] This is a slightly oversized watch looking device that actually is a voice controlled Terminal with a small projecting holograph device for a screen. It can be used for pure vocal input to a Gibson to carry out functions, have email read, etc. Its not useful for anything that one would need lots of visual information to work with, but also allows use as a cell phone as most computers do anyway. A model with a built in digital camera is available for 5 trait points. Wrist terminals have only a very limited memory, so they must be near a network link or a more sophisticated computer to be very useful.

Youthful Appearance [1] A character with this trait has had magical or medical treatments that are non-genetic in nature to alter their outward appearance in regards to their age. Youthful appearance doesn't actually make one young, it simply hides the effects of age so that one may look to be 20 and actually be 50 or 60. The main value of this trait is social.



GMs should add to the above as they feel necessary to fit their own particular ideas about the direction of future technologies and cultures. Its not possible for us to think of everything that a player may want or which may develop technologically in the years to come that may be of interest to use. Additional social traits are also a good idea - use the listed traits as a guideline for figuring out a value for new ones.

Negative Character Traits:

B = Bio-manipulation Trait (Available if character has the Trait “Furry”)

U = Unhuman Trait Required

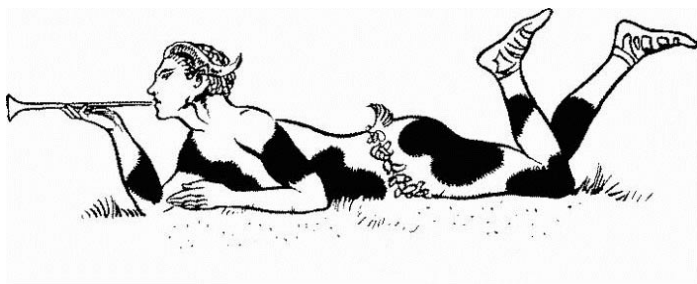
Albino [5] A character with this trait has no natural pigmentation, their skin is pink-white, their hair is white and their eyes are pink. They are memorable and cannot blend into a crowd, and they are at a -5 ranks to Shadowing and Disguise skills. They have a -5 ranks to PERCEPTION rolls and weapon ranges in direct sunlight, and they sunburn easily. Albino’s cannot have a Symmetry greater than 15.

Alcohol Hangovers [1] A character with this trait always gets bad hangovers after they’ve had Alcohol, 1d10 hours after its consumption. This leaves them at -4 ranks from all Skill rolls until they recover from the hangover (which can take 1d10 hours after it starts).

Alcohol Susceptible [3] A character with this trait becomes quickly intoxicated, a single alcoholic drink of any kind is sufficient to make them drunk (Dropping their Skill and Attribute rolls by 4 ranks while under the effects).

Ambitious [5] A character with this trait has an overwhelming personality desire to achieve, to create, to build, to do something that they feel is useful, worthwhile, everlasting, or vital to their very being. Unlike a Glory Hound, this is not necessarily a need to be famous or in the spotlight, nor to be a showoff, and they may not even care what the rest of the world thinks of them and their desire to achieve - it’s the achievement that’s important. Perhaps they are a doctor seeking to cure a horrible disease, a scientist who wants to develop the universal theory of everything, the businessman who wants to build the great empire, the writer who wants to have the Great Unistat Novel of the Century, the Vigilante who wants to wipe out crime in his home city, the artist who wants to create the great sculpture of all time, the Game Designer who wants to create the ultimate roleplaying game experience, the computer engineer who wants to create the ultimate android companion, etc. Ambitious characters have trouble getting involved in other things outside of their ambition, and many, upon achieving one ambition, will immediately discover another that they must achieve.

Amnesia [7] There is a hole in the character’s mind, which may be caused as the result of an injury, emotional trauma, or may be caused by tampering by persons unknown by the use of Hypnotism and psychotropic drugs, or magic. All the character can be sure of is that they do not know what they may have done or been during the period of the hole. Its possible this might be as short as a year, or as long as their entire life until a few days before they appear upon the stage of the game world. GM and player should discuss this before it is included, since it inevitably will be used as a plot device by the GM. Perhaps the character will get flashbacks, nightmares or encounter their missing past, or maybe they will try to find out who erased their memory.



Animal Appearance [5 B] The character is a furry and has obvious animal features that make them recognizable as such. In some places this can cause obvious prejudice against them, especially by people with 'Furry Phobia'. The Player should describe these features in detail so that the GM can utilize the information correctly.

Animal Rights Advocate [10] Animal Rights crossed with Vegetarianism was a large scale fad socially in Unistat shortly before and after the turn of the century. After the escalating violent actions of 1999-2003 the Animal Rights organizations have been marked as terrorists and many have left their ranks in the years that followed. Speaking about animal rights is considered dangerous speech, and to do so in public or polite company is often seen as offensive. A character with this trait has not given up on the cause and is not afraid to speak on such. They will not wear leather or other animal skin products, and will be on the government's watch list of potentially dangerous people (observed by the FBI regularly etc) to track for possible terrorist activity, even if they never take any actions regarding such. Because the Animal Rights groups have been disbanded or slipped underground they do not count as a secret society, but might be taken as a network under positive traits. *A Blank who is an Animal Rights Activist must be careful when speaking in case they get noticed by the government and looked up.*

Anosmia [5] A character with this trait has no sense of smell or taste. They are at -5 ranks to skills of Cooking, Familiarity :Gourmet Food, Bartending, Brewing and related skills to start. They cannot have a PERCEPTION greater than 15.

Arcane Debt [10] *This Trait is for Spellcasters Only.* Magic has its prices, and is not always easily available to everyone that is drawn to it. A character with this trait owes a debt to an entity, what some might call a demon, a loa, a spirit, a genie or some nameless tentacled horror of the night. This entity has power over the character and can demand actions, energy, sacrifices or other acts from them and is capable of inflicting harm upon them, stripping them of their ability to use magic, appearing to them, speaking with them, haunting them, possessing their body or other actions that fit their own desires and needs. GM and player must work out exactly what the entity is, its power over the character and its limitations. Having an Arcane Debt is a complex personal plot trait and is only usable if the GM agrees that they want to use such.

Attraction: Femme Fatale [5] A character with this trait is emotionally and sexually drawn to people (especially women) who they get romantically involved in and then mislead them, persuade them, seduce them or otherwise manipulate them to break their heart and leave them depressed (and possibly frame them for murder, rob them, destroy their lives etc) for weeks later, and then will do it all over again for the next one that comes along (ala Sam Spade).

Aversion To Killing [5] A character with this trait will hesitate before taking actions that may kill others, but will kill if absolutely necessary in their minds (they must make a SPIRIT roll to do things that will obviously kill someone). They would make a terrible soldier or law enforcement agent. They could kill if their life was on the line or if a child or a crowd of innocent people are going to die if they don't, but they will have regrets afterwards etc.

Bad Back [3] The character has received permanent injury or a genetically defective backbone structure that reduces their ability to lift and carry with their Body attribute. They minus 2 lbs from the normal multipliers of body for maximum lift and carrying capacity. It does not reduce the effectiveness of Body for inflicting damage since that is not based on the same body muscles.

Bad Borrower [1] A character with this trait has a tendency to borrow things and not return them, or not without being asked, or only after a long period of time has passed. They often fail to return things in the condition they received them, and if something breaks may need to be pressured to replace them.

Bad Liar [1] A character with this trait lies badly, and is not easily believed when they lie (and in some cases when they tell the truth).

Black & White Vision [5 B] You have eyesight similar to that of many canines, in that you see the world as if you were watching a Black and White Television. You cannot perceive or differentiate color, everything is black, white or gray to you and it cannot be corrected, even if you had new eyes transplanted into you as it is a genetic problem with both your eyes and brain from the bio-manipulation that was performed on you long ago. In a world where many things are color coded this becomes a very frustrating problem, and people often complain about your choice of clothes etc.

Blindness [15] True blindness is rare in 2025, since eye transplants, laser surgery and bio-manipulation have dealt with most accident and genetically caused blindness forms. Most of those who do suffer from this trait are either poor or from third world countries where such medical care is less readily available. It is possible that the character's body rejected an attempted transplant and that the waiting list for available organs means they will not get a pair for several years, or that they are too old for the transplant operation, or have nerve problem that prevents the operation. Being blind prevents the use of ranged attacks in many cases, and the PERCEPTION trait from being greater than a 10. One cannot operate a vehicle if blind.

Blood Thirst [7 U] A character with this trait has a vampire-like need to drink the blood of the living, preferably right from the living's own veins. They do not need to kill their victims (If they must do so then it's a 10 point Negative trait), but they must take in at least 1 pint of blood each day or take 1 Health of damage. If they take in more than that, then they get phantom Health points for each additional pint, allowing them to go several days without drinking. They can drain a maximum of 6 pints from someone at a time (which will kill them). The victim will lose temporarily 1 HEALTH for each pint drained. It takes 3 months on average for a victim to recover a single drained pint of blood. Animal Blood or synthetic plasma may be used as a replacement for human blood.

Bound By Your Word [5] A character with this trait believes that one's word is one's bond, and that to give your word of honor on something means that you will keep it. If someone breaks their word they will distrust that person from that point on and hold it against them. If they are forced to break their word they will seek to redeem themselves somehow, or will become depressed and possibly suicidal. *This trait cannot be taken with Code of Honor, but its concepts may be included within the code, which is a greater Trait.*

Caffeine Addiction [3] A character with this trait is addicted to one of the few legally acceptable non-prescription drugs within Unistat. They get headaches if they don't get some every 6 hours or so while awake (and -4 ranks to perform any skill roll or attribute roll), will be at a -4 ranks to all skills and attribute rolls when they first wake up from a full sleep period until they have some in quantity.

Chaotic Magic [7] *Only Available to a Magic Spell Casting Character. Not available to a character with the Reality Leak trait.* A character with this trait uses magic that is unpredictable some of the time, because of conditions and events that they cannot perceive. Whenever they cast a spell, if the die roll used is a double (11, 22, 33, 44, 55, 66, 77, 88, 99, 00) the spell gets out of control and does something that they did not plan on (usually in a colorful way). The GM decides what, and if it is also a Cosmic Trigger for the character it will definitely be very bad for them (otherwise it may be helpful, annoying, or just very very different).

Claustrophobia [3] A character with this trait has an overwhelming fear of small enclosed places, and will have to make SPIRIT rolls for each round in an elevator, closet or other such space to avoid having to make FEAR table rolls.

Code of Honor [7] The character has a code of honor on how they handle themselves in Combat, Business and personal life. If they violate their code knowingly they will suffer a 'Loss of Face' which gives them a -2 ranks to all skill and attributes for rolls until they have rectified their actions, done penance or 6 months of game time have passed. Multiple Loss of Face results do compound, and if the total negative ranks is equal to or greater than the character's SPIRIT then they will have no choice in their mind but to commit suicide to restore their honor. The player and GM must work out the details of the code, unless it is a common one such as that associated with beliefs like Zen Buddhism, Taoism, etc.

Collector of Odd Stuff [3] A character with this trait has a compulsion to collect something that society doesn't see as normal. Maybe its shrunken heads, glass doorknobs, ceiling sprinklers, newspaper clippings about serial killers, ceramic pigs, chicken bones, or something really weird. It takes up space, distracts them, and keeping their collection organized and clean and safe takes up a chunk of their time, money and effort. Others may be turned off if they hear them going on about their collection or see them gathering new additions to it. Exactly what it is must be defined.

Conspicuous Nature [3] A character with this trait will always stand out in a crowd, draw attention to themselves even if just sitting quietly and will always look out of place wherever they go. This may be an affect of their appearance, unusual pheromones, or an aura that even normal people are irritated by in some way. Unlike unusual looks there is no way to hide, mask or cover over that which makes them conspicuous. It also means that they can't hide themselves easily, cannot hide in shadows, and invisibility is only half as effective for them if acquired.

Cosmologically Displaced [7] A character with this trait has been moved, either by choice, accident or the action of others, to an alternate world that is similar but not quite their own. Unless they are a unique personage, they have probably exchanged places with a version of themselves (often called a "shadow") and will find themselves slightly awkward when dealing with history, local culture, area familiarities, and people that they knew previously. Events are not quite what they remember, their concept of history may cause them to make errors, streets that they expect to be two-way may turn out to be one-way, stores may not exist that they expect to be present, and if they compare memories with friends there will be differences. Exactly how much they are "mis-remembering" they can never be sure, and the GM should use Cosmic Trigger results from many information rolls to produce wrong results that the character will believe to be 100% true (because for them it is, back home). The worst thing is that once a character becomes Cosmologically Displaced they have almost no chance of ever getting back to where they came from, as the distance between alternative realities constantly expands as time passes and new realities appear between them as major historical events occur that split them further apart. A Cosmologically Displaced character cannot have any History oriented, Cultural Knowledge, or Area Familiarity skill at higher than 15 ranks. *A Unique Personage can only take this trait with full GM permission. Merlins cannot take this trait.*

Cowardly [3] A cowardly character must avoid personal harm whenever possible. They will often flee from combat, hide, or in any other way avoid unnecessary risks. They will use violence as a last resort - when cornered and the opponent isn't taking prisoners or bribes. People that know them well will feel that they are useless in a crisis and the person most likely to betray them.

Criminal Record [7] You have previously served time for crimes in Unistat and are subject to periodic surveillance, and your record is available to the public under the Revised Freedom of Information Act of 2015 for everyone to see that may be interested. This can cause some problems for you with authorities, the media, employment applications etc. It also means that if a law enforcement official knows you or recognizes your name or looks you up for a routine stop (such as a traffic violation) they have legal probable cause to search you, your vehicle, your home, your business etc under suspicion of criminal activity under the Unistat laws. Your fingerprints, DNA, retina print and voice are all recorded and on record with the government and its various bureaus (luckily this information is not in your publically available record).



Deafness [10] A character with this trait cannot make any hearing Perception rolls successfully, and it costs twice as many skill ranks for them to learn all language skills (except Lip Reading or Sign Language). They cannot learn Ventriloquism, Animal Noises or Voice Mimicry skills. They cannot have a Perception attribute higher than 15. They will need to have a keyboard to work computers since they cannot use voice input/output controls effectively.

Deep Sleep [2] A character with this trait gets no Perception rolls against outside events and can sleep thru any sound or light that occurs around them (anything that injures them or moves them gets them a chance to awaken though, based on a Perception roll).

Delusional [7] The character sees things that are not there, hallucinates regularly or has a very strong and obviously false belief that controls their actions regularly (“But I really am the King of the Dwarves... I’m Just a very Tall Dwarf!”). Too many delusional characters in a single party can be detrimental, its best to only allow one or two at most.

Drug Addiction [7] A character with this trait is addicted to either an illegal or prescription only drug of some sort. When they are unable to get the drug they are addicted to daily, they will have symptoms of withdrawal that will reduce their ability to function (-2 Ranks in all Attributes and Skills for rolling purposes while in withdrawal) until they can get it or they have been free of the drug for 30 days. There may be other effects specific to the drug that the GM will discuss with any player that takes this trait.

Dyslexic [7] A character with this trait has difficulty learning thru written sources and gets a -1 to CV for calculating skill ranks in regards to Logic, Insight and Adaptability attributes at start. They also are slower at learning in a classroom environment. *Cannot be taken at the same time as Photographic Memory.*

Easily Falls in Love [3] A character with this trait wears their heart on their sleeve and will easily develop deep feelings for persons of their sexual identity’s desire, making them a bit gullible and potentially manipulated by them. Worse, their heart knows no limits, and they can fall into a similar state with multiple people at the same time, which can be problematic in the monogamous society that predominates in Unistat, Europe and much of Asia. They will be at -4 ranks to resist Allure, Seduction and tantric actions of persons that fit their sexual identity’s desire.

Easily Falls In Lust [1] A character with this trait gets a -2 Ranks to their SPIRIT to resist Allure, Seduction and Tantric actions of persons that fit their sexual identity’s desire.

Easily Frightened [5] A character with this trait gets a -4 ranks to SPIRIT for all fear effects.

Elderly [10] A character with this trait has lived a long and productive life, but their body just isn't what it used to be in dealing with the cruel hard world. Elderly is a state of being, not a state of mind or necessarily of actual chronological age (but you cannot take this trait if a character has the Youth Trait, without special GM determined background circumstances). Elderly characters must cut their Healing rate in half; they recover Fatigue twice as slowly, and they fatigue twice as fast (in combat this means they get a -2 Health fatigue drain for every 5 rounds of combat). They no longer heal back Health damage, Toughness damage or Symmetry damage naturally (but magic or technological means to heal such will still work). They are at a -10 to Initiative. They also get a -10% to allure and intimidation because of the social beliefs in regards to the ability of folks getting on in years. They cannot increase attributes, and each year on the character's birthday they must roll against each attribute, a failure means the attribute lowers by 1.

Excessive Curiosity [5] A character with this trait cannot let a present remained wrapped and unexplored, must open all their mail (even the junk mail), will get distracted when doing research on the net as they go off to explore links to links to links on various subjects they were not doing research on, and will often read the end of a novel before the beginning to find out what is going to happen. They can never leave a movie or other performance, as they must know how it ends (even if it's a bad movie), and if faced with an unusual piece of equipment that has odd controls they have to make a SPIRIT roll to avoid playing with the controls to "See what they do". Excessively Curious characters will often take risks to find things out.

Extreme Paranoia [7] A character with this trait believes the world is out to get him, that everyone has a selfish ulterior motive, and that they should trust no one in the long term but themselves. Extreme Paranoia is NOT a trait recommended for player characters.

False Memories [5] A character with this trait has had their memory altered by hypnosis, mind control drugs, magic or some other source that leaves them with a large amount of false memories, blocked or erased real memories and a nagging feeling that the world is not as they know it but being unsure how. At various times they will encounter something that should be true and discover it isn't, and whenever this inconsistency occurs they will be confused and vulnerable to suggestions that fix the inconsistency (-10 ranks to SPIRIT for 1d10 minutes after such an event) as well as a bit demoralized and off balance.

Fanaticism [7] A character with this trait has a belief or faith that overrides everything else in their life. This might be religious, political, philosophical, or something else to which one might devote one's life. They will go out of their way for their cause beyond all else, even risking the lives of themselves, others or everything they have to serve their goals and faith. Revolutionaries, Religious Zealots, Patriots, and monks are among those who may be considered to have this trait.

Fear of Firearms [5] This character cannot use a firearm. They will react negatively to firearms in the hands of a friend, and must make a Fear Resistance roll on SPIRIT when someone points a firearm in your direction. Charging someone with a gun in their hand is impossible for them. They will be nervous and at -2 ranks to all skills while a firearm is in Perception * 10 foot range.

Frightens Animals [3 U] Animals dislike the scent or something about the aura of the character and will seek to avoid them, perhaps fleeing wildly. If the Animals cannot flee they will attempt to attack, and will do an extra +2 damage by all attack types when they hit. This trait also causes a -20% to the character's allure when dealing with other characters that have Beast Friend styled traits.

Furry Phobia [5] A character with this trait has a dreaded fear of Furies, and will avoid being anywhere near such beings (and will need to make SPIRIT rolls to avoid Fear reactions when within Perception range of such). *A Furry cannot take this trait.*

Glory Hound [5] A character with this trait will always take time to try to improve their image with others, especially with those who are important, influential or able to advance their career or give them a media image. They have a love for being photographed, being written about in the news, getting reviews, getting accolades or getting themselves into the limelight in any way. Glory Hounds often will take risks in situations that can improve their visibility, and may get a bad reputation with co-workers and friends along the way.

Guilt Complex [3] A character with a guilt complex has an extremely low self esteem, and is ready to assume personal responsibility when things around them go wrong, even if they had nothing to do with the events. It is caused, supposedly, by poor parental interaction as a child. They become depressed when they do feel guilty for a major event, and this may last for days. Characters with psychology or fast talk skills may be able to convince them that they are not responsible for an event - until the next disaster occurs.

Gullible [3] A character with this trait tends to believe what people tell them unless its obviously contradictory to what their own senses tell them or their own memories. They are also a sucker for a sob story and easily swayed in opinion by strong personalities that speak eloquently. They get a -4 ranks to defend against Fast Talking characters.

Hatred [10] A character with this trait is consumed with hatred, one that goes far beyond an overdeveloped sense of vengeance or simple prejudice, and it is aimed at something larger than a few individuals. This is a desire for violent behavior against an organization, government, corporation, an entire race or minority group that comes from deep within the soul whenever coming across it in their lives. It could be a hatred for the supernatural, for all members of a religion, or a need to hunt down and kill every vampire on the face of the planet. It occupies the mind constantly, and they will devote time, money, and all available resources to strike out at what they hate in any way that they can, even in suicidal ways. It does not have to be logical, and Gms can use a character's hatred within plot lines (if it's a hatred for something that they cannot encounter within the game then it doesn't count as a viable trait within the game).

Hedonist [5] A character with this trait spends much of their life looking to experience new sensual and sexual pleasures. They may have trouble holding down jobs since they take risks and get distracted by their desires.

Hermaphrodite [5] A character with this trait has both primary and secondary sexual characteristics of both the male and female, and can utilize all within sexual activity. Most Hermaphrodites appear either more female or more male, and many will have the Sterile Trait. Many have a sexual identity that is confused, and they will receive a certain level of prejudice in society (in some places they would be considered a freak if discovered and ostracized). Some are natural, some are caused by problems with the biogenetic processes, and some are created by complex operations and chemical treatments.

Heroic Death [5] A character with this trait firmly believes that they will die a heroic death and no other, and is probably correct. They cannot die from a stupid accident (like slipping on soap in the bathtub), from attempted suicide (unless it is a heroic suicide), poison, disease, old age or other non-heroic forms of death (they can be hurt, maimed or disabled, but won't die from such). Unfortunately they are also compelled psychologically to take risky chances and make heroic efforts, constantly. They cannot live a quiet life, nor can they perform acts of a vile and villain like nature. They must try to always be the first to charge into danger, the last to retreat from a battlefield, the one who will stand to "Slow Down" pursuers like a Spartan at the Pass facing off against an army by themselves until slain. They rush into burning buildings to rescue women, children, and small pets. If they fail to take a heroic action then this trait, and all its positive and negative features will vanish and they will have a guilt complex that will hound them for the rest of their existence. The GM should make sure to place LOTS of compelling Heroic Situations into their path to ensure the character lives up to their Manifest Destiny.

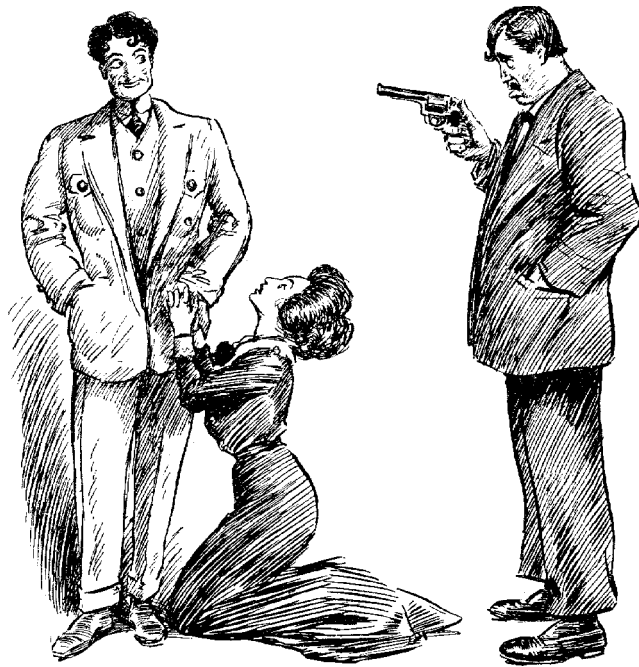
Hounded By Underworld Creditors [5] A character with this trait owes money to one or more major criminal organizations, having borrowed money from them to pay bills owed legitimate creditors. Now the marker has come due and they need to raise some big money fast, more than they can make thru their usual sources. Underworld Creditors will collect any way they can, and may use force, blackmail or other means to get payment. Or they may desire the character perform some illegal actions that are worth the debt to them to square the books. A sufficiently annoyed creditor will want the character dead as an example to other "deadbeats".

Humanitarian [5] A character with this trait believes in the big picture, that humanity in general is good and that there is some good in nearly all people. They try to show this in their own actions, with politeness, charity, forgiveness and generosity. They aren't a martyr, but they will tend towards taking up causes that serve the greater good for all of humanity. They donate time and money to charitable causes and political movements of a positive nature.

Impulsive [3] A character with this trait hates debate and will often act first and think later. They tend to avoid major planning sessions, and may have a tendency towards self-centeredness.

Jealous Lover [5] A character with this trait either has a Jealous Lover or is a Jealous Lover (this must be defined at start). One distrusts the other around other people, afraid that they will be stolen from them or are having sex with someone else behind their back. They may become hot tempered, paranoid or even violent when the person of their affection is involved.

Kleptomaniac [5] A character with this trait has a weird compulsive need to take things that belong to others, and gets an adrenaline rush each time they do so. What they take is usually not something of great value, it's usually something small and often something that is cute, shiny or decorative in some manner. What they take varies upon situation, and they must make a SPIRIT roll to avoid stealing when in a tempting situation (like being left alone in a room that isn't their own). Kleptomaniacs will only rarely admit that they took something (and then they usually claim it was "by accident").



Knows Too Much [15] A character with this trait has important, secret information that people, governments and/or organizations don't want their enemies, rivals, competition, the media or the public to know about. Perhaps they witnessed a murder, or read the wrong letter, or had access to the wrong computer records or were previously working for those involved and quit. Whatever it is, they are looking to make sure that they don't get the word out. This trait is a plot in and of itself and must be worked out with the GM before the character is brought into play. It should not be easy to convince people of the truth the character possesses but it should certainly be sufficient to cause a lot of grief if the word gets out. *Cannot be Taken With Rogue Mage.*

Legally Insane [7] A character with this trait has been labeled by society as being insane, incapable of functioning normally within society and is probably institutionalized. They are not responsible for their actions, do not have the normal rights of a citizen in the courts, unable to legally own a weapon, motorized vehicle, etc. A player character with this trait may actually be insane, or have been incorrectly committed (or perhaps committed for nefarious means of another). If they are not presently institutionalized they might be in the care of a relative, or they might have escaped and institution and subject to recapture if the authorities find them out.

Legal Minor, Unistat [3] A character with this trait has not yet reached an age of majority. They cannot vote in elections, cannot represent themselves in a court of law, may be restricted in some communities as to when they may travel (Curfew), cannot enter into most contracts, cannot work more than 20 hours a week, cannot consume alcohol, cannot enter establishments that are legally bound to restrict entrance to minors (bars, night clubs, casinos, etc.) Cannot operate a motorized vehicle, cannot own a firearm or have licensing for such, etc. In order to take this trait a character MUST already have the Youth trait.

Lives Beyond Their Means [3] A character with this trait has a tendency to spend money considerably faster than they can acquire it. They don't tend to think about the future when it comes to money, are often in debt, and may flaunt their "buying power" by taking friends to expensive dinners or buying lots of clothes and gadgets they don't really need. Money is something they have only momentarily, but they expect there will always be some around the corner (but they will do things that can get them windfall profits when they can, often taking risks they shouldn't in the process). They cannot have more than \$2,000 of their starting Wealth based property in actual cash. They may have available credit lines that they can tap, up to their Wealth value in buying power, but if they do so too often they may find it cut off or the creditors hounding them..

Living By Their Wits [7] A character with this trait has no real job or source of income. They get the same amount of starting cash/equipment but will earn nothing that is not achieved during actual game play. They cannot have more than \$2,000 of their starting Wealth based property in actual cash. *They cannot have the Traits of 'Landlord' or 'Trustfunded' or 'Lives Beyond Their Means' if they take this trait.*

Loyalty [3] A character with this trait believes that Blood and friendship are thicker than the power of the law, courts or ethics. A loyal character will never abandon a friend in need or a close relative to a fate worse than death. When trapped in the enigma between Duty, Honor, or Loyalty then will always choose Loyalty.

Magical Enigma [7] *Spell caster only.* A character with this trait has learned magic without belonging to a tradition or having had a proper teacher or even access to books about real magic. An Enigma is a self taught magician, and they can't explain what they do to other magic users since they use a terminology all their own, drawn from fiction sources or pop culture concepts and things that they saw in their dreams. They do not have a tradition/religion skill that they use in their magic, and cannot combine efforts with others. The limits they have on what they do, and the sacrifices that they have made and will make, are based on their own concepts. They will not necessarily be accepted or befriended by other traditions, and may encounter a lot they have never experienced in the field (and possibly some additional problems along the way). Gms may choose to use this trait for a specific series of plots that center around the character and may be very hazardous to the character's existence - an Enigma has no allies in the magical world, and may be seen by some as a pawn to serve their own needs. *A Magical Enigma cannot be a Rogue Mage, and cannot take the Magical Library Trait.*

Martyr Complex [10] A character with this trait has a self-sacrificing nature, taking risks and suffering so that others do not have to, or to show their faith (if religious) or to make others feel guilty who benefit from their suffering. Martyr's are difficult to deal with in large groups, and often do not survive long. They are not suicidal, but will willingly give up their lives for the greater good when sane people would flee.

Meddlesome [5] A character with this trait wants to help fix other folk's lives. They give advice, spy on neighbors, gossip, arrange romances, teach children the "right" way to do things, dictate morality or tend the ailing. They do all of it in a way that many people resent.

Meddlesome Family Members [7] A character with this trait has family members that constantly meddle in their lives and want to help them in a annoying ways. These relatives may drop in unexpectedly, send odd gifts, try to dictate morality at them, may do things “for their own good”, set them up with blind dates, and generally are not very understanding. Of course all of this may be used by the GM to add new plot complexities to the character’s life, usually at really nasty times.

Minority Group Member [3] A character with this trait has a minority group member status that is not covered by some other trait. Being female in 2025 is no longer considered to be a minority, as the “glass ceiling” has finally dissolved in Unistat and Europe (but still exists in Asia and South America). Minorities only count if there is an actual intolerance, persecution, or prejudice against them (so, for example, being a Baptist or Computer Engineer or a Libertarian, which is a minority label in regards to numbers, does no count since there is no actual prejudice; being Jewish, Black, Neo-Pagan, Indian, Chinese, Japanese, Homosexual, American Indian, are all examples of Minorities).

Motion Sickness [1] A character with this trait gets sick in moving vehicles easily. They cannot gain skills with bicycle, automobile, motorcycle, planes, balloons, trains or sea vessels beyond a rank of 10, and cannot take long journeys on such without becoming ill (They need make Health rolls every 10 minutes of travel time or loose the contents of their stomach).

Nemesis [10] A character with this trait has an enemy, a personal thorn in their side that will not go away until one or both are dead. They are at least as resourceful and capable as the character is, and has an overdeveloped sense of vengeance that for them makes the end justify the means. They are not so sloppy as to allow any normal form of legal or social justice to implicate them, and they will make sure that the character knows that they are responsible for the inevitable outcome, with perhaps a final showdown. Their rage grows as time grows, and the nastiness of their plans will get worse if the character foils them along the way. When it is quiet for a character with this trait, it is too quiet. The GM will help you craft your nemesis, and will use your character’s weaknesses against you in the design - the nemesis will have a trait, Acting as A Nemesis, that is a 10 point negative trait for them (This trait isn’t for player characters).

Nightmares [5] A character with this trait has regular, traumatic nightmares when they sleep. These may be inspired by actual events in their life, or simply caused by guilt, frustration, phobias or things that they have witnessed in the media. They will have trouble sleeping, to say the least, and may wake up screaming, having cold sweats, or experiencing physical reactions to the events in the nightmares. A roll is made against the character’s Passion aspect each night as they sleep, and if they succeed then a nightmare will occur. For the first hour after waking from a nightmare the character will be at a -2 ranks to all attributes, aspects and skills for rolls.

No Family Ties [3] A character with this trait has no living family members that can be expected to in any way be involved in their lives, and they may not even have knowledge of who their parents were (orphan). They are alone in the world in regards to such relations and tend to be a bit more self reliant in some ways, but have difficulty in the social arena in making lots of close friends many times.

Non-Conformist [3] A character with this trait doesn't fit in, often questions the "conventional wisdom" or the chain of command or the authority of others. They like to act and dress themselves and often will be seen as a little odd, if not eccentric or even insane to the common mundane population.

No Sense of Humor [3] A character with this trait will never get any jokes, satire or parody. They never laugh, never see life as humorous, and usually see life as something intense, or something one must simply suffer thru and persevere. They have trouble finding reasons to be happy, and are often melancholy, angry, bitter, or brutal in their nature, or have a stiff upper lip that never ever loosens and makes them a grim but effective worker in their field.

Overconfident [3] A character with this trait has a tendency to believe that they can't fail, that they don't need to plan too far ahead, that luck or brains or skill or speed or just plain arrogance will get them thru most situations and that they have all that they need of these things. They almost never retreat or surrender and they will make mistakes that eventually will lead to their downfall.

Overdeveloped Sense of Vengeance [5] A character with this trait will either have or quickly develop a need to seek revenge against an enemy, seeking to ruin or kill them, scheming and planning to do such in their spare time. Once offended they will not stop and even Logic will fail if vengeance appears to be at hand for them. If they are defined as already having an enemy and that enemy is an organization, or heads an organization, that is socially, politically or financially powerful then this trait is worth 10 points, since it includes a complex plot to go with it.

Overheats Easily [3] A character with this trait is at a -2 ranks to all skills and attributes for rolls when the ambient temperature is 80 F or hotter, and takes an additional +4 damage from fire and heat based damage sources.

Pacifist [10] A character with this trait will refuse to take violent action, even to defend themselves or innocents, and will not do anything with an intent to kill. They will also attempt to lecture those who aren't pacifists in order to convince them to change their ways. This trait is rare among player characters, since it can often cause personality conflict in an action oriented roleplaying game.

Phobia [1] Most phobias are covered under this trait, but a few are considered more severe in regards to their effects within the game and will be listed elsewhere. Phobias require a successful roll vs MIND as a percentile in order to overcome. A Maximum of 5 phobias may be taken.

Polyamorous [5] To be Polyamorous is to be in a minority in Unistat, Europe and most of Asia. This is the state of believing in the ability to romantically love and be involved with more than one individual at a time (it does NOT have to be equated with polygamy, which is the belief in one man having multiple wives, but that too is considered a minority in the time period). Polyamorous People are perfectly acceptable in Atlantis, where multiple mate marriage is allowed by contract (about 25% of the population of Atlantis is believed to be in legal Poly marriages). They are the subject of some social pressure, and in a few states of Unistat (Georgia, Mississippi, Tennessee, Alabama, Arkansas,

West Virginia, Virginia, Oklahoma, Missouri, Indiana, Illinois, Ohio, and Kentucky) may be prosecuted for having multiple physical relations at the same time or living with multiple sexual partners at the same time, if discovered, under state laws. They are a protected minority in Central California, New York, Vermont, Massachusetts, Alaska and Hawaii (though none of these states recognize multiple marriages). This trait is only worth 1 point if the character is not currently in a polyamorous relationship with 2 or more people.

Price On Head [15] Someone has placed a price on the character's head, an outstanding and non-revokable bounty for their death exists. There is always someone, no matter how dangerous the task, that will be trying to stalk and kill them. It could be a government agency, a criminal organization, a secret society, a cult, a corporation, or a supernatural being. They are living on borrowed time in a unique way and must remain on guard, as friend may become foe if the price is right. This can be taken with other hunting styled disadvantages, like Wanted Criminal, and compounds the situation (a wanted criminal with a price on their head has an outstanding "Shoot to Kill order", for example).

Pursued By The Public [10] A character needs a FAME of 15 or greater to have this trait. They have caught the eye of the general public and the press and are regularly followed, photographed, faced with fans wanting autographs (or more), and generally risk being stalked, harassed, pursued, hounded, propositioned, etc. They can't eat in a restaurant without being noticed, and they may have to go about in disguise to be able to be free to move on the streets. They are also subject to nonsense law suits, deluges of fan mail and other signs of popularity gone astray.

Reality Leak [10] A character with this trait has been exposed to, worked with, or was the direct subject of some very strong Fortean Forces and has acquired a hole in their aura that leaks energy from reality into some other reality or state of existence. This means that their lives will have a surreal and random nature to them that weird doesn't begin to explain. Sometimes it leaks in their favor and sometimes in ways that are neutral or harmful to their lives. There is no predicting what will happen over the long haul, and they will find that strangeness is drawn to them in confusing or inconvenient ways. They may hear voices, experience visions that have nothing to do with the past, present or future, experience visits from extra-dimensional beings, discover that probability is out of whack around them, and begin to think their sanity is going. Whenever a character with this trait rolls doubles (11, 22, 33, 44, 55, 66, 77, 88, 99, 00) in a situation, besides the normal effects associated with the die roll, a Reality Leak Effect will occur. It could be something simple and annoying, like their hair suddenly turning electric blue in color, or it could be something complex and dangerous, like an earthquake or an airplane crashing down from the sky towards where they are standing, or something humorous like a rain of hot buttered popcorn, or something useful, like the sidewalk collapsing under a person they were fighting so that they are now stuck in a giant pothole and unable to flee or dodge. The GM may choose the result, or may devise a mechanic to determine the result, depending on what they feel works well for their setting. *Only one Reality Leak Possessing Character in a Gaming Group should be allowed, or they may become disruptive to lot continuity. This trait can only be taken if it makes sense to the character's background, and should be worked out with the GM ahead of time to be used.*

Rogue Mage [10] *Can only be Taken by a Spellcaster.* A Rogue Mage is one that has cut themselves off from the religion/school/tradition that trained them and turned against the leadership of that tradition. A Rogue may believe that the leadership has lost the way, or that some fundamental belief is wrong, or that there is a corruption in the organization that is destroying it from within, or that some great lie has been foisted on the believers, or that a limitation that they were given was artificial and wrong. A Rogue Mage may try to learn from a different tradition, or may seek to found a competing organization, or may simply try to escape the influence of the tradition (and are not being allowed to). The Rogue Mage trait is a plot hook that the GM may use, and which must be discussed with the GM before becoming part of the character. Some traditions may seek to foil the actions or life of a Rogue, to get them to return to the fold, and others may try to silence them, or even kill them to keep their secrets. A Rogue that sets up a competing tradition may face magical adversaries that seek to discredit them or their beliefs as well.

Secret Orders [7] A character with this trait has been hypnotically, chemically and possibly even magically manipulated by an individual or group and has a mental set of secret orders that they will carry out whenever certain key “triggers” occur. These may be activations words, events, symbols or sounds that they may encounter that they are programmed to act on and will enter into a trance-like state to do such. They will have no memory of who placed the orders, what triggered it or even what actions they may have taken while following their secret orders. This is a plot trait that the GM can utilize as needed to introduce events - the GM should work out the details of the orders and triggers for their own reference but the player should be left in the dark on it until used. *This trait cannot be taken by Unhumans.*

Sense of Duty [3] This is similar to a Code of Honor or Loyalty, but deals with a less restricting set of rules or rules that do not come into daily play in the character’s life. Examples include a Doctor’s hippocratic oath or a military officer’s duty to complete orders at any cost.

Sexual Deviation [2] A character with a deviation has a sexual desire, fetish or needs that society in general considered deviant, weird, sick or which the majority population would find too strange. A character can have several deviations, but should not get trait points for them if the character has the Hedonist trait.

Show Off [3] The showoff is a character that must have an audience, must push the envelope and get noticed. They are not necessarily a glory hound (you cannot take that trait at the same time as this one) as their desire isn’t fame, its to be accepted, to bring out a laugh, to show their own melodrama or athletic ability or quick wit. Some simply want to chuckle at their own superiority above the common man, and they are usually the most dangerous type.



Single Focus Mind [5] A character with this trait has a tendency to focus on only one thing at a time, and disastrous things happen if distracted from what they are focusing on. They cannot drive a car and listen to a radio, carry on a conversation or think about other things. If reading a book they will not get perception rolls to notice most events around them (unless something does direct physical harm to them or makes physical contact with them in a disturbing way).

Slow Eater [1] A character with this trait dawdles at the meal table, often getting distracted or picking at their food too much. It takes them twice as long as normal to finish a meal as it does other people, which can annoy those that they eat with and restaurant staff.

Smaller Than Normal Human Size [10] This is used to properly create children, dwarves, and others that are of a greatly reduced height or mass in concept, and can be taken multiple times. It reduces the character's mass by half (body weight), gives them a -1 lbs to their ability to Lift and carry with their BODY (but not below a value of 1), causes all combat blows to the Torso or Head that do damage to also stun and knock them prone, but gives them a -2 ranks to attackers Perception and Skills to hit them with ranged weapons (Small targets are harder to hit). They also get a -20 to their base Mortality value. They eat less at each meal (about half as much) but need 4 meals a day of that size to maintain their body's normal metabolism and temperature. It can be argued that smaller than normal human sized beings should have a lower attribute range, but that's a matter of character design choice and world setting considerations.

Sterile [1] A character with this trait is incapable of producing offspring, although their body appears to work normally sexually. If they are a Furry this may be a result of the bio-manipulations on their bodies, making them a 'mule'. This trait has a small social stigma associated with it in Unistat society, but this is greater in other parts of the world.

Supernatural Enemies [10] Something of a Fortean Nature hates your character, wants to torture them, wants their soul, or seeks to kill them. Its less likely to act when they are with ordinary people or in crowds, but they are at risk when alone. It may lay elaborate traps, or may seek revenge by harming those close to them with apparent "Accidents". Such Fortean creatures can only be satisfied by accomplishing their goal... or being destroyed before they can.

Superstitious [3] A character with this trait believes all the old fashioned superstitions, they may carry a rabbits foot for luck, won't walk under ladders, run away rather than let a black cat cross their path, believe that they are cursed with bad luck if they break a mirror, etc. They won't leave the house on Friday the 13th, will never go to the 13th floor of a building, etc.

Talks In Sleep [3] A character with this trait will talk in their sleep, which can be dangerous in some situations. Worse they may give away secrets, plans, information or other valuable knowledge to those who overhear them. What is said when the character is asleep is up to the GM. A character that has a *Light Sleeper* trait cannot take this trait.

Technicolor Feedback [7] *Spellcasters only can take this trait.* A character with this trait had their magical ability awakened by the use of hallucinogenic drugs (Considered by some to be a way of ‘jump starting’ a person into the world of magic). Whenever the character fails to cast a spell, or when their spell is defended successfully against by an opposing sentient target, they get a feedback effect (on top of any other effects from things like a Cosmic Trigger). The effect in this case is a sensory feedback of technicolor lights that blinds them for 1d10 rounds (only they perceive the lights) accompanied by an inner ear disturbance that throws off their balance. While under this effect they cannot take offensive or defensive actions, and cannot cast spells. They may speak, choose to drop to the ground to avoid accidental collisions, or take an action that doesn’t depend on sight or balance. If they remain standing they will be visibly swaying and possibly staggering to compensate for the balance effects of the feedback.

Technophobia [10] A character with this trait has a fear of computers and will avoid using anything obviously operated by a computer, especially androids and gibsons. They may have to make a defensive roll against Fear when encountering an android personally, or when forced to interact with a Gibson.

Transsexual [7] A character with this trait has gone thru a sex-change operation (or is in the process of being treated for one) and has gender identity problems. Transsexuals are often discriminated against in society, and have difficulty holding “normal” jobs and relationships.

Truthfulness [7] A character with this trait is bound to only speak the truth, never to lie no matter what is on the line, and even omission or exaggeration takes effort on their part to perform. This not just for facts, but also in relationships - they cannot complement someone unless its 100% true, will not lie about their own feelings and may react badly to those who lie to them or around them.

Unusual Appearance [3] A character with this trait has features or an appearance that will cause a negative reaction in a segment of the population. Perhaps they have an oddly placed tattoo (or just a lot of tattoos), or body piercings, or eyes that are just not the right color, or maybe their hair is an unnatural color, or they have an animal like feature (such as an Unhuman with demonic horns or Vampire-like canine teeth) but aren’t a furry, or have a deformity that isn’t enough to lower their symmetry but definitely is odd, or the wrong skin color for their ethnic background.

Valuable Property [7] A character with this trait is considered the valuable property of an organization or individual of considerable wealth or influence, such as a criminal organization, corporation or scientific research foundation. They are probably on the run, or are being watched carefully in the field by agents of such to see how they perform. Their life is not truly their own, and if on the run they are subject to pursuit and capture (perhaps for scientific study). A character that is valuable property cannot own real estate, and may be subject to other restrictions (discuss this with your GM in regards to character concept). An example of this trait would be the character “The Pretender” in the television series of the same name.

Vulnerability To Damage Category [5] A character with this trait will take an extra die of damage from a specific type of attack/injury (ex: Unarmed Combat & Bludgeon Weapon Attacks, Bullets & Projectiles, Fire & Heat Attacks, Bladed Weapons & Claws, Explosions, Sonic Weapons & Attacks, Electrical Attacks, Falling Damage, etc.) The reason why the vulnerability exists must be explained and be in line with the character concept (ex: a character with high perception that is vulnerable to Sonic weapons because they have sensitive hearing).

Wanted Criminal [15] The law is after the character for a criminal offense and if they caught they may be subject to trial, jail, or possibly execution. They may be living under an pseudonym, trying to clear your name, or just trying to keep outside their reach or trying to find a safe haven. Player can decide the offense and whether they are truly guilty, framed, caught in a case of mistaken identity or being chased because of bad detective work. This has less value (10) if the character is never going to be in the country where they are wanted or are not being actively pursued.

Xenophilia [5] A character with this trait is instinctively attracted by and fascinated with the strange, unusual and even the grotesque. The newness of something or someone will not automatically produce fear effects, and the character is extremely open to new experiences. They, of course, have a vulnerability in the process to being misled by it. If they are a hedonist, this attraction will carry over into their sex lives as well. A Xenophilia should NOT have the a Furry Phobia.

Youth [10] A character with this trait is younger than the average character in the setting, and simply is inexperienced. They are probably less than 20 years of age, but do not necessarily have to be legally a minor to take this trait. They get -2 to the CV for figuring out their skill pools, and cannot take any Science or Technological skill to a rank higher than 15.



Skill Listings

The following skill lists cover the majority of the sorts of skills, by category, that a character might be designed with. They are NOT complete and can be added to if you think of something that is not included.

A) Science Skills

Skill	Requires
Abnormal Psychology	Psychology 9+
Accounting	Mathematics, Basic 13+
Administration	
Aerobiology	
Anatomy (By Species)	
Anthropology	
Archaeology	Anthropology 9+
Astronomy	
Astrophysics	Physics 9+
Bacteriology (Bacteria)	Biology 5+
Banking/Financier	Mathematics, Basic 13+
Billiards/Pool	
Biochemistry	Chemistry 9+
Biology	
Biotechnology	Biology 13+
Botany (plants)	
Business Law (By Country)	Read/Write 13+
Business Management	
Cardiology	Surgeon 13+
Chaos Theory*	Mathematics, Theoretical 9+
Chemistry	
Chronology	
Civil Law (By Country)	
Climatology	
Codicology (manuscripts & preservation)	
Common Law	
Constitutional Law (By Country)	
Copyright, Patent & Trademark Law	
Cosmology (Universe Origins)	
Counterfeiting	
Criminal Law (By Country)	

Criminology	
Cryogenics	
Cybernetics	Physician 13+ Computer Engineer 13+
Dental Surgeon	
Diplomacy (& Negotiations)	
Ecology	Biology 9+
Economics	
First Aid	
Forensics	
Genealogy	Read/Write 13+
Genetics	Biology 13+
Geography	
Geology	
Graphology (Handwriting Analysis)	
Industrial Ceramics	Chemistry 9+
International Law	
Laser Technology	
Legal Debate	
Mathematics, Applied	Mathematics, Basic 9+
Mathematics, Basic	
Mathematics, Theoretical	Mathematics, Applied 9+
Metallurgy	Chemistry 9+
Meteorology	
Midwifery	Anatomy & First Aid 13+
Military Law	Legal Debate 13+
Neuroscience	
Neurosurgery	Surgeon 13+
Nuclear Physics	Physics 9+
Nuclear Weapons Technology	
Organic Chemistry	Chemistry 9+
Paleontology	
Parapsychology	Psychology 9+
Pathology	
Pediatrics	Physician 13+
Pharmacology	Chemistry 13+
Philosophy	
Physician	Anatomy (human) & First Aid 13+
Physics	Mathematics, Applied 9+
Plastic Surgery	Physician 13+
Political Debate	

Political Science	Political Theory 9+
Political Theory	
Popular Science *	Research 9+
Prospecting	Geology 9+
Psychiatry	
Psychology	
Read/Write*	Any Language 9+
Research	Read/Write 9+
Seismology	Geology 9+
Sociology	
Speed Reading	Read/Write 9+
Statistical Analysis	Mathematics, Applied 13+
Strategy Games (ex: chess)	
Surgery	Physician 13+
Tax Law (By Country)	
Toxicology	Chemistry 13+
Typing	Read/Write 9+
Veterinarian Medicine	
Xeno-Biology	Biology 13+
Xeno-Botany	Botany 13+
Zoology	

B) Physical Skills

Skill	Requires
Acrobatics	
Aerial Bombardier	
Air Combat Maneuvering	
Air Warfare Tactics	
Battlesuit Operation	Military Support Weapons
Bicycle	
Blind Fighting	Unarmed Combat or Weapon 5+ Ranks
Bludgeon Weapons	
Bows	
Chambara	Unarmed Combat 15+, Health 12+
Charioteering	
Chopping Weapons	
Climbing	
Cloak	

Contortionist	
Counterpunch	Unarmed Combat 13+, Coordination 13+
Crossbows	
Dagger & Knives	
Diving	Swimming 5+
Driving, Armored Vehicle	
Engineer, Combat	
Escape Artistry	
Exotic Weapons	
Firearms, Automatic	
Firearms, Black Powder	
Firearms, Pistol	
Firearms, Rifle	
Fishing	
Guerilla Warfare Tactics	
Instant Stand Maneuver	
Iron Fists	Unarmed Combat 9+
Lasso	
Low-G Operations	
Lumberjacking	
Military Support Weapons	
Military Tactics	
Mountaineering	
Naval Gunnery	
Naval Tactics	
No-Landing Air Extraction	
Observation (Artillery)	
Parachuting	
Parachuting, Assault	
Police Non-Lethal Weaponry	
Pressure Points	
Prone Combat	
Riding	
Rope Usage	
Rowing/Punting	
Sailing	
Scuba Diving	Swimming 9+
Set Snares	
Skating	
Skiing	

Spelunking	
Sport (by type; ex: Baseball)	
Staffs & Polearms	
Stealth	
Survival, Arctic	
Survival, Desert	
Survival, Forest	
Survival, Jungle	
Survival, Swamplands	
Survival, Tundra	
Survival, Urban	
Swimming	
Swords, Heavyweight	
Swords, Lightweight	
Team Acrobatics	Acrobatics 5+
Throw, Martial Maneuver	Unarmed Combat 9+ Ranks
Throwing Weapons	
Tightrope Walking	
Torture	
Track & Field	
Tracking (Wilderness)	
Unarmed Combat	
Whips & Flails	
Whirlwind Combat	Unarmed Combat 9+ Ranks
Wing Chun	Unarmed Combat 9+ Ranks
Wrestling	Unarmed Combat 5+ Ranks
Yoga	Coordination 10+ Discipline 10+

C) Social Skills

Skill	Requires
Bar Tending	
Board Games	
Card Games	
Child Care	
Cosmetics	
Darts	
Dice Games	
Etiquette, Modern (By Culture)	
Etiquette, Archaic (By Culture)	

Falconry/Hawking	
Fam : Antiques	
Fam : Area (by City)	
Fam : Cinema	
Fam : Clothing Fashions	
Fam : Culture*	
Fam : Fine Art	
Fam : Gourmet Food	
Fam : Internet Usage	
Fam : Jargon/Slang (Various)	
Fam : Literature (By Type)	
Fam : Music (By Type)	
Fam : Television	
Fam : Theater	
Fast Talking	
Fire Eating	
Gambling	
History, Ancient	
History, Art	
History, Computers & The Internet	
History, Music	
History, National	
History, World	
Home Economics	
Hosting (Parties & Events)	
Journalism	Typing 9+
Juggling/Balancing	
Languages (Specific)	
Lip Reading	
Marketing	
Party Games (ex: charades)	
Roleplaying Games	
Salesmanship	
Sign Language	
Speed Reading	Read/Write 9+
Streetwise	
Tantrics	
Teaching	
Wargames	

D) Occult Skills

Skill	Requires
Astrology	Mathematics, Basic 13+
Bardic Magic	Singing or Musical Instrument
Conspiracy Theory	
Demonology (Study of and knowledge of Demons)	
Disinformation Management	Conspiracy Theory 5+
EK : Amphibians	Religion or Magical Tradition
EK : Anthropods (Spiders, Crabs, etc.)	Religion or Magical Tradition
EK : Avians	Religion or Magical Tradition
EK : Dream Forces	Religion or Magical Tradition
EK : Electricity & Magnetism	Religion or Magical Tradition
EK : Fire, Combustion & Heat	Religion or Magical Tradition
EK : Fish	Religion or Magical Tradition
EK : Fortean Forces (Anything From Beyond Our Dimension)	Religion or Magical Tradition
EK : Light (Including Visual Illusions)	Religion or Magical Tradition
EK : Mammals (Including Humans)	Religion or Magical Tradition
EK : Plants (Includes Wood, Cotton, etc.)	Religion or Magical Tradition
EK : Polymers (Glass, Ceramics, Silicon, Plastic, Nylons, etc.)	Religion or Magical Tradition
EK : Refined Minerals (Steel, Gasoline, Bronze, etc.)	Religion or Magical Tradition
EK : Reptiles	Religion or Magical Tradition
EK : Sonics (Including Sound Illusions)	Religion or Magical Tradition
EK : Spirit (Includes Mental Illusions & Communication)	Religion or Magical Tradition
EK : Stone	Religion or Magical Tradition
EK : Time	Religion or Magical Tradition
EK : Water	Religion or Magical Tradition
EK : Worms	Religion or Magical Tradition
Hypnotism	
Lay-line Tapping (Power Acquisition System)	Religion or Magical Tradition
Magical History	
Meditation (Power Acquisition System)	
Multi-Dimensional Cosmology	
Mythology (by Culture/Religion)	
PC : Analysis	Religion or Magical Tradition
PC : Banishing	Religion or Magical Tradition
PC : Enchanting (Storing Magic Energy & Effects in Items)	Religion or Magical Tradition
PC : Manipulation	Religion or Magical Tradition
PC : Summoning	Religion or Magical Tradition
PC : Transformation	Religion or Magical Tradition

PC : Translocation	Religion or Magical Tradition
PC : Wards	Religion or Magical Tradition
Religion or Magical Tradition	
Ritual Murder (Power Acquisition System)	Religion or Magical Tradition
Sex Magic (Power Acquisition System)	Religion or Magical Tradition
Symbols (Identification, Associated Meanings, Numerology, etc)	
Terror Magic (Power Acquisition System)	Religion or Magical Tradition

E) Artistic Skills

Skill	Requires
Accent Mimicry	
Acting	
Animal Noise	
Antiques Preservation & Restoration	
Appraising (Artwork & Antique values)	
Art Preservation & Restoration	
Balloon Sculpture	
Calligraphy	Read/Write 9+
Choreography	Dancing 9+
Commercial Art Design	Drawing 9+
Computer Arts	Computer Operation 9+
Dancing (By Type)	
Disguise	Cosmetics 5+
Drafting, Costume	
Drawing & Painting	
Gem Craft (Cutting)	
Glassblowing	
Interior Design	
Jewelry Making	
Kite Design	
Landscaping	
Music Theory	Music Instrument 9+
Musical Composition	Musical instrument 5+
Musical Instrument *	
Needlecraft/Embroidery	
Origami	
Playwriting	Read/Write 9+
Pottery/Ceramics	

Screenwriting	Read/Write 9+
Sculpting	
Singing	
Stage Magic	
Sword Swallowing	
Tattooing	
Theater Arts	
Ventriloquism	
Voice Mimicry	

E) Technology Skills

Skill	Requires
Aerodynamics	
Aeronautics	Aerodynamics 9+
Agriculture	
Air Combat Maneuvering	
Air Traffic Controller	
Aircraft Mechanic	
Animal Handling	
Animal Training	
Appliance Repair	
Architecture	Mathematics, Applied (9+)
Armorer (Archaic)	
Automobile Repair	
Brewing	
Blacksmithing (Archaic)	
Book Binding (Archaic)	
Bowyer/Fletcher	
Bugging & Surveillance	
Butchering	
Candlemaking	
Carpentry	
Cartography	
Cobbling	
Commercial Ship Pilot	Motorboat Operation & Navigation 9+
Communications Technology	
Computer Engineering	
Computer Repair	
Concealment	

Cooking & Baking	
Coopery (Archaic)	
Cryptography	Mathematics, Theoretical 9+
Demolitions	
Dental Hygienist	
Digital Sensorama Production	
Distilling	
Drafting, Mechanical	
Driving, 18 wheel truck	
Driving, Armored Vehicle	
Driving, Automobile	
Driving, Bus	
Driving, Construction Equipment	
Driving, Farm Equipment	
Driving, Motorcycle	
Driving, Railed Vehicle	
Electrician	
Electron Microscope	
Engineer, Aerospace	Mathematics, Applied 9+
Engineer, Aquatic Vehicles	Mathematics, Applied 9+
Engineer, Civil	Mathematics, Applied 9+
Engineer, Electrical	Mathematics, Applied 9+
Engineer, Environmental	Mathematics, Applied 9+
Engineer, Mechanical	Mathematics, Applied 9+
Engineer, Sanitation Design	Mathematics, Applied 9+
Engineer, Steam	Mathematics, Applied 9+
Engineer, Undersea	Mathematics, Applied 9+
Falcarian Power Systems	Engineer, Electrical 9+
Firefighting	
Fireworks	
Foraging	
Forgery	Read/Write 9+
Fusion Technology	
Gunsmithing	
Hair Stylist	
Hang Gliding	
Hiding In Shadows	
Hunting	
Knitting	
Leatherworking	

Locksmithing/Picking	
Machinist	
Masonry	
Metal Smithing (archaic)	
Microwave Technology	
Mining	
Mortuary Science	
Motorboat Operation	
Music Technology	Engineer, Electronics
Navigation	Mathematics, Applied 9+
Nuclear Ordinance Disposal	
Optometrist	
Orienteering	
Pilot, Helicopter	Navigation 9+
Pilot, Hovercraft	
Pilot, Jet	Navigation 9+
Pilot, Lighter Than Air Craft	Navigation 9+
Pilot, Prop Planes	Navigation 9+
Pilot, Shuttlecraft	Pilot, Jet 13+
Pilot, Submarine	
Plastering	
Plastic Molding & Fabrication	
Plumbing	
Pocket Picking	
Police Procedures	
Popular Science*	Research 9+
Robotics	Computer Programming & Electrical Engineer 13+
Rocketry	Aeronautics 9+
Seamstress/Tailor	
Security Systems	
Shadowing	
Shiatsu*	
Silk Making	
Sleight of Hand	
Soapmaking	
Solar Power Technology	Engineer, Electronics 9+
Special Effects Modeling/Design	Computer Operations 9+
Stock Brokerage	Computer Operations 9+
Surveying	Mathematics, Basic 13+
Telephone Repair/Maintenance*	Climbing 9+

Traps & Booby Traps	(Creation, Detection, Design & Disarming)
Ultralight Aircraft Design	Aeronautics 9+
Video Production	
Weaponsmithing (Archaic)	
Weaving	
Wheel Wright (Archaic)	
Woodcarving	



Languages

Albanian	Erie	Micmac	Swahili
Afrikaans	Esperanto	Middle English	Swedish
Algonkin	Estonian	Mohawk	Tagalog
Apache	Finnish	Mohican	Tamil
Arapaho	French	Navaho	Telugu
Armenian	Fukienese	Nepalese	Thai
Arabic	Gaelic	Norwegian	Turkish
Basque	Georgian	Ojibwa	Tuscarora
Bengali	German (Modern)	Onandago	Ukranian
Berber	Greek, Ancient	Oneida	Yiddish
Blackfoot	Greek, Modern	Pawnee	Wiyot
Bulgarian	Hakka	Persian	Vietnamese
Burmese	Hausa	Phoenician	Welsh
Byelorussian	Hebrew	Polish	Wichita
Caddo	Hindustani	Portugese	Wu
Cambodian	Hungarian	Punjabi	Yucatan
Cantonese (Chinese)	Huron	Romany	Yurok
Catalan	Indonesian	Rumanian	
Cayuga	Iroquois	Russian	Falcarian
Cherokee	Italian	Sanskrit	
Cheyenne	Japanese	Sardinian	
Chicksaw	Javanese	Seminole	
Chipewyan	Korean	Seneca	
Choctaw	Latin	Serbo-Croatian	
Cree	Latvian	Shawnee	
Creole French	Lithuanian	Shoshoni	
Czech	Macedonian	Sinhalese	
Danish	Malay	Sioux	
Dutch	Malayalam	Slovenian	
Egyptian	Madarin (Chinese)	Spanish	
English	Mayan	Sudanese	

Skill Descriptions:

Some skills in the lists need some additional explanation (a number of the occult skills are covered in the magic section of this setting book, and several physical skills are covered under combat maneuvers) and the following is meant as a clarification of some of the skills as defined in this setting.

Chaos Theory is the mathematical theories associated with probability and the way events effect each other on a sub-atomic and multidimensional scale. It is not necessary for Chaotic magic and theories, though it doesn't hurt, as such are covered under Multi-Dimensional Cosmology and Fortean Forces.

Fam This abbreviation is used for "Familiarity" throughout the skill lists.

Fam: Culture Each cultural group requires a separate skill, since there are numerous customs, rules of politeness and etiquette, ethnic foods and holidays. In Unistat it also represents the popular mythology, urban legends, entertainment and knowledge of celebrities.

Musical Instrument this actually is a collection of skills. Generally each category of musical instrument is handled as a separate skill (ex: Woodwinds, Brass, Bowed Strings, Percussion, Keyboard, Unbowed Strings, etc.) Instead of individual instruments.

Popular Science this is a skill that represents a general knowledge of common scientific principles, theories and current popular beliefs that one could learn from simply reading layman oriented magazines, websites, books and educational programs. Its not necessarily correct science, and is never detailed. Thus someone with this skill could tell you the basic theory behind a physics principle, but could never do the mathematics or apply the concept to a complex situation. They could tell you that penicillin is made from bread mold, and might even be able to create the mold, but would have no concept of how to turn it into medicine with this skill alone.

Read/Write This is applied to all the languages that a character possesses and represents their literacy in general. Although technically it would be more realistic to require a separate purchase of this skill for each language, it is only really applied in play when dealing with comprehending a text that is being translated and thus it was decided to use just a single representational skill to cover the knowledge for all of them.

Shiatsu This is a Japanese massage technique, very different from western massage styles and thus the need for a separate entry.

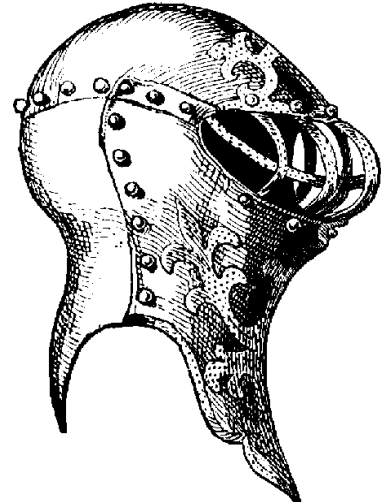
Telephone Repair/Maintenance In the era of 2025 telephones and computers have merged to a large extent, so this skill primarily deals with not the personal device but with the work done on switching stations, control offices, and the laying of fiber optic lines and cables used for communication.

Armor

The wearing of armor is uncommon in Earth Unmasked, but not unheard of by civilians and combatants in various circumstances. Any crime committed while wearing Ballistic armor is an automatic felony in Unistat.

Armor in the Cosmic Synchronicity has a Toughness rating, and offers that added toughness for damage against specific body areas of a character.

Body Areas : Different Garment Types Cover Different Areas. These are generally as follows.



Cap : Covers Head Partially (Does NOT protect against Targeting Eyes)

Cat Suit : Covers Torso, Arms, Legs (Also Called A Coverall)

Duster : Covers Torso, Arms, Partial Legs (May be Trench Coat styled)

Footgear : Covers Legs Partially

Full Helmet : Covers Head and Protects Against Targeting Eyes

Jacket : Covers Torso and Arms

Jumper : Covers Torso and Legs

Helmet : Covers Head

Pants : Covers Legs

Shield: Generally a Medium Shield

Vest : Covers the Torso Only

Ballistic : Armor that is Ballistic is designed to give added assistance against Gunfire and Shrapnel from fragmenting explosives. After all normal reduction of damage from Impaling Toughness, Ballistic Armors cut the remaining damage by 50% (rounded up) when its applied to the body locale. Damage from bullets striking Ballistic armor is not from actual piercing by the bullet, but by impact damage, so that there are no Bleeding wounds (but there can be broken bones or internal organ damage). It does not help against arrows, crossbow bolts, or other sources of impaling damage.

Generally the available armor types in Earth Unmasked are (using the recommended Detailed Armor System from the basic Cosmic Synchronicity rulebook) : Clothing, Heavy Winter Clothing, Light Leather, Heavy Leather, Flack Armor, Spider Silk, Kevlar, Heavy Kevlar. Additionally there are a number of specialized armors available

Starlight Armor [Toughness 25 : B 25 C 15 I 20 E 20] *Ballistic*. Starlight is lightweight, but not very flexible, and so is usually used as a Vest or a Shield. Ballistic Starlight is a Starlight plate on the chest and back, sewn within a long vest of Kevlar. Starlight offers protection against extreme Heat or Fire, and is usually insulated to protect against electrical damage. It is valuable as Riot Gear, for SWAT shooters and for some military units, since it can take a large amount of damage. Professionally made Starlight is generally unavailable to private citizens in most countries, including Unistat, but an illegal market has developed in some areas. It is readily available in New Atlantis.

Chainmail [Toughness 10 : B 10 C 15 I 10 E 2] This is not the archaic mail of history, but modern light flexible mail made from alloys. It is used by certain individuals because of the unique protection it offers against Microwave weapons (which it deflects entirely), and its strength against bladed weapons. Many Unistat Street Gangs have found Chainmail useful to protect from police brutality in crowd control. Usually used as a Vest or Jacket and worn under other clothing, often with a Spider Silk Jacket or Light Leather. It is -1 Coordination, -4 in Water. It has the drawback of setting off metal detectors, and that it increases the damage received from electrical weapons (+5 to the damage received).

Firesuit [Toughness 2 : B 2 C 2 I 2 E 30] This specialized full body outfit is used by firefighters and covers them from head to toe, and uses a respirator device to filter out dangerous smoke and fumes while working in a live fire situation. The firesuit is made from a unique flexible plastic that can take many hundreds of degrees of heat and flame and prevents such from passing to the wearer of the suit, so that they are unaffected by nearly all fire/heat damage. The suit, although lightweight, is cumbersome, and gives a -1 to Coordination and a -2 to Perception while worn.

Bio-combat Suit [Toughness 15 : B 5 C 8 I 15 E 10] *Ballistic*. A Combat field unit worn by Unistat soldiers in hazardous situations where chemical or biological agents may be used, it includes a 4 hour oxygen supply. The Suit is Cumbersome and covers the entire body in full. -4 to Coordination, -2 to Perception while worn. Prevents the effects of all germ warfare, gaseous and liquid chemical attacks. It uses a Kevlar-based outer coating over the containment envelope to protect the soldier in the field, and is partially insulated to protect against electricity and fire/heat. These are NOT found in civilian use.

Power Armor [Toughness : B 25 C 15 I 20 E 20] *Ballistic*. Used by a handful of specialized Unistat special weapons and tactics military units, Power Armor depends on alien power systems to enhance the ability of the individual soldier in the field. Power Armor gives the wearer a +20 to Initiative, +10 to Perception, +5 Body, protection from all germ warfare, gaseous and liquid chemical attacks. Miniature lift jets are set in the rear of the suits, allowing enhanced movement to triple Jumping/leaping distances and double ground movement speed (MPH) across open terrain. Suit includes a full communications system, ammunition & supply pouches, aqualung (for underwater usage without a need for carrying air tanks), water recycling and waste management system. The suit can operate for 72 hours on a battery charge minimum if not under constant travel at top speed. Nightsight and Heat sensing perception is built into the system.

Weapons

Most of the weapons described in the basic Cosmic Synchronicity rulebook exist and can be found, though many are antiques, or not in common use on the streets or battlefields of Earth Unmasked. If you're looking for a common weapon or item, look there for basic statistics, but if you're looking for something "Totally Modern" in the setting (and which isn't a prototype technology in the traits list) or an improvised weapon that might be used, then this is the section you are looking for.

Beanbag Bullets: A relatively new police weapon, these are shotgun shells (only usable on weapons that take shotgun ammo) that will fire a bean bag instead of a normal flechette or solid slug round at a target. They take a -3 to the range class of the weapon (reduced charge). Instead of doing normal damage the beanbag effectiveness is based on the location roll. A hit to an arm will cause it to drop any weapon being held. A Head hit will Stun, a knockout hit still knocks out. A Leg hit will cause the target to make a Coordination roll or fall prone temporarily. Torso hits have almost no affect. Beanbags are not well designed for aerodynamics, and thus one cannot take aimed shots with this load. Beanbags are used by police in situations where a minimum of carnage is desired.

Entrenching Tool: A combination of a pick and shovel, the entrenching tool folds down to about a 2' length and can be carried in a belt fastened case or on a backpack exterior fastening. It can be used as an improvised chopping weapon in combat, and does 1d10 + Body +5 (aprox. the same as a hatchet) but is not balanced for throwing. Not exactly high tech (first became common in militaries around 1900) but it can be effective. Entrenching tools can be bought for \$10-\$20 and are not restricted, licensed, or controlled anywhere.

Explosive Bullets: (Firearm Ammunition) Explosive bullets are designed to do an extra d10 of damage to a target. When used against armored personnel or vehicles, they damage the armor of the target (eliminating protection entirely for a person's body area that's hit after the damage is received). When used against a vehicle or object without locale areas to worry about, the armor of the target is reduced by the value of the extra d10 permanently. Not available for revolvers. Illegal in Unistat and in most European countries, except for government forces. May be acquired from Arms dealers by characters with the appropriate trait.

Flash Grenade: A hand thrown grenade, it produces a 2 million+ Candela flash of light that can blind anyone not wearing protective eyewear (A roll vs perception is made by everyone within a clear 10 yard radius), everyone that MAKES the roll is Blinded by the light for 1d10 rounds. Ordinary sunglasses only offer a -2 to Perception for the roll. Night Glasses actually Enhance the effect (+4 to Perception). Cost is about \$25 each.

Gyro Pistol: (aka Gyrojet, aka Gyroc) These fire a .50 caliber spin-stabilized rocket cartridge at a target, and are recoilless. The pistol is a revolver, with 6 rotating chambers. The standard rounds for the pistol do 2d20 + COORD and do not count as Ballistic against armor. A special High Explosive round is available for anti-vehicle use by the military (3d20+COORD). Gyro Pistols are not sold to civilians, and are generally not available from Arms Dealers. Only a select few government agencies

use them for espionage/counter espionage/terrorist work. A round costs about \$10, and the pistols themselves cost \$2,000 or more.

Laser Scope: (Firearm Attachment) A laser ‘Pointing’ device that improves the accuracy of a weapon. A Laser Scope reduces the target’s ability to avoid the attack, reducing Dodging success range by 5 ranks. Cost is \$100 to \$200.

Laser Sensor: Added as part of an external armor, a laser sensor is a web-like covering over the armor that can detect a laser scope being aimed at the wearer with an audible response, negating the laser scope’s advantage to reduce their dodge. Laser sensors are worn by special military forces primarily, and not usually sold to the general public. Cost on the Black Market or in Atlantis for a set is \$250 to \$350.

Modern Derringer: This is a non-black powder derringer, designed with a breaking barrel (like a shotgun) and having two barrels, of which only one can be fired at a time. It holds 2 modern 9mm rounds (doing 1d20 + Coord +3), but has a very limited range (3) but can be easily concealed and even palmed by its owner. They are technically illegal in Unistat, and are not sold in legitimate gun shops. Cost \$200 to \$500 depending on seller.

Needler: (aka Gauss Needler Gun) Instead of using a chemical explosion to propel their ammunition, the Needler uses a magnetic impulse to fire heavy steel slivers in large quantities. They are recoilless, automatic, have no muzzle flash and are quieter (-5 to Perceive sound) than conventional firearms, being subsonic. They have a more limited range (Range 5) which cannot be enhanced by Scopes of any kind, and Heavy Kevlar and Starlight Armor get an extra +10 Toughness against them, as do vehicle armors. Lighter armors (except chainmail and leather) such as Spidersilk or ordinary kevlar are torn apart by the weapon’s attack, ceasing to give protection after the initial hit. The Ammunition magazine includes a battery as part of the design, which powers the launch system for the needles. The Needler is only available as an oversized pistol, with a magazine containing 100 needles. The needler can be set to single shot or an autofire of 10 rounds per round. Single Shot does: 1d20+COORD+2. The Autofire (10 rnds rapid) does 1d20+COORD+25. Because of the speed, lack of recoil and accuracy of the weapon there is no “climbing” effect with the Autofire mode and thus it does greater damage to a target than a standard autofire weapon. They cannot be used for strafing fire. Reloading a new magazine takes 2 rounds, because the system goes thru a diagnostic check when a new magazine is loaded. Needlers are not available to citizens of Unistat and most European countries. They are available thru arms dealers, to Law Enforcement officials (CIA etc but not local police), and are the standard sidearm used by the New Atlantis Security forces. Cost is about \$1000 and a full magazine of ammunition costs \$10.

Optical Scope: (Firearm Attachment) An optical scope adds a +5 to the Perception of a character for calculating effective range for the weapon it is attached to. Scopes cannot be put on Shotguns, revolvers, Gyrojets or rocket firing weapons. Optical scopes are available to anyone who has a license for a firearm, and also available thru arms dealers to those who own illegal weapons.

Pepper Gun: (Police Weapon) This is an unusual looking weapon, resembling an Uzi, which fires non-standard ammunition consisting of gel globes that contain a pepper-spray mixture. The weapon is generally non-damaging in regards to normal bodily injury, but the globes break on hitting a solid target (like a person) releasing the contents. Pepper Spray is a chemical that acts as an irritant to the eyes, respiration system, and concentration of the target. Unless a struck target is equipped with a gas mask or other protective gear (or does not have a normal body reaction, like most Unhumans) the pepper spray will



reduce their perception attribute rank by half, and give them only half their ranks to all skill rolls and coordination rolls for the next 10 minutes (It will NOT compound, does not reduce the effectiveness of Toughness against damaging attacks, or cause any real injury) unless they can flush the substance from their system entirely. The Gun is a rapid fire delivery system, with a clip containing 30 rounds, of which 10 are used in a volley at a target. Pepper Guns are primarily used in crowd control situations.

Plastic Bullets: (Firearms Ammunition) Plastic Bullets are used in riot suppression situations to reduce fatalities. In game terms, using plastic ammo the damage total after the dice roll is halved. Plastic Bullets are not available for shotguns, revolver, gyro pistol or rocket launchers. They are primarily a police/law enforcement weapon supplement.

Silencers: (Firearm attachment) Silencers are devices designed to negate the sound produced by a firearm, which is caused by a sonic boom produced by the release of gases and projectile by the weapon. They can work by either slowing the speed of both, or by confining them. A third method, using sonics to negate the sound is possible, but requires a fairly bulky addition to the gun that can reduce its accuracy. Silencers are not available for bolt action rifles, shotguns or revolvers, and are useable on automatic weapons only in single-shot mode. A silencer generally fastens to the barrel of the weapon. A silencer gives a -5 to the damage result of the weapon, and gives a -8 ranks to Perception rolls made to hear the shot. (For every quarter of a mile away from an area with a shot a character is at -4 ranks from hearing a shot from any normal firearm). Silencers are useless if using exploding ammunition, rockets, or gyrojet weapons. A Sonic Silencer gives a -10 ranks to the Perception rolls to hear a shot, but adds 2 lbs to the weapon's weight (and a foot to the barrel length) and gives a -5 ranks to the chance to hit a target with the weapon, but does not reduce the damage done. Silencers are generally illegal in Unistat and most European Countries, but can be created by anyone with good gunsmith skills. Cosmic Trigger results with a silencer always result in the Silencer being destroyed, plus whatever other results the GM chooses.

S.P.L.A.T. Grenades: Designed as a police weapon, the Splat grenade has come to be used also by many private security forces and bounty hunters as well. The grenade releases with a very small explosive charge a Liquified plastic that hardens quickly with air contact. It splatters over a target person and hardens into a near-tensile steel strength bond with itself and most clothing (it does NOT

adhere to skin) which can result in a near instant loss of mobility by the target. SPLAT does not in any way harm the target (Unless they were wearing a cloth/nylon face mask in which case suffocation might occur) but does stop many in their tracks (a BODY *1 percentile roll can manage to break free a splatted body part). SPLAT are thrown with a standard thrown weapons skill. The drawback to SPLAT is that it has a shelf life of a year, and then must be replaced as the chemical breaks down. Hardened SPLAT on a subject is removed by using a liquid spray that is basically the same as the chemicals in nail polish remover.

Swiss Army Knife: A multi-bladed pocketknife with numerous other tools, and ranging in price from \$30 to \$150 depending on the complexity and number of additional tools included. As a weapon its not as effective as it many other tool features, but does do 1d10 + Body +3 for damage. It is useless as a throwing weapon. Swiss Army knives are not licensed, or controlled generally.

Titanium Blades: Although more expensive than an ordinary steel blade, a titanium bladed knife, dagger, or sword can be acquired from various sources in the world (cost is about 5 times that of an ordinary steel version). The advantage is that the blades hold an edge longer, are less likely to break or nick, and do an additional +2 damage beyond that rated for the standard weapon of that type.

Ceramic Blades: Costing about 3 times what an ordinary knife, dagger or sword does, these modern marvels are popular with folks who want to be able to slip thru a metal detector or simply want something stronger but not as expensive as titanium blades. They get a +1 damage beyond that rated for the standard weapon types, and generally do not need sharpening nor break easily.

Technological Tools & Conveniences

The following items are available pieces of equipment that player characters might encounter or possess that are specific to the Earth Unmasked future time line. Some require special skills to use, and others are specific to certain occupations. When prices are mentioned they are in Unistat dollars, and prices are retail. Generally one can presume that anything you have available today can also be bought in the future, at varying prices.

Anti-Glare Glasses: Worn by folks in the daytime who are going to spend long periods outside to protect their eyes from damage by sunlight. They also offer protection from Flash Grenades. Cost is about \$25.

Box Lunch: Derived from Military Rations, Box Lunches feature a built in heating element that heat up the prepared and preserved foods inside of it to present a complete meal. These have replaced frozen dinners and many other ready-to-eat meals, but are not popular with those who are enjoying the wide variety of Bio-engineered foods as a fad food in Unistat. They also don't work for foods (like Ice cream) that require to be frozen instead of heated. Many colleges now give these as part of their Meal Plan instead of providing a cafeteria, to save space on campus. Most Box lunches are made with fully recyclable packaging for ease of disposal, weight about a pound and a half and come in a variety of choices. Cost is about \$7

Cellular Jewelry : A common replacement for the now venerable cellular phone, these come in a variety of forms and shapes (earrings, watches, belt buckles, large rings, bracelets and necklaces) that work off of voice control technology concepts. They basically allow you quick and easy access voice communication without carrying extra heavy technology around with you. They cost anywhere from five to ten times as much as regular cell phones, but come in a variety of styles and shapes to go with a wide range of clothing styles.

Electric Nose: A small device that looks like a slightly oversized microphone or flashlight that runs on a battery and data links to a portable computer. What the electric nose does is analyze the air in its general area for chemical residues and present chemicals. It has a Perception of 20 (80%) and a range of about 6 feet. What it is used primarily for is detecting “blow back” from firearms, the presence of the chemical propellant used in firearms, a number of specific explosives and certain illegal drugs (such as cocaine). It can be confused by a character thru concealment skill, chemistry skills used to produce a masking chemical or by the actual presence of some chemical compounds that will make it ignore weaker chemical mixtures, but it is the most accurate portable device available (and cheaper than dogs trained for one or two specific chemicals to be detected). A few folks have installed these on canine android units to add improved targeting and mobility, but such units are fairly expensive unless one is dealing with a site that has a regular need for such, like an airport security check. Cost for the device is about \$20,000.

Floatation Jacket: This looks like an ordinary windbreaker, but actually is a life jacket that inflates automatically when submerged in water. It can support about 400 lbs of person in the water preventing them from sinking, but is slightly clumsy to swim in (-2 ranks to swimming skill rolls). Cost is about \$100.

Night Glasses: These look like slightly oversized sunglasses, but are actually a set of UV glasses to enhance vision at night. Since the increased risk of sunburn in the daytime became a well known reality (as well as increased skin cancer etc) people have begun to shift their lifestyles and work schedules so they avoid traveling as much in the daytime, and Night Glasses help this lifestyle. They operate while worn, making the night brighter (though not as bright as daytime really, more like at twilight) and the battery needs to be changed after about a month of usage for most people. Cost is about \$250.

Painless Patch: Applied with a sticky “pad” directly to the skin, this floods the body with an artificial Endorphin that ends all reception of pain by the body of the person wearing it for 30 minutes. Additionally it helps protect them from going into shock from injuries ongoing or acquired after its use for the duration (+2 to Health for Checks against Shock) and gives them a slight emotional “High” that gives them a +2 Ranks against Fear and Morale checks. Originally the patch was designed for medical use, but there are some folks who use them for a recreational drug (a practice that has not yet been made illegal by the government of Unistat). Cost is about \$10 each, generally sold in a package of 10.

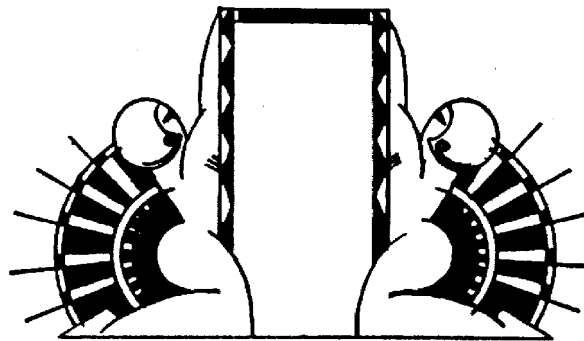
Reflection Cloth: Another adaption to deal with the increased risks of sunlight, reflection cloth is a semi-metallic looking cloth (in a variety of colors) that can be made into a variety of outerwear and reflects off the more dangerous light and radiation frequencies of the sun. Its produced some interesting styles in the clothing market, and does seem to have helped with the rate of skin cancer (as has other fixes that people have adopted, like the style towards the wearing of hats, wigs, and protective items). Costs from \$75 to \$250 depending on garment, designer and styles.

Spray-On Skin: A useful first aid tool, once an open wound or cut has been treated with cleaning agents and ointments the Spray-On skin is applied, covering the wound with a skin substitute which will keep infection from setting in while the wound heals (replaces bandages). A week later the spray on skin flakes off, as if from a sunburn, hopefully with new skin having grown beneath it where the wound was. This is used with a first aid skill and proper use of other first aid kit supplies will restore 1d10 points of damage to the wound, instead of the usual 1 point that first aid gives, and of course ends any bleeding. It does NOT help to apply this more than once to a wound, and it will not help mend broken bones or severed limbs. Cost is about \$20 for a 12 oz spray bottle.

Voice Distortion Mike: A skin-colored device the size of a quarter that has an adhesive back so that it can be attached to the throat and be nearly invisible from a short distance. The Voice Distortion Mike will modify the speaker's voice and amplify it slightly. It will add +10% to Intimidation while worn, and will prevent identification by voice id equipment. Cost is about \$75. The micro-battery must be replaced after 12 hours of use.

Wake-Up Patch: Another patch technology medication, this one is applied directly to the skin and flushes a chemical stimulant into the system to overcome fatigue from lack of sleep. Its become popular with students for cramming, as well as others who need to function without sleep for a day or two. Cost is about \$2 per dose. Generally sold in a package of 10.

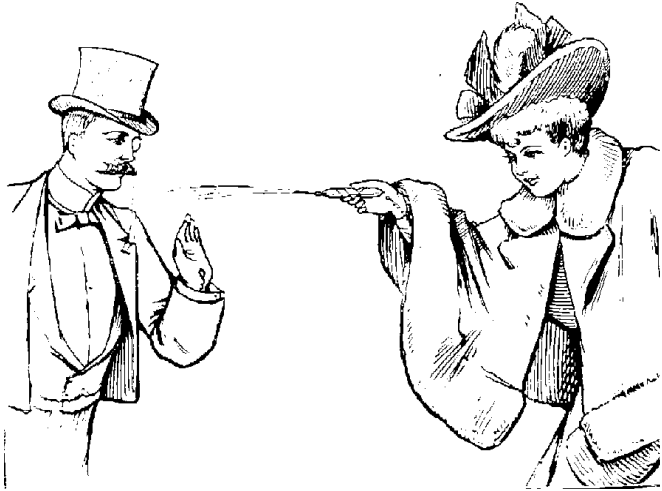
Zayon: A new kind of synthetic material, with some of the properties of Rayon and Spandex, which is popular for clothes intended to touch the skin. Zayon allows the skin to "breathe", so that it remains cool in the heat, and holds fast onto dyes applied to it, preventing fading (unlike many other materials). Zayon is popular with the younger set, since garments can be made as close fitting as Spandex was back in the 20th century, and yet has none of the embarrassing or problematic features of that material.



Combat Maneuvers

Your Mother Never Taught You

The basic Cosmic Synchronicity Rules gave a number of sample combat maneuvers, all of which should be considered in use within Earth Unmasked. The following additional maneuvers are included to add some variety, color and creative options for players and their characters (as well as supporting characters). Some are designed for added realism and to better design martial arts related characters, others are included because of setting concepts and philosophy, and a few are included to reduce rules arguments or to just have some fun.



The section that follows this, Special Combat Considerations, is designed to work hand-in-hand with these rules and should be read over as well. Make sure to ask your GM if they are restricting any of these from use in their particular game - additional maneuvers and combat complexity is an optional section of the setting.

Chambara: Chambara is a separate skill in Earth Unmasked, and represents an odd martial style (usually found in Jackie Chan Movies and some Japanese heroic cinema) that involves large amounts of jumping and nearly-acrobatic movements. In Earth Unmasked one must have at least 15 ranks of Unarmed Combat before learning Chambara, must have 2 functional legs and a Health of 12 or greater as it is very exhausting.

The primary use of Chambara is to enhance one's jump and leap distances (a successful skill roll while jumping or leaping adds 2 feet to a character's normal maximum) in non-combat situations, and defensively. They can also use it when facing a Dive & Fall situation instead of an Acrobatics/Tumbling skill.

The Chambara skilled character can choose to use Chambara for the round instead of other defensive maneuvers and will roll against their Chambara skill for dodging attacks. If successful they have jumped out of the attack, and if they are facing multiple attacks in the same round they will get another roll against each attack until they fail or are actually hit (unlike the normal 1 defensive roll per round per character unless sacrificing an offensive roll). They do not use their offensive action by using Chambara defensively, nor will it affect their offensive actions in any way.

If a Chambara skilled character is in a position where they would normally be considered surprised at the start of the round, the GM should give them a roll against their Chambara skill to lightning react against any attacks defensively with the Chambara defenses.

A Chambara character that gets a leg crippled will not be able to use Chambara to defend against attacks or get any of its advantages. Chambara cannot be used in locales where the ceilings are 10' or less in height as there is no room to jump.

Counterpunch: This separate combat skill requires fast reaction capability (minimum of Coordination of 13) and reasonably high training in unarmed combat (skill rank of at least 13). It is a reactionary move, made after the blocking of an unarmed combat attack to strike as the block is made at the attacker.

After having made the successful block the Counterpunch roll is made, and if successful the punch will connect with normal punch damage (It cannot be used with an Ironfists skill usage at the same time). It does NOT count as an action, since it is a reaction. The Opponent can get a defensive action against the Counterpunch.

This is one of the few skills that ever allow a character to actually have multiple attacks in the same round of action. (If they are taking an attack after counterpunching in the same round they will be at a -5 ranks for that attack, no matter what it is though).

Dodge & Drop: This is a defensive maneuver, used instead of a normal dodge, and simply requires a Coordination roll (just like a standard Dodge) and needs no special skills. It is used primarily against archers and gunfire, and offers no advantage against hand weapons and unarmed combat.

The character dodges while dropping to the ground, using whatever cover is available. The advantage is that it gives a +2 ranks to their Coordination, and even if they fail they get a +4 to their Toughness against any damage taken from the attack thanks to deflecting value of cover .

The problem is that it does make them prone for the next round and must use an offensive or defensive action to get up during the next round (of course they may choose to remain prone). Being prone from this point on gives a +4 ranks to defense skills and defensively used attributes on rolls since they are a harder target to hit.

Dragon Stomp: This separate skill works almost identically in the game as an Iron Fists attack, except that it is for use with normal Kick Attacks instead of punches (it cannot be used with special kick attack maneuvers, except the Leaping Kick).

Drop Tackle: This maneuver requires either an Unarmed Combat roll at half the character's normal rank, or an Acrobatics roll at their normal rank in that skill. The character must be in an elevated position (on a table, a Balcony, hanging onto a rope, on a ladder, from a rooftop etc). Basically they are attempting to use gravity to assist them in tackling a target person on the ground. The target gets a Coordination roll to defend against the attack and get out of the way. The attacker will end up prone, and the target, if successfully hit, will also end up prone and under the attacker.

If the attacker fails they will receive damage as if they had performed a Dive & Fall. Damage done to the target on a successful drop tackle is 1d20+BODY and added to this is 1 point for every 5 feet above that they attacked from. (If a Lethality Enhancement rule is being used, such as the recommended Enhancement #4, this should also be applied). Drop tackle damage is applied to the target's Torso, and a location roll is also made (but ignored if a second Torso result occurs) for a secondary locale or special affect (like knocked out or disarmed).

Grenade Smothering: A maneuver most characters ever get to use once in their lives (and most would never think of doing such) of throwing themselves on an enemy thrown grenade to protect their companions from the blast. Generally grenades explode at the End of a combat round, giving a very short time for a character to take this action.

What happens is that the grenade damage is rolled as it explodes, and the damage is applied to the character's Torso area (with usual Toughness and Armor applied). The Grenade thus does not have its usual radius of effect this way. This does not work with Rifle grenades, since they explode on impact instead of having a delayed fuse. If the character survives it can be presumed that they will lose any armor on their torso in the process and will be unconscious after the blast.

Human Shield: This is using another person to shield your body, or using your body to shield another person, from gunfire, archers or thrown weapons. It uses no special skills. To use a person as a shield you must have a firm grip on the person (and realize that they can use their own offensive action to try to break free by a contest of strength body vs body, an acrobatics maneuver, a throw maneuver against you, or a contortion skill roll) and announce that you are using them for such.

You can only use one hand for offensive, and will be at -5 ranks to perform offensive actions while holding a human shield. The Human shield makes those attacking you to be at a -6 ranks to hit you, and if they miss they will hit your shield instead. While holding a human shield you cannot move except at a slow walk, dragging your shield along with you.

Being a human shield on purpose is a different manner, a character doing this will use their actions to keep themselves between the shooter and the person they are shielding. Whenever the attacker makes a roll they will make a coordination roll, instead of the target. If the shooter misses nothing happens. If the shooter succeeds and they make a lower coordination roll then they get hit instead of the target (and if they don't beat the shooter's roll then the target can take a roll, if possible, to defend by dodging). Damage is handled in the usual manner, except that if the shooter was trying to make a called location they instead get a random location on the human shield.

Immovable Stance: This martial arts maneuver needs no skill roll (but requires an Unarmed Combat skill of 13 or greater). It allows a character to brace and prepare themselves to be attacked in unarmed combat or to be subject to a collision or tackle. It is used instead of a normal offensive action, and the character using it must have two functioning legs.

They cannot dodge in a round they are using this skill, but can block or parry attacks. Any attack that strikes them that gets a result of their being knocked Prone will fail to have any affect against them, and any unarmed weapon attack or bludgeon weapon attack that gets past their defenses on the round it is being used will discover an additional Toughness against the damage equal to the character's SPIRIT attribute. It does nothing against ranged weapon attacks, or attacks with other kinds of weapons except bludgeons. If an attempt to collide with them or tackle them occurs whatever strikes them will not knock them prone, but may damage them (collisions count as unarmed or bludgeon attacks).

Instant Stand: This martial arts skill allows a character that has been knocked prone to return to their feet immediately afterwards (without use of an action or loss of initiative), if successful, as an almost instinctive action. If the roll is failed then the character was stunned by the attack that knocked them prone, and will have to get up normally.

Iron Fists: This separate martial skill and is used as part of a normal unarmed combat punch attack. It must be announced that it is being used before the unarmed combat roll to hit is made. If they are successful on hitting the target and get a result that produces damage, then a second skill roll is made against the Iron Fist Skill. If the roll is not successful the damage is handled in the usual manner. If the Iron Fist Skill roll is successful, then the character using Iron Fist gets an extra damage die of the type normally used for the attack being used. Iron Fist cannot be used with Aimed Blows of any type.

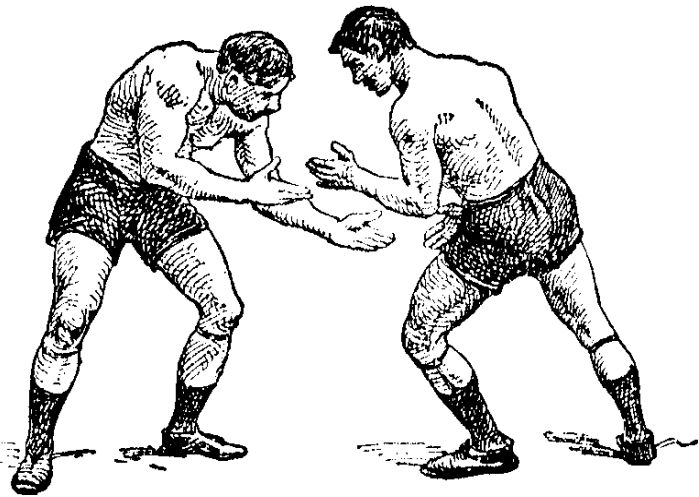
Pressure Points: This skill is used to enhance normal unarmed combat hand attack, and cannot be used in conjunction with other unarmed combat enhancement maneuvers (like Iron Fists). Before making the unarmed combat roll it must be announced if a pressure point strike is being attempted. An unarmed combat roll is made to hit the target as per usual, with the usual defenses. If a damage result occurs, roll against the pressure point skill (uncontested).

If the roll succeeds then the body area hit is immobilized for 1d10 rounds, instead of doing normal damage. If it failed then damage occurs. Pressure Points automatically fail against ANY kind of Armor that is on a body area. An immobilized Head is a stunned opponent; an immobilized limb cannot be used to do anything and cannot hold an object if it's a hand; an immobilized Torso is a Prone and stunned opponent (even works thru an immovable stance).

Pressure points cannot be used against Unhumans, since their pressure point areas will likely be different than those of a human. They can only be used on an animal if the character has an Anatomy Skill for the animal type or Veterinarian Skill.

Prone Combat: This skill is used instead of unarmed combat when a character has been knocked prone (or goes prone on purpose) and primarily involves kicks and leg sweeps against an attacker. They also use this skill for their defensive rolls, and take no penalty modifiers for being prone.

Spinning Kick: This attack maneuver uses the standard Unarmed combat skill to perform. The character swings their body around, pivoting on one leg and bringing the other leg's foot out at the end of the arc to strike their opponent with the built up momentum of the swing. This also shifts their center of gravity, which helps make the action surprising to their opponent. The attack does normal kick damage, with an additional +4 added for the extra momentum. The character using the maneuver will be at a -4 ranks to all defense rolls for the rest of the round it is performed.



Stamp Kick: This Unarmed combat maneuver is a swift, downward stamp with the heel using the attacker's entire body weight to give additional force to the kick. The kick **MUST** be to one the feet (leg location) of an opponent, and is made at a -5 ranks from the normal chance to hit, but if successful does the damage of a kick with an additional +2 damage. It cannot be blocked, but can be dodged. If the attacker misses they must make a successful Synchronicity roll or suffer damage to their leg (as if they had been kicked in their attacking leg). It is used with the standard Unarmed combat skill.

Strangling: This attack maneuver requires both hands, and may use a garrotte or strange cord. It is an Unarmed combat attack to the throat, made at -5 skill ranks from the Unarmed combat skill, and can be dodged but not blocked. If successful then a grip is established on the target, but no damage is done. On the second round (and each round that follows) the target gets no actions except a BODY roll against the strangler's BODY to break free (or they may attempt a groin kick at -10 unarmed combat to hit to break free, which does normal kick damage to the target's Torso and breaks the grip if successful).

If they remain gripped then the attacker does 1 Health damage of Fatigue to them (and if using a garrotte also does 1d10+Body head damage to them). If the target drops to 0 Health from Fatigue loss they become unconscious - and if the strangler continues for 1 additional round beyond that the target will expire. The Strangler cannot take other attack or defense actions while strangling someone.

Tackle: This is a maneuver that can be performed with unarmed combat or football skill. The character charges and tries to body slam their opponent to knock them prone. The opponent gets a chance to dodge, but cannot block (but immovable stance will work against the attempt to knock them prone).

The attacking character does torso damage of 1d10+BODY and an additional +1 damage for every 5 mph that they can manage to achieve in running speed. It costs the Attacker 1 Health in Fatigue to perform the action, and they will be prone on top of the target (and can attempt to pin them) if successful.

If they miss they will continue past the target, possibly slamming into a wall, furniture, or just hitting the ground themselves. Several targets in a row may be tackled at the same time with one offensive attack roll. Failed tackles end up with the attacker injured instead.

Wing Chun: A peculiar style of punch attacks originally developed by Buddhist Nuns, this is a separate skill for unarmed combat (though it can be used against an opponent armed with light hand weapons such as a tonfu, nightstick, knife, etc). It works off a principle of a series of rapid punch attacks, and requires both arms to be used. It is not as effective at damage as normal punches, but gives a +5 to Initiative on rounds its being used and a -10 from the actual die roll for defensive blocks on the same round (to use Wing Chun the player must announce they are doing so at the start of the round before anyone takes action). Wing Chun Punches only get ½ the character's BODY added to the damage, since there is not as much force behind the blow. Wing Chun cannot be used with Iron Fists at the same time.



Special Combat Considerations For GM's:

Modern and Future technologies offer some interesting options and considerations for Gms to consider that aren't covered in the basic rule book for *Cosmic Synchronicity* that you might want to have some ready-made mechanics for.

Blow Thru: More powerful guns have a tendency in the real world to go thru one target and into another. The simple way of dealing with this is if a character is hit with sufficient damage to a body area to reduce it to 0 then the weapon has blown thru them. If someone is standing behind them in line from the shooter then that person will get hit with the remaining damage from the weapon (and do not get a defense roll to avoid this). A new locale should be rolled for the new body being hit though, as bullets do not have to follow exactly the same trajectory (they can be deflected by a bone, for example). Blow Thru should not be used with Shotguns.

Close & Attack: If a player wants to move towards an opponent and make an unarmed or hand weapon attack, they should be allowed to move up to half their combat movement distance to do so, but it should reduce their initiative by half (rounded up) and their attack should be at a -5 Ranks to the skill being used since their opponent will have had time to perceive their body language for the attack.

Flying Individuals: If a character is using magic (or some other source) to fly, they have an extra dimension to maneuver around in that other characters do not. A flying character is usually capable of moving at a maximum speed equal to their running mph speed, uses Coordination or Acrobatics to maneuver and gets elevation modifiers (+2 ranks to attack skills with a ranged weapon against a lower target, -2 ranks to opponents skills to hit them with a ranged weapons for the extra dimensional space and an additional -2 to opponents skills to hit them with ranged weapons if they are not hovering but are a fast moving target in flight).

Makeshift Thrown Weapons: A character in an emergency might throw an object at an opponent to slow them down, injure them or throw off their aim. They might throw an empty pistol, a piece of furniture or other loose items about a room. They must be able to lift the item reasonably (max Body * 5 lbs). Picking up an item to throw in the same round cuts their initiative by a -10. They can throw a maximum weight item 5 feet. For every 1 extra BODY they possess over what they need to lift it this way they can throw it with some accuracy and force another 5 feet of range using their Thrown Weapons Skill at -2 ranks (since makeshift weapons are not balanced for use this way). Roll vs Thrown Weapons to hit target. A Thrown item does 1d10 damage +1

Quickdraw: This is often referred to as a "snap shot", but may also called a Quick Draw (as in the Old Western's). Drawing a weapon from its holster, unslinging it from the shoulder or from some other holding place in the same round that it's being fired. This should have two effects in game mechanics, one, spends part of the character's initiative to draw (a -10 to initiative is suggested) and reducing the effectiveness of the shot (a -5 ranks is recommended). Bows cannot be Quickdrawn.

Walking The Path of Magic

*“Magic grants no freedoms, friend pupil.
Everything it buys must be Paid for.”*
– Merlin, The Books of Magic (Neil Gaiman)

Once a character enters into training in magic, they are forever part of the Great Game between the Powers That Be. Whether they will act of their own initiative, seek to become a Power or simply serve a power they are involved and their lives will never be the same. Knowing is enough when it comes to magic, the knowledge marks your Spirit, as reflected in your Aura, to the eyes of the powers. Even if they never cast a spell, follow a religion or seek to draw from the energy, still they are marked as a practitioner in the game.

The magic system of Earth Unmasked as defined here is designed for ease of use, and may be subject to abuse by players if the GM does not remember to enforce all the mechanics rules or fails to pay attention to the details of what the player describes as what they are trying to accomplish. Remember that magic against a living creature or an android, especially a sentient, is always subject to failure. There must always be a defensive roll against a spell directed at the living (objects on the other hand are easier to cast spells at, they tend not to dodge).

From a campaign point of view, GM's should limit the number of characters who utilize magic within a gaming group. Generally a maximum of about half the players in a group of 4 or more players is recommended (and it is perfectly acceptable that none of the players choose to play a magic using character in a group, no matter what it's size, but that should be the player's decision and not a GM limitation, unless there is a really good reason that there should be no mage's).

Magic in Earth Unmasked is NOT accepted as being real by a large part of the Unistat population, and is scoffed at and denied by many scientists, politicians, businessmen, the Courts etc. This means that it is in a grey area - one that may be exploited by conspiracies, criminal organizations and others who are willing to give it a try. If you can achieve a perfect murder, magic may indeed be the best way of doing so, as no court in the land will recognize magic as the direct cause (but doing something from religious conviction, fear of magic, or belief in magic may be a motivation for why someone is a suspect in a crime as that's a different thing entirely).

Magic has many prices, many limits and many demands upon its practitioner, but it also offers many benefits and abilities that a normal life of toil or one of following the path of technology cannot offer.

Magic, like science, medicine and engineering, includes a large number of skills that interconnect in a variety of ways. No character will ever manage to know all the skills of magic, nor does the system presented here actually cover all magic skill possibilities, just those that are expected to be encountered.

Generally magic skills are broken into sub-categories:

- 1) Religious/Philosophical Theories (Unlimited number of skills)
- 2) Power Generation or Acquisition (Unspecified, at least 4)
- 3) Power Control (8 Skills)
- 4) Material Essence Knowledge (12 skills)
- 5) Energy Essence Knowledge (8 skills)

The Power attribute of a character defines how much energy they can place into a single magical process themselves (what is generally called a 'Spell'). When a spell is performed the player must describe the effect in simple terms to the Game master:

Ex: I light the cigar in my hand with a flame from my fingertip.

The dice that are rolled is determined by the effect and the skills of the character. In the example this would be a use of the Power Control Skill of *Summoning* (to summon the fire) and of the Energy Essence Knowledge the character has of *Essence of Fire & Heat*. The player takes the rank of the LOWEST skill being used of this pair and will roll percentile dice against the skill rank multiplied by 5. If they do not have one of the needed skills then they cannot perform the effect desired. Some spells may require more than two skills to be considered, and in all cases the lowest skill rank is always used for rolling.

Power for a spell is stored up as charges by a character within their Aura. An Aura can theoretically hold an unlimited amount of energy while a character lives. When they die the aura departs the body and in many cases discharges the energy contained within it into the localized area.

The sources of power are many, the character can acquire some from the world or from outside the normal perceived area, or in some cases can generate the energy thru certain actions. There are some who claim outside beings: deities, angels, demons, dead ancestors or other creatures and beings that exist outside the normal 4 dimensions, may lend, sell or give energy to fill some goals of their own. Exactly what such beings are or what they are called may vary from culture to culture, and potentially world to world (the Falcar it appears, have no knowledge of what is called magic or of higher beings, though they are fascinated when encountering stories about such).

A starting character begins with a charge equal to their POWER in points, even if they know nothing of magic. Normally characters gain 1 point of energy for every 8 or so hours of sleep/rest. Non-magic using characters will expend energy in their unaware state when performing a number of activities in their life, so that they generally do not have more energy in their aura than they have points in their POWER attribute. Magic using characters are trained how to retain their energy, so that it is not accidentally lost thru normal activities, and thus will develop energy pools that exceed their POWER.

Before a character can learn magic they generally must learn theories from a religious or philosophical source. They must take such a theoretical skill (which we will refer to as a 'tradition' for ease of use) and have learned at least 9 ranks in that skill before they will be able to begin to comprehend other skills associated with magic.

In game terms, if the player wants a character to have a tradition they should look to see if any of the 'standard' ones in this book fit. If they don't then they must define one, and use the existing ones as a model.

Generally each tradition assumes that power comes with a certain amount of sacrifice. This means that there are Forbidden Mundane Actions that the character cannot take or they will lose all their collected charges immediately (and possibly suffer some sort of negative repercussion such as a feedback effect, curse, or 'divine' retribution). It also means that there are Forbidden Magical Actions (or training in skills) that the character cannot take, and Duties that the character must perform.



Belonging to a tradition opens up the possibility of finding teachers for skills the character lacks, thru use of the tradition skill to contact them, recognize them or to bring about a synchronic meeting with such when they need to learn. The tradition skill also is used for two or more characters of the same tradition to combine efforts on a spell casting so that they can use their combined energies for an effect (In such a case they can use energy from all involved, and can manipulate as much Power as the total of all the POWER attributes involved).

Acquiring Magic Energy

Many skills exist that can help a character gain energy from actions that characters without Magical Skills have no concept of how to draw from. These skills are also commonly taught by many traditions, and may actually be taught before skills used in casting spells.

Meditation, for example is the common method used by many traditions. In Meditation one enters a trance-like state of inner as well as outer quiet, and in the process are in a greater state of absorption of loose magical energy into their aura. A roll is made against the skill each hour that the trance is maintained to see if additional energy has been drawn into the aura, and if successful the character draws 1 point of energy for every 5 skill ranks they have in meditation (unless the local environment in some way reduces or increases the amount of available energy).

The use of a Lay line requires finding a layline, one of the secret energy fields of the Earth that are part of the electromagnetic field (most visible to non-mages near the poles as the *Aura Borealis*). When a character is within a few feet of such a source they can use their skill of Tapping the Lay Lines to quickly draw this energy into their aura, with a successful skill roll, gaining 1 point for every 5 skill ranks in tapping the line in a single minute (10 rounds) of uninterrupted concentration. If at a cross point, that is a place where two laylines cross each other so that two lines can be tapped at the same time, the energy received is doubled. Where two laylines cross is usually called a *Power Nexus*. Many such Nexus locales are the sites of churches and other sacred constructions.

Ritual Murder is only practiced by a limited number of religions and traditions, and offers a great potential of power because in the process of killing a living creature a large amount of energy is released (not just aura energy). Instead of being dependent on the skill for determining how much energy is received on a successful skill roll, the result is based on a simple formula: (HEALTH+SPIRIT+POWER) + Stored Aura Energy. A Ritual Murder takes an hour to accomplish correctly, and can be performed on animals or people, dependent on the tradition's rules.

Sex Magic is sometimes called *Tantric Energy Tapping* or *Passion Power* or *Ecstasy Energy*, this allows a spellcaster to draw power from a sexual act. A skill roll is made at the climax of the sexual activity. If successful the character gains 1d20 points of energy per character involved in the sexual act. If more than one spellcaster is involved and trying to tap the energy, the total energy rolled is divided by the number of successful spellcasters. The energy is evidently generated or drawn to the area from the activity.

Bardic Magic, sometimes called *Audience Tapping* or *Performance Magic*, allows a Singer, Musician or other performer (though usually only Singer's and Musicians) to draw forth part of the energy that is found loose around an audience at the climax of their performance. The performance must have been successful, and then the Bardic Magic roll is made, and if successful the character will acquire 1d30 of energy for the performance. It can only be tried once each performance, even if unsuccessful.

Terror Magic, sometimes called *Fear Feeding* or *Terror Tapping*, allows a spellcaster to draw power from the fear in other people. Whenever they are in Perception range of someone who suffers great fear or terror (that is, they have had to roll on the Fear table for an effect) the mage may try to tap into the energy that explodes into the vicinity from their fear. A successful skill roll will get the character 1d30 of energy. This energy does not come from the terrorized person's aura, but appears to be either generated into the area or drawn into it from their fear reaction.

Determining the Cost of Magic Effects:

The amount of energy needed to produce an effect is determined by the player's description and the GM's determining certain factors. Plus any extra energy the player may want to use to increase the effectiveness. The following are intended as a quick cost guideline. Note that listed costs are for refined magic spells, spontaneous spells are always double the listed costs on the tables.

Duration : How long a spell's result is expected to continue.

Duration	Energy Cost*
One Round	1
One Minute	2
One Hour	3
One Day	5
One Week	7
One Month	10
One Year	15

Note that if a spell is intended to cause harm or cause a fast result (ex: turning water to ice) that will decay thru natural means etc then a single round is all that is needed to be designated.

Range : How far it is from the spell caster to the target that is being affected.

(Note: An arcane connection counts as touch range if the connected object is being touched).

Max. Range	Cost*
Self	0
Touch	1
Perception Rank in Feet	2
Perception Rank * 3 Feet	3
Perception Rank * 5 Feet	4
Perception Rank * 10 Feet	5
Perception Rank * 20 Feet	6
In Sight But Distant	7

Area of Effect :

(Does not apply for summoning or analysis effects, or spells cast on Self)

Area	Cost*
1 Cubic Foot up to 25 lbs of Mass	0
5 Cubic Feet up to 125 lbs of Mass (1 small person)	1
10 Cubic Feet up to 250 Lbs of Mass (1 large person)	2
50 Cubic Feet up to 1250 lbs of Mass (6 people or small car)	3
250 Cubic Feet up to 6250 lbs of Mass (30 people or a loaded truck)	4
Anything larger	5

Tools:

Unless stated differently by their tradition information or by special traits, all spells are required to need a focus item (such as an amulet, a wand, a ring, a bracelet, a candle, a tarot card, etc), a verbal/audio component (words, chanting, singing, rhymes, music) and a movement component (dance, arm movements, etc). If a character is designing a spell they must define these as part of the spell.

Effectiveness:

Most spells are covered by the above calculations, but some spells need special additional cost considerations:

If a spell is one that is meant to cause physical harm, such as throwing a lightning bolt or setting someone on fire, they must spend 5 points (if a refined spell) for the damage involved which gives a base of 1d30. For 5 additional points they can add 1d30 to the spell's damage (max of 3).

If d30 are not available then a GM can allow the use of 1d20 and 1d10 rolled together for damage, but it is highly recommended to use d30s to enhance the atmosphere that magic is different from guns and other combat options.

If the spell is meant to heal damage, 5 points per 1d30 is also the standard value. Such can only be attempted once per body area's wounds (after that it simply won't do anything, any more than applying first aid multiple times to an area). You can't perform first aid successfully and healing successfully on the same body area wounds - only one may be successful.

If a spell is meant to lower, raise, or suppress an attribute temporarily, the caster must spend 1 point for each point of change that they wish upon the attribute (Such changes can be to traits like BODY, HEALTH, COORDINATION, PERCEPTION, TOUGHNESS but cannot be applied to WEALTH, FAME, MIND, or SPIRIT). An Attribute cannot be lowered below 1.

If a spell is meant to temporarily grant a trait (ex: allowing the character to temporarily have retractable claws like a furry, then the value of that trait is paid for in energy (as well as the usual duration and area costs) at the casting. Some traits cannot be duplicated by magic or are unnecessary (ex: Hardboiled is unnecessary to temporarily raise an attribute with magic, owning an aircraft cannot be duplicated with magic). Apply common sense and when in doubt ask the GM before trying to duplicate a trait with a spell.

How The Magic Affects The World:

This is the hardest part of determining the spell cost in regards to energy. Something that is subtle should take less power than something flashy, but something that does little should cost less than something that drastically changes the world. Using your fingertip to duplicate the power of a match is simple and flashy, creating an illusion of the same effect is flashy but does little, causing a character's clothes to burst into flame is flashy and effective, causing a gas line to ignite and blow up a building is less flashy but a lot more effective and destructive. Causing a Volcano to form under a city is flashy, and ridiculously effective (and should not be possible by the actions of a single character, but would need a large quantity of energy.)

So the GM will, based on the player's description make a call as to how much Effective Energy is needed for the effect (once a character has performed an act effectively the cost for the same effect should remain the same and they can note such for the character). Generally effectiveness should cost between 1 and 10 points, unless they are trying to make global effects (Hurricanes, Blizzards, turning armies to stone, etc) which would need more than 10 points of power for effectiveness.

Universal Limits on Magic:

It is accepted among all the various traditions that there are a handful of limits to what magic evidently can do, not limits enforced by deity or society, but evidently a matter of the natural laws of reality. These limits are:

Magic Cannot Change The Past: One cannot travel to, send objects into, or in any way effect events that have occurred in the past. The past cannot be changed, and even the known forces, creatures and beings that exist in more than 4 dimensions evidently are bound by this limit of the 4th dimension (time).

Magic Cannot Affect An Unperceived Target Without An Arcane Connection: Its impossible to affect that which you cannot see, hear, feel, taste, touch, smell, detect by unusual traits, and which you do not have an Arcane Connection to work thru. An Arcane Connection exists between any object/being and all parts of it, even if no longer physically connected. Thus you might use the blood of a person,

or a branch from a specific tree, or a tuft of fur to affect that which it was once a part of it. This can extend to personal property, such as a piece of clothing that they wore regularly, a piece of jewelry, and in some cases a painting or photograph of the subject. Spells that are cast via an arcane connection require the energy for a range of touch instead of the physical range to the target it will effect.

Magic Cannot Create Magic: No magic spell can be used to generate magical energy. The best that a spell can do is transfer energy from a target to the caster, or to create a collection device that will gather loose magical energy into an object.

Magic Cannot Change the Aspects of Personality: The Personality Aspects of an individual being or a culture cannot be altered by magic.

Magic Cannot Create, Banish or Damage the Living Spirit: The Spirit Attribute of a living being cannot be created, destroyed or banished by magic. New Spirits cannot be created by magic. A magical spirit being that has no physical form of its own can be banished from an area or from a body that it is possessing temporarily, and may be subject to damage. SPIRIT can be lowered temporarily or reinforced temporarily against a certain type of effect (ex: Demoralizing effects lowers spirit foe defense rolls, Protection From Fear could give +1 or more ranks to defend against fear, Protection From Magic could give a +1 or more ranks to defend against spells cast at them).

Magic Cannot Erase The Knowledge of The Mind: Its impossible to delete knowledge of a skill from the mind of a being. It is possible to convince a mind that it didn't perceive what it thought it had perceived or to add a false memory into a mind for a period of time thru magic.

Sentience Acts as a Defense Against Magic While a Target is Conscious. : All Conscious Sentient Targets will get a defense roll against spells cast upon them to prevent them from being affected. This doesn't come into play if a spell affects not a target being but an area (ex: A spell that creates a fireball that covers a 50 cubic foot area is aimed at an area - those in the area do not get a chance to defend against it as magic, but would get a coordination roll to get out of the way, and would get toughness to defend against the damage if they stayed in the area of effect).

Magic Seeks The Path of Least Resistance: Like water, magical energy seeks the quickest, easiest path to reach its goal and target. If a spell is intended to create a fireball in a specific locale and the easiest way for this to happen is to cause a bale of hay in the locale to spontaneously combust then the bale of hay would combust. If the easiest way for an object to get from one place to another is for a nearby housecat to grab it and drag it there, rather than the atoms of the object being translocated, then it is highly likely that the housecat will be the cause of the event. When there is no simple path then the nearly unexplainable will occur to produce the result.

Magic Can Be Used To Interfere With Magical Effects & Their Duration: Spells can be created to counter an ongoing magical effect, prematurely ending its duration, but it requires a knowledge of the Essence that was used to create the spell and a knowledge of either Wards or Banishing (depending on how the character tries to go about negating the effect).

Spontaneous Vs Refined Spells

A spontaneous spell is one that is designed and used in one quick fluid motion and then forgotten, while a refined spell is one that is carefully designed, tested, and used again and again.

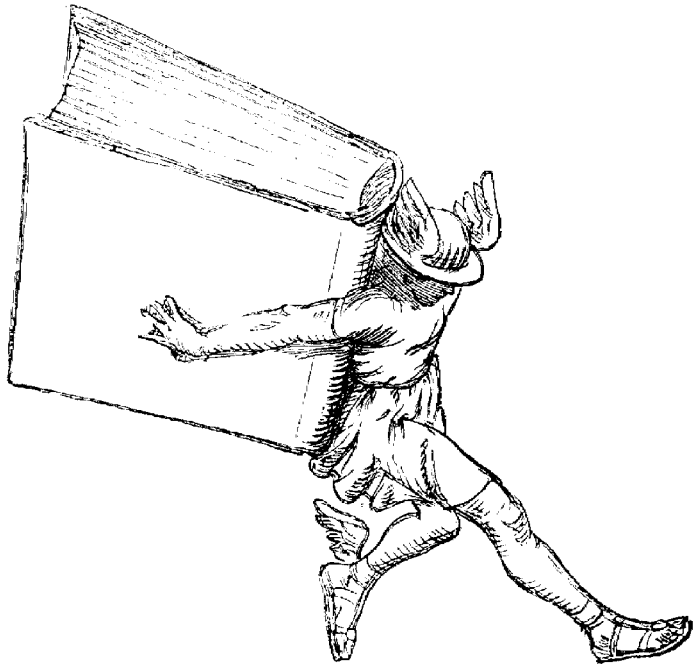
The advantage of using Spontaneous spells is that the spell caster can create what they need on the spur of the moment, but there the energy cost is doubled of that used in a refined spell, since there is no time to fine tune the wanted effect, and the chance of success is less. Spontaneous spells casting speed is that for every 10 points of power used in the spell it takes 1 round of uninterrupted casting time (rounded up). Spontaneous Spells are also slightly more risky, the caster casts at half the ranks from the skill being rolled against for casting it (thus always 50% harder than a refined spell).

Refined Spells always have the same cost, since they must always have the same maximum parameters in regards to duration, range, area of effect, effectiveness, which skills are involved, and the methods used with the spells. Refined Spells do take 1 round of uninterrupted casting time for every 5 points of power used in the spell (rounded up).

A Refined Spell can also be cast in a slower, and more careful, method than a Spontaneous Spell. By slowing the process the character improves the chance of success of their skill by 1% for each extra round spent in the casting time (but this will NOT override Cosmic Trigger Ranges, or affect an opposing sentient target's ability to resist the effect).

A spellcaster character can have one pre-designed Refined Spell at creation for each skill rank that they have in their own tradition/religion skill. The player should design the spells and the GM will help them assign the costs for them in power.

During actual play it takes a large amount of time to design a refined spell. For each point of energy the spell would take to cast as a refined spell it will take 1 hour of research to develop the spell (though this can be spread out, so that a new spell can be refined over several weeks if necessary).



Special Risks Of Spellcasters

Severe head injuries can present a special risk to Spell Casting characters. Any injury that drops their Head's Mortality to less than half (which normally causes unconsciousness) requires a roll upon recovery to consciousness vs $\text{POWER} * 4$ on percentile. If it fails then the injury has partially damaged the area of the brain associated with the control of power, and the attribute drops by a value of 1 rank. [Gms may also require a similar roll for ALL characters in regards to the MIND attribute, depending on how realistic they want their portrayal of the setting to be].

Spell casting in a small moving vehicle (Car, Truck, motorboat, etc.) presents unique challenges thanks to the increased concentration, movement limitations and physical jolts that may occur. To do so with any kind of spell should be with the character taking a -4 ranks penalty to their chance of success.

Spellcasting a refined spell has an added risk, since it requires the spell to be performed in exactly the same manner each time, if the spell is interrupted in the middle there can be unexpected results. Generally a spell is interrupted if the caster needs to dodge, parry or otherwise take a defensive action during the casting. If they are injured during the casting the character needs to have a SPIRIT roll made to maintain their concentration, failure to do so will interrupt the spell. Being knocked unconscious will always interrupt a spell (of course) as will being knocked prone.

When a spell is interrupted the player must make a roll on percentile for their character, and if they do not set off the character's cosmic trigger then the spell simply ended and nothing happened. If the trigger was set off though, the results can be anything from as simply losing the energy the spell would have taken, to having a partial effect, or having an unexpected effect occur of the GM's choice.

Word Of Caution For GM's and Players:

The Magic system outlined here for Earth Unmasked is a Very Simplified and in many cases very Abstract in concept. This is because the players and GM are expected to "fill in the gaps" to customize the concepts, ideas and practices of their characters so that they can be truly unique in actual play. If you take the magic system as is, and add nothing to it, it will feel hollow, shallow, and be far too easy to abuse.

Limits, preferences and practices help make magic more interesting and exciting. Without limits it is too easy to achieve things within play, and if it is so easy, then there are no challenges and why should you bother playing?

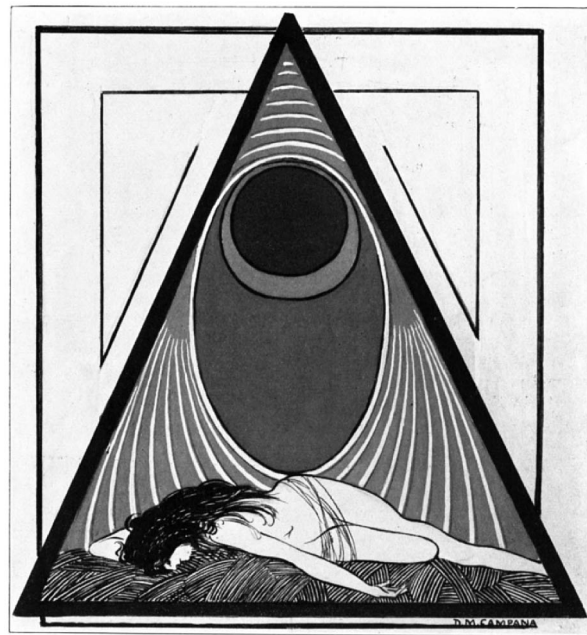
Half the fun of magic is finding ways to produce interesting, humorous, amazing or risky results within your limits and available resources. Simply "I wish the villain would keel over dead. I spend 20 magic points from my aura. He gets his spirit save. Is he dead?" Would be boring, too easy and too powerful for the concepts of the system.

A GM has the right to deny an effect description for being too vague, too abstract, beyond the power limits of the character or just not possible. Once a GM does allow an effect to work within the game, the GM should be consistent and realize that from that point on that effect should be possible under identical circumstances (presuming the appropriate rolls are successful). An inconsistent GM is a poor GM.

Magic Traditions are the overall term for Religions, Philosophies and “Schools” of exactly how magic works, what magical ethics and rules of procedure are to be used, and in some cases how magic fits into the lives of characters.

If a tradition is listed as denying a skill, it means that they do not teach it, and that it cannot be used with the tradition’s magic system. If a skill is not listed as taught but isn’t denied, it can be learned within the tradition but is not part of the common teachings and must be learned from other sources. A character may be trained in more than one tradition, so long as the teachings of the traditions are not in contradiction to each other. The easiest way to tell if they are is to look at the skills taught and denied by each. So long as one does not teach that which is denied by the other then they are compatible traditions on other levels. (And, in some cases, a GM may declare that it is possible to even step aside from this simple rule, for example in the case of a character that has renounced one tradition and joined an opposing one, but retains their skill knowledge - they just would not be able to use the denied skills. This only works with certain character concepts and traditions, and must be thoroughly discussed with your GM before such a character is created and played).

The Magic Traditions are examples, they should be expanded on, either in the depth of a particular tradition or adding entirely new traditions that fit the GM’s and the Player’s concepts and viewpoints of the Earth Unmasked campaign world. Remember too that Earth Unmasked is designed as a continuing setting, as well as an expanding one, and can be shaped by the events and efforts of the characters. If the player’s characters cannot change the world or have any affect upon its politics, societies, or future, then there is no reason to bother playing.



Magical Traditions:

* Traditions marked this way also count as secret societies.

Arachne, The*

The texts of this organization teach that it was once two very different religions, one with origins in the Far East to the time of the first Emperor of China, the second dating back to pre-Classical Greece and the myth of Arachne the Mother of all Spiders and weavers. Both were forced underground for many centuries, but continued to have power and influence upon history, and to spread in their areas, with one spreading thru much of Europe and the other thru much of Eastern Asia. When east met west it was discovered that both were in actuality worshiping the same entity and that their goals and beliefs were very similar. A pact was made between the two and the Arachne became one.

Today the invisible web of the Arachne is spread widely across the Earth, though their membership remains small when compared to conventional faiths like Christianity, Islam, Buddhism, Hinduism, Judaism or Shinto followers. They remain underground and hidden, preferring to avoid the fickle masses and instead concentrate on quality membership.

The tattoo is the first duty of the Arachne, by accepting this permanent symbol upon their body they are brought into the membership. The tattoo is usually placed on an area of the body that is not commonly exposed, and it is often a contest of faith in regards to its placement - the more sensitive the body area the more faith that is believed to be involved (having one's tongue tattooed, for example).

The Arachne have a system of authority internally whereas the magic trained members hold the higher positions, and the lower positioned non-magically trained members are the foot soldiers, spies and workers who provide funding for their operations in return for protection and occasional magic benefits. All members are trained to some extent in unarmed combat. The majority of the membership is female, and they teach that the male is the weaker sex.

The leadership is a group of 8 highly trained female priestesses who guide the movements of the organization, and are known as the Inner Web. Advancement is thru sponsorship by a sitting member of the leadership and magical combat with another sitting member or if there is a vacancy with all rivals sponsored for the opening by the other members.

The Arachne are known for their ruthlessness, failure because of personal weakness is not acceptable. Members that are captured are expected to attempt to kill themselves (or the membership will seek to kill them if they cannot) rather than reveal information about the organization to their rivals and enemies. This is known as the Price of Silence.

Magic trained members generally do not hold ordinary jobs, but may hold a cover position to hide their activities (such as heading a small company that acts as a front and money channeling source for the organization).

The Arachne, when practicing magic, use intricate finger motions as if one was using an ancient loom to weave a tapestry. They chant in an ancient form of Greek or Latin to give their efforts verbal form. They do not need a focus item for their magic, their bodies and their tattoos are their focus, but if they have a real loom to weave upon as they cast then they gain a +2 Ranks to their magic skills while using such.

Many Arachne priestesses have a Supernatural Guardian (*See Traits*) in the form of a Fortean Spider that is linked to a piece of jewelry or an ornamentation within their homes or shrines.

The 15th of March and the 8th of August are holy days for the Arachne, dates related to ancient historical events updated to modern calendars. The 8th of August is known as the “Day of Queens” when challenges for positions on the Inner Web are fought for. The 15th of March is the day of sacrifices, when each Arachne Priestess is expected to sacrifice a human victim in ritual murder to Arachne. Those who fail to produce the annual sacrifice will lose permanently 1 point of POWER.

Arachne cannot wear clothing of Leather, Feathers, Animal Skin or Fur as it is offensive to their goddess and weakens their magic (those that do wear such suffer a -5 ranks to their magic skills while it is worn).

Many Arachne raise spiders in their homes and shrines, treating them as pets. No arachne is allowed to kill a spider on purpose, to do so gives them an automatic permanent -1 to their Cosmic Trigger (thus if a 98 it becomes a 97).

Skills Commonly Taught to Magic Using Members:

- EK: Anthropods
- EK: Dream Forces
- EK: Fortean Forces
- EK: Polymers
- Meditation
- PC: Analysis
- PC: Manipulation
- PC: Summoning
- PC: Wards
- Religion (Own)
- Ritual Murder
- Sex Magic

Skills Denied to Members:

- EK: Amphibians
- EK: Fish
- EK: Light
- EK: Refined Minerals
- EK: Reptiles
- Lay-Line Tapping

Argentum Astrum*

The Society of The Silver Star has evolved much since its founding, but still bears the goal to become a great power politically. It has infiltrated many criminal, financial and government organizations and seeks to draw members of other magical groups into its intrigue. Its small membership helps keep it flexible, but also prevents it from reaching its goal easily. It is known that they have embraced computer technology and many of its members are trained in programming, robotics and related fields of engineering.

The Silver Star membership are expected to work in cell-like groups, which report to a handful of independent higher ranking members, who in return report to the leader (V.V.V.V.V.)

The Silver Star do not believe in Deity, Divinity or Morality. They believe that their members are the true master race, that all other humans are but sheep for them to use to progress their own desires and goals. They believe that there are more advanced races from other dimensions, but they are not divine, or deserving worship, but the enemies to the advancement of Homo Superior. Superiority in this case has to do with Intelligence, Power and strength of Spirit, and not a specific racial bloodline or nationality (though the majority of this organization is of Anglo-Saxon or Germanic Descent).

All Silver Star members must be quite wealthy (Wealth 20+) to join, and not be working an ordinary mundane job. Poverty, unless caused by events of politics and wars, is seen as a sign of weakness and stupidity. MIND, POWER and SPIRIT must also be at least a 15 to enter into membership. No member may be Unhuman or a Merlin.

Most members form a cult around themselves, a cult of followers who believe in the Divinity of the leader and who serve their will and effort. Some believe that Charles Manson was one such leader. The leader may use whatever lies suit their needs to manipulate the will of their followers, and may call their organization whatever they wish. None of that matters, except using the followers to build their own power.

The Silver Star teaches that there are beings, Fortean creatures, known as Guardians Upon The Threshold, that stand between Homo Superior and their destiny. Each time they seek to develop a new source of power, develop a new spell or find a universal truth, they must face opposition in the form of one of these Guardians. These Guardians guard the secrets to prevent mankind to become more power than they, but all of them are limited in their own abilities (while Homo Superior has no such limits). Expanding this knowledge is the goal of all the members. Destroying magic is a crime, as is hoarding it from the other members, one which can result in retribution from the membership.

They use NO Improvised Magic, all magic must be developed as refined spells, and will involve combat with Spirit or Fortean Beings and creatures. Unlike most other belief systems, the Silver Star will steal refined spells from other sources, and can adapt the spells of any other magical tradition over time (It takes half the time to adapt a spell as it does to develop one, and there is no battle with a Guardian Upon The Threshold if one is adapting existing magic).

Multiple focus tools are used in all their spells, though which items are needed may differ from spell

to spell. When creating their spells the exact tools should be listed for the spell and cannot be substituted on. Daggers, candles, chalices, tarot cards, fire, blood, swords, coins and the drawing of protective circles on floors are common with this tradition.

Many create an enchanted Amulet, talisman or ring as a primary focus, placing into it a bit of their own essence (1 POWER or 1 SPIRIT) permanently. Such an item is inscribed with symbols associated with one EK form and will protect them from magic of that type while it is in their possession (ex: Fire gives them additional Toughness against Fire equal to their Full POWER or SPIRIT, depending on which essence the ring contains; Mammals would give them such additional toughness against punches, kicks, bites and other natural weapon attacks of animals and people; etc.) They can also give the ring to another so that they gain partial protection, and if the ring is not with them when they are facing a Guardian, the Guardian cannot drag them off into another dimension and trap them there because of the Arcane link with the ring (which will always lead them back).

They cannot cast if their hands and feet are bound, their casting is obvious, and spells are never cast in their native language but must be in some other tongue.

Each member takes on a name, a codename, that is used with other members. This may be in from any language, but is usually a title or description of themselves in some way.

Obedience to the leader is an absolute requirement - those who fail to obey are often sacrificed for the power that they can provide for the organization as a whole (and to maintain secrecy and authority).

Skills Commonly Taught or Known By Members:

(* marks a Required Skill)

Astrology	EK: Mammals
Disinformation Management	EK: Spirit*
Greek Language	EK: Time
Latin Language*	PC: Analysis*
Magical History	PC: Banishing*
Magical Tradition : Own*	PC: Enchanting
Meditation	PC: Manipulation
Multi-Dimensional Cosmology	PC: Summoning*
Sex Magic*	PC: Wards*
Symbols	
Terror Magic	
Yoga*	
EK: Electricity & Magnetism	
EK: Fortean Forces*	
EK: Fire & Heat	

(They have no Denied Skills.)

Children of Bast

The Children of Bast is a religious group, not heavily organized or centrally headed in any way.

They are not truly a secret society, since they do not have a direct political agenda of note.

Followers of this belief system must observe the night of the Full Moon each lunar month (13 a year) as a holy day, carrying out a ritual beneath the night sky. Failure to do so will weaken their magic, giving a -5 to all their occult skills associated with casting until they do perform the ritual. This is one of the essential duties of the tradition.

They cannot seek to harm or accidentally cause direct harm to a feline. To do so will cause them to lose all their stored magical energy from their aura instantly.

They must protect felines, and must take revenge on those who they observe harming felines (or mark them for the hunt if they cannot act at the time to take revenge later).

They are expected to protect other members of the cult, all felines, and all those who have been marked with the gift of Nine Lives (See Traits for details of this gift).

They are not allowed to use their magic to harm each other, directly or indirectly, unless they are dealing with a renegade or one that has been marked for the hunt because of violating the cult's code of conduct.

Followers are expected to contribute to the maintenance of the shrines and temples of Bast, giving time or money to their protection and maintenance. These temples and shrines are usually established on a Power Nexus. This is a duty of the tradition and not shirked lightly.

Ritual Murder is not allowed as an acquiring system for magical energy by this organization. A member who was to use such would be marked as a renegade and removed. If such occurs the rituals and benefits of membership would end, and in some cases they may mark the renegade as a target for the hunt.



The hunt occurs on the Summer Solstice, when all members are expected to prowl the night and seek to hunt down those persons that have been marked by a spell that only members of the cult can perceive. This mark will vanish if the marked person survives until the dawn of the day after the hunt. To not participate in the Hunt, or to let a marked person go free during the hunt, is considered a major transgression and may lead to being marked a renegade. Participation is thus considered a duty to the tradition.

Generally members wear a piece of jewelry with a cat's head or the shape of a cat of some sort (bracelet, anklet, amulet, necklace, choker, ring etc) that is used for a focus device for magic when not at a shrine or temple. They may also have a feline companion (they are NOT Pets, possessions or property!) Who may act as a living focus for magic. As a side effect of their casting, while casting, the eyes of the character will temporarily change color to the green or yellow of a cat. The words of their spells must be cast in a sing-song chanting, and they must use their entire body in the casting (thus they must have free usage of their hands and feet to move around, they cannot cast spells if they are bound).

The Skills commonly taught by the tradition include:

- Egyptian Mythology
- EK: Light
- EK: Mammals
- EK: Plants
- EK: Sonics
- EK: Spirit (With an emphasis on Illusions)
- Lay-Line Tapping
- Meditation
- Religion (own)
- Sex Magic
- PC: Analysis
- PC: Banishing
- PC: Manipulation
- PC: Transformation
- PC: Translocation
- PC: Wards

Skills that they specifically deny members to learn:

- EK: Fire & Heat
- EK: Polymers
- EK: Water
- EK: Worms
- Ritual Murder
- PC: Summoning

Psychedelic Sisterhood*

The teachings of the Sisterhood are associated with their goals, but are in opposition to all patriarchal institutions and organizations. Members act on their own or in small groups as need arises. They have no real organizational form of their own, except that each member is expected to teach a daughter, sister or a younger woman her knowledge during her lifetime to pass it along after their demise.

Members must be female, hermaphrodites, or be “possessed of a female soul in a male body”. They cannot remain members of any patriarchal religion or their magic will fail (such as most forms of Christianity, Islam, etc.)

Members believe that they must use their magic to help women everywhere, and to take revenge upon men who seek to harm women directly. They believe that magic should be used where mundane means have failed, and many a pedophile or rapist has been found dead from apparent accident or natural causes that have been nudged into such by the actions of a member of the sisterhood.

The Sisterhood opposes weapons of mass destruction, war between nations and weapons that will cause harm unto the environment, but will take up arms of a personal nature against individuals they feel are a threat to bring such.

The sisterhood will make strikes against organizations like the Argentum Astrum, government agencies, the Bilderbergers, the Knights of Malta, Majestic-12, the Restored Knights Templar, and other secret groups that are obviously on a patriarchal plan. They occasionally have worked beside the Arachne, some branches of the Rosicrucians and the Unnatural Alliance when their goals were similar, but they remain suspicious the Arachne and the Rosicrucians because of their stated goals.

The magic of the sisterhood cannot be used to directly harm a woman for any reason, any spell that attempts to do such will fail to work (but will expend the energy involved).

The sisterhood accepts the divinity of all goddesses and will avoid bringing harm upon places of worship of any religion that recognizes female divinity (such as some Shinto, Hindu and Shamanistic beliefs).

The use of psychedelic drugs and plants by members gives them an added bonus to their magic, which is where they draw their name from. Members using such gain +1d30 of Energy when they take a dosage of such. They believe that the government was influenced to make such drugs and plants illegal because of the fear of their female power by certain secret organizations that have control over part or all of the government.

Skills Commonly Taught To Members: (* Skills are Mandatory)

- Communing With Nature*
- Dancing
- Disinformation Management
- Feminist History*
- Magical History
- Magical Tradition*
- EK: Fire *
- EK: Fortean Forces
- EK: Plants*
- EK: Sonics*
- EK: Stone*
- EK: Water*
- PC: Analysis*
- PC: Banishing
- PC: Manipulation
- PC: Transformation
- PC: Translocation
- PC: Wards*

Skills Denied Members:

- Demonology
- EK: Polymers
- EK: Refined Minerals
- PC: Summoning
- Ritual Murder
- Terror Magic

The Sisterhood teaches a special Skill, Communing With Nature, which allows them to draw power from a natural environment (sitting on the banks of a river or in one, laying upon a beach or while within the sea, resting in a forest or upon a mountain top, etc.) This is a variation on Meditation, but is performed with as little clothing as possible (nude is best). Instead of gaining energy based on their skill, they draw energy based on their POWER, gaining in an hour (if successful) as much energy as their POWER attribute has ranks. It will fail if interrupted by other people, or if near forces of patriarchal civilization (heavy machinery, automobiles, power lines, dams, active radios, etc.) It can be performed successfully once each day.

Sisterhood members are well experienced in sharing and pooling power to produce effects, and can by touch transfer energy from their aura to another person at will, controlling the flow with precision and without loss of energy. It does require direct skin to skin contact to do.

Restored Knights Templar*

One of the most exclusive of the magical traditions, the 123 members of this organization all share a reincarnation belief in their deaths some 700+ years ago at the hands of the Inquisition. They are dedicated to destroying the power of the Christian Religion in all its forms, and will act as needed to achieve this goal. All members of this group are Anglo-Saxon Descendent and male, and many are wealthy.

They work in small groups, from 5 to 20 in a group, in achieving their goals. This tradition is NOT recommended for player characters!

Knights that desecrate a holy site of Christianity gain power in doing so. Be it a Shrine, a Church, a Cathedral, or a Cemetery. The ritual of Desecration takes a couple of hours, and involves a number of acts of blasphemy, destruction, and the committing of sins upon the holy area, and possibly a black mass. Each involved gets 1d30 of POWER for their involvement, and at the end an attempt can be made using Demonology to Summon a Fortean Demon to the locale to claim control over it, opening a gateway that the demon can use. Closing such a Fortean tear in the fabric between the dimensions is a complex magical event, unobtainable by most modern Christian followers and clergy. The greater the site, the greater the demon that may take possession of it (thus a cemetery is a minor site, and a Cathedral is a major one, the Vatican would be the Greatest possible but is very unlikely to be accomplished).



Knights are unafraid of death - they know that they will return again, reincarnated once more, if they are slain in their new unholy quest of hatred.

Skills Commonly Taught To Members:

- Astrology
- Demonology
- Lay-Line Tapping
- Magical Tradition (Own)
- EK: Fire & Heat
- EK: Fortean Forces
- EK: Refined Minerals
- PC: Analysis
- PC: Enchanting
- PC: Manipulation
- PC: Summoning
- PC: Transformation

Skills Commonly Taught (Continued):

- Ritual Murder
- Swords (Light or Heavy)
- Terror Magic

Skills Denied Members:

- EK: Polymers
- EK: Spirit
- EK: Time
- EK: Water
- PC: Banishing
- Meditation

Rosicrucians*

The Rosicrucians are actually a number of small diverse organizations all claiming connection to the secret organization that may or may not date back to Ancient Egypt, and which hold a number of different political goals and ideas (depending on which group one encounters). Some are very hidden, others blatantly advertise all over the Internet for new members.

The reputation of the Rosicrucians far exceeds the reality. Among Magical Historians and the annals of Conspiracy Theory they are said to be the most accomplished of all the magicians of the world, effective and impressive. They are the great conspiracy that founded the Free Masons, according to some, and thus the architects of the Pyramids.

For many years the Rosicrucians disappeared from history, only to resurface again and again in different forms to recruit new members to their “Invisible College”, take a small hand in dealing with an event, and then disappearing again from public site to again become a myth.

The Rosicrucians claim to have stopped Hitler from invading England during WWII, and it is said that they are the one’s who stole from his minions the Spear of Destiny and hid it in a dimension his meager mages of the Silver Star could not reach.

The Rosicrucians approach college students that look promising, and fit their requirements, and recruit them into one of their training groups. They require secrecy, and what is best noted in game terms as a MIND of at least 12, a POWER of at least 10, and a Discipline of at least 10. (Unfortunately their ability to test for Discipline is only by seeing how well the character develops in their training program, so there are drop-outs who have failed their training. Unlike some organizations, they do not kill their mistakes, but keep them bound to secrecy about the organization from fear.)

Until WWII most of the Rosicrucian groups only allowed male candidates, but since the eve of that war they have accepted women in about half of the groups. Two women-only groups were founded in the 1960s in Unistat. No Merlin or Unhuman would be recruited (and furries are a matter of debate, accepted by some, outcast by others) though one might become an Unhuman during or after training.

The Rosicrucians have an ethical code and goals. They believe that all of humanity can be advanced in spiritual matters thru mastery of magic, that magic is the true right and power of humanity over reality. They believe that one day they will lead humanity into this higher state of spiritual awareness and that mastery over the other dimensions is the key to this knowledge.

They have no religious doctrines ruling them, and the organization serves no divinities, although they recognize and accept the existence of other powers in the upper dimensions. Some of these powers they perceive as hostile to their goals, others they see as helpful and many are simply uncaring of the actions of humanity.

The Rosicrucians do believe in their need to become involved when a Fortean Being seeks to manipulate humans, prey on humans or take a hand in human history directly that they believe is detrimental to the advancement of humanity. They also have been known to hold tremendous battles with members of the Silver Star and their self proclaimed cult leaders (It is taught by some of the groups that the Jonestown Massacre was the result of such a battle, the leader of that cult being a Silver Star member that tried to advance himself to the higher dimensions and immortality by the energy of such a mass ritual death. He failed, thanks to Rosicrucian intervention, but they failed to act soon enough to save lives).

The Rosicrucians are known for the hunting of vampires and other terrors of the night that leave a path of death and destruction in their wake. But they are not without mercy for unhumans, and it is believed that at least two members that became vampires in service to the Rosicrucians were allowed to live on as members and receive a steady supply of blood from member volunteers.

Training in the organization is thru a series of tests and ordeals, as well as field tests. Sometimes this is accomplished by putting one study group in direct opposition with another in an ethical challenge. Sometimes this occurs for other than training, but because of internal rivalries between various leaders - there has been no solid leader of the organization since WWII, and so the leader of each group considers themselves the true leader of the Rosicrucians.

With these changes in operation, the internal structure has changed. Each Group is lead now by a Grand Master (or Grand Mistress) of the Art, Below them are Master's and Mistresses (those who are qualified teachers of a specific magical art), Equal to them are Knight's Errant (those who work in the field and lead groups into the field to do battle) and below them are Travelers (Those Students who have completed their training but are not experienced enough to gain higher title, which is awarded by the Grand Master for accomplishments or new knowledge created) and Seekers (Recruiters of new members), and finally Brothers and Sisters (Students). A failed student or a member that has chosen to leave the organization is known as a Renunciant.

Rosicrucian spells use a variety of focus items, but usually place the symbol of the Rosy Cross upon them to designate them as ritual items. Their invocations for spells are in the form of mathematical formulas, and they require use of their hands to direct the energy of their aura. There is a drawback in that if a spell fails to work it will always use the energy to produce some other type of effect (that is there was an error in their formula which produces a different result), though these are often related in some way. [This does not apply to spells that are defended against by a target, that is not the same as spell failure]. Really bad results, as usual, will occur if the spell fails because of a cosmic trigger.

Skills Commonly Taught:

(* Required Skills)

- Demonology
- Fortean Drain
- Multi-Dimensional Cosmology*
- Magical History
- Magical Tradition (Own) *
- Mathematics, Basic*
- Mathematics, Applied
- Mathematics, Theoretical*
- Meditation*
- EK: Electricity & Magnetism
- EK: Fortean Forces*
- EK: Light
- EK: Mammals
- EK: Polymers
- EK: Refined Minerals
- EK; Sonics
- EK: Spirit
- PC: Analysis
- PC: Banishing
- PC: Enchanting
- PC: Manipulation
- PC: Summoning
- PC: Translocation
- PC: Wards

Skills Denied Members:

- Ritual Murder
- Terror Magic
- EK: Dream Forces
- EK: Time

Fortean Drain is a special skill of the Rosicrucian, which they can use to drain energy from a Fortean Force, opening or creature by Touch, drawing into their Aura 1d30 energy points if successful in a single round. In some cases this causes direct harm to the creature or force, in others this will force them out of normal dimensional space, and on others it simply causes pain (as if they were slapped). It is a risky skill to use in combat, and requires either the trait of Fortean Sight or a spell that grants the equivalent to be in use.

Shambala Masters

This organization dates back into the cloudy past of China, for it is said that the Shambala Masters were the teachers of the legendary Shao Lin priests, whose skills at martial arts were but a single aspect of the greater realm of the Shambala. Both male and female persons can enter into the path of the Shambala, and all Shambala should have a POWER, COORDINATION and INSIGHT of at least 10.

A Shambala initiate trains in one of several secret temples hidden near the “roof of the world” or in one of the modern one’s that have been established in the most inhospitable parts of Canada. After they have completed the first cycle of their training they are sent out into the world, and their training is continued at intervals by entering into another dimensional state where the ancient immortal teachers exist. These training sessions occur when the student would supposedly be sleeping - their Spirit leaves their body behind to pass into the realm of the Shambala immortals. In the western world this is called “Astral Travel”, and for the Shambala it is a skill, not a spell.

There are three stages of Shambala training, the Initiate, the Adept and the Master. A player character will most likely be an Adept, still in training with the immortals. To become a Master can take decades, just as to become an adept has probably take the character 15 years or more, having been raised within the temple from childhood.

Shambala Mastery is an extension of Taoism, adding elements of some beliefs even more ancient than all recorded Chinese history and lore. As such it follows principles of Taoism. No Shambala Student can have the traits of Youth, Glory Hound, or Overdeveloped Sense of Vengeance. They must take the trait of “Bound By Your Word” or “Code of Honor”.

They cannot have a Wealth greater than 10, as they would need to spend funds beyond that to assist the poor, the ill, the weak, the downtrodden etc. The Shambala teachers do not interfere in temporal matters, and so long as the character does not commit acts of mindless destruction, bring ill fame to the Shambala etc then they may act and live as they wish while being an Adept.

Once they become a master they must do deeds of balance unto the world, and make humanitarian efforts while they walk the world of men. Or they may return to the temple, or found a new one, to continue the cycle of knowledge.

Skills Commonly Taught:

(* Required Skills to have achieved rank 13 to become an Adept)

Anatomy*
Astral Travel*
Chambara*
Chinese Language (any dialect)*
Dragon Stomp
First Aid*
Instant Stand
Iron Fists
Meditation*
Multi-Dimensional Cosmology
Pressure Points
Shambala Tradition*
Unarmed Combat*
EK: Dream Forces
EK: Fortean Forces
EK: Mammals
EK: Plants
EK: Spirit*
EK: Stone
EK: Time
PC: Analysis
PC: Manipulation
PC: Translocation*
PC: Wards

Skills Denied Shambala Students:

Bardic Magic
PC: Enchanting
PC: Transformation
Ritual Murder
Terror Magic

Sisterhood of Sirens

A very loose organization, the sisterhood does not itself get involved in politics and power games, although its individual members might. It only accepts female members, as it has since its founding in the pre-classical Greek period. It has no limits in regards to faiths, races or pasts, but does not accept unhumans intentionally (a few, it is believed, have managed to acquire training from the Sisterhood by never revealing their true nature).

The sisterhood use music, dance, and other performance arts as both an artistic release and a magical working. Without sound and movement they are, in most cases, powerless, as they require both in order to cast.

The Sisterhood is also very connected with the powers of the Sea, the Oceans, The Rivers and the Lakes of the world. They have a special Skill that they teach, Cleansing, which allows them to wash away active magics on any living being or object within a body of water that might be harmful in some way.

Members of the Sisterhood are expected to shave their heads at the start of their studies, as a mark of their commitment to their magical arts, and to maintain this throughout their studies. (Many members will continue this practice throughout their lives).

Skills Commonly Taught:

(*Mandatory skills)

Bardic Magic*

Cleansing*

Magical Tradition (own)*

EK: Amphibians

EK: Anthropods

EK: Fish

EK: Sonics*

EK: Water*

PC: Manipulation*

PC: Summoning

PC: Transformation

Skills Denied Members:

Ritual Murder

Terror Magic

Let's Go Shopping!

The following mini-price list is designed to help players figuring out the cost of equipment, services and supplies in the world of Earth Unmasked. It should give you an idea on the sorts of costs that you will encounter along the way and a better idea of the economic changes in Unistat. All prices are in Unistat dollars. It does NOT include items that are covered with more detailed text elsewhere in this book. Prices may vary based on locale and season on some items, and all prices represent an Average price - higher quality versions are generally multiples of the listed prices.

Automobile, compact electric	\$25,000.00
Automobile, Full Size Electric	\$35,000.00
Automobile, Luxury Electric	\$50,000.00
Backpack, Nylon (2100 Cubic Inches Storage, 2 lbs weight when empty)	\$60.00
Baseball Bat (Aluminum)	\$40.00
Belt, Leather	\$20.00
Belt, Leather (With storage compartment inside)	\$50.00
Bicycle	\$600.00
Binoculars, normal	\$125.00
Binoculars, with UV Vision Capability	\$175.00
Blasting Cap (for demolition to ignite other explosives, or does 2d20 1 yard radius when used by itself)	\$50.00
Body Suit, Zayon	\$150.00
Bolt Cutters	\$50.00
Book, Paperback	\$8.00
Book, Hardback	\$30.00
Book, Electronic Reader Device (for E-Books)	\$50.00
Book, Electronic	\$5.00
Boots, Leather Riding	\$150.00
Boots, Soft Low for Walking	\$100.00
Boots, Mountaineering	\$125.00
Caltrops, set of 20	\$20.00
Camp Stove (electric)	\$40.00
Canoe, w/ paddles	\$250.00
Canteen (quart)	\$10.00
Cap (Various cloth)	\$20.00
Cape, basic	\$75.00
Cellular Phone (unlimited usage monthly service = \$50)	\$25.00

Chain Saw, electric	\$175.00
Chisel	\$5.00
Cloak, basic	\$125.00
Coffee Machine (10 cup)	\$20.00
Compass	\$5.00
Crowbar	\$20.00
Digital Camera (w/10x zoom lens or better)	\$150.00+
Digital Camera (Basic)	\$50.00
Dome Tent, 2 Person	\$175.00
Dome Tent, 6 Person	\$250.00
Dome Tent, 4 person	\$200.00
Duffle Bag (5,832 Cubic Inches Storage)	\$60.00
Easel	\$40.00
Electronic Explosives Detonator (Timer Style)	\$75.00
Fast Food Meal (1 person)	\$5.00
Fishing Rod & Reel	\$20.00
Flashlight	\$10.00
Flight Bag	\$15.00
Glass Cutter (diamond Tipped)	\$90.00
Gourmet Restaurant Meal (1 Person)	\$30.00
Haircut	\$20.00
Hand Drill, Electric	\$50.00
Hang Glider (w/all needed gear)	\$10,000.00
Hat (various)	\$50.00
Ice skates (pair)	\$100.00
Jeans (denim Pants)	\$50.00
Khaki Pants	\$40.00
Khaki Jacket	\$75.00
Leatherman Tool	\$75.00
Lockpicks (Burglar set)	\$150.00
Lockpick (Electronic Keycard)	\$500.00+
Magazine, on paper (Individual)	\$6.00
Magazine, Electronic subscription (Year)	\$20.00
Makeup Kit (w/supplies)	\$50.00
Metal File	\$10.00

Microscope, Digital	\$200.00
Mono-Wire (Per Foot)	\$75.00
Motel Room, Double occupancy for 1 Night	\$100.00
Motorcycle, electric	\$1,000.00
Mountaineering Crampons (pair)	\$130.00
Movie Ticket	\$15.00
Newspaper, Electronic subscription	\$15.00
Newspaper, daily on paper	\$1.00
Pamir Axe (for Mountaineering, counts as a Pick axe, weights 2 lbs)	\$100.00
Parabolic Microphone	\$200.00
Parachute	\$225.00
Parka	\$125.00
Pen Gun (Concealed Single Shot .22 Derringer){Illegal}	\$450.00
Pistol, Hp Semi-Automatic High Capacity (Legal) [Magazine = 20 rnds]	\$1,600.00
Pistol, HP Semi-automatic (Legal) [Magazine = 10 rnds]	\$1,200.00
Pistol, Light Semi-automatic (Legal) [Magazine = 8 rnds]	\$750.00
Pistol, Revolver (Legal) [Magazine = 6 rnds]	\$250.00
Plastic Explosives (1 LB. = 2d20+5 Damage, 3 yard area, +15 and 1 yard for each additional pound used. Requires Electronic Detonator or Blasting Cap to ignite)	\$200.00
Pocket Organizer (simple non-AI computer)	\$100.00
Powerboat, electric (20')	\$6,000.00
Ranger Vest (of many pockets)	\$40.00
Ranger Vest, Spidersilk Ballistic (of many Pockets)	\$200.00
Restaurant Meal (1 person)	\$20.00
Shirt (or Blouse)	\$25.00
Shovel	\$20.00
Ski Set (includes poles, boots, etc)	\$250.00
Sleeping Bag	\$150.00
Sneakers or running shoes (pair)	\$75.00
Snowboard	\$75.00
Soldering iron	\$30.00
Stethoscope	\$30.00
Suitcase, large	\$35.00
Suitcase, small	\$15.00
Sweater, Pullover	\$75.00

Switchblade (Metal Bladed)	\$30.00+
Swordcane, 18" Metal blade (Ceramic blade is *3 in cost)	\$40.00+
Synthesizer, professional performance quality	\$500.00
T-Shirt, Printed	\$25.00
T-Shirt, plain	\$10.00
Tank Top Shirt	\$35.00
Television "memory box"	\$200.00
Television (Flat Screen, Stereo, Digital, etc)	\$200.00
Tights, Runners	\$100.00
Towel, Large	\$10.00
Trenchcoat	\$150.00
Truck, Pickup Electric	\$40,000.00
Truck, Single Body Electric	\$50,000.00
Van, Electric Cargo	\$35,000.00
Vented Sky Goggles (No fogging, tinted against sun damage)	\$60.00
Voice Stress Analyzer (with optional telephone plug)	\$400.00
Watch, digital	\$10.00
Watch, field quality (waterproof, etc)	\$100.00
Windbreaker jacket	\$50.00
Wristband Electronic Weather Monitor (barometer, thermometer, radio receiver)	\$150.00

Bibliography & Suggested Reading

No book or game can exist in a vacuum. The following books provided insight, inspiration, ideas, influence and information that went into gathering together the Earth Unmasked setting for Cosmic Synchronicity. It is highly recommended that you go out and get a copy of all of them for your reference shelf to help you make your Earth Unmasked experience unique and even more interesting than what we have included.

...And A 10-Foot Pole © 1999 By Iron Crown Enterprises, Inc. ISBN 1-55806-370-6

Cosmic Trigger (Vol 1) : Final Secret Of The Illuminati © 1977 By Robert Anton Wilson. 14th Printing 1999 by New Falcon Publications. ISBN 1-56184-003-3

Cosmic Trigger (Vol 2) : Down To Earth ©1991 By Robert Anton Wilson. 5th Printing 1997 by New Falcon Publications. ISBN 1-56184-011-4

Cosmic Trigger (Vol 3) : My Life After Death © 1995 By Robert Anton Wilson. 2nd Printing 1996 by New Falcon Publications. ISBN 0-56184-112-9

Everything Is Under Control : Conspiracies, Cults and Cover-Ups ©1998 By Robert Anton Wilson with Miriam Joan Hill. HarperPerennial (*A Division of HarperCollins Publishers*) ISBN 0-06-273417-2

Foucault's Pendulum By Umberto Eco, Translated by William Weaver. Copyright ©1988 Gruppo Editoriale Fabbri Bompiani, Sonzogno Etas S.p.A., Milano English Translation copyright ©1989 By Harcourt Brace Jovanovich, Inc.; Published Ballantine Books, a division of Random House, Inc. New York. ISBN 0-345-36875-4

GURPS: Bio-tech The Next Step In Human Evolution By David Pulver. Copyright ©1997 By Steve Jackson Games Incorporated. ISBN 1-55634-336-1

GURPS: Illuminati By Nigel D. Findley. Copyright 1992, 1996 By Steve Jackson Games Incorporated. ISBN 1-55634-223-3

The Illuminatus! Trilogy © 1975 By Robert Shea and Robert Anton Wilson. Dell Publishing (A Division of Bantam Doubleday Dell Publishing Group, Inc.). ISBN 0-440-53981-1

Principia Discordia (K) 1994 by No One. Steve Jackson Games Edition. ISBN 1-55634-320-5

Schrodinger's Cat Trilogy ©1979 By Robert Anton Wilson. Dell Publishing (A division of the Bantam Doubleday Dell Publishing Group, Inc.)