

WURT

PLAYER'S GUIDE

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WURT

THE TABLETOP ROLEPLAYING GAME

PLAYER'S GUIDE

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CHAPTER 1

INTRODUCTION

Welcome to Vurt the Tabletop Roleplaying Game!

This book contains everything that you will need to play the game—an introduction to Manchester, a summary of the rules of the game and finally how to create a character and equip them. As you read along, you'll find references to things from the game world that you may not be familiar with. When this happens, you will find a note in the margin of the page which will direct you to the appropriate place for more information. You can also check the glossary at the back of the book. Since this book is designed specifically for players, some references may direct you to the Vurt corebook for complete information. If you don't have the corebook, that's okay! Everything that you need to know to be a player is included in this book. Your Gamemaster, who will be conducting your game session, will be using the corebook to access in-depth explanations of every rule and item.

Now it's time for you to delve into the twisted utopia that is Manchester. So, start dreaming!



WELCOME TO MANCHESTER

CHAPTER 2

EXTRACTED FROM THE LOOKING GLASS WARS BY R.B. TSHIMOSA

There is now little doubt that one of the most important discoveries of the last century was the ability to record dreams onto a replayable medium, a bio-magnetic tape coated with Phantasm liquid. This liberation of the psyche, in its most advanced form, became known as Vurt. Through the gates of Vurt the people could re-visit their own dreams, or, more dangerously, visit another person's dream, a stranger's dream.

It is generally accepted that this 'doorway between reality and dream' was first opened by the amorphologist 'Miss Hobart,' but the actual origins of the Vurt and the method by which human beings travelled there (via 'dream-feathers' which were placed into the mouth) will always be shrouded in mystery.

Much of this frustrating lack of knowledge stems from the nature of the Vurt itself, because the 'world of dreams' very quickly achieved a life of its own. The early people of Earth were, in the main, ignorant of this aspect of the invention. It was this 'self-dreaming' attribute of the Vurt world that eventually led to that series of battles we now call the Looking Glass Wars. This book will attempt a dispassionate overview of the terrible wars between the dream and reality, a conflict in which both parties would suffer terrible losses before an eventual victor was declared. All the great theories of warfare can be reduced to a manifestation of greed. Thus it was that the creatures of the dream, as they grew more powerful, started to despise and look down upon the original dreamers, whom they called the mere 'storytellers' of planet Earth. Indeed, the creatures of the dream now saw their fantastic realm as a separate world, Planet Vurt. The 'Vurtuals' longed for independence.

One particularly weak point in the barrier between dream and reality existed in the psychic air that surrounded Manchester, a rain-drenched city to the north-west of Singland (which was known in those primitive days by the name 'England'). It was in this fabled city that the incident now called the Pollination took place. This is generally believed to be one of the earliest skirmishes in the Looking Glass Wars...

-Pollen, Jeff Noon

You look confused. I don't blame you, kittling. Manchester takes some getting used to. I arrived here as a young man, back in the early days. They laughed at the way I dressed, at how I spoke. They still do, but I perfected my Mancunian accent and I've lived here so long at this point that I may as well be a native. I was here before the City Wall was complete—before Manchester seceded and declared itself a city-state.

If you've just arrived you won't recall the bizarre days of the Fecundity-10 disaster, when humans, dogs, robots, and even the dead began to produce offspring in all the glorious colors of the rainbow. You might only have heard about Takshaka's reign of terror as Chief of Police, or the deadly Pollen outbreak that dug so many graves and then blanketed them in flowers.

Then, there is the Vurt. We're all oh so addicted to it. With Vurt feathers in our mouths we plunge into the wilderness of our dreams and seldom awaken. We've got feathers in our pockets, in our cars, in our beds. Used up, they cover the carpeting and litter the filthy, crowded streets. We're mad for them, and getting madder all the time.

I tasted some of the earliest Vurt feathers, the originals—Blue Lullaby, Honey Suckers, Godhead, Thermo Fish—anything I could get my grimy hands on. I was a featherhead and damn proud of it. My friends and I wanted to follow in the steps of the great Game Cat, our patron saint of Vurt feathers. We read every issue of his magazine, scoured the city for illegal, bootleg dreams, avoiding the MPD like the plague.

Now I understand that those baby-blue, mainstream dreams are for sheep, baby. I don't bother with them. I go for darker more nutritious dreams, where real knowledge is waiting to be devoured.

The Vurt world is a real place, and the deeper you go the more of yourself you are exposing to danger. There are black feathers that can kill you, leaving your rotting body back in the real world. There are Yellow feathers so deep that you might just disappear in them, or lock your mind in an endless loop with no hope of return to the real world.

You look scared. You should be, kittling.

You may or may not have a deep love for Vurt feathers like I do. Sure, everyone but Dodos do feathers. I don't mean recreational use. I mean deep love, pushing you to leave the real world entirely and spend eternity in the Vurt world, exploring the ever expanding land of dreams and nightmares. That's how I feel. Every day is spent escaping without ever leaving my couch. Pardon me, my setttee. I find no joy in anything except taking my feathers. That sounds sad, perhaps, but you don't see what I see, you must delve deeper into how it's all connected, appreciate how mathemagick has allowed us to create temporary gateways into a real place. Mathemagick is undeniable. Even in our limited understanding, it has changed how we view

our very existence. It allowed us to create the first feathers that would lead us into the group-dreaming experience we all take for granted now.

Kittling? Oh, that's something the Game Cat always says, and we featherheads love our Game Cat parlance. His reviews are still released weekly, and I haven't missed an issue in over 30 years. The Game Cat is a guru. Although no one has seen him in decades, his wisdom has saved countless lives of travellers navigating the Vurt world. If you haven't read Game Cat before, I highly recommend it.

We all do Vurt feathers because it's an escape. Let's be honest, kittling. Life is a shit-show—the overcrowding is only getting worse, everyone is feeling cagey and genetics have divided us even farther. 31 modes of being fighting it out, 31 flavors of mixed genetics. Everyone fighting. Robomanshads against vurtdogs against pure humans. Everyone is divided, the streets have never been more dangerous. Manchester, the most populated place on earth, is a bloody tinderbox.

Manchester is the largest megacity on the planet. No one saw that coming, believe me. This is now the center of the real world's economy, the dominant culture, and the origin of everything that has come to define this first half of the 21st century. Construction hasn't stopped in 30 years. The higher our skyscrapers reach, the less we see those rare patches of Mancunian sunlight.

It still rains as much as ever, and a downpour is about the only thing that momentarily clears the skies of those damned blurbflies and their invasive, incessant advertising jingles. There are parts of the Manchester City highway system where the cars are stopped forever, hopelessly locked in a cold jam of metal that will soon be paved over. They're compensated, of course. Tourists from all over pack our restaurants and hotels, and still the locals complain.

There are simply too many people in Manchester. Mancunians are rats in a cage, frogs in a slow-boil pot. There's no space anymore! It's no wonder we're reverting to tribalism in many ways. These days there are countless anti-dogman, anti-robovurt, anti-shadowvurtdog groups. Whatever you are, there's a group out there on the streets of Manchester that hates you for it. Some have it much worse than others, and that fuels the flames. Everyone hates almost everyone else. Angry addicts smoke Haze, snort Choke, and slam Fetish. Teeth grind up mouthfuls of Cortex Jammers, veins are filled with Cherry Stoner. The undernourished and overweight chew through mountains of Whoompy's burgers, kill Ultra-Garlic infused curries from Pop-A-Damn!, swallow gallons of brightly colored Enola Cola. As our species continues to evolve, we're killing ourselves as fast as we can. The megacorps bribe the City Councils, The Royal Palace in New Centerton is embroiled in scandal after scandal; Mancunians have lost almost all faith in civic

institutions. There are still thousands of squatters living outside the City Walls in Limbo. Hope is a rarity. Wages are dropping for the first time in years, but the number of new construction projects has jumped exponentially. The Manchester Police Department is still accused of being run by dragons, and their level of militarization has reached the ridiculous. We are pushed to a boiling point. Revolution is bubbling up. Better be prepared when it hits.

Wow, sorry to unload on you like that, but it's best you know. In a megacity with over 50 million people, it's palpable; you can feel the lives, stacked one on top of another. Privacy is nearly nonexistent, there are millions of eyes in the sky, buzzing blurbflies recording and transmitting. Most reputable dance clubs require some type of genetic-level scan to ensure safety. We've long ago traded our civil liberties for the illusion of safety. Some thought that seceding and declaring independence would solve the problems of inept governance. Yet it only intensified the divisions between the newly drawn district and borough lines. Neighbourhoods were renamed, based on archaic parish lines and other arbitrary traditions. What was once the city of Manchester was now the borough of Centre, bordered on all sides by other boroughs. Most of the megacity is controlled by gangs or private security forces on the street level, and Manchester PD controls the rest.

Outside the great Wall of Manchester is Limbo, the shadowy moorlands where the non-viables mostly live in squalor. And in the Royal Palace, King Jazir Malik still reigns, guarded close by the Yeoman Warders. Conflict of interest only begins to scratch the surface of what he is being accused of. I don't know how you feel about having a democratically elected king running a city-state, but it feels regressive to me. If the mounting number of strikes and protests are an indicator of his hold on power, his days may be numbered. He may have helped lead the post-Pollen reconstruction, but he also became the wealthiest person on the planet in the meantime. He is the creator

of Vaz, and still the CEO of Vaz International, even after years of calls for him to step down. We all know where this is going, kittling. Best protect your neck.

It's not all gloom and doom, though, I promise. You'll find the best food, the best music and technology, all of what makes the real world glitter and shine. Most Vurt feathers are crafted here, and it's estimated that 95% of the Vurt-stars you interact with when you take your feathers are Mancunian residents of our fair megacity. It's their images that are woven into the dreamtrips you experience when entering the Vurt world through a feather. Most feathers are still made right here in Old Man—concept to completion, then it's off to local and global distribution. And it all started here. The whole world is hooked on Vurt feathers, our addiction connects us all.

Have you done any really good feathers? I don't mean the weekly baby blue event series like Co-Operation Street or Questing Beast, I mean really good feathers? Not over the counter legal Blues and Pinks, those are for suckers. I mean illegal Black and Yellow trips that lead into the parts of the Vurt world where you can bring in certain things with you; where you can feel every bit of pain and pleasure as if it was your own physical body back in the real world. That is the only way to truly experience the Vurt world in my opinion, but as I said, I am a self-proclaimed featherhead. You can die or get trapped in these Vurt feathers with bits of Black and Yellow woven into the trip. Par for the course, kittling. You want to stick to Vurt trips where you appear as a thermofish and swim the Seas of Pitch? You can't get hurt in those Blues, you simply play the game. Maybe you are into the safe pink feather trips that are sold at your local ShimmyPlex? Something classic with Cinders O'Juniper, something familiar. Those won't kill you, although some of the music is pretty dated.

Those of us who want to follow the steps of the Game Cat usually don't waste our time. Game Cat said Queen Hobart is asleep and must remain that way. Game Cat says going deeper means going higher.

Everybody knew about Hobart, but nobody knew anything. Just the hundreds of rumours that surrounded the name: Hobart invented Vurt. Hobart is alive, Hobart is dead. Hobart is a man, a woman, a child, an alien. Some have called her Queen Hobart, and they have worshipped her. To others Hobart is a dream or a myth, or just a good story that somebody made up, so good that it stuck around, became truth. Nobody knew anything...

-Vurt, Jeff Noon

CHAPTER 3

HOW TO PLAY VURT THE RPG

You're ready to start playing Vurt: The Tabletop Roleplaying Game! This chapter will provide a brief outline of the Cypher System rules that the game uses to make the world of Manchester both accessible and dynamic. Once you have a basic understanding of how the game is played, you can then refer to Chapter 11 of the Vurt corebook for an in-depth explanation with lots of examples and detail.

Chances are good that you've played a roleplaying game before, or are at least familiar with the concept, but here's a brief overview. A tabletop roleplay-

ing game is a storytelling experience where you are the protagonist and you track the experiences and condition of your character on a character sheet. One player, the Game Master (GM), describes some events or a scene. You and other players each play the role of the Player Character (PC) you've invented. The party's actions determine what happens next.

When it's time for your player character to perform a task, or to determine how uncertain events unfold, a twenty-sided die (d20) is rolled to determine the result of your actions. Whenever an unspecified roll is asked

TASK DIFFICULTY

Task Difficulty	Description	Target No.	Guidance
0	Routine	0	Anyone can do this basically every time.
1	Simple	3	Most people can do this most of the time.
2	Standard	6	Typical task requiring focus, but most people can usually do this.
3	Demanding	9	Requires full attention; most people have a 50/50 chance to succeed.
4	Difficult	12	Trained people have a 50/50 chance to succeed.
5	Challenging	15	Even trained people often fail.
6	Intimidating	18	Normal people almost never succeed.
7	Formidable	21	Impossible without skills or great effort.
8	Heroic	24	A task worthy of tales told for years afterward.
9	Immortal	27	A task worthy of legends that last lifetimes.
10	Impossible	30	A task that normal humans couldn't consider (but one that doesn't break the laws of physics)

for a d20 is what you roll.

When your character performs a task, the Game Master sets the difficulty of the task, on a scale of 1 to 10 and you roll the d20 to see if the task is completed successfully. The number that you need to roll is called the target number, and is *always three times the difficulty of the task*. That means that if the task has a difficulty of 4, the target number that you need to roll is 12. To succeed you must roll the target number or higher. See the Task Difficulty table (page 8) for guidance on how this works.

The difficulty of any task can be reduced by your PC having applicable character skills, favorable circumstances, or the use of equipment. If you have one of these advantages, the difficulty of the task can be reduced by one or more levels, thus lowering the target number that you need to roll on the d20. This is called “reducing the difficulty by one step,” or more.

A **skill** is something that your character is good at. It can be experience or capability in a physical area, such as running or throwing, or it can represent academic knowledge like history or engineering. There are two degrees of skill a character can possess: trained or specialized. If your character is trained in something, it means that the difficulty of tasks in this area are reduced by one step. If your character is specialized, the difficulty of these tasks is reduced by 2 steps. Skills

alone can never reduce the difficulty of a task more than 2 steps.

For example, let’s say that your character is specialized in jumping and the Game Master has determined that a jump between rooftops is a difficulty 4 task. The target number would be 12 in this case (3 times the difficulty), but since you’re specialized, the difficulty of the task is reduced by two steps, to difficulty 2 and a target number of 6. That has a huge effect on your chances of completing the jump successfully!

If you have the help of a companion or a particularly helpful piece of equipment, these can also reduce the difficulty of a task in the same way. These advantages are called assets, and each asset reduces the difficulty of a task by one step. Just like skills, assets can never reduce the difficulty of a task by more than 2 steps. Assets will save your ass.

The final way that the difficulty of a task can be reduced is by applying **Effort**. Effort is exactly what it sounds like—trying really hard. Each level of Effort that you apply to the task reduces the difficulty of the task by one step. Read up about Effort in Chapter 11 of the Vurt corebook.

To summarize, three things can decrease a task’s difficulty: skills, assets, and Effort.

If you can decrease a task’s difficulty to 0, you automatically succeed and you don’t need to make a

Skill, page 18

Effort, page 15

GLOSSARY

Game Master (GM): The player who doesn’t run a character, but instead guides the flow of the story and runs all the NPCs.

Non-Player Character (NPC): Characters run by the GM. Think of them as the minor characters in the story, or the villains or opponents. This includes any kind of creature as well as people.

Party: A group of player characters (and perhaps some NPC allies).

Player Character (PC): A character run by a player rather than the GM. Think of the PCs as the main characters of the story.

Player: The player runs a player character in the game.

Session: A single play experience. Usually lasts a few hours. Sometimes an entire adventure can be accomplished in a session. More often one adventure is played over the course of multiple sessions.

Adventure: A single portion of the campaign with a beginning and an end. Usually defined at the beginning by a goal put forth by the PCs and at the end by whether or not they achieve that goal.

Campaign: A series of sessions strung together with an overarching story (or linked stories) with the same player characters. A campaign often, but not always, involves a number of adventures.

Character: Anything that can act in the game. Although this includes PCs and human NPCs, it also technically includes creatures, aliens, artificial intelligence, Vurt beings, and so on. The word “creature” is usually synonymous.

roll at all.

This process of determining and changing the difficulty of a task, then rolling the d20, is the core of how you play the Vurt RPG.

COMBAT

Attacking enemies and defending against their attacks is handled in exactly the same way as non-combat tasks. This means that you don't need to learn any new mechanics for combat. When your PC attacks an enemy, the difficulty of the attack task is equal to the level of the enemy. So to shoot or punch a level 2 bad guy is a difficulty 2 task, with a target number of 6. The difficulty can be reduced by 1 step or more in exactly the way we just learned in the previous section. If you are trained in boxing, for example, reduce the difficulty of punching the bad guy by one step, and so on.

Defending against the attacks of enemies is handled the same way. Evading the attack of a level 2 enemy is a difficulty 2 task with a target number of 6. The higher the level of the enemy, the more difficult it is to evade their attacks.

Permanent damage, Vurt corebook, page 158

Regardless of whether you or the enemy is attacking, you are the one who rolls the d20. This is a very good thing because it means that there is only one mechanic to learn, regardless of what is happening.

If you make a successful attack, or fail an attempt to evade an enemy's attack, then damage is dealt. The amount of damage is determined by the weapon that is used, so no dice are needed to determine the damage. Weapons are divided into 3 categories, each dealing a specific amount of damage.

Light weapons deal 4 points of damage and include knives, clubs, and very small caliber pistols. Don't look down your nose at light weapons, though. A smack in the face with a cricket bat or getting stabbed with a knife are extremely bad things and can have a serious, even deadly effect on your PC.

Medium weapons deal 8 points of damage and include larger bladed weapons, medium caliber firearms or especially nasty clubs. A single strike with a medium weapon is likely to mean **lasting damage** to your PC.

Heavy weapons deal 12 points of damage and

include shotguns, especially deadly melee weapons like large blades or a sledge hammer—high powered firearms like sniper rifles are usually heavy weapons. Getting hit with a heavy weapon almost always causes lasting damage and can even cause **permanent damage**!

BONUSES

Sometimes a particular piece of equipment or weapon has a bonus. Rather than reducing the difficulty of a task by one step, a bonus adds to the result of the die roll. So if you have a light weapon that grants +1 to melee attacks, add 1 to the result of your d20 roll when you make a melee attack. These bonuses stack.

If the PC has bonuses totalling +3, don't add 3 to the roll result; treat the bonuses as an asset. Since *assets can reduce task difficulty by no more than 2 steps*, this keeps PCs from gaining an unrealistic advantage from the use of items. So, you never add more than +2 to a die roll—you grant an asset to the task attempt instead.

SPECIAL ROLLS

Sometimes when you're rolling to complete a task, you get an especially high (or low) result. When you succeed at a task by rolling a "natural" 19 or 20 (meaning



Lasting damage, Vurt corebook, page 141



that the d20 actually shows that number) you have performed the task with particular skill or grace and are granted an additional effect to the attempt.

When you roll a natural 19, and the roll is a success, the success receives a “minor effect.” In combat, a minor effect inflicts 3 additional points of damage with your attack, or, if you’d prefer a special result, you could decide instead that you knock the enemy back, distract them, or something similar. When not in combat, a minor effect could mean that you perform the action with particular grace. For example, when jumping down from a ledge, you land smoothly on your feet, or when trying to persuade someone, you convince them that you’re smarter than you really are. In other words, you not only succeed but also go a bit further.

When you roll a natural 20, and the roll is a success, you also have a “major effect.” This is similar to a minor effect, but the results are more remarkable. In combat, a major effect inflicts 4 additional points of damage with your attack, but again, you can choose instead to introduce a dramatic event such as knocking down your enemy, stunning them, or taking an extra action. Outside of combat, a major effect means that something beneficial happens based on the circumstance.

For example, when climbing up a cliff wall, you make the ascent twice as fast. When a roll grants you a major effect, you can choose to use a minor effect instead, if you prefer.

In combat (and only in combat), if you roll a natural 17 or 18 or your attack roll, you add 1 or 2 additional points of damage, respectively. Neither roll has any special effect options—just the extra damage.

Rolling a natural 1 is always bad. It means that the GM introduces a new complication into the encounter.

RANGE AND SPEED

Distance is simplified into three categories: immediate, short and long.

Immediate distance from a character is within reach or within a few steps. If a character stands in a small room, everything in the room is within immediate distance. At most, immediate distance is 10 feet (3m).

Short distance is anything greater than immediate distance but less than 50 feet (15m) or so.

Long distance is anything greater than short distance but less than 100 feet (30m) or so. Beyond that range, distances are always specified—500 feet (150m), a mile (2km) and so on.

*Vurt feathers, Vurt corebook,
page 166*

*Vurt corebook, Chapter 4:
Creating Your Character, page
14*

The idea is that it's not necessary to measure precise distances. Immediate distance is right there, practically next to the character. Short distance is nearby. Long distance is farther off.

All weapons and special abilities use the terms for ranges. For example, all melee weapons have immediate range—they are close-combat weapons, and you can use them to attack anyone within immediate distance. A thrown knife (and most other thrown weapons) has short range. A bow has long range. A mathemagician's Force Point ability also has short range.

Characters can move an immediate distance as part of another action. In other words, they can take a few steps over to the control panel and activate a switch. They can lunge across a small room to attack an enemy. They can open a door and step through.

Characters can move a short distance as their entire action for a turn. They can also try to move a long distance as their entire action, but the player might have to roll to see if the character slips, trips or stumbles as the result of moving so far so quickly.

For example, if the PCs are fighting a group of street thugs, any character can likely attack any thug in the general melee—they're all within immediate range. Exact positions aren't important. Creatures in a fight are always moving, shifting, and jostling anyway. However, if one thug stayed back to fire their pistol, a character might have to use their entire action to move the short distance required to attack that enemy. It doesn't matter if the enemy is 20 feet (6m) or 40 feet (12m) away—it's simply considered a short distance. It does matter if they're more than 50 feet (15m) away because that distance would require a long move.

EXPERIENCE POINTS

*Experience points, Vurt core-
book, page 154*

*GM Intrusion, Vurt corebook,
page 134*

Experience points (XP) are rewards given to players when the GM intrudes on the story (this is called **GM intrusion**) with a new and unexpected challenge. For example, in the middle of combat, the GM might inform the player that they drop their weapon. However, to intrude in this manner, the GM must award the player 2 XP. The rewarded player, in turn, must give one of those XP to another player and justify the gift (perhaps the other player had a good idea, made the group laugh, performed an action that saved a life, and so on).

Alternatively, the player can choose to avoid the GM intrusion. If the player makes this choice they do not get the 2 XP and must spend 1 XP that they already have. This represents the PC performing a deft recovery or maneuver that avoids the complication that was about to arise. If the player has no XP to spend, the GM intrusion cannot be avoided.

The GM can also give player XP between sessions as a reward for making discoveries during an adventure. Discoveries are interesting facts, wondrous secrets, answers to mysteries, or solutions to problems (such as

finding where the kidnappers are keeping their victim, or negotiating a truce between two warring gangs). You can also gain XP from completing **Vurt feathers** and gaining the knowledge that is hidden there. You don't earn XP for killing enemies or overcoming standard challenges in the course of play. Discovery is the soul of the Cypher System.

Experience points are used primarily for character advancement (for details, see **Vurt corebook, Chapter 4**), but a player can also spend 1 XP to reroll any die roll and take the better of the two rolls.

CYPHERS

Cyphers are abilities that have a single use. A character can carry cyphers and use them during the game. Cyphers may be drugs, disposable tools, items redeemable for money, single use weapons like explosives, ready-to-use computer hacks, Vurt feathers that grant you special abilities, and so on.

Characters will find new cyphers frequently in the course of play, so players shouldn't hesitate to use their cypher abilities. Because cyphers are always different, the characters will always have new special abilities to try.

OTHER DICE

In addition to a d20, you'll need a d6 (a six-sided die). Rarely, you'll need to roll a number between 1 and 100 (often called a d100 or a d% roll), which you can do by rolling a d20 twice, using the last digit of the first roll as the "tens" place and the last digit of the second roll and the "ones" place. For example rolling a 17 and a 9 gives you 79, rolling a 3 and an 18 gives you 38, and rolling a 20 and a ten gives you 00 (also known as 100). If you have a d10 (a ten-sided die), you can use it instead of the d20 to roll numbers between 1 and 100.

YOUR CHARACTER

Your character sheet records the capabilities, XP, equipment and Cyphers of your PC as you play the game. You will add and remove points from various fields as you perform actions or take damage from injuries. The specifics of how to use and manage these details is covered in Chapter 11 of the Vurt corebook.

You will find that the details of your character are only a small part of what makes a roleplaying game fun. The real fun is in playing the role, that is, the personality, backstory, and mannerisms of the PC you've created. In this way, even traits that make encounters more difficult, like having a problem with authority in a police interview, or a paralyzing fear of small spaces can make the game memorable and fun. When you play Vurt the RPG you are no longer you: you are your character, so allow yourself to get lost in the role!

PART 1

CHARACTER CREATION



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CHAPTER 4

CREATING YOUR CHARACTER

WE'RE ALL OUT THERE, SOMEWHERE, WAITING TO HAPPEN.

- Jeff Noon

This chapter explains how to create characters to play in Vurt: The Tabletop Roleplaying Game.

This involves a series of decisions, each of which will help you decide what kind of character you want to play. The process involves understanding the values of three game statistics and choosing three aspects that determine your character's capabilities.

CHARACTER STATS

Every player character (PC) has three defining characteristics, called "statistics" or "stats." These stats are Might, Speed, and Intellect. They are broad categories that cover many different aspects of a character.

MIGHT

Might defines how strong and durable your player character is. The concepts of strength, endurance, constitution, hardness, and physical prowess are all folded into this one stat. Might isn't relative to size; instead, it's an absolute measurement. An elephant has more Might than the mightiest tiger, which has more Might than the mightiest rat, which has more Might than the mightiest spider.

Might governs actions from forcing doors open to walking for days without food to resisting disease. It's

also the primary means of determining how much damage your character can sustain in a dangerous situation. Physical characters, tough characters, and characters interested in hand-to-hand fighting will likely want to focus on Might.

SPEED

Speed describes how fast and physically coordinated your character is. The stat embodies quickness, movement, dexterity, and reflexes. Speed governs such divergent actions as dodging attacks, sneaking around quietly, and throwing a rock accurately. It also helps determine whether you can move farther on your turn. Nimble, fast, or sneaky characters will likely want good Speed stats, as will those interested in ranged combat (such as shooting firearms).

INTELLECT

This stat determines how smart, knowledgeable, and charismatic your character is. It includes intelligence, wisdom, education, reasoning, wit, willpower, and charm. Intellect governs solving puzzles, remembering facts, telling convincing lies, and using mental powers (such as Shadow powers). Characters interested in communicating and learning effectively will likely stress their Intellect stat.

POOL, EDGE, AND EFFORT

Each of the three stats has two components: Pool and Edge. Your Pool represents your raw, innate ability, and your Edge represents knowing how to use what you have. A third element ties into this concept: Effort. When your character really needs to accomplish a task, you apply Effort.

POOL

Your Pool is the most basic measurement of a stat. Comparing the Pools of two creatures will give you a general sense of which creature is superior in that stat. For example, a character who has a Might Pool of 16 is stronger (in a basic sense) than a character who has a Might Pool of 12. Most characters start with a Pool of 9 to 12 in most stats—that's the average range.

When your character is injured, sickened, or attacked, you temporarily lose points from one of your stat Pools. The nature of the attack determines which Pool loses points. For example, physical damage from a punch reduces your Might Pool, a drug that makes you clumsy reduces your Speed Pool, and a mental Shadow attack reduces your Intellect Pool. You can also spend points from one of your stat Pools to decrease a task's difficulty (see Effort, below). You can rest to recover lost points from a stat Pool, and some special abilities or cyphers might allow you to recover lost points quickly.

EDGE

Although your Pool is the basic measurement of a stat, your Edge is also important. When something requires you to spend points from a stat Pool, your Edge for that stat reduces the cost. It also reduces the cost of applying Effort to a roll.

For example, let's say you have a mental Shadow attack ability, and activating it costs 1 point from your Intellect Pool. Subtract your Intellect Edge from the activation cost, and the result is how many points you must spend to use the ability. If using your Edge reduces the cost to 0, you can use the ability for free.

Your Edge can be different for each stat. For example, you could have a Might Edge of 1, a Speed Edge of 1, and an Intellect Edge of 0. You'll always have an Edge of at least 1 in one stat. Your Edge for a stat reduces the cost of spending points from that stat Pool, but not from other Pools.

Your Might Edge reduces the cost of spending points from your Might Pool, but it doesn't affect your Speed Pool or Intellect Pool. Once a stat's Edge reaches 3, you can apply one level of Effort for free. A character who has a low Might Pool but a high Might Edge has the potential to perform Might actions consistently better than a character who has a Might Edge of 0. The high Edge will let them reduce the cost of spending points from the Pool, which means they'll have more points available to spend on applying Effort.

EFFORT

When your character really needs to accomplish a task, you can apply Effort. For a beginning character, applying Effort requires spending 3 points from the stat Pool appropriate to the action. Thus, if your character tries to dodge an incoming attack (a Speed roll) and wants to increase the chance for success, you can apply Effort by spending 3 points from your Speed Pool. Effort lowers the difficulty of the task by one step. This is called applying one level of Effort. You don't have to apply Effort if you don't want to. If you choose to apply Effort to a task, you must do it before you attempt the roll—you can't roll first and then decide to apply Effort if you rolled poorly.

Applying more Effort can lower a task's difficulty further: each additional level of Effort reduces the difficulty by another step. Applying one level of Effort lowers the difficulty by one step, applying two levels lowers the difficulty by two steps, and so on. However, each level of Effort after the first costs only 2 points from the stat Pool instead of 3. So applying two levels of Effort costs 5 points (3 for the first level plus 2 for the second level), applying three levels costs 7 points (3 plus 2 plus 2), and so on.

Every character has an Effort score, which indicates the maximum number of levels of Effort that can be applied to a roll. A beginning (first-tier) character has an Effort of 1, meaning you can apply only one level of Effort to a roll. A more experienced character has a higher Effort score and can apply more levels of Effort to a roll. For example, a character who has an Effort of 3 can apply up to three levels of Effort to reduce a task's difficulty.

When you apply Effort, subtract your relevant Edge from the total cost of applying Effort. For example, let's say you need to make a Speed roll. To increase your chance for success, you decide to apply one level of Effort, which will reduce the difficulty of the task by one step. Normally, that would cost 3 points from your Speed Pool. However, you have a Speed Edge of 2, so you subtract that from the cost. Thus, applying Effort to the roll costs only 1 point from your Speed Pool.

When applying Effort to melee attacks, you have the option of spending points from either your Might Pool or your Speed Pool. When making ranged attacks (such as shooting a firearm), you may spend points only from your Speed Pool. This reflects the fact that with melee, you sometimes use brute force and sometimes use finesse, but with ranged attacks, it's always about careful targeting.

What if you applied two levels of Effort to the Speed roll instead of just one? That would reduce the difficulty of the task by two steps. Normally, it would cost 5 points from your Speed Pool, but after subtracting your Speed Edge of 2, it costs only 3 points.

Once a stat's Edge reaches 3, you can apply one level of Effort for free. For example, if you have a Speed Edge of 3 and you apply one level of Effort to a Speed roll, it costs you 0 points from your Speed Pool. (Normally, applying one level of Effort would cost 3 points, but you subtract your Speed Edge from that cost, reducing it to 0.)

Skills and other advantages also decrease a task's difficulty, and you can use them in conjunction with Effort. In addition, your character might have special abilities or equipment that allow you to apply Effort to accomplish a special effect, such as knocking down a foe with an attack, or affecting multiple targets with a power that normally affects only one.

EFFORT AND DAMAGE

Instead of applying Effort to reduce the difficulty of your attack, you can apply Effort to increase the amount of damage you inflict with an attack. For each level of Effort you apply in this way, you inflict 3 additional points of damage. This works for any kind of attack that inflicts damage, whether a punch, a bullet, a mental Shadow attack, or something else.

When using Effort to increase the damage of an area attack, such as the explosion created by an sonic grenade, you inflict 2 additional points of damage instead of 3 points. However, the additional points are dealt to all targets in the area. Furthermore, even if one or more of the targets resist the attack, they still take 1 point of damage.

MULTIPLE USES OF EFFORT AND EDGE

If your Effort is 2 or higher, you can apply Effort to multiple aspects of a single action. For example, if you make an attack, you can apply Effort both to your attack roll and apply Effort to increase the damage. The total amount of Effort you apply can't be higher than your Effort score. For example, if your Effort is 2, you can apply up to two levels of Effort. You could apply one level to an attack roll and one level to its damage, two levels to the attack and no levels to the damage, or no levels to the attack and two levels to the damage.

You can use Edge for a particular stat only once per action. For example, if you apply Effort to a Might attack roll and to your damage as well, you can use your Might Edge to reduce the cost of one of those uses of Effort, not both. If you spend 1 Intellect point to activate your mind blast and one level of Effort to decrease the difficulty of the attack roll, you can use your Intellect Edge to reduce the cost of one of those things, not both.

STAT EXAMPLES

A beginning character finds themselves in a fight with an crazed robocrusty. They swing their cricket bat at the robo, which is a level 2 creature and thus has a target number of 6. The character jumps up onto the hood of a car and strikes downward, and the GM rules that this helpful tactic is an asset that decreases the difficulty by one step (to difficulty 1). That lowers the target number to 3. Attacking with a cricket bat is a Might action; the character has a Might Pool of 11 and a Might Edge of 0. Before making the roll, they decide to apply a level of Effort to decrease the difficulty of the attack. That costs 3 points from their Might Pool, reducing the Pool to 8. But they appear to be points well spent. Applying the Effort lowers the difficulty from 1 to 0, so no roll is needed—the attack automatically succeeds and the cricket bat connects with the robocrusty.

Another character is attempting to convince an ornery bouncer to let them into a private club. The GM rules that this is an Intellect action. The character is third tier and has an Effort of 3, an Intellect Pool of 13, and an Intellect Edge of 1. Before making the roll, they must decide whether to apply Effort. They can choose to apply one, two, or three levels of Effort, or apply none at all. This action is important, so they decide to apply two levels of Effort, decreasing the difficulty by two steps. Thanks to their Intellect Edge, applying the Effort costs only 4 points from their Intellect Pool (3 points for the first level of Effort plus 2 points for the second level minus 1 point for his Edge). Spending those points reduces their Intellect Pool to 9. The GM decides that convincing the bouncer is a difficulty 3 (demanding) task with a target number of 9; applying two levels of Effort reduces the difficulty to 1 (simple) and the target number to 3. The player rolls a d20 and gets an 8. Because this result is at least equal to the target number of the task, they succeed. However, if they had not applied some Effort, they would have failed because their roll (8) would have been less than the task's original target number (9).

CHARACTER TIERS AND BENEFITS

Every character starts the game at the first tier. Tier is a measurement of power, toughness, and ability. Characters can advance up to the sixth tier. As your character advances to higher tiers, you gain more abilities, increase your Effort, and can improve a stat's Edge or increase a stat.

Generally speaking, even first-tier characters are already quite capable. It's safe to assume that they've already got some experience under their belt. This is not a "zero to hero" progression, but rather an instance of competent people refining and honing their capabilities and knowledge.

Unlike many other tabletop RPGs, advancing to higher tiers is not really the main goal, but rather a

representation of how characters progress in a story.

To progress to the next tier, characters earn experience points (XP) by going on adventures and discovering new things—the system is about discovery and exploration as much as or more than anything else! Experience points have many uses, and one use is to purchase character benefits. After your character purchases four character benefits, he or she advances to the next tier. Each benefit costs 4 XP, and you can purchase them in any order, but you must purchase one of each kind of benefit (and then advance to the next tier) before you can purchase the same benefit again. The four character benefits are as follows:

Increasing Capabilities: You gain 4 points to add to your stat Pools. You can allocate the points among the Pools however you wish.

Moving Toward Perfection: You add 1 to your Might Edge, your Speed Edge, or your Intellect Edge (your choice).

Extra Effort: Your Effort score increases by 1.

Skills: You become trained in one skill of your choice, other than attacks or defense. As described more fully in Chapter 11 of the Vurt corebook, a character trained in a skill treats the difficulty of a related task as one step lower than normal. The skill you choose for this benefit can be anything you wish, such as climbing, jumping, persuading, or sneaking. You can also choose to be knowledgeable in a certain area of study, such as electronics or history. You can even choose a skill based on your character's special abilities. For example, if your character has Shadow powers and can make an Intellect roll to blast an enemy with mental force, you can become trained in using that ability, treating its difficulty as one step lower than normal. If you choose a skill that you are already trained in, you become specialized in that skill, reducing the difficulty of related tasks by two steps instead of one.

Players can also spend 4 XP to purchase other special options in lieu of gaining a new skill. Selecting any of these options counts as the skill benefit necessary to advance to the next tier. The special options are as follows:

- Reduce the cost for wearing armor. This option lowers the Speed cost for wearing armor by 1.
- Add 2 to your recovery rolls.
- Select a new type-based ability from your tier or a lower tier.

CHARACTER DESCRIPTOR, TYPE, AND FOCUS

To create your character, you build a simple statement that describes the character using the following construction: "I am a [adjective] [noun] who [verb]."

For example, you might say, "I am a roboman warrior who Disturbs the Peace." Or "I am a dogshadow explorer who Controls Blurbs." In this sentence, the adjective is called your **mode descriptor**. The noun is

your character **type**. The verb is called your **focus**.

Your mode descriptor represents your character essentially at the genetic level. In some roleplaying games it might be defined as your race, but it takes on a far more expansive meaning among the kaleidoscopic forms of life to be played and encountered in Vurt: The Tabletop Roleplaying Game. It can have an enormous effect on most social interactions, both positive and negative. Unless your GM says otherwise, you can choose from any of the 31 character descriptions in Chapter 5: Mode Descriptor.

Your character type is roughly equivalent to character class in other roleplaying games; it determines your character's place in the world and relationship with other people in the setting. You can choose from four character types—**warriors**, **explorers**, **speakers**, and **mathemagicians**. These types are explored in more detail in Chapter 6: Character Type.

Focus is what your character does best. Focus gives your character specificity and provides interesting new abilities for your character to exploit throughout your adventures. Your focus also helps you understand how you relate with the other player characters in your group. The 28 character foci are described in Chapter 7: Character Focus.

SPECIAL ABILITIES

Character types and foci grant PCs special abilities at each new tier. Using these abilities usually costs points from your stat Pools; the cost is listed in parentheses after the ability name. Your Edge in the appropriate stat can reduce the cost of the ability, but remember that you can apply Edge only once per action.

For example, let's say a warrior with a Might Edge of 2 wants to use her **Bash** ability, which costs 1 Might point. She also wants to increase the damage from the attack by using a level of Effort, which costs 3 Might points. The total cost for her action is 2 points from her Might Pool (1 point for Bash, plus 3 points for using Effort, minus 2 points from her Edge).

Sometimes the point cost for an ability has a + sign after the number. For example, the cost might be given as "2+ Might points." That means you can spend more points or more levels of Effort to improve the ability further, as indicated in the ability description.

Many special abilities grant a character the option to perform an action that they couldn't normally do, such as attacking multiple foes at once or accelerating a character's normal recovery time. Using one of these abilities is an action unto itself, and the end of the ability's description says "Action" to remind you. It also might provide more information about when or how you perform the action. Some special abilities allow you to perform a familiar action—one that you can already do—in a different way. For example, an ability might let you wear heavy armor, reduce the difficulty of Speed defense rolls, or add 2 points of

Type, page 44

Focus, page 66

Warrior, page 59

Explorer, page 44

Speaker, page 55

Mathemagician, page 48

Bash, page 60

Mode descriptor, page 20

damage to your weapon's standard damage. These abilities are called enablers. Using one of these abilities is not considered an action. Enablers either function constantly (such as being able to wear heavy armor, which isn't an action) or happen as part of another action (such as adding extra damage to your weapon's standard damage, which happens as part of your attack action). If a special ability is an enabler, the end of the ability description says "Enabler" to remind you.

Some abilities specify a duration, but you can always end one of your own abilities anytime you wish.



SKILLS

Sometimes your character gains training in a specific skill or task. For example, your focus might mean that you're trained in sneaking, in climbing and jumping, or in social interactions. At other times your character can choose a skill to become trained in, and you can pick a skill that relates to any task you think you might encounter.

Vurt: The Tabletop Roleplaying Game has no definitive list of skills. However, the following list offers some ideas:

Astronomy	Jumping
Balancing	Lockpicking
Biology	Machinery
BlurbFly Repair	Manchester History
Botany	Musickology
Carrying	Pharmacology
Climbing	Perception
Computers	Persuasion
Deceiving	Philosophy
Disguise	Physics
Escaping	Pickpocketing
Electronics	Piloting
Geography	Repairing
Hacking	Riding
Healing	Smashing
History	Sneaking
Identifying	Stealth
Initiative	Swimming
Intimidation	Vurtology

You could choose a skill that incorporates more than one of these areas (interacting, for example, might include deceiving, intimidation, and persuasion) or that is a more specific version of one (sneaking may extend to hiding when you're not in motion). You could also make up more

general, professional skills, such as chef, security guard, or salesperson.

If you want to choose a skill that's not on this list, it's probably best to run it past the GM first, but in general, the most important aspect is to choose skills that are appropriate to your character. Remember that if you gain a skill that you're already trained in, you become specialized in that skill. For example, if you're trained in lying and later gain an ability that grants you a skill with all social interactions, you become specialized in lying and trained in all other types of interactions. However, being trained three times in a skill is no better than being trained twice (in other words, specialized is as good as it gets). And keep in mind that because skill descriptions can be nebulous, determining whether you're trained or specialized might take some thinking.

Only skills gained through character type abilities or other rare instances allow you to become skilled with attack or defense tasks. If you gain a special ability through your type, your focus, or some other aspect of your character, you can choose it in place of a skill and become trained or specialized in that ability. For example, if you have the **Quantum Lance** special ability, when it's time to choose a skill to be trained in, you can select Quantum Lance as your skill. That would reduce the difficulty every time you used it. Each ability you have counts as a separate skill for this purpose. You can't select "all Shadow powers" or "all mathemagick" as one skill and become trained or specialized in such a broad category.

In most campaigns, fluency in a language is considered a skill. So if you want to speak Portuguese, that's mechanically the same as being trained in biology or swimming.

Quantum Lance, page 50





CHAPTER 5

MODE DESCRIPTOR

In an attempt to cure the infertility epidemic known as The Black Air of Thanatos, an unknown pharmaceutical company developed Fecundity 10, a virally-delivered fertility drug engineered to promote human breeding again. The drug worked, but with cataclysmic side effects. Fecundity 10 caused a pandemic of nymphomania and while fertility was restored to the wombs of the world, what they carried were the offspring of whatever bizarre copulations had taken place. Humans reproduced with robots, dogs, dreams, and even the dead, resulting in speciation the likes of which the world had never seen.

It is nonetheless an era of exciting new physiologies, where the terms *species* and *race* are rarely used. Rather than belonging to a handful of races, people now belong to one of 31 different modes.

In the aftermath of Fecundity 10, the concept of genetics has been necessarily expanded to include the fundamental essences at the core of each mode of being—most of which remain only vaguely understood. The machinations at the molecular level

of a being who is both human *and* machine, joined with the ineffable stuff of dreams or death itself, cannot be accurately described with a single word. Where once coils of DNA stored in the nucleus of a person's cells determined everything they might become, robotic organelles, shadowplasm, and dream materials have granted access to a treasure trove of capabilities in each of us.

GAME CAT SAYS:

There are only five pure modes of being. And all are equal in value. To be pure is good, it leads to a good life. But who wants a good life? Only the lonely. And so therefore we have the five levels of being. And each layer is better than the one before. The deeper, the sweeter, the more completer. First level is the purest level. Where all things are separate and so very unsexy. There are only five pure states and their names are Dog, Human, Robo, Shadow, and Vurt.

-Vurt, Jeff Noon

Consequently, your character's mode descriptor in the Vurt RPG indicates not only their genetic makeup, but also the traits and aptitudes they were born with. It is the adjective of the sentence "I am an adjective noun who verbs."

Mode descriptors offer a one-time package of extra abilities, skills or modifications to your stat Pools.

Not all character modifications offered will help PCs out. For example, some mode descriptors have *inabilities*—tasks that a character isn't good at. You can think of inabilities as *negative* skills—instead of being one step better at that kind of task, you're one step worse. If you become skilled at a task that you have an inability with,

they cancel out. Remember that characters are defined as much by what they're not good at as by what they are good at.

In addition to these features, the mode descriptor grants access to **mode special abilities** which lie dormant within the PCs nature.

The mode you choose may have a significant effect on the way your character is perceived by certain individuals, in some cases even forcing them to hide their true nature in order to survive. When combined with the special abilities it may grant, your character's mode is something that may very well affect the way they approach most situations.

This section describes each of the 31 modes of being that exist in the Vurt RPG. Players should choose one of them for their character.

Every PC is genetically made up of one or more of the five pure modes of being: dog, human, robo, Shadow and Vurt. The interbreeding between them has created several generations of offspring—lots and lots of offspring, increasing the population of the real world dramatically in the last half century.

While the five pure modes can interbreed and keep mixing up the gene pool, it only works to a certain point. There are no beings in the real world with all five modes of being running through their veins. If they've got four of the five possible genetic modes, successful procreation simply does not occur, even through non-traditional means. These rare people will not pass on their genes, but that's likely the least of their problems.

PURE HUMAN

Pure humans have been the real world's dominant mode of being for the past six thousand years. But everything has changed for you lot in the last 75 years. Now others are interbreeding, invading, creating more modes of being, and pure humans have become rare. There may be a part of you that resents these newer modes because of their many strange and useful abilities. Stories of the days before the Vurt have become exaggerated over time; others may be entirely apocryphal. But your kind still survive, still the most socially accepted, with a long history as the world's dominant species. But, like the citizens of Rome in its twilight, you've found yourself overwhelmed by xeno, and are now just one of 31 modal iterations. Pure humans are far from happy about losing their place at the top of the totem pole.

You gain the following characteristics:

Choose one tier 1 special ability from the human special abilities listed on page 42.

Sociable: +2 to your Intellect Pool.

Skill: You're trained in all tasks involving positive or pleasant social interaction when dealing with other pure humans.

Contact: You have a contact who helps you based entirely on your being a pure human. This contact is either a cop or the manager of a small business.

Inability: The difficulty of any drug-related willpower test is increased by one step. Pure humans have never been known for their willpower.

Additional Equipment: One free black cab ride ticket. Seems like pure humans have an easier time hailing cabs.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. While sky-high on Haze, you and one of the other PCs hatched a plan to go about gathering a few others to join in your current adventure.
2. One of the other PCs paid off a justifiably angry bouncer at the Slithy Tove before you got your head smashed in, and now you are returning the favor by helping them with the task at hand.
3. There's a reward involved and you need the money



Mode special abilities, page 41

- to buy the latest special limited side-episode of the Questing Beast feather series. Everyone else knows what's happening already—it's driving you mad.
4. You got the other PCs drunk on Fetish and then convinced them to join you in your latest adventure. Now they're in, whether they like it or not.

PURE DOG

Pure dogs like you spent the first phase of domestication as man's most loyal friend, subject to the whims of the human race. The recent genetic revolution caused by Fecundity 10 gave most of you canines a bit of a boost—not necessarily intelligence, but a very basic sense of self-awareness. Dogs still love chasing sticks, but thoughts like “Why am I chasing this stick?” have begun to occur to you. Dogs don't talk or read or follow conversations fully, but your ability to sense the real world in the way you do grants a natural advantage when running at top speed into a fight or away from danger. Three-word trains of thought are about the best a dog can hope to retain. *Chase that stick! Find those bones! Run, dog, run!*

You gain the following characteristics:

Choose one tier 1 special ability from the dog special abilities listed on page 41.

Dog Bite: Your bite is a light weapon (4 damage).

Actions, Not Words: +2 to your Might Pool, and +3 to your Speed Pool.

Unwise: -4 to your Intellect Pool.

Weak Intellect: The difficulty of all Intellect-based tasks are increased by one step.

Skill: You're trained in detection and other tasks facilitated by a canine's heightened senses.

Skill: Choose one of the following skills: running, jumping, or digging.

Skill: You're trained in Intellect defense actions.

Inability: Every subspecies of dog has it's shortcomings. Choose one of the following:

- You have Dalmatian in you and are almost completely deaf. Increase the difficulty of hearing-based perception tasks by 2 steps.
- You are a mix of small breeds. -2 to strength Pool. Your dog bite does only 2 points of damage.
- You are large and a bit clumsy. Increase the difficulty of all athletic tasks by 1 step.

Inability: You cannot use any items or cyphers that require hands to activate, but you can carry them if you wear a harness.

Woofers: Characters who are part dog can understand your sounds as if you were speaking normally, but non-dog modes cannot understand you at all.

Additional Equipment: A dog collar or pack harness.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Your beloved, lifelong owner is one of the PCs and you wouldn't have it any other way. They take care of your recurring bouts of nanofleas and you appreciate that more than they'll ever know.
2. Your new owner is one of the PCs and you fear him/her. It might be because they remind you of your previous bad owner, or perhaps you have good reason. You've been ordered to follow along in this current adventure.
3. You have always been on your own, but now you want to follow someone around for a while and get better food and shelter. These PCs seem like a reasonably agreeable lot.
4. Since getting hit by that Vaz Int.® lorry on the A-99, your memories are spotty at best. You just wandered into this adventure, you don't know any of these people, but you'll see where it goes. What have you got to lose?

PURE SHADOW

As a pure Shadow, you are the physical embodiment of death itself—a dark and mysterious figure. To a passing observer you appear to be human, but careful examination may reveal you to be something else. You are cold and pale, having no pulse or warmth of body. You are nearly always silent, but if you choose, you can speak directly into another person's mind. With practice, you can become shapeless and ethereal; you can pass silently through small openings like a mist, or sharpen your telepathic abilities into something controlling or deadly.

When confronted with death, most will cower, flee or fight. If you are discovered to be a pure Shadow you will inevitably be hunted by those who want to destroy you. To these people you're an abomination, a devil, demon, vampire, spectre: an intrinsic evil to be persecuted ruthlessly. For this reason, keeping your nature secret is so integral to your survival that even the members of your group may not know that you are pure Shadow.

You gain the following characteristics:

Choose one tier 1 special ability from the Shadow special abilities listed on page 43.

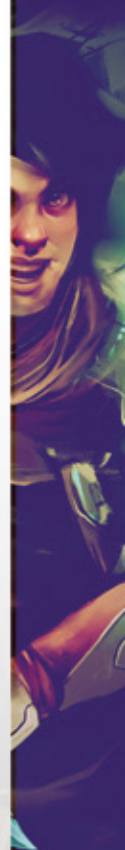
Open Mind: +4 to your Intellect Pool.

Telepathic: All pure Shadows are able to communicate telepathically with any character within medium range.

Cold Flesh: Your flesh is cold and elastic. Reduce all incoming damage by 3 points, unless it has properties of heat (such as flame pistols), shadow, or ultraviolet light. Enabler.

Skill: You're called “pure Shadow” for a reason. You're specialized in stealth tasks involving hiding and sneaking.

Inability: Most find your deathly visage very unnerving. The difficulty of any task involving pleasant social interaction is increased by two steps.



Inability: Your movements are odd. The difficulty of any task involving running or quick movements including defense actions is increased by one step.

Inability: The shadow of death is easy to detect, making you a clear target for mental attacks. Defense actions against mental attacks are increased in difficulty by one step.

Hated: Beings like you are usually forced to keep their identities a secret or live under constant guard. Living openly as a pure Shadow is not an option: Hunters are a constant threat, so every move you make is potentially lethal. You and the GM should work out the details.

Additional Equipment: None.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You have no memory of anything other than your name.
One of the PCs might be able to help you remember your past; at least, you hope they might be able to.
2. While in the middle of a huge crowd at the Gotherswick Mega-Plex food court, you were hired telepathically by an anonymous person to join the PCs. You're curious about the adventure and even more curious about the mysterious telepath who hired you.
3. You've had your run-ins with anti-Shadow fanatics in the past (most seem to be psychotic egomaniacs dressed like some poor man's version of Van Helsing or one of the Ghostbusters). These wingnuts have put a price on your head—you need backup.
4. One of the PCs knows you are a pure Shadow and is acting as your protector. The rest of the PCs think you are a shadowman, and you'd prefer to keep it that way.

PURE ROBO

Pure robos are different than robots—they are sentient and have the ability to reproduce. You may prefer the term “autogen,” but it seems like everyone still says robo. The first robos became sentient in the early 2000s, and their ability to procreate was a result of the Fecundity 10 disaster. Unless you are one of the old, first-generation autogens, you were not built, you were born. You are a living creature and your thoughts are processed through your CTPU (Central Thought Processing Unit). You are alive.

The majority of robos are humanoid—possessing two arms and two legs—but there are pure robos of all shapes and sizes. Chances are, you communicate verbally and can ingest most food, drink, and drugs. You do not need to sleep, ever. That gives you much more time to ponder what it is to be an autogen. Pure robos are notorious for their self-regard.

You gain the following characteristics:

Choose one tier 1 special ability from the robo special abilities listed on page 43.

Smart: +2 to your Intellect Pool.

Everlast: Pure robos do not need to sleep, eat, or breathe.

Skill: You're trained in all mental defense actions.

Skill: You're trained in all tasks involving electronics or computers.

Contact: You have a contact who can repair you in case of a major emergency. You gain an extra one-hour recovery roll if you visit this person.

Inability: The difficulty of any task involving deception is increased by one step. Perfidiousness just isn't in your pure robo nature.

Not Made for Dreaming: Nothing could be more anathema to pure robos than the Vurt world, and you find it very frustrating. *While in the Vurt world* the difficulty of all tasks are increased by one step.

Additional Equipment: Simple tool kit.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You were just born and are testing out your body.
You're a proud autogen, and want this group of PCs to realize the superiority of your mode of being.
2. Back in the day, one of the PCs used to run with your Toytown crew.
3. One of the PCs seems to need your help more than they think they do. If they were pure robo like you are, they'd have come to the same conclusion, but not everyone is lucky enough to be born an autogen.
4. At some point you must've accessed some sensitive inpho, because a corporation has targeted you for "retirement." You joined the group so they could watch your back.

PURE VURT

You are out of place in the real world. Even if you were born here as the offspring of pure Vurt parents, you are drawn to and feel at home in the Vurt. What are you doing here? Real world gravity and physics feel *wrong*. In the Vurt world, you'd be more graceful, more aware; there you have natural advantages surviving the dangers within a Vurt feather.

But here in the real world, it's not safe for you anywhere. Your **pure Vurt flesh** is one of the most valuable substances on the streets. Known as "Live Drug," it can be ingested for an extremely dangerous and powerful high. Beware: this brings about a lot of unwanted and often lethal attention from junkies and Vurt-nappers. You spend most of your time either in hiding or actively running for your life—to be a pure Vurt is to be hunted.

You may appear very similar to beings with human, robo, dog or Shadow genetics, and pass more easily in society with only your yellow-flecked eyes to give you away. Or, you might resemble an amorphous, tentacled slug, unable to see or communicate verbally with others. More likely you are a combination of the two, appearing human only if you cunningly conceal some alien physiology.

If you were born in the real world, you have probably found a way to keep your true identity a secret. But if you're one of the unfortunates who suddenly found themselves swapped into the real world, you're likely not going to last long without friends to protect and conceal you.

You gain the following characteristics:

Choose one tier 1 special ability from the Vurt special abilities listed on page 42.

Not of This World: You are physically out of place in the real world. While in the real world, the difficulty of all tasks are increased by one step. While in the Vurt world the difficulty of all tasks are decreased by one step.

Fish Out of Water: choose Might, Speed or Intellect. When you apply Effort to tasks based on your selection, you must spend 1 extra point from that Pool.

Vurt Flesh Regeneration: When suffering lasting damage, divide the healing time in half. A lasting damage effect that would normally take 8 days to heal only takes 4 days for you. Permanent damage, even a severed limb, is completely healed after only 24 hours.

Outcast: Choose one of the following:

- You are alien in appearance. *While in the real world*, normal social interaction is impossible.
- A part of your body is alien in appearance, but can be concealed. *While in the real world*, normal social interaction is impossible when it is revealed.
- You are non-alien in appearance, only the yellow flecks in your eyes give you away.

Hated: Beings like you are usually forced to keep your identity a secret or live under constant guard. Living openly as a pure Vurt is not an option; you're too rare, your flesh itself too coveted for you to live with the relative freedom others enjoy. Hunters and live drug/Vurt-flesh junkies are a constant threat, every move you make is potentially lethal. Most pure Vurts are absolutely alien in appearance and this makes you a bright target in a megacity like Manchester. You and the GM should work out the details.

Additional Equipment: None

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Swapped! You have no idea what is happening. One minute you're happily living your life in the Vurt world, the next minute you're in the real world.
2. One of the PCs is protecting you from harm but harvesting small bits of your flesh. Since you're able to regenerate, you permit it, but it's becoming unbearable.
3. One of the PCs seems to be your best chance of getting back to the Vurt world. All you want is to get home, and never spend another moment in the real world. This place is a bloody nightmare!
4. You had a vision or feeling that told you to join up and stick with this new group. Most of them smell like Boomer and Napalm Filter smoke, but you put up with it.

DOGMAN

You're a genetic combination of canine and human genes, although how that manifests itself varies greatly. You may have a hairy, twisted human body with four paws on the floor and a very human head. Or maybe the furry paws and tail of a dog and the

Pure Vurt flesh, Vurt corebook,
page 369

rest is human. If you're lucky, you're an attractively subtle mix that the dogboys like to call "werewolf chic." However those genes split, your nature and personality reflect your two halves as well. Both humans and dogs are often loyal to a fault: tenacious, resilient, hard as nails. Dogmen are the most ubiquitous mode in the real world, covering the globe with the most diverse and beautiful display of modern remixed genetics. Having up to five to eight offspring at once with a five-month gestation period has helped accelerate dogman numbers. Dogmen have a long line of respected role models like Das UberDog, Dingo Tush, Acid Lassie, Coyote, Zero Clegg, the list goes on. You love being a dogman. It's a dogman's world, the rest of you lot are just living in our yard!

You gain the following characteristics:

Choose one tier I special ability, from either the human or dog special abilities listed on pages 41 and 42.

Uberdog: Dogs can take a beating. +1 to Armor.

Healthy: You get +1 to your recovery rolls.

Loyal to a Fault: If you have pledged your word to something or someone, your genetically motivated sense of loyalty makes any contrary action very difficult. The difficulty of any disloyal action is increased by two steps

Dog of the Hair: Choose one of the following:

- **Dog Bite:** Your bite is a light weapon (4 damage) but the difficulty of any communication with non-dog modes is increased by two steps.
- **Four on the Floor:** You are trained in running and tracking, but you are unable to use any items or cyphers that require hands to activate. (However, you may carry them in a pack.)
- **Werewolf chic:** You are an proportional mix of human and dog features. The difficulty of all tasks involving social interaction is reduced by one step. The cost of clothing and armor is increased by 50%.

Additional Equipment: None

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You're acting as a bodyguard for one of the

GAME CAT SAYS:

SECOND LEVEL is the next step. It happens because the modes want to have sex, with other modes, different modes, otherness modes. Except they don't always use Vaz, so these babies get born: second level creatures. Or sometimes the modes get grafted together. There are many ways to change. Whatever, second level beings go one better in the knowledge stakes. There are ten second level beings and their names are dogman, robodog, dogshadow, vurt dog, roboman, shadowman, vurtman, roboshad, robovurt, and shadowvurt. Chances are you, the reader, are a Second level being of some kind.

-Vurt, Jeff Noon

other PCs. You expect to be paid promptly at the beginning of each week, in the form of your favorite drug of choice.

2. One of the PCs is your sibling or lifelong childhood friend and they convinced you to accompany them on this adventure. You should've trusted your dog-side instincts—you're already regretting your decision. This is beginning to look like a shite-show.

3. A genetically charged sense of loyalty pushes you to obey one of the PCs (choose one). You may still have your pride, but you can't help wanting to follow their orders.

4. Everyone has an addiction, and you need money to feed yours. After what you saw this group do to that group of lost tourists in Crumpsall, you're confident they have the nuts and guts to get quid fast, *dogdamn* the consequences.

ONE NIGHT AT SORROWFALL

I remembered upon waking, her eyes and her skin: eyes so golden, speckled with black, and her skin fully feathered. The moon glowed within her, drawn down from the sky. At sorrowfall she kissed me goodbye and then flew away over the mouth of the river, the tower blocks rising like snakes to catch at any dreams that might fall from her body as she passed overhead. I never saw her again, neither awake nor dreaming. Yet that night will always guide me, even now when many moons and many more feathers have faded, and the final dream awaits me.

- Jeff Noon

ROBODOG

Part robo, part dog, your two natures are juxtaposed. Your raw canine instincts are processed by your programming, giving you access to enhanced reflexes and intelligence far beyond that of a pure dog. Yes, you are loyal, but the common assumption that robodogs are gullible may or may not be true. Once you've made an enemy, there is no force stronger than your focused robodog ferocity. Your physiology is a mix of dog and machine, in any of a thousand configurations.

You gain the following characteristics:

Choose one tier 1 special ability, from either the robo or dog special abilities listed on pages 41 and 43.

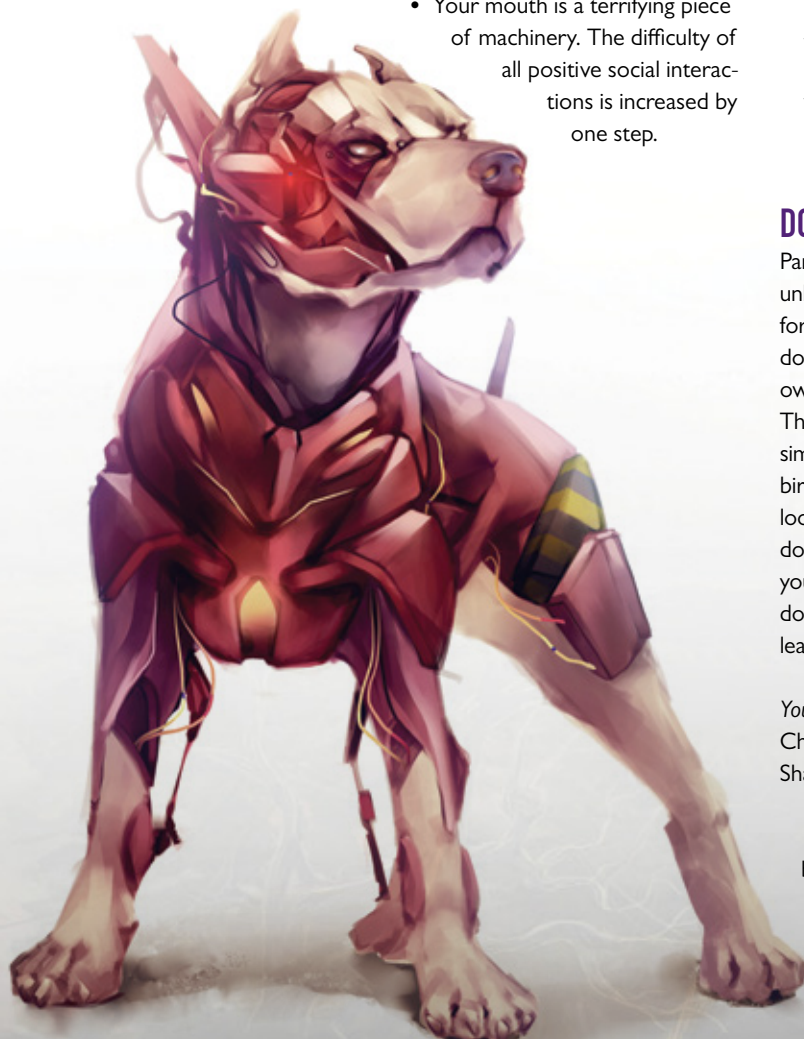
Skill: You're trained in all initiative actions.

Skill: You're trained in all perception actions.

Find the Flaw: If an opponent has a straightforward weakness (takes extra damage from fire, can't see out of its left eye, and so on), the GM will tell you what it is.

Inability: Choose one of the following:

- **No Thumbs:** You are unable to use any items or cyphers that require hands to activate. (However, you may carry them in a pack.)
- Your mouth is a terrifying piece of machinery. The difficulty of all positive social interactions is increased by one step.



- You are only marginally smarter than a pure dog. Where a pure thinks in three-word concepts, you can manage about five. The difficulty of all Intellect-based tasks are increased by one step.

Additional Equipment: Either teeth, claws, shock nodes, or something else; some part of your robodog body is a light melee weapon (4 damage).

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You quite literally bumped into this group of PCs while following your nose towards a curry stand and now you feel like following them, whether they like it or not.
2. One of the PCs is also a huge fan of your all-time favorite Vurt feather, Blue Bayou. The two of you have spent countless hours sharing the dream in Blue Bayou, searching for hints, tricks and shortcuts.
3. Pick one PC—they are the best hope of helping you find or track down a target. You have a long-term mission of your own that involves locating a particular person, but you're not going to tell any of these PCs anything about that. As far as they know, you're on this adventure for cash.
4. One of the PCs found you half-dead in a dumpster behind the Bradford Vurturama. Even though you initially refused help, they persisted and helped repair you back to health. Loyal to a fault, now you're returning the favor.

DOGSHADOW

Part dog, part Shadow, a dogshadow trusts no one, and unlike their other dog "cousins," they are not known for loyalty or a sense of community. It is very rare for a dogshadow to enjoy the company of its fellow dogshadows—they are the lone wolves of the dog bloodline. The world has done its utmost to train you into a pessimist, without any sense of nostalgia for those that gave birth to your sorry, smokey, dogshadow ass. You may look like a gaunt, shadowy hound, or a pale, mysterious dogman, your shadow hidden from view. In any case, your physical form makes people uneasy. Dogshadows do not normally make any sound, though some have learned to concentrate and communicate verbally.

You gain the following characteristics:

Choose one tier 1 special ability, from either the dog or Shadow special abilities listed on pages 41 and 43.

Suspicious: +2 to your Intellect Pool.

Skill: Dogshadows are known for being able to blend into the darkness. You're trained in stealth tasks involving hiding and sneaking.

Skill: You're trained in all tasks involving discerning the truth and recognizing falsehoods and disguises.

Inability: Your mistrust of others as well as

your appearance makes cordial communication awkward. The difficulty of any task involving pleasant social interaction is increased by one step.

Unspeakable: Choose two of the following:

- **No Thumbs:** You are unable to use any items or cyphers that require hands to activate. (However, you may carry them in a pack.)
- **Dog Bite:** Your bite is a light weapon (4 damage) but the difficulty of any verbal communication with non-dog modes is increased by two steps.
- **Reach out with your shadow and telepathically connect to the mind of a single willing, intelligent being within medium range.** You can both send and receive telepathic messages for 10 minutes. Action to initiate.

Additional Equipment: None

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Dogshadows like you almost always avoid people, finding them to be a waste of your time, but this particular person is different. One of the PCs is the closest thing you have to a friend.
2. One of the PCs has information that you can sell for a large amount of quid, and you will stick near them at least until you get it.
3. There's strength in numbers, and you need protection from a group of Scallywaggers you disrespected in Rusholme last week. You thought you saw one of them following you home from the Vurt-U-Want last night—you better not go out alone anymore.
4. Pure unadulterated loneliness has driven you to go against your instincts and find some comfort in numbers. You met one of the PCs in the Concorde Shimmy-Plex in Burnage, and after some group feather action, they told you about the current adventure—it sounds rewarding.

VURTD OG

You're part dog and part Vurt being. You likely look more like a Lovecraftian beast than a dog, but who knows? Whatever you do, you do it hard and fast. Your real world dog instincts ground you and keep your mind focused on the present, but your Vurt side allows your natural abilities to blossom and mutate into odd new things. A vurtdog lives with the weirdness that comes with arguably the two most opposite modes in terms of mind type. Vurtdogs have notoriously poor short-term memory.

You gain the following characteristics:

Choose one tier 1 special ability, from either the Vurt or dog special abilities listed on pages 41 and 42.

Slippery: +2 to your Speed Pool.

Skill: Vurtdogs are trained in running.

Icky Factor: Many feel an instinctive aversion to

vurtdogs. You are trained in all tasks involving intimidation, but the difficulty of all tasks involving positive social interaction are increased by one step.

Vurt Bloodhound: The Vurt world is full of scents and sounds that seem to explode in your nose and ears and your dog instincts feel sharper there. While in the Vurt world you are trained in all tracking and hunting tasks.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Your short-term memory problems are likely responsible for you not knowing why you are traveling with this group. Do they even like you? Do you like them? Better play it cool, for now.
2. One of the PCs reminds you of someone you knew growing up in Cheetum. But who? Until you find out, your stubborn canine nature pushes you to keep sniffing around until you find out, even if it means joining them on a dangerous adventure.
3. You believe that traveling with one of the PCs just feels right. You believe Dingo Tush said it best in his hit song, *Dead Dog Walking*, "Trust your gut, pups, sniff as if your nose grinds like you're stone-cold. Trust your gut, pups, trust your guts, pups." That song guides your life.
4. One of the PCs also grew up in Ardwick and knows many of the same people you do. You trust them and you're on this adventure because they convinced you it'd be well worth your while.

ROBOMAN

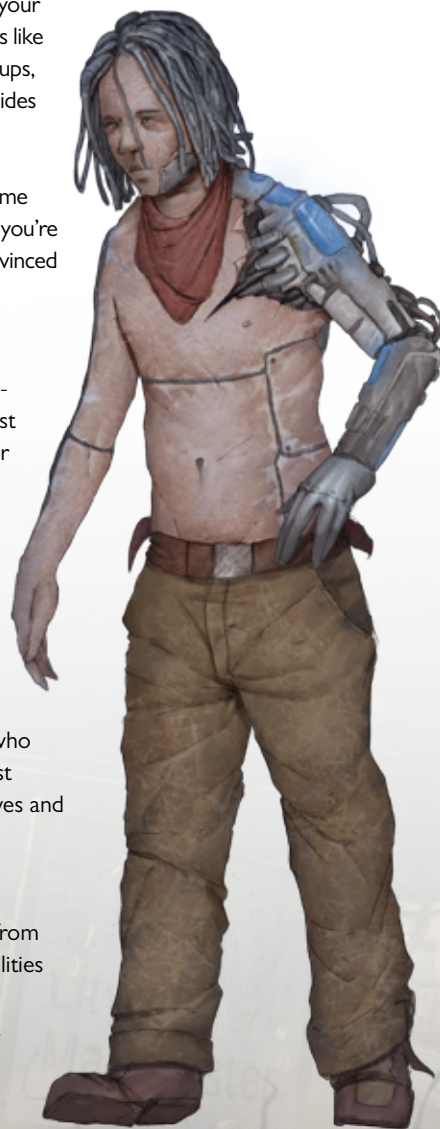
Merging both robo and human physiologies, robomen are the third-largest mode in the real world. Despite their numbers, they exist uneasily on the continuum between the communities of those born pure human and those of other origin. Though this subject is a major source of strife within the community, all seem to agree that robomen are often very quick-thinking and inventive beings who are responsible for many of the latest technologies that the real world craves and consumes.

You gain the following characteristics:

Choose one tier 1 special ability, from either the robo or human special abilities listed on pages 42 and 43.

Smart: +2 to your Intellect Pool.

Skill: Your reflexes are augmented. You are trained in melee defense.



Firewall: The difficulty of defense actions against mental attacks is reduced by one step.

Complications: Not only do you need rest, you may need repairs. All your recovery rolls are -1.

Contact: You have a trusted contact who often supplies you with tools or computer technology for half the going rate.

Additional Equipment: Simple tool kit.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You are on a personal mission and one of the PCs is involved as well.
2. One of the PCs knows how to get their hands on a new piece of tech you are very interested in. The current adventure you're on with them should allow you to get your hands on it at last.
3. You are experimenting with some new drugs that your dealer is making in-house. You're being paid (in drugs) to see what side effects might occur while in combat situations. This group should give you the opportunity to test it out.
4. You feel compelled to follow one of the PCs. You don't know where this compulsion comes from--is it somehow part of your programming?

SHADOWMAN

You're part Shadow and part human, known for depressive episodes. You may have disturbances in thinking and often feel a sense of dread and/or ennui. Distortions of perception and impairment in social functioning are just part of life for you and have often resulted in poor decisions and life choices. However, this state of mind allows for certain advantages. Other people are usually open books to you. You may have a knack for reading a person's tells, those subtle movements that convey an individual's mood and disposition. Or you may receive information in a more direct way, feeling a person's emotions as if they were tangible things. Perhaps you have tapped into some of your innate Shadow powers like telepathy or mental attacks. Often artistic and empathic to a fault, your shadowman mind is both your best friend and your worst enemy.

You gain the following characteristics:

Choose one tier 1 special ability, from either the Shadow or human special abilities listed on pages 42 and 43.

Open Mind: +4 to your Intellect Pool.

Skill: You are trained in stealth tasks involving hiding and sneaking.

Skill: You're trained in tasks involving empathy, such as sensing emotions and discerning dispositions.

Inability: Shadowmen are well known to have a very difficult time with addiction. The difficulty of all drug-related willpower tests is increased by one step.

Inability: The shadow of death is easy to detect, making you a clear target for mental attacks. Defense actions against mental attacks are increased in difficulty by one step.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Your regular Choke dealer was arrested by the MPD and you're totally out! Luckily, one of the PCs seems to have a connection to a new hookup.
2. Due to your sympathy for U-type shadowmen (see below), some suspect that you have a U-type parent, but you don't. One of the PCs has known you for years and easily convinces others that you're telling the truth.
3. Choose a PC: there's a secret reason you've decided to remain close to them.
4. Just being around one of the PCs keeps you calm, and better able to focus on things other than your addiction.

U-TYPE SHADOWMAN

You suffer from U-type Syndrome, Fecundity 10's most terrifying side effect. Most say that U-type shadowmen are proof that even love should have limits.

Derogatorily called Zombies or NVLs (Non-Viable Life Forms), U-type shadowmen have their origin in the mad times after Fecundity 10, when living humans or Shadows had sexual intercourse with the corpses. The horrible truth of your mode's origins is the reason



that, until very recently, U-types were forcibly exiled to outlying areas of urban centers (such as **Limbo** outside Manchester). It's possible that you came up in one of these places, where you spent years working at the impossible task—getting official entry paperwork for the city proper.

Your appearance is nightmarish—flesh rotting off your body as fast as your living system can attempt to regenerate it. The result: you appear as the rotting dead, complete with areas of exposed bone, missing bits, and even the occasional outbreak of maggots, though you may try to pick them out.

U-types are feared and despised by most; total exclusion from regular society profoundly affects the way you relate to others. Fits of rage mixed with bouts of melancholy are normal for someone hated and mistreated their entire lives.

You gain the following characteristics:

Choose one tier 1 special ability, from either the Shadow or human special abilities listed on pages 42 and 43.

Versatile: You get 4 points to divide among your stat Pools.

Skill: Most find your undead appearance terrifying. You're trained in intimidation and other fear-based interactions.

Skill: You're trained in tasks involving sensing other emotions, and discerning dispositions.

Unstoppable: When you are impaired on the **damage track**, you function as if you were hale. While you are debilitated, you function as if you were impaired. In other words, you don't suffer the effects of being debilitated. You still die if all your stat Pools are 0.

Inability: You are revolting to most people. The difficulty to all tasks involving pleasant social interaction with non U-types is increased by two steps.

Rotting Flesh: You may only make two recovery rolls per day. You lose your 1-round and ten-minute **recovery rolls**.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Your predominantly U-Type neighborhood/enclave has gone drug-dry and one of the PCs has a sweet connection.
2. One of the PCs seems to feel strongly about equal rights for U-types.
3. Choose a PC: They're rumored to have participated in anti-Zombie rallies and activities in the past. You haven't decided yet what to do, but for now, you'll follow them.
4. One of the PCs smells absolutely wonderful.

VURTMAN

Vurtmen are often difficult to distinguish from pure humans, their Vurt genetics usually dominating the

mind more than the body. You're also known for your unusual self-confidence and seemingly mystical understanding of "the path" that people need to walk. As such, you'll often find that cult leaders, palm readers, and gurus have a bit of the Vurt embedded in their genetics. Whatever you choose to do, you're kind of a trippy character. From a very young age, you vurtmen have been taught to hide your Vurt side, in order to advance in a society that inherently distrusts anyone with Vurt genetics. Despite this, vurtmen often find themselves in leadership positions.

You gain the following characteristics:

Choose one tier 1 special ability, from either the Vurt or human special abilities listed on page 42.

Meditative: +2 to your Intellect Pool.

Charismatic: You are very intense. You are trained in all tasks involving persuasion.

Incarnate: You are trained in Intellect defense tasks and all tasks that involve resisting temptation.

Inability: Your intensity is often odd or unnerving, making small talk awkward. The difficulty of tasks involving casual social interaction is increased by one step.

Inability: When shit goes down, you're often caught off guard, in a contemplative state. The difficulty of all initiative tasks is increased by one step.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. In a Vurt dream long ago, you met a golden-eyed

Limbo, Vurt corebook, page 200

The Damage Track, Vurt corebook, page 141

Recovery rolls, Vurt corebook, page 142



girl whom you never saw again. You have never stopped searching for her.

2. During a particularly verbose Jammer-trip, you divulged a secret to one of the PCs. You are nervous

that they will let it slip if unattended, so you're sticking close.

3. This group is always bragging about all the drugs and feathers they can score. You've decided to



follow them around and see what you can get your hands on.

4. You and one of the PCs are total featherheads, willing to take any feather, anytime, anywhere. This mission seems like a good way to turn up a few new dreams..

ROBOSHAD

No two modes are more structurally at odds than robo and Shadow, but the union of the two almost always results in a being with an otherworldly grace. Your mechanical workings grant you agility and precision, which you harness with the stillness and deathly poise of your Shadow essence. While pure robos do not require sleep, Shadows may need quite a bit, and this conflicting mix of Shadow and robo always results in severe insomnia. Your body may be mostly mechanical with your Shadow self hidden inside, all Shadow flesh with nanomachines regulating and modifying your biological form, or something in between.

You gain the following characteristics:

Choose one tier 1 special ability, from either the robo or Shadow special abilities listed on page 43.

Agile: +2 to your Speed Pool.

Skill: You're trained in all tasks involving balance.

Skill: You're trained in all Speed defense tasks.

Complications: Not only do you need rest, you may need repairs. All your recovery rolls are -1.

Insomnia: You may not use your 10 hour recovery roll.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Some annoying inexplicable intuition compels you to join this group.
2. You have taken the ThermoFish feather more times than you can count, and so has one of the PCs. The two of you talk ThermoFish and consider yourselves experts.
3. You overheard one of the PCs talking about an opportunity you'd like to take advantage of.
4. Your long-term addiction to **Cortex Jammers** has made you feel hollow. One of these PCs has spoken about a particular drug that should fill the void, and you're determined to give it a go.

ROBOVURT

There's wisdom that comes with having a short lifespan—it affects your entire outlook. A biological incompatibility between your two natures dictates that you (like all robovurts) will live only a short while, and while your robo parts may be salvaged, perhaps even re-used, the part of you that is Vurt will be gone forever. To you, life is known as “the Quick-Time.” But like the flame that burns half as long, yours burns very bright. Somehow, in your mechanical bits, the digital echoes of your parents' experiences have been passed on to you,

granting you skills you didn't have to learn. You hope to add to this knowledge before your number is up. Life is short, you want every moment to count.

You gain the following characteristics:

Choose one tier 1 special ability, from either the robo or Vurt special abilities listed on pages 42 and 43.

Smart: +2 to your Intellect Pool.

Mayfly: Roll 1d6+10. The remainder of your short, robovurt lifespan holds only enough time for this many adventures. When you complete the last one, your body shuts down and you die.

Skill: You're trained in three knowledge-based skills of your choice.

Skill: You're trained in all tasks involving initiative.

Inability: No time to waste! The difficulty of any task involving charm or persuasion is increased by one step.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You must keep one of the PCs safe from harm—you've pledged your word to a member of their family.
2. One of the PCs has information you want, and you will stick near them at least until you get it. You also both share a love for the same Manchester Vurt-Ball team, and you find yourselves talking for hours about Vurty; the greatest sport ever.
3. You are searching for a way to increase your life expectancy. You hope this mission will turn up some clues.
4. You want to do something significant with your brief existence, and one of the PCs seems to share a similar goal.

SHADOWVURT

Your body is a product of the world of dreams and the Shadow of death. Vurt and Shadow are the two modes entirely not of the real world and you feel it, every day. Most shadowvurts must struggle to contain the deep well of angst which grows from this knowledge, which is why so many of you are drawn to counterculture or the underworld. Mental illness affects shadowvurts at a significantly higher than average rate, often resulting in erratic behavioral patterns, which may further drive them from mainstream society. In any case, you are drawn to the Vurt world and to dark, macabre things, which threaten to consume you if you delve too deep. Even if you are able to control them, these internal furies manifest themselves in self destructive behaviors.

You gain the following characteristics:

Choose one tier 1 special ability, from either the Shadow or Vurt special abilities listed on pages 42 and 43.

Versatile: +2 to your Speed Pool and +1 to your Intellect Pool.

Cortex Jammers, Vurt corebook, page 363

Well of Angst: Choose one of the following:

Self Flagellating: For you, the real world is suffering, and only by hurting yourself can you regain control. You may only use your 1-round and ten-minute recovery rolls only by scratching or cutting yourself, in secret. You get -1 to recovery rolls made in this way.

Erratic Behavior: You are prone to acting erratically or irrationally. When you are in the presence of a major discovery or subjected to great stress (such as a serious physical threat), the GM can use GM intrusion that directs your next action without awarding XP. You can still pay 1 XP to refuse the intrusion. The GM's influence is the manifestation of your madness and thus is always something you would not likely do otherwise, but it is not directly, obviously harmful to you unless there are extenuating circumstances. (For example, if a foe suddenly leaps out of the darkness, you might spend the first round weeping or babbling incoherently.)

Skill: You are trained in two knowledge based skills of your choice.

Vurtful Dodger: The physics of the Vurt world feel more natural to you than the real world. While in the Vurt world the difficulty of all defense tasks are reduced by one step.

Dreams of Death: Damage sustained while in (normally safe) blue and pink feathers affect your character in the real world. Every time you feather up you're in physical danger

Go Deep: While in the Vurt world you have a hard time disconnecting and return to the real world. The difficulty of **jerking out** of a feather is increased by one step.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You have the nearly impossible goal of swapping yourself and staying in the Vurt world forever and this group of PCs might help you.
2. One of the PCs makes you feel comforted somehow, and you want to remain as close as possible to them.
3. You and one of the other PCs both have a decent-sized collection of antique Game Cat magazines.

GAME CAT SAYS:

But you just want to have sex, right? Which delivers the next level, the third level, of which there are ten modes also; robodogman, shadowmandog, dogmanvurt, robodogshadow, robovurtdog, shadowvurtdog, robomanshad, robomanvurt, shadowmanvurt, and roboshadowvurt. These are the middle beings, where most creatures get stuck; they just haven't got the spirit to go beyond.

-Vurt, Jeff Noon

With the money you make on this adventure, you're going to combine your quid with them and buy a valuable signed issue #8.

4. You are attracted to one of the other PCs in a way that not even you can understand. Platonic or otherwise.

SHADOWMANVURT

Now we're getting weird, kittlings. The mix of Shadow, human and Vurt beings lead to very unique results, both physically and mentally. Two of your three genetic modes originate outside the realm of the real world, which creates an angst that leads many shadowmanvurts toward counterculture. The mixture of human and Vurt brings about a natural confidence, while the mixture of Shadow and human produces more of a natural independence. While you're probably socially adept, it may be a façade, concealing inner turmoil. Legendary rockstar Janus Fontaine was a shadowmanvurt.

You gain the following characteristics:

Choose one tier 1 special ability, from either the Shadow, human or Vurt special abilities listed on pages 42 and 43.

Personable: +2 to your Intellect Pool.

Charismatic: You are trained in all tasks involving persuasion.

The Natural: You can attempt one task in which you have no training as if you were trained. This ability refreshes every time you make a recovery roll, but the uses don't accumulate.

The Bachelor: You don't take very good care of yourself. -1 to all recovery rolls.

Inability: Shadowmanvurts are well known to have a very difficult time with addiction. The difficulty of all drug-related willpower tests is increased by one step.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You owe money to a member of the Tameside Parkas streetgang and need to repay them—fast.
2. You're acting as a bodyguard for one of the other PCs who is being harassed. You're on this adventure to protect them.
3. You were given instructions by your fixer to join this group of PCs. But your fixer is also known to give out bad advice when they're on one of their week-long Cortex Jammer binges.
4. You actually enjoy the company of this group. It might be the seventh glass of Fetish talking right now, but dammit, you really like these PCs.

ROBODOGMAN

It is well known in big media circles that robodogmen play very well across all audiences right now. Lucky you! Widely considered to be the most aesthetically pleasing of the

*Jerking out, Vurt corebook,
page 170*

modes, your mode is totally en vogue right now. Thanks to this widespread appeal, you can move easily from group to group, making you perfect for the urban environment. Most people who meet you want to shake your paw/hand.

Identical Vurt-star triplets the Ellipsisters are robodog-men, and everyone copies their style.

You gain the following characteristics:

Choose one tier 1 special ability, from either the robo, dog or human special abilities listed on pages 41, 42 and 43.

Actions, Not Words: +2 to your Might Pool and +2 to your Speed Pool.

Skill: You are trained in a physical, noncombat skill of your choice.

Skill: You're trained in all tasks involving interacting with real world animals (including pure dogs).

Inability: You're often focused more on yourself than what's going on around you. The difficulty of tasks involving perception are increased by one step.

Additional Equipment: You have a piece of jewelry that is an expensive item. People often give you gifts or try to impress you.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. One of the PCs seems totally unimpressed by you being a robodogman, and that is intriguing to you. You think your mode of being is simply wonderful and you'll show them why.

2. One of the PCs reminds you of a good friend you lost in a stabbing in front of the White Lion club in Withington. You could have saved that friend if you hadn't been so wasted on Boomer. You're not going to make that mistake again.

3. There's safety in numbers and you need safety right now, thanks to that worrying stalker you've got.

4. You owe too much money to return to your old life in Shakespeare Luxury Estates; running with this dangerous new group is your way to rebel.

SHADOWMANDOG

Shadow, human and dog mix together to create one of the most imposing modes of being—the sort that might make someone stop short if they turned a corner and there you were. You're built for speed, both mental and physical, and you know it. Perhaps that's why shadowmandogs make such good cops. You're highly competent and don't give a rat's arse if people realize it or not. You're not out to make friends, because well-behaved people seldom make history.

You gain the following characteristics:

Choose one tier 1 special ability, from either the Shadow, human or dog special abilities listed on pages 41, 42 and 43.

Versatile: +2 to your Speed Pool and +1 to your Intellect Pool.

Skill: You're trained in initiative actions.

Skill: You're trained in running actions.

Type-A: You're trained in intimidation tasks, but when trying to persuade people politely, the difficulty is increased by one step.

Inability: You're something of a Neo-Ludite. The difficulty of tasks involving anything high-tech is increased by one step.

Contact: You have a contact who owes you one big favor. This contact is just a quick call away. You and the GM can work out the details.

Initial Link to Starting

Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You convinced one of the PCs that joining the group would be in their best interest. In other words, you're strong-arming them into this adventure and are making sure they stick with you.

2. One of the PCs is going to help you with your own goal once you help them with the current adventure. They've lied





before though, so you're ready to leave if necessary.

3. There's safety in numbers and you're currently in need of backup due to a local threat.
4. You had a reoccurring dream that convinced you to join the current group.

DOGMANVURT

Both physical and intuitive, you are comfortable living moment to moment. There is a sense of placement in the scheme of things, perhaps due to the Vurt in you, that makes you feel like you'll be alright, no matter what. You may participate in the rat-race—working a regular job and saving up for someplace nice to retire, but if so, you are aware of the fact that you needn't be bothered. This insouciance belies a tough-as-nails disposition and is likely the reason dogmanvurts often live in tribal communities on the fringe of polite society. Most of the nomad communities and Cargo Cults are thought to be composed largely of dogmanvurts, though there is no real data to support this.

You gain the following characteristics:

Choose one tier I special ability, from either the dog, human or Vurt special abilities listed on pages 42 and 43.

Quick: +2 to your Speed Pool.

Skill: It doesn't take much to get your blood up. You're trained in Speed defense actions.

Skill: You're trained in tasks involving obtaining information from an individual.

Contact: You have a contact who is a fellow dogmanvurt. This contact can either be from your dogmanvurt tribe or not, it's up to you.

Inability: You've got a short attention span. The difficulty of any task that takes longer than five minutes is increased in difficulty by one step.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Your blasé attitude toward things others find important is shared with one of the PCs. You enjoy hanging around with them, for now.
2. This group seems to be after the same things you are: good drugs.
3. Choose a PC: Your fixer told you to keep an eye on this person to make sure they're really going to split the earnings evenly.
4. One of the PCs is also looking for the current location of a legendary, nameless underground club that changes venue every evening. It's all you've been able to think about, you're both obsessed with finding it.

ROBODOGSHADOW

You're a complex being, capable of great loyalty and valor as well as terrible wrath and vengefulness. While you may be torn between these forces, once you make up your mind you act with a rock-ribbed sense of purpose. You may spend much of your time in your own head, obsessing about your behavior, a quality which has allowed you to be manipulated in the past. It's possible that you've been into a dark place by these betrayals, from time to time, or that you've become wary of trusting people, or letting them become too close. As such, you may have few friends but those lucky few are damn fortunate to have you when the chips are down. Woe to the fool that disrespects a friend of yours.

You gain the following characteristics:

Choose one tier I special ability, from either the robo, dog or Shadow special abilities listed on pages 41 and 43.

Fast: +3 to your Speed Pool.

Skill: You're trained in all initiative actions.

Skill: You're trained in running.

Inability: The difficulty of any task involving deception is increased by one step. It just doesn't come naturally to you.

Inability: Once you let someone in, you are generous with your trust. The difficulty of any task that involves seeing through deceptions or determining

someone's secret motive is increased by one step.

Additional Equipment: None

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You and one of the PCs both went in together on a Randomino scheme in the past. You both lost a lot of money and you still blame them for what happened.
2. One of the PCs fascinates you greatly. They look so familiar; perhaps they remind you of some VurtStar or famous personality you can't seem to remember the name of at the moment.
3. You and one of the PCs both were romantically involved with the same foxy dogman who requested that you take part in the PC's adventure as a personal favor.
4. The PCs are a treasure trove full of delicious data.

ROBOVURTD OG

You're a proud robovurtdog; your mode is known to have a certain physical resiliency and endurance that surprises many. While not known for your speed, robovurtdogs like you make up for it in total drive and inner strength. Even those robovurtdogs with a small frame seem to have the ability to outlast other modes much larger when in combat. Your brains function a bit differently than the other modes as well; while you lot are not known for your academic accomplishments in society, your non-linear points of view have often proven indispensable.

You gain the following characteristics:

Choose one tier 1 special ability, from either the robo, Vurt or dog special abilities listed on pages 41, 42 and 43.

Resilient: +1 to Armor

Resistant: +2 to your Might Pool and +1 to your Intellect Pool.

Quick Recovery: Your second recovery roll (usually requiring ten minutes) is only a single action, just like the first roll. Enabler.

Skill: You're trained in Might defense tasks.

Inability: You get easily flustered. The difficulty of any task involving knowledge or figuring out problems or puzzles is increased by one step.

Inability: You have an issue with Shadows. Whenever you try to resist a Shadow-based mental attack, the difficulty is increased by one step.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. The other PCs are going to a location you've only heard about in the Newsvurts, a place you have always wanted to see but haven't had the guts to check out alone.
2. One of the PCs knows you from a previous job

that ended very badly, but they still called you in on this mission. You half expect a trap, but you're still here, aren't you?

3. On several occasions, you've either bought or sold Choke to one of the PCs. You both consider yourselves **Choke** aficionados and have taken your love for this drug to another level.

4. You are in a friendly competition with one of the other PCs over who can beat up the most sleeping homeless robocrusties. No one said you two were good people!

SHADOWVURTD OG

One of the rarest modes in the real world, the shadowvurtdogs have a nasty reputation to either live up to or overcome. The combination of Shadow and Vurt is already taxing, but with the addition of dog genetics, things begin to happen inside your brain that you may not fully understand. There seems to be no middle ground for you—one moment you're in ecstasy, the next, despair. This can be addressed through meditation or drugs, but part of you enjoys the euphoria of these swings. It's perhaps an oversimplification, but your mental state is like a dog being thrown countless sticks in opposite directions. The moment you get close enough to one stick, the other seems too delicious not to chase.

You gain the following characteristics:

Choose one tier 1 special ability, from either the Shadow, Vurt or dog special abilities listed on pages 41, 42 and 43.

Energetic: +2 to your Speed Pool.

Bold: You're trained in all tasks that involve overcoming or ignoring the effects of fear or intimidation.

Skill: You're trained in initiative.

Easy Dreamer: While in the Vurt world your inner strength really comes out. The difficulty of all Might related tasks are decreased by one step.

Inability: Mood swings suck. The difficulty of any task involving social interaction is increased by one step.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You've become obsessed with some aspect of this group's current mission, and for whatever reason, it has become a driving force for you.
2. One of the PCs stupidly doubted your worth on this adventure—now you're here to show that daft apeth what a real shadowvurtdog can do.
3. You're here with these people because you're (in)famous for your ruthless method of combat. The group knows of your reputation and hired you to assist.
4. You honestly can't remember when you've had so much fun running with a crew. These PCs are as mad as you are!

Choke, Vurt corebook, page 363



ROBOMANSHAD

You robomanshads are the ones no one wants as an enemy. *Ever*. Some say that the simple mix of robo and human is sweet, and that adding something else to that mix makes it sour. Like Shadow. You like that. There's a certain deep-seated anger that is recognizable in almost all robomanshads. No matter how friendly your robo programming is, or how well-adjusted and ideal your childhood, your mode tends to have a hatred of the other modes and usually stick together. Strong tribal ties make certain robomanshad neighborhoods off-limits to other modes who want to survive. You like that too. You've been described as territorial and driven to the point of rage. You ain't bovvered. Your mode is considered to be the most unapproachable of all modes. Now add the fact that obtaining employment as a young robomanshad is nearly impossible, and you have yet another reason for the anger at the inequality

to grow. Robomanshads that live outside their tribal communities are shunned by everyone, including their own. There's little light at the end of the Robomanshad tunnel, kittlings. But having most fear you on sight sometimes has its advantages.

You gain the following characteristics:

Choose one tier 1 special ability, from either the robo, human or Shadow special abilities listed on pages 42 and 43.

Skill: You're trained in Speed defense actions.

Skill: You're trained in any tasks involving intimidation, threats, or inflicting pain through torture. Yikes!

Contact: You have one other robomanshad contact who you trust like a sibling.

Inability: The whole world seems to hate you. The difficulty of any task involving social interaction is increased by one step.

Disastrolabe: *While in the Vurt world* you have a hard time finding your bearings, so all tasks involving navigation in the Vurt world are increased by one step.

Additional Equipment: You start with an additional medium melee weapon.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. One of the PCs seems to share your deep hatred of pure Vurts. Neither of you are comfortable with anyone who has Vurt genetics.
2. One of the PCs has a peculiar way of making you feel almost happy at times.
3. This group is on an adventure that overlaps with your own personal goals.
4. Back in the dark days following the Pollen Outbreak, you and one of the other PCs took part in the Didsbury riots. Both of you deny this, and claim that the riots were perpetrated by those irresponsible tossers from Northenden.

ROBOMANVURT

Robo processing meets Human ingenuity combined with otherworldly grace. You are most likely the smartest mode in the room. Confident and inquisitive, the way you think is the main difference; your humanity feels augmented by Vurt sensitivity and robo processing. When in the real world, you generally function quite well both physically and mentally. The downside (you knew there'd be a downside) is that when you're inside a Vurt feather, the robo part of your genetics slows you down and causes intense frustration. You may avoid going into the Vurt, unless you absolutely have to. This irony isn't lost on you. You feel the genetic pull of the Vurt, but just aren't sure that you fit in the Vurt world.

You gain the following characteristics:

Choose one tier 1 special ability, from either the robo, human or Vurt special abilities listed on pages 42 and 43.

Versatile: You get to add 4 points to divide among your stat Pools.

Skill: You're socially gifted. You're trained in all tasks involving social interaction, pleasant or otherwise.

Skill: You're trained in an area of knowledge of your choice.

Inability: You're not the outdoorsy type. The difficulty of all climbing, running, jumping, and swimming tasks is increased by one step.

Inability: You're not a very good liar. The difficulty of any task involving deception is increased by one step.

Disastrolabe: *While in the Vurt world* you have a hard time finding your bearings, so all tasks involving navigation in the Vurt world are increased by one step.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You're trying to train your mind to function better in the Vurt world, and this group seems feather-bound.
2. One of the PCs is your feather-mentor and always seem to get their hands on the best bootlegs. You've had some crazy times together over the years and wherever they go, you go.
3. These PCs are no joke. You feel like this adventure is a way for you to prove yourself and earn your place on future missions.
4. One of the PCs has promised you something secret (maybe embarrassing) in exchange for your assistance.

ROBOSHADOWVURT

When robo mixes with Shadow and Vurt, no one wins. Others often look on your ultra-rare mode with a combination of pity and disdain. Dueling thought processes often unravel trains of thoughts at the proverbial station. You know what you want to say, but usually cannot communicate clearly with others, including fellow roboshadowvurts. This may lead to a lonely existence, but in recent years, there's been a push to incorporate roboshadowvurts into society, tapping into your natural but confounding abilities. One would think that real world robo processing power would tame the other two genetic parts into functioning well, but this is seldom the case. Most roboshadowvurts like you find it very difficult to communicate, but can understand what is being communicated to you perfectly. However, when you are in a feather, you communicate well and have a natural physical grace that is almost unrivaled. *You gain the following characteristics:*

Choose one tier 1 special ability, from either the robo, Shadow or Vurt special abilities listed on pages 42 and 43.

Actions, Not Words: +2 to your Might Pool and +1 to your Speed Pool.

Home, Sweet Home: *While in the Vurt world* the difficulty of all Intellect-based tasks is reduced by one

step.

Skills: You are trained in two non-physical skills of your choice.

Inability: You're tongue-tied in the real world. The difficulty of any task involving communication in the real world is increased by one step.

Inability: Your senses are slightly out of tune with the organic world. The difficulty of tasks that involve your sense of smell or taste are increased by one step.

Contact: You have a contact with amazing access to high tech weapons or equipment, but you don't get a discount.

Additional Equipment: You start with an additional medium melee weapon.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. One of the PCs understands you better than most, and helps you communicate with others. Without their help, you're less likely to venture outside of your stash-pad.
2. The group has hired you for your extraordinary Vurt world abilities. Everyone wants to take feathers with you—you're a natural.
3. The PCs are on a mission that you feel morally or emotionally compelled to join. It feels good to be doing something you believe in!
4. Do roboshadowvurts dream? Yes, they do, and your recurring dream has lead you to this group of PCs.

GAME CAT SAYS:

Except of course, some few just can't stop having sex. Which gives birth to the FOURTH LEVEL, of which there are only five modes, each missing only one element, and their names are; Flake, Dunce, Squid, Spanner, and Float. Hey, what did you want? More big mouthfuls. Fourth level beings are deep beauties, and I should know, because the Cat is one. Which kind? Hey, what is this, gift week? You'll be asking who Hobart is next. I know, I'm a tease. That's how I make my living.

-Vurt, Jeff Noon

DUNCE (VURTSHADOWDOGMAN)

Your brain is a glorious mess, pulled in four directions at all times by four distinct voices who whisper constantly and give you conflicting advice—but you'd feel lonely without them. Your mind is never quiet or calm and you experience reality on a very different level. You've likely never met another Dunce, and feel isolated in the world. Perhaps you feel envious of others and their ability to experience the simple pleasures of life, and wonder what it would be like to be able to function without doubting the reality of what's before



Dodos, page 82

The term “4th level being” is simply referring to the mixture of modes, not a game mechanic.

you. You are aware that you seem dangerous and delusional, but it’s what pushes you forward and gives you godlike glimpses into reality that others will never experience.

You gain the following characteristics:

Choose three additional tier I special abilities, from either the Vurt, Shadow, dog or human special abilities listed on pages 41, 42 and 43.

Well Read: +2 to your Intellect Pool.

Skill: You’re specialized in all tasks involving intimidation.

Loner: You gain no benefit when you get help with a task from another character who is trained or specialized in that task.

Inability: Others rarely trust you or like you. The difficulty of pleasant social interactions is increased by two steps.

Erratic Behavior: You are prone to acting erratically or irrationally. When you are in the presence of a major discovery or subjected to great stress (such as a serious physical threat), the GM can use GM intrusion that directs your next action without awarding XP. You can still pay 1 XP to refuse the intrusion. The GM’s influence is the manifestation of your madness and thus is always something you would not likely do otherwise, but it is not directly, obviously harmful to you unless there are extenuating circumstances. (For example, if a foe suddenly leaps out of the darkness, you might spend the first round babbling incoherently.)

Hunted: There are those who believe that beings like you hold the secrets to a massive evolutionary leap. The powers that be are hunting beings like you for nefarious purposes. Hunters are a constant threat and every move you make is potentially lethal. You and the GM should work out the details.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Your companions do not know that you are a Dunce. Discuss the details with the GM.
2. Truth be told, you hang around one of the PCs because they have a smooth voice that reminds you of a young Frank Scenario (before he got hooked on Choke and involved in the House of Chances scandal).
3. You had a vision that this adventure would lead to some truly important reward, something more than just money. It’s been years since you’ve felt this compelled to follow your dreams—it must be something of value.

FLAKE (ROBOSHADOWDOGMAN)

Flake is a name given to a rare being like you; robo, Shadow, dog and human (four of the five possible modes) are mixed in your veins, though your outward appearance doesn’t give you away. All Flakes are genetic **Dodos**, unable to access the Vurt world through feathers or regular means. This separates your mode even further from other extremely rare modes who can at least find comfort in feathers. You’ve never met another Flake, there are simply too few of you in existence. The prime minister of Australia, known only as “The Wizard,” is a Flake and the only openly 4th level being in the world.

You gain the following characteristics:

Choose three additional tier I special abilities, from either the robo, Shadow, dog or human special abilities listed on pages 41, 42 and 43.

Open Mind: +4 to your Intellect Pool.

Skill: You’re in constant danger from bounty hunters, which makes you sharp. You’re trained in tasks involving perception.

Vurtrophobe: You have a deep-seated fear and hatred of any being with Vurt genetics. If you become aware of the presence of a being with even the smallest amount of Vurt genetics within short range, it will automatically trigger your fight or flight reaction. The GM can use GM intrusion that directs your next action without awarding XP. You can still pay 1 XP to refuse the intrusion. The GM’s influence is the manifestation of your uncontrollable hatred and fear and might ruin just about any social interaction. (For example, you may run screaming or attack a Vurt being without provocation.)

Dodo: You cannot travel into the Vurt world via feathers.

Inability: Others rarely trust you or like you. The difficulty of pleasant social interactions is increased by two steps.

Hunted: There are those who believe that beings like you hold the secrets to a massive evolutionary leap. Powers that be are hunting beings like you for nefarious purposes. Hunters are a constant threat and every move you make is potentially lethal. You and the GM should work out the details.

Retainer: You start out with a level 2 servant or protector of some sort, either paid or volunteer. This person lives to serve and protect you. You and the GM should work out the details.

Additional Equipment: You start with an **XtroVurt machine** that allows you to observe your companions when they are travelling in the Vurt world without you.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. The bounty on your head has reached legendary status at this point, you're on the top of many hit lists for hunters, and this group of PCs might be trustworthy.
2. One of the PCs knows your true identity—everyone else is told that you are just a mix of three genetics, not four. Discuss the details with the GM.
3. Observing this group on this adventure should further your studies into the use of feathers. As a Dodo, you've never experienced the Vurt world, but perhaps a genius such as yourself might someday solve this problem.

FLOAT (ROBOSHADOWVURTMAN)

You are a being with the mixed genetics of of robo, Shadow, Vurt and human. You Floats are known for an overwhelming intellect that makes you often unable to connect with anyone else. Communication with other beings is maddening, as they cannot grasp what it is like to have four of the five modes swirling inside your mind like a mental tornado. You're also not a big fan of those with dog genetics, their method of communication generally the most confusing to decipher (and they smell bad). You feel most comfortable by yourself, but will work with others when you need to. You've never met another Float, and you don't ever expect to.

You gain the following characteristics:

Choose three additional tier 1 special abilities, from either the robo, Shadow, Vurt or human special abilities listed on pages 42 and 43.

Sneaky: +4 to your Speed Pool.

Open Mind: +4 to your Intellect Pool.

Educated: You're trained in three areas of knowledge of your choice.

Home, Sweet Home: While in the Vurt world the difficulty of all Speed based tasks is reduced by one step.

Inability: They just don't understand a mind as powerful as yours, and that is maddening. The difficulty of any task involving pleasant social interaction is increased by one step.

Erratic Behavior: You are prone to acting erratically or irrationally. When you are in the presence of a major discovery or subjected to great stress (such as a serious physical threat), the GM can use GM intrusion that directs your next action without awarding XP. You can still pay 1 XP to refuse the intrusion. The GM's

influence is the manifestation of your extreme anxiety and thus is always something you would not likely do otherwise, but it is not directly, obviously harmful to you unless there are extenuating circumstances. (For example, if a foe suddenly leaps out of the darkness, you might spend the first round babbling incoherently.)

Hunted: There are those who believe that beings like you hold the secrets to a massive evolutionary leap. Powers that be are hunting beings like you for nefarious purposes. Hunters are a constant threat and every move you make is potentially lethal. You and the GM should work out the details.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. One of the PCs intrigues you, which is rare. You feel like being physically close to them gives your tired mind something to focus on, something simple and distracting.
2. You're on a personal mission to spread your knowledge all over the real world and these PCs can be your first disciples. This adventure is going to go down in history as the initial steps in your ascension to greatness.
3. The other PCs are unaware that you are a Float—you pass for a mode with only two or three different genetic modes mixed in, not four. Discuss the details with the GM.

SPANNER (ROBOSHADOWVURTDG)

Too. Many. Voices. Inside. There has yet to be a documented case of a Spanner able to communicate other than telepathically. If there are others like you, they're likely unable to hold it together, confused beyond belief. Having no human in them, you Spanners show a major distrust of all other modes, and for good reason: You are, by far, the most hunted of the modes, the most prone to being caught and killed. But not you. You're going to prove them all wrong and show them that despite your constant uphill battle to hang on to your sanity, you will not only survive, but thrive. You believe that even the powerful voices in your head will be silenced someday as long as you keep your focus, keep your mouth shut, and keep your eye on the prize.

You gain the following characteristics:

Choose three additional tier 1 special abilities, from either the robo, Shadow, Vurt or dog special abilities listed on pages 41, 42 and 43.

Actions, Not Words: +2 to your Might Pool and +1 to your Speed Pool.

Well Read: +2 to your Intellect Pool.

Home, Sweet Home: While in the Vurt world the difficulty of all Speed based tasks is reduced by one step.

Skill: You're trained in all tasks involving intimidation.

Voices: You fight a constant battle to silence the voices in your head and know that keeping your mouth shut is the only

*XtroVurt machine,
page 107*

way. Whenever you speak, you are unable to control what comes out of your mouth and appear to others to be raving mad. When you are in the presence of a major discovery or subjected to great stress (such as a serious physical threat), the GM can use GM intrusion that directs your next action without awarding XP. You can still pay 1 XP to refuse the intrusion. The GM's influence is the manifestation of your "condition" and what you end up saying is often deeply disturbing to anyone who hears you. (For example, if a cop interrogates you, the stress might cause you to open your mouth and start screaming uncontrollably about death and taxes.)

Doom: *While in the Vurt world*, Spanners feel a sense of doom. Resisting the effects of any fear or intimidation in the Vurt world is increased by one step.

Inability: You cannot communicate with *anyone* in the real world effectively. The difficulty of any task involving communication is increased by three steps. Yes, *three*.

Hunted: There are those who believe that beings like you hold the secrets to a massive evolutionary leap. Powers that be are hunting beings like you for nefarious purposes. Hunters are a constant threat and every move you make is potentially lethal. You and the GM should work out the details.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You need to tell one of the PCs something important, something that might just save their life, but are unable to communicate effectively. Perhaps if you follow them into the Vurt world, you can relay this warning in time.
2. This group isn't trying to kill you, and that's refreshing. You've spent the last few years being chased by fanatical hunters.
3. You do not tell any of the other PCs that you are Spanner. However, you'll need a good excuse for your inability to communicate. Discuss the details with the GM.

SQUID (ROBOVURTDOGMAN)

*Ford Comet, Vurt corebook
page 122*

Some Squids are said to almost resemble the ancient Greek titans or Sumerian gods; quasi-human forms with mysterious powers, changing shape at will and confusing all around them with their formless brilliance. You know that the terrifying beauty of your physical form is too much for most to bear. To you, it's proof that you are here to be worshipped and/or feared, that everything you do is part of a bigger cosmic plan. Maybe you see yourself as the perfect end result of evolution, the pinnacle of genetics. You feel that this world is your playground, that society will someday accept and perhaps even deify you. Unfortunately, for the time being, you're likely forced to wear a disguise that covers your beauty. It feels almost sacrilegious not to share your near-perfection with the world, and you

hate the fact that you're not free to do what you want. Someday you'll make them all pay, but in the meantime, you will do what you have to do.

You gain the following characteristics:

Choose three additional tier 1 special abilities, from either the robo, Vurt, dog or human special abilities listed on pages 41, 42 and 43.

Mighty: +4 to your Might Pool.

Open Mind: +4 to your Intellect Pool.

Unstoppable: While you are impaired on the damage track, you function as if you were hale. While you are debilitated, you function as if you were impaired. In other words, you don't suffer the effects of being impaired until you are debilitated, and you never suffer the effects of being debilitated. You still die if all your stat Pools drop to 0.

Godlike: Your visage may be terrifying. You are specialized in tasks involving persuasion, but only when you reveal yourself to be a Squid.

Home, Sweet Home: *While in the Vurt world* the difficulty of all Speed based tasks is reduced by one step.

Inability: This world appears to be filled with lesser beings. The difficulty of all communication tasks is increased in difficulty by two steps.

Alien Appearance: There is simply no way that your ever-shifting physical form will pass as one of the other modes. This causes terror in most that see you. Concealing yourself under a disguise might be possible, but difficult.

Hunted: There are those who believe that beings like you hold the secrets to a massive evolutionary leap. Powers that be are hunting beings like you for nefarious purposes. Hunters are a constant threat and every move you make is potentially lethal. You and the GM should work out the details.

Driver: You start out with a level 2 servant or protector who drives you from place to place so that you will not be seen. They worship you like a god and would drink poison for you. You and the GM should work out the details.

Additional Equipment: You start with a **Ford Comet**.

Initial Link to Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Since the last group of followers/worshippers you had were all recently gunned down by the MPD, you've identified this group as candidates for your new disciples.

2. You're fascinated by how repulsive all these other, lower modes of being are. This group is especially ugly and you can't seem to stop staring at their hideousness.

3. You have managed, with difficulty, to conceal your Squid nature from the PCs. But one has found out and is threatening to tell unless you join this adventure.



MODE SPECIAL ABILITIES

DOG SPECIAL ABILITIES

Tier 1: (choose one)

Dog Sense: You have an uncanny ability to sense when things aren't right and can snap to an alert state quickly. You are trained in Initiative. If you are already trained, you become specialized. Enabler.

Dog Bite: Your bite is a light weapon (4 damage) but normal speech is impeded. The difficulty of verbal communication tasks with non-dog modes is increased by one step. You may only select this ability during character creation.

Tier 2: (choose one)

Ferocious When Cornered: When you are impaired, you fight with desperate savagery. Melee attacks inflict one additional point of damage and you have an asset when resisting intimidation. Enabler.

Unstoppable: When you are impaired on the damage

track, you function as if you were hale. While you are debilitated, you function as if you were impaired. In other words, you don't suffer the effects of being debilitated. You still die if all your stat Pools are 0. Enabler.

Tier 3: (choose one)

Escape Artist: There may be a trace of Jack Russell in you. You have two assets for any task related to escaping. Enabler.

Bloodhound (2 intellect points): Using your sense of smell, you can track a creature or object. The PC must have an object which bears the scent of the quarry (e.g. a scrap of clothing, or an object from the person's car or home). On a successful difficulty 2 Intellect task you can track your quarry to a distance of 1 mile. If the trail is longer than 1 mile, the PC must spend 1 Intellect point and make another difficulty 2 Intellect check to stay on the scent. The

difficulty of Intellect tasks increases by one step for every day the trail fades (i.e. tracking an NPC who got away from a combat with your PC is a difficulty 2 task, tracking an NPC from the site of a combat that took place yesterday is a difficulty 3 task, and so on). Action to initiate.

Tier 4: (choose one)

Howl: Because of your high reputation in the dog world and your general affect, you are able to call upon the resources and help of other dogs. The PC can get a small amount of quick cash, find an untraceable pistol to purchase, or even rally a small group of nearby dogs to support them in an encounter. This ability can be used once per play session. Enabler.

Mad Dog (3 Might points): You go into a frenzy so fearsome that an opponent within immediate range is intimidated. For one round, the difficulty of any tasks the target attempts are increased in difficulty by two steps. Action.

HUMAN SPECIAL ABILITIES

Tier 1: (choose one)

Socially Acceptable: Humans are inherently sycophantic and some people just love that. You have an asset in bureaucratic or pleasant social interactions. Enabler.

Drip Feed Account: Where other modes seem always to find red tape when applying for public assistance, humans are met with less resistance. Once per day the player may access a drip feed terminal, and on a result of 1-3 on a 1d6, receive £50 of public assistance. This account does not deactivate after one use, like the cypher Drip-Feed Card—it's a functioning account registered to the PC. Enabler.

Tier 2: (choose one)

Human Creativity: You have an asset in crafting tests. Enabler.

Pharmafinity: Thanks to three generations bathed in antidepressants, humanity has developed an impressive resilience to drug side effects. Any lasting damage sustained as a side effect of a drug or a poison is cut in half. For example, if the PC takes Cortex Jammers, the weakened effect would only last for one hour rather than two. Enabler.

Tier 3: (choose one)

Making a Call: Because of your mainstream respectability or influence, you can obtain the name or location of a low level connection who may have the resources your group needs. It's up to you to make the introduction and obtain the services needed (this may require a conversation, money, or even completing a mission for the NPC). This ability can be used once per play session. Enabler.

Allure: You are trained in seduction. Additionally, all tasks attempted inside a pink feather are reduced in difficulty by one step. Enabler.

Tier 4: (choose one)

Knowing Someone: You know a person in a position of some authority (such as a police lieutenant or a gang leader), and can obtain an occasional meeting with them. Your relationship provides an asset for interactions with this connection, but they do not necessarily owe you any favors. For example, if you know Constable Erwin of the Greater Manchester Police Department, the Lieutenant isn't going to arrest a rival on your behalf, but may be convinced to have a constable look into your report of illegal activity. This ability can be used once per adventure. Action.

Touch of Vurt: You have inadvertently absorbed a touch of the Vurt in your blood, possibly from the sting or bite of a Vurt creature. Choose a tier 1 special ability from the Vurt special abilities. Enabler.

Touch of Robo: The PC has obtained a cybernetic implant. Choose a tier 1 special ability from the robo special abilities. Enabler.

VURT SPECIAL ABILITIES

Tier 1: (choose one)

Sense Vurt Nature (Intellect 1): You can pick up waves of Vurt, like a radio antenna. If you concentrate on a person within short range for one round, you will know if they are part or pure Vurt. If you are attacked before the start of your next turn, the attempt will fail. Action.

Vurt Flesh Resilience: Vurt flesh is elastic and heals quickly. You get +1 to all recovery rolls. Enabler.

Tier 2: (choose one)

Accelerated Healing: You may choose to deduct one day from the remaining healing time of all lasting damage effects in the place of any recovery roll. This means that a PC could heal 4 days of lasting damage effects in 24 hours if they choose to forgo any pool point recovery. Enabler.

Mask Vurt Nature: You are able to project a perception of yourself into the minds of nearby entities, tricking them into not noticing your obvious Vurt characteristics. This ability is automatic and defensive in nature, and serves only to camouflage you to the casual observer. You receive an asset when attempting to hide your Vurt nature. Ineffective against Dodos. Enabler.

Tier 3: (choose one)

Edge Riding (4 Intellect): Without taking a feather, you can enter the Vurt dream of any character within immediate range. If you do, you are immediately inside the Vurt with them. Action.

Tap In: You get a precognitive sense of what is to come in The Vurt. Each level of Tap In counts as an asset toward all tasks, combat, and noncombat in the Vurt. You may select this ability twice.

Tier 4: (choose one)

Move Sideways (6 Intellect): Open a door from one Vurt feather into another, by connecting related Vurt world environments. The door between Vurt feathers remains open for the duration of the trip. You cannot jerk out after you cross into this new feather, and if you or anyone with you dies before returning to the initial Vurt feather, they die in the real world, as their consciousness cannot find its way back to the body. Action.

Vurt Flesh Regeneration: When suffering lasting damage, divide the healing time in half. A lasting damage effect that would normally take eight days to heal only takes four days for you. Permanent damage, even a severed limb, is completely healed after only 24 hours. Enabler.

ROBO SPECIAL ABILITIES

Tier 1: (choose one)

Utility Suite: You have a retractable toolkit built into your body, including an uplink port that enables

connection to any computer system as well as the use of a neural link system. It provides an asset in all simple mechanical or electronics tasks. Enabler.

Ballistic Skin: You have replaced your standard skin plastics with a layer of ballistic weave providing +1 Armor rating. Enabler.

Tier 2: (choose one)

Built-in Weapon: You have installed a retractable light weapon (4 damage). This can be a melee or ranged weapon. It is fully concealed and can only be discovered by body scan. Upgrade may be selected twice.

Targeting Optics: A heads-up display automatically highlights targets in your field of view, providing an asset to ranged attacks. Enabler.

Tier 3: (choose one)

Hardened: Your body is coated in a layer of transparent insulation. You have +6 Armor rating vs. fire, acid, and electricity, and you can operate in a total vacuum. Enabler.

Expanded Memory: Your memory storage is extensive, allowing recall of any details, including conversations within earshot, going back 30 days. Enabler.

Tier 4: (choose one)

Wired Reflexes: Your latest software upgrade has dramatically reduced loading times. You have an asset for initiative checks and melee defense actions. Enabler.

Combat armoring: You have installed a layer of flexible VPC armor under your skin for additional protection. +4 to Armor rating, encumbrance as Medium armor.

SHADOW SPECIAL ABILITIES

Tier 1: (choose one)

Show Shadow (1 Might point): Your body produces smoke from every orifice, which you can control to partially mask yourself in darkness, reducing the difficulty of all tests to hide in shadows or dim light by one level for ten minutes. Action to initiate.

Simple Communication (1 Intellect point): Each time this special ability is chosen you may select one of the following:

- Reach out with your shadow and telepathically connect to the mind of a single willing, intelligent being within medium range. You can both send and receive telepathic messages for ten minutes. Action to initiate.
- With concentration you're able to communicate verbally for ten minutes. Action to initiate.

Tier 2: (choose one)

Disorient Foe (1 Intellect point): Focus your Shadow on an enemy's mind, causing disorientation.

For one round any action attempted by the target is increased in difficulty by one step, including defense actions. Action.

Read Mind (2 Intellect points): You can read the surface thoughts of a creature within short range, even if the target doesn't want you to. You must be able to see your target. Once you have established contact, you can read the target's thoughts for up to one minute. If you also have the Mind Reading ability from your type or another source, you can use this ability at long range, and you don't need to be able to see the target (but you do have to know that the target is within range). Action to initiate.

Tier 3: (choose one)

Mind Punch (3+ Intellect points): You blast waves of mental force into the minds of up to three targets within short range (make an Intellect roll against each target). This burst inflicts 4 points of Intellect damage (ignores Armor). For each 2 additional Intellect points you spend, you can make an Intellect attack roll against an additional target. Action.

Partially There (3 Might points): For ten minutes your flesh is partially ethereal. Reduce the damage of all physical attacks by half. Flame pistols or attacks with Shadow, heat or ultraviolet properties deal normal damage. Action to initiate.

Tier 4: (choose one)

Turn to Smoke (4 Might points): You can completely change into Shadow form for three rounds. While in this state you can pass through a keyhole, under a door, float up and over a barrier 5m high and you are impervious to all physical attacks or influence (except those with Shadow, heat, or ultraviolet properties). While Turn to Smoke is active, you cannot make any physical attacks or actions, but you can move, speak or use your Shadow. For example, you can use Mind Punch while Turn to Smoke is active, but you cannot perform a melee attack or open a door. Activating this ability causes all clothing and items to drop to the ground. Turn to Smoke cannot be used by any character whose body contains substantial mechanical parts.

Shadow Fuck (4 Intellect points): On a successful attack roll, you pour your Shadow into another person, totally dominating and bombarding their mind. While Shadow Fuck is active they are completely unable to perform any actions or movement, and take light Intellect damage (4 damage) at the end of the round. The effect can be maintained in subsequent rounds for free (no intellect cost), but the attack roll required to hold the effect is increased in difficulty by one level for each consecutive round. A successful attack against the PC will break the effect, and prevent the Shadow Fuck damage to the target during that round. Action.



CHAPTER 6

CHARACTER TYPE

BECAUSE SOMETIMES YOU'VE GOT TO DO THE BEST YOU CAN,
IN ORDER TO COME OUT SMILING, JUST BY A LITTLE BIT.

- Jeff Noon

Character type is the core of your player character, the part that has nothing to do with their genetics or their job. The type is the foundation upon which your whole character is built—the deep, driving force that informs how a PC approaches challenges and deals with their reality. It's the noun of the sentence “I am an adjective noun who verbs.”

You can choose from four character types: explorer, mathemagician, speaker, and warrior. Your choice will determine the starting stats, bonuses, and special abilities that you will use in your many adventures. Do you problem solve through diplomacy, or manipulation? Do you prefer to depend on your physical training or weapons? Maybe you're inclined to turn to secretive mathemagickal solutions that many others find unnatural. Perhaps you always base your next move on the experiences you've survived while trying to quench your insatiable curiosity. What's your angle? Direct combat? Social means? Manipulating the environment, or some combination of all of these methods?

Fear not, kittlings, choosing a type does not trap you into just one style of play. You'll be able to customize your player character a great deal more as you continue through the character creation process.

Ready? Take a deep breath—it's time to get this party started! Go on, make this first choice.

Explorer? Mathemagician? Speaker? Warrior?
What will you be?

EXPLORER

You are an explorer, a person of action and ability, driven by curiosity and the thrill of facing the unknown. You travel to dark and dangerous places, and feel compelled to discover strange new things. You might shine brightest in the Vurt world, gathering delicious knowledge. Or perhaps you're one of those crazed Mancs who knows every twist and turn of your favorite districts and boroughs, keeping track of everything that goes on around you, eyes peeled, ears open, proverbial nose to the ground. You're physical but also most likely experienced and well-read. You may be an adventurer, mystery seeker, athlete, explorer, drifter, detective, scholar, investigative reporter, field scientist, or some combination of all of the above. The strongest single motivation for all explorers is curiosity.

Individual Role: Although explorers can be academics or well-studied, they are first and foremost interested in action. They face grave dangers and terrible obstacles as a routine part of life. Most have a keen interest in exploring the Vurt world.

Group Role: Explorers sometimes work alone, but far more often they operate in teams with other characters. The explorer frequently leads the way, blazing the trail. However, they're also likely to stop and investigate anything intriguing they stumble upon.

Societal Role: Not all explorers are featherheads obsessed with exploring the Vurt world or out traips-

ing through dangerous and unknown neighborhoods. Sometimes an explorer is a teacher, a scientist, a detective, or an investigative reporter. In any event, an explorer bravely faces new challenges and gathers knowledge to share with others.

Advanced Explorers: Higher-tier explorers gain more skills, some combat abilities, and a number of abilities that allow them to deal with danger. In short, they become more and more well-rounded, able to deal with any challenge.

Background Connection: Your type helps determine the connection you have to the setting. Roll a d20 or choose from the list on this page to determine a specific fact about your background that provides a connection to the rest of the world. You can also create your own fact.

EXPLORER STAT POOLS

Stat	Pool Starting Value
Might	10
Speed	9
Intellect	9

You get 6 additional points to divide among your stat Pools however you wish.

FIRST-TIER EXPLORER

First-tier explorers have the following:

Effort: Your Effort is 1.

Physical Nature: You have a Might Edge of 1, a Speed Edge of 0, and an Intellect Edge of 0.

Cypher Grasp: You can go into the Vurt world with two cyphers at a time.

Practiced With Light and Medium Weapons: You can use light and medium weapons without penalty. If you wield a heavy weapon, increase the difficulty of the attack by one step. Enabler.

Starting Equipment: Appropriate clothing, a light melee weapon of your choice, 2 cyphers, plus £200.

Special Abilities: Choose three special abilities described below, or from the special abilities of your chosen Mode on pages 41-43. You can't choose the same special ability more than once unless its description says otherwise.

Block (3 Speed points): You automatically block the next melee attack made against you within the next minute. Action to initiate.

Danger Sense (1 Speed point): The difficulty of your initiative roll is reduced by one step. Enabler.

Decipher (1 Intellect point): If you spend one minute examining a piece of writing or code in a language you do not understand, you can make an Intellect roll of difficulty 3 (or higher, based on the complexity of the language or code) to get the gist of the message. Action to initiate.

Endurance: Any duration dealing with physical actions is either doubled or halved, whichever is better

Roll	Background
1	You were a star athlete. You're still in great shape, and train everyday to keep fit.
2	Your brother is a well-known club DJ whose Limbic Splitter skills are legendary.
3	You have made a number of discoveries in your explorations, but not all opportunities to capitalize on them have panned out yet.
4	You were a cop, but you gave it up after encountering corruption on the force.
5	Your parents traveled extensively, so you spent much of your young life exploring exotic places.
6	You're well-respected for your tireless assistance in rebuilding your neighborhood after the Pollen Outbreak.
7	You received assistance from a secretive organization, which paid for your schooling. Now they seem to want a lot more from you.
8	You went to a prestigious university on an athletic scholarship, but you excelled in class as well as on the field.
9	Your best friend from your youth is now an influential member of the local government.
10	You used to be a teacher. Your students remember you fondly.
11	You worked as a small-time criminal operative until you were caught and served some time in jail, after which you tried to go straight.
12	Your greatest discovery to date was stolen by your archrival.
13	You belong to an exclusive organization of explorers whose existence is not widely known.
14	You were kidnapped as a small child under mysterious circumstances, although you were recovered safely. The case still has some notoriety.
15	You were almost ruined by your addiction to Randomino gambling, and now you are a recovering addict.
16	While exploring a remote location, you saw something strange you've never been able to explain.
17	You work at a small pub or restaurant where you overhear a lot of shady shit.
18	You published a book about some of your exploits and discoveries, and it has achieved some acclaim.
19	Your sister owns a Vurt-U-Want franchise and gives you a hefty discount.
20	One of your parents was a cop. You're familiar with how the system works.

for you. For example, if the typical person can hold their breath for thirty seconds, you can hold it for one minute. If the typical person can march for four hours without stopping, you can do so for eight hours. In terms of harmful effects, if a poison paralyzes its victims for one minute, you are paralyzed for thirty seconds. The minimum duration is always one round. Enabler.

Extra Edge: You have a Might Edge of 1 and a Speed Edge of 1.

Fleet of Foot: If you succeed at a difficulty 2 Speed roll to run, you can move a short distance and take an action in the same round. Enabler.

Knowledge Skills: You are trained in two skills in which you are not already trained. Choose two areas of knowledge such as real world history, geography,

Vurt feathers, botany, and so on. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

Muscles of Iron (2 Might points): For the next ten minutes, the difficulty of all Might-based actions other than attack rolls that you attempt is reduced by one step. Enabler.

No Need for Weapons: When you make an unarmed attack (such as a punch or kick), it counts as a light weapon, dealing 4 points of damage instead of just 2. Enabler.

Physical Skills: You are trained in two skills in which you're not already trained. Choose two of the following: balancing, climbing, jumping, running, or swimming. You can select this ability multiple times; however, you may not select the same skill twice in a row. Enabler.

Practiced in Armor: You can wear armor for long periods of time without tiring and can compensate for slowed reactions due to **encumbrance**. You reduce the Speed cost for wearing armor by 1. You start the game with a light armor vest (+2 Armor). Enabler.

Practiced With All Weapons: You can use any weapon. Enabler.

*Encumbrance, Vurt corebook,
page 139*



Surging Confidence (1 Might point): When you use an action to make your first recovery roll of the day, you immediately gain another action. Enabler.

Trained Without Armor: You are trained in Speed defense actions when not wearing armor. Enabler.

SECOND-TIER EXPLORER

Choose four of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from your tier 2 (or from a lower tier) mode special abilities, listed on pages 41-43.

Enable Others: You can use the helping rules to provide a benefit to another character attempting a physical task. This requires no action on your part. Enabler.

Escape (2 Speed points): You can slip your restraints, squeeze through the bars, break the grip of a creature holding you, or otherwise get loose from whatever is holding you in place. Action.

Eye for Detail (2 Intellect points): When you spend five minutes or so thoroughly exploring an area no larger than a typical room, you can ask one question about the area, and the GM must answer you truthfully. You cannot use this ability more than one time per area per 24 hours. Enabler.

Hand to Eye (2 Speed points): This ability provides an asset to any tasks involving manual dexterity, such as pickpocketing, lockpicking, games involving agility, and so on. Each use lasts up to a minute; a new use (to switch tasks) replaces the previous use. Action to initiate.

Investigative Skills: You are trained in two skills in which you are not already trained. Choose two of the following: identifying, perception, lockpicking, assessing danger, or tinkering with devices. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

Quick Recovery: Your second recovery roll (usually requiring ten minutes) is only a single action, just like the first roll. Enabler.

Range Increase: Ranges for you increase by one step. Immediate becomes short, short becomes long, and long becomes 200 ft (60 m). Enabler.

Skill With Defense: Choose one type of defense task in which you are not already trained: Might, Speed, or Intellect. You are trained in defense tasks of that type. You can select this ability up to three times. Each time you select it, you must choose a different type of defense task. Enabler.

Stand Watch (2 Intellect points): While standing watch (mostly remaining in place for an extended period of time), you unfailingly remain awake and alert for up to eight hours. During this time, you are trained in perception tasks as well as stealth tasks to conceal

yourself from those who might approach. Action to initiate.

Travel Skills: You are trained in two skills in which you are not already trained. Choose two of the following: running, riding, piloting, driving, or navigation checks within one specific city district. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

Wreck: Using two hands, you wield a weapon or a tool with a powerful swing. (If fighting unarmed, this attack is made with both fists or both feet together.) When using this as an attack, you take a -1 penalty to the attack roll, and you inflict 3 additional points of damage. When attempting to damage an object or barrier, you are trained in the task. Action.

THIRD-TIER EXPLORER

Choose three of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from your tier 3 (or from a lower tier) mode special abilities, listed on pages 41-43.

Controlled Fall: If you fall while you are able to use actions and within reach of a vertical surface, you can attempt to slow your fall. Make a Speed roll with a difficulty of 1 for every 20 ft (6 m) you fall. On a success, you take half damage from the fall. If you reduce the difficulty to 0, you take no damage. Enabler.

Experienced With Armor: The cost reduction from your Practiced in Armor ability improves. You now reduce the Speed cost by 2. Enabler.

Improved Cypher Grasp: You can take up to three cyphers into the Vurt world at a time.

Ignore the Pain: You do not feel the detrimental effects of being impaired on the damage track, and when you are debilitated, you ignore those effects and experience the effects normally associated with being impaired instead. (Dead is still dead.) Enabler.

Resilience: You have +1 to Armor against any kind of physical damage, even damage that normally ignores Armor. Enabler.

Run and Fight (4 Might points): You can move a short distance and initiate a melee attack that inflicts 2 additional points of damage. Action.

Seize Opportunity (4 Speed points): If you succeed on a Speed defense roll to resist an attack, you gain an action. You can use it immediately even if you have already taken a turn in the round. If you use this action to attack, the difficulty of your attack is reduced by one step. You don't take an action during the next round. Enabler.

Skill With Attacks: Choose one type of attack in which you are not already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are trained in attacks using that type of weapon. Enabler.

Stone Breaker: Your attacks against objects inflict 4 additional points of damage when you use a melee weapon that you wield in two hands. Enabler.

Think Your Way Out: Using your wits, you are able to find alternative solutions to problems. When you wish it, you can use points from your Intellect Pool rather than your Might Pool or Speed Pool on any non-combat action. Enabler.

Wrest From Chance: If you roll a natural 1 on a d20, you can reroll the die. If you reroll, you avoid a GM intrusion—unless you roll a second natural 1—and might succeed on your task. Once you use this ability, it is not available again until after you make a ten-hour recovery roll. Enabler.

FOURTH-TIER EXPLORER

Choose two of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from your tier 4 (or from a lower tier) mode special abilities, listed on pages 41-43.

Informed Force: Your attacks deal 1 additional point of damage. Enabler.

Expert: Instead of rolling a d20, you can choose to automatically succeed on a task you're trained in. The task must be difficulty 4 or lower, and it can't be an attack roll or a defense roll. Enabler.

Increased Effects: You treat rolls of natural 19 as rolls of natural 20 for either Might actions or Speed actions (your choice when you gain this ability). This allows you to gain a major effect on a natural 19 or 20. Enabler.

Read the Signs (4 Intellect points): You examine an area and learn precise, useful details about the past (if any exist). You can ask the GM up to four questions about the immediate area; each requires its own roll. Action.

Runner: Your standard movement distance becomes long. Enabler.

Tough As Nails: When you are impaired or debilitated on the damage track, the difficulty of Might-based tasks and defense rolls you attempt is decreased by one step. If you also have Ignore the Pain, make a difficulty 1 Might defense roll when you reach 0 points in all three of your Pools to immediately regain 1 Might point and avoid dying. Each time you attempt to save yourself with this ability before your next ten-hour recovery roll, the difficulty increases by one step. Enabler.

FIFTH-TIER EXPLORER

Choose three of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from any of your mode special abilities, listed on pages 41-43.

Superior Cypher Grasp: You can go into the Vurt world with four cyphers at a time. Enabler.

Iron Monkey (5 Might points): You attempt a difficulty 4 Might action to jump high into the air as part of your melee attack. If you succeed, your attack inflicts 3 additional points of damage and knocks down the foe. If you fail, you still make your normal attack roll, but you don't inflict the extra damage or knock down the opponent. Action.

Mastery With Defense: Choose one type of defense task in which you are trained: Might, Speed, or Intellect. You are specialized in defense tasks of that type. You can select this ability up to three times. Each time you select it, you must choose a different type of defense task. Enabler.

Parry (5 Speed points): You can deflect incoming attacks quickly. For the next ten rounds, the difficulty of all Speed defense rolls is reduced by one step. Enabler.

Physically Gifted: Any time you spend points from your Might Pool or Speed Pool on an action for any reason, if you roll a 1 on the associated die, you reroll, always taking the second result (even if it's another 1). Enabler.

Take Command (3 Intellect points): You issue a specific command to another character. If that character chooses to listen, the difficulty of any attack he attempts is reduced by one step, and a hit deals 3 additional points of damage. If your command is to perform a task other than an attack, the difficulty of the task is reduced by two steps. Action.

Vigilant (5 Might points): When you would normally be **dazed** or **stunned**, you are not dazed or stunned. Enabler.

SIXTH-TIER EXPLORER

Choose three of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from any of your mode special abilities, listed on pages 41-43.

Again and Again (8 Speed points): You can take an additional action in a round in which you have already acted. Enabler.

Greater Skill With Attacks: Choose one type of attack, even one in which you are already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are trained in attacks using that type of weapon. If you're already trained in that type of attack, you instead are specialized in that type of attack. Enabler.

Mastery With Armor: The cost reduction from your Practiced in Armor ability improves. When you wear any armor, you reduce the armor's Speed cost to 0. If you select this ability and you already have the Experienced With Armor ability,

replace Experienced With Armor with a different third-tier ability because Mastery With Armor is better. Enabler.

Spin Attack (5 Speed points): You stand still and make melee attacks against up to five foes within reach, all as part of the same action in one round. Make a separate attack roll for each foe. You remain limited by the amount of Effort you can apply to one action. For example, if your Effort is 6, you can apply a total of 6 levels of effort between all attacks. Anything that modifies your attack or damage applies to all of these attacks. Action.

Size Up (4 Intellect points): You take a moment to evaluate another creature on several levels. This is a level 2 Intellect task. If you are successful, for the next minute you gain a variety of benefits to actions taken against the target. You gain an asset to all Might-based tasks (including attacks and defenses), +2 to both your Might Edge and Speed Edge, and 2 additional points of damage on all successful melee attacks. Action to initiate.

MATHEMAGICIAN

Reality is a gorgeous, swirling eddy of numbers. You master powers or abilities outside the normal experience, understanding, and sometimes the beliefs of others. This might appear to others to be magical or supernatural in nature, but mathemagick is real, requiring years of study and an intense affinity for the beauty of numbers.

Individual Role: Mathemagicians are usually thoughtful, intelligent types. They often think carefully before acting and rely heavily on their knowledge and mathemagickal experience.

Group Role: Mathemagicians are not powerful in straightforward combat, although they often wield abilities that provide excellent combat support, both offensively and defensively. They sometimes possess abilities that facilitate overcoming challenges. For example, if the group must get through a locked door, an mathemagician might be able to destroy it or cause it to break down on a molecular level, allowing passage to the other side.

Societal Role: Mathemagicians are rare and generally misunderstood. They often are forced to keep their natural abilities hidden.

Advanced Mathemagicians: Even at low tiers, mathemagickal powers are impressive. Higher-tier mathemagicians can accomplish amazing deeds that can reshape matter and the environment around them.

Background Connection: Your type helps determine the connection you have to the setting. Roll a d20 or choose from the following list to determine a specific fact about your background that provides a connection to the rest of the world. You can also create your own new connection.

Special damage, Vurt corebook,
page 143

MATHEMAGICIAN STAT POOLS

Stat	Pool Starting Value
Might	7
Speed	9
Intellect	12

You get 6 additional points to divide among your stat Pools however you wish.

FIRST-TIER MATHEMAGICIAN

First-tier mathematicians have the following:

Effort: Your Effort is 1.

Genius: You have an Intellect Edge of 1, a Might Edge of 0, and a Speed Edge of 0.

Improved Cypher Grasp: You can go into the Vurt world with three cyphers at a time.

Starting Equipment: You start with clothing, 3 cyphers, and £300 in ready money.

Special Abilities: Choose three special abilities described below, or from the special abilities of your chosen mode on pages 41-43. You can't choose the same special ability more than once unless its description says otherwise.

Decoherence (2 Intellect points): You run through a quick calculation which introduces some questionable variables and modifies how a willing creature or person within short range appears to enemies. For two rounds, the position of the target seems unclear, twitching like a glitching hologram might, granting an asset on Speed defense rolls until the effect wears off. Action to initiate.

Kinetic: The mathematician is able to use Intellect in the place of Speed or Might when applying levels of Effort. Enabler.

Frame Warp (2 Intellect points): By concentrating, you create a vortex of twisted spacetime around you, manipulating the distance between you and a point within long range, allowing you to move a long distance without making a Speed roll. If you suffer damage during your action (for example, if an enemy has delayed an attack action, or you trigger a trap) the effect is disrupted and your movement ends after a short distance. Action.

Hedge Maths (1 Intellect point): You can use mathemagick to create small effects—temporarily change the color or basic appearance of a small object, cause small objects to float through the air, mend a broken object, and so on. You can't use Hedge Maths to harm another creature or object. Action.

Mathemagickal Training: You have broadened your studies into many fields of mathemagick, allowing you to better identify the properties of any mathemagickal effect or object. You are trained in tasks involving identifying or understanding mathemagickal effects. Enabler.

Roll	Background
1	Your former mentor is a well respected professor at a University here in Manchester, but they do not approve of your new mathemagickal studies and powers.
2	You studied in a school infamous for its dark, brooding instructors and graduates.
3	You learned your abilities entirely from book, on your own. Other Mathemagicians respect and admire your natural talents and potential.
4	You saved the life of a powerful person. They remain indebted to you.
5	One of your parents was a powerful mathemagician and you have a reputation to live up to.
6	You owe money to a number of people and don't have the funds to pay your debts.
7	You failed disgracefully at your initial studies with your teacher and now proceed on your own.
8	You learned your skills faster than your teachers had ever seen before and this has caused quite a bit of jealousy among those you studied with.
9	You killed a well-known criminal in self-defense, earning the respect of many and the enmity of a dangerous few.
10	You trained as a warrior, but your mathemagickal predilections eventually led you down a different path. Your former comrades don't understand you, but they respect you.
11	While studying to be an mathematician, you worked as a technician/number-cruncher for a small corporation, making friends with your coworkers and impressing your superiors.
12	Your family owns a small pharmaceutical corporation known locally for its good drugs and fair prices.
13	You trained for a time with a group of influential Mathemagicians, and they still look upon you with fondness.
14	You grew up next door to a famous Vurt-star and remain friends with the family.
15	A mathemagickal formula you once found and activated went horribly awry. The locals remember you as a dangerous and foolhardy individual.
16	As a child prodigy, your mathemagickal abilities blossomed and those in the field regarded you as a wunderkind. Everyone else regarded you as an oddball at best.
17	People you meet seem put off by the way you constantly mutter mathemagickal formulae to yourself.
18	Your best friend is also an mathematician. You both share discoveries and secrets readily.
19	You know a local pub owner very well. Since you give them so much business, they offer you discounts and special treatment.
20	You belong to a secretive mathemagickal society/club that gathers monthly to talk numbers.

Force Point (1 Intellect point): Mathemagickal missile! You create a small, but focused gravitational distortion attack at a point within short range. Any enemy or object targeted suffers 4 points of damage. Armor reduces this damage normally. Action.

Practiced With Light Weapons: You can use light weapons without penalty. If you wield a medium weapon, increase the difficulty of the attack by one step. If you wield a heavy weapon, increase it by two

steps. You also start with one light weapon of your choice. Enabler.

Push (2 Intellect points): Using only your mind, you push a creature or object an immediate distance in any direction you wish. You must be able to see the target, which must be your size or smaller, must not be affixed to anything, and must be within short range. The push is quick, and the force is too crude to be manipulated. For example, you can't use this to flip a switch or close a door. Action.

Resonance Field (1 Intellect point): Faint lines, graphs, theorem and equations form a tracery over your entire body and emit faint light. The effect lasts for one minute. Whenever a creature within immediate range makes an attack against you, the mathemagical pattern energizes to block the attack. You can make an Intellect defense roll in place of the defense roll you would normally make. If you do so and you get a minor effect, the creature attacking you takes 1 point of damage. If you get a major effect, the creature attacking you takes 4 points of damage. Action to initiate.

Scan (2 Intellect points): You scan an area equal in size to a three meter cube, including all objects or creatures within that area. The area must be within short range. Scanning a creature or object always reveals its level (a measure of how powerful, dangerous, or difficult it is). You also learn whatever facts the GM feels are pertinent about the matter and energy in that area. For example, you might learn that a lock box contains a device made of metal and electronics. You might learn that a glass cylinder is full of poisonous gas, and that its metal stand has an electrical field running through it that connects to a metal mesh in the floor. You might learn that the person standing before you is actually a genetic robodogshadow.

However, this ability doesn't tell you what the information means. Thus, in the first example, you don't know what the metal electronic device does. In the second, you don't know if stepping on the floor causes the cylinder to release the gas. In the third, you would have no way of knowing if the robodogshadow can tap into their Shadow genetics to use Shadow powers. Scans, like looks, can be deceiving. Many materials and energy fields prevent or resist scanning. Action.

Charge Object (2 Intellect points): You create an electron accumulation on a metal object, which discharges when brought in contact with another material. A living creature in contact with the object will be dealt 2 damage from the electrical discharge. This effect can be added to a melee weapon that has metallic components. Action.

Shatter (2 Intellect points): You use mathemagick to disrupt the nuclear attractive forces of an object's matter at the atomic level, causing it to detonate. The object you choose must be within long range and must be a small, mundane item composed of homogeneous matter (such as a glass window, a

wooden tabletop, a stone, and so on). The object explodes in an immediate radius, dealing 1 point of damage to all creatures and objects in the area. Because this is an area attack, adding Effort to increase your damage works differently than it does for single-target attacks: for each level of Effort applied in this way, the explosion deals 2 additional points of damage to each target, and even if you fail your attack roll, all targets in the area still take 1 point of damage. Action.

Ward: You create a shield of energy around you at all times that helps deflect attacks. You gain +1 to Armor. Enabler.

SECOND-TIER MATHEMAGICIAN

Choose two of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from your tier 2 (or from a lower tier) mode special abilities, listed on pages 41-43.

Adaptation (2+ Intellect points): You adapt to a hostile environment for 24 hours. As a result, you can breathe safely, the temperature doesn't kill you (though it might be extremely uncomfortable or debilitating), crushing gravity doesn't incapacitate or harm you (though, again, you might be seriously hindered), and so on. In extreme environments, the GM might increase the cost of activating this ability to a maximum cost of 10 Intellect points. Roughly speaking, the cost should equal the amount of damage you would sustain in a given round. For example, if you enter a hostile environment (like a room filled with noxious gas) that would normally deal 6 points of damage per round, using Adaptation to avoid that damage costs 6 points. You can protect other creatures in addition to yourself, but each additional creature costs the same number of Intellect points as it costs to protect you. Thus, if it costs 6 points to protect yourself, it costs 12 more to protect two other people. This ability never protects against quick, instantaneous threats, such as an attack with a weapon or a sudden explosion of fire. Action to initiate.

Quantum Lance (2 Intellect points): You create an agitation of the molecules in the shape of a thin beam, originating at your hand. Any material contacted by this beam is superheated, inflicting 5 points of damage to a single living target in immediate range. The beam is even more effective against immobile, nonliving targets, creating a 1 ft slice through any material that is level 6 or lower. The material can be up to 1 ft thick. Action.

Z-Point Burst (4 Intellect points): At a point within short range, you create an explosion of energy, which affects an immediate area. You must be able to see the location where you intend to center the explosion. The blast inflicts 2 points of damage to all creatures or objects within the area. Because this is

an area attack, adding Effort to increase your damage works differently than it does for single-target attacks: for each level of Effort applied in this way, the explosion deals 2 additional points of damage to each target, and even if you fail your attack roll, all targets in the area still take 1 point of damage. Action.

Hover (2 Intellect points): Mathemagickal electromagnetic manipulation allows you to float slowly into the air. If you concentrate, you can control your movement to remain motionless in the air or float up to a short distance as your action; otherwise, you drift with the wind or with any momentum you have gained. This effect lasts for up to one minute. Action to initiate.

Particle Wave Nature (2 Intellect points): You feel that you understand the true nature of your substance on an atomic level. You may choose to subtract any amount of incoming damage from your Intellect pool. Once activated, the ability remains active until the end of the encounter. Action to initiate.

Statistical Inference (2 Intellect points): Instantly surveying the situation with your mathemagickal brain allows you to strike two foes with a single melee attack. Make separate attack rolls for each foe, but both attacks count as a single action in a single round. You remain limited by the amount of Effort you can apply on one action. Anything that modifies your attack or damage applies to both of these attacks. Action.

Reveal (2+ Intellect points): Your mathemagick focuses and refracts light to adjust a creature's eyesight so that it can see normally in areas of dim light and darkness. You can affect one willing creature within immediate range for one hour. Instead of applying Effort to decrease the difficulty, you can use it to affect more targets; each level of Effort applied affects two additional targets. You must touch additional targets to affect them. Action to initiate.

Stasis (3 Intellect points): You surround a foe of your size or smaller with swirling waves of mathemagickal energy, keeping it from moving or acting for one minute, as if frozen solid. You must be able to see the target, and it must be within short range. While in stasis, the target is impervious to harm, cannot be moved, and is immune to all effects. Action.

THIRD-TIER MATHEMAGICIAN

Choose two of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from your tier 3 (or from a lower tier) mode special abilities, listed on pages 41-43.

Superior Cypher Grasp: You can go into the Vurt world with four cyphers at a time. Enabler.

Barrier (3+ Intellect points): You create an opaque, stationary barrier of glowing blue mathemagickal energy within immediate range. The barrier is 10 ft square (3 m) square and of negligible thickness.

It is a level 2 barrier and lasts for ten minutes. It can be placed anywhere it fits, whether against a solid object (including the ground) or floating in the air. Each level of Effort you apply strengthens the barrier by one level. For example, applying two levels of Effort creates a level 4 barrier. Action.

Countermeasures (4 Intellect points): You immediately end one ongoing mathemagickal effect within immediate range. Alternatively, you can use this as a defense action to cancel any incoming mathemagickal ability targeted at you, or you can cancel any mathemagickally affected device or the effect of any mathemagickal device for 1d6 rounds. You must touch the effect or device to cancel it. Action.

Energy Protection (3+ Intellect points): Choose a specific type of energy (such as thermal, sonic, electricity, and so on). You gain +10 to Armor against damage from that type of energy for ten minutes. Alternatively, you gain +1 to Armor against damage from that energy for 24 hours. Instead of applying Effort to decrease the difficulty of this ability, you can use it to protect more targets; each level of Effort applied affects up to two additional targets. You must touch additional targets to protect them. Action to initiate.

Thermodynamic Manipulation (4 Intellect points): Using mathemagick to speed up or slow down air molecules, you cause a target within short range to become either very hot or very cold (your choice). The target suffers 3 points of ambient damage (ignores Armor) each round for up to three rounds, although a new roll is required each round to continue to affect the target. Action to initiate.

Simulation (4 Intellect points): By applying number-breeding nymphomation to game theory models, you are able to create an elaborate simulation, which can calculate the probability of events that may transpire at a particular location, called the destiny matrix point. The simulation progresses over a period of 24 hours, in your head. At any time while the simulation is active, you may recalculate the probability of events at the destiny matrix point, and gain a description (as detailed as any security camera) of the events taking place there. The PC may observe the events taking place at the matrix point as often as desired during the simulation period. Action to create; action to check.

Targeting Eye: You are able to estimate the effects of many variables which may affect your abilities. You are trained in any physical ranged attack that is a special ability or comes from a cypher. Enabler.

FOURTH-TIER MATHEMAGICIAN

Choose one of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from your tier 4 (or from a lower tier) mode special abilities, listed on pages 41-43.

Dark Energy Field (5 Intellect points): Choose a point on the ground within long range. Within short range of that point, gravity is apparently reversed, causing all objects and characters to slowly float upward at a rate of 6 ft per round. Ranged and melee attacks are made normally, but any movement at all requires an action to initiate and something to push or pull. Movement in a downward direction or clinging to something fixed to the ground requires a Might based climbing task. If any action is attempted while climbing downward or clinging in this way, increase the difficulty of the next climbing task by one step. The effect lasts for two rounds, but can be extended by one round for each level of Effort applied.

Gravitational Lensing (4 Intellect points): By creating a curvature in the space around your body, your appearance distorts and becomes transparent for ten minutes. While in this light-refracting cloaked state, you are specialized in stealth and Speed defense tasks. This effect ends if you do something to reveal your presence or position—attacking, using an ability, moving a large object, and so on. If this occurs, you can regain the remaining cloaking effect by taking an action to concentrate on your mathemagickal calculations to regain transparency and hide your position. Action to initiate or reinitiate.

Accretion Cloud (5 Intellect points): Pebbles, dirt, rubbish and debris rise into the air around you to form a swirling cloud. The cloud extends out to immediate range, moves with you, and lasts for one minute. When it ends, all the materials fall to the ground. The cloud makes it harder for other creatures to attack you, giving you an asset on Speed defense rolls. In addition, while the cloud is around you, you can use an action to whip the material so that it abrades everything within immediate range, dealing 2 points of damage to each creature and object in the area. Action to initiate.

Temporal Glitch (6 Intellect points): You focus your attention on a creature or character for one round. At a single point before the start of your next turn, you may reorder the interconnected shells of time, resulting in one-second “hiccup.” While you remain focused, any single action attempted by the target (including attack or defend actions) may be re-attempted with the level of difficulty reduced by one step. Action to initiate.

Projection (4 Intellect points): You project an image of yourself to any location you have seen or previously visited. Distance does not matter as long as the location is on the same world as you (Vurt world or real world). The projection copies your appearance, movements, and any sounds you make for the next ten minutes. Anyone present at the location can see and hear you as if you were there. However, you do not perceive through your projection. Action to initiate.

Rapid Processing (6 Intellect points): You or a target you touch experiences a higher level of mental and physical reaction time for about a minute. During that period, the difficulty of all Speed tasks (including Speed defense rolls) is reduced by one step. In addition, the target can take one extra action at any time before the ability’s duration expires. Action.

Recalculum Vitae (6 Intellect points): This mathemagickal process coaxes damaged cells and living systems into repairing at a vastly accelerated rate. You can restore points to a target’s Might Pool or Speed Pool in one of two ways: either the chosen Pool regains up to 6 points, or it is restored to a total value of 12. You make this decision when you initiate this ability. Points are restored at a rate of 1 point each round. You must maintain contact with the target the whole time. In no case can this ability raise a Pool higher than its normal maximum. Action.

Reshape (5 Intellect points): You reshape matter within short range in an area no larger than a one-meter cube. If you spend only one action on this ability, the changes you make are crude at best. If you spend at least ten minutes and succeed at an appropriate crafting task (with a difficulty at least one step higher than normal, due to the circumstances), you can make complex changes to the material. You can’t change the nature of the material, only its shape. Thus, you can make a hole in a wall or floor, or you can seal one up. You can fashion a rudimentary sword from a large piece of metal. You can break or repair a chain. With multiple uses of this ability, you could bring about large changes, making a bridge, a wall, or a similar structure. Action.

Slay (6 Intellect points): You gather disrupting mathemagickal energy in your fingertip and touch a creature. If the target is an NPC or a creature of level 3 or lower, it dies. If the target is a PC of any tier, they move down one step on the damage track. Action.

Wormhole (6 Intellect points): You create a mathemagickal portal. The shortcut manifests as a hole in large enough to accommodate you and creatures of your size or smaller. One side of the portal appears anywhere within immediate range, and the other side opens at a spot you choose anywhere within long range. Any character or object moving into one side exits from the other. The portal remains open for one minute or until you use an action to close it. Action to initiate.

FIFTH-TIER MATHEMAGICIAN

Choose two of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from any of your mode special abilities, listed on pages 41-43.

Absorb Energy (7 Intellect points): You touch an object and absorb its energy, if any. If you touch a



cypher, you render it useless. If you touch another kind of powered machine or device, the GM determines whether its power is fully drained. In any case, you absorb energy from the object touched and regain 1d10 Intellect points. If this would give you more Intellect than your Pool's maximum, the extra points are lost, and you must make a Might defense roll with a difficulty equal to the number of extra points you absorbed. If you fail the roll, you take 5 points of damage and are unable to act for one round.

You can use this ability as a defense action when you're the target of an incoming energy-based attack. Doing so cancels the incoming attack, and you absorb the energy as if it were a device. Action.

Concussion (7 Intellect points): You cause a pulse of concussive force that radiates from a point you choose within long range. The mathmagickal pulse extends up to short range in all directions, dealing 5 points of damage to everything in the area. Even if you fail the attack roll, targets in the area take 1 point of damage. Action.

Cosmic Horror (5+ Intellect points): *The horror, the horror...* You have discovered the key to a powerful mathmagickal problem that reveals how insignificant we all are in the violent, uncaring whirlpool of obliteration

chaos. Just repeating this long numerical solution out loud creates an aura of doom, fear, and utter hopelessness to all within earshot. Any sentient being that can hear and understand you is stricken with a powerful dread and a desire to flee. If a creature does not move away, the difficulty of all tasks, attacks, and defenses it attempts while within the aura is increased by one step. After 24 hours, the answer is no longer correct, and its mathmagickal properties are lost. The duration of the aura is extended by one day per level of Effort applied. This only works if you are able to verbally communicate the long string of numbers out loud, as many times during the 24 hour period as desired. Action to initiate.

Superposition (7 Intellect points): Think inside/outside the box! You split your consciousness into two parts. For one minute, you can take two actions on each of your turns, but only one of them can be to use a special ability. Action.

Accelerate Decay (7 Intellect points): With a touch, you disintegrate one non living object that is smaller than you and whose level is less than or equal to your tier. If the GM considers it appropriate to the circumstances, you can disintegrate a portion of an object (the total volume of which is smaller than you) rather than the entire thing. Action.

Knowing the Unknown (6 Intellect points):

Tapping into a source of information beyond yourself, you can ask the GM one question and get a general answer. The GM assigns a level to the question, so the more obscure the answer, the more difficult the task. Generally, knowledge that you could find by looking somewhere other than your current location is level 1, and obscure knowledge of the past is level 7. Gaining knowledge of the future is impossible. Action.

Total Cypher Grasp: You can go into the Vurt world with five cyphers at a time. Enabler.

Fold Space (6+ Intellect points): You instantaneously teleport yourself to any location that you have seen or been to, no matter the distance, as long as it is within the same world as you (Vurt world or real world). Instead of applying Effort to decrease the difficulty, you can apply Effort to bring other people with you; each level of Effort affects up to three additional targets. You must touch additional targets to teleport them. Action.

Spectral Analysis: You can see in complete darkness up to 50 ft (15 m) as if it were dim light. You recognize holograms, disguises, optical illusions, sound mimicry, and other such tricks (for all senses) for what they are. Enabler.

SIXTH-TIER MATHEMAGICIAN

Choose one of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from any of your mode special abilities, listed on pages 41-43.

Weather Modification (10 Intellect points):

You change the weather in your general region. If performed indoors this creates minor effects, such as mist, mild temperature changes, and so on. If performed out-

side, you can create rain, fog, snow, wind, or any other kind of normal (not extreme) weather. The weather modding change lasts for a natural length of time, so a storm might last for an hour, fog for two or three hours, and snow for a few hours (or for ten minutes if it's out of season). For the first ten minutes after activating this ability, you can create more dramatic and specific effects, such as lightning strikes, giant hailstones, twisters, hurricane-force winds, and so on. These effects must occur within 1,000 ft (305 m) of your location. You must spend your turn concentrating to create an effect or to maintain it in a new round. These effects inflict 6 points of damage each round. Action.

Quake (10 Intellect points): You trigger an earthquake centered on a spot you can see within 1,000 ft (305 m). The ground within 250 ft (76 m) of that spot heaves and shakes for five minutes, causing widespread damage to structures and terrain in the area. Non-reinforced buildings made of wood, stone, or brick collapse; walls topple; cliffs crumble; ceilings cave in; some areas of ground rise up, and other areas sink. Creatures inside collapsed buildings or beneath a crumbling cliff or falling wall are subject to a crush (3 points of damage) or a huge crush (6 points of damage) and may have to dig themselves free, as the GM decides. Furthermore, the force of the quake is sufficient to knock creatures to the ground and prevent them from standing until the shaking stops. Action to initiate.

Move Mountains (9 Intellect points): You exert a tremendous amount of physical force within 250 ft (76 m) of you. You can push up to 10 tons (9 t) of material up to 50 ft (15 m). This force can collapse buildings, redirect small rivers, or perform other dramatic effects. Action.

Edge Rider (8+ Intellect points): You instantly-

THE ORIGIN OF MATHEMAGICK AS WE KNOW IT:

In the summer of 1949, as England began its long recovery from the war, a government inspector was sent to a junior school in one of the outlying districts of Manchester. The inspector's name was Benjamin Marlow. A second-year class at the school had produced some rather interesting results in the recent exams, and it was Marlow's appointment to investigate for any fraudulent behaviour in the schoolchildren. Cheating, in other words.

The class was known as 2c. There were twenty-eight children in the class: sixteen boys and twelve girls, average age, eight years old. Their teacher's name was Miss Geraldine Sayer. In the recent exams the class had performed normally in all subjects but one. The more than interesting anomaly was mathematics. In this subject, all but one of the children had scored marks above 78 per cent. Such excellence was deemed unacceptable. When interviewed, the children could only point to Miss Sayer. The way they said the name, to Marlow's ears, sounded very much like 'Messiah'. When interviewed, Miss Sayer broke down in tears and started to roll around the classroom floor. She was covered in chalk dust. Marlow reports that she was speaking gibberish; 'speaking in tongues' is how he describes it, referring to old pagan rituals. He could make out only one phrase - 'Play to win!' - which she repeated, over and over. 'Play to win, my children! Play to win!'

Two weeks later she was removed from her post, and the following week Benjamin Marlow took early retirement.

-from *Nymphomation* by Jeff Noon.

neously transmit yourself from the real world to the Vurt world or vice versa. You must know that the destination exists; the GM will decide if you have enough information to confirm its existence and what level of difficulty is required to reach it. Instead of applying Effort to decrease the difficulty, you can apply Effort to bring other people with you; each level of Effort affects up to three additional targets. You must touch additional targets to transmit them. Action.

Force Swap (7 Intellect points): You manipulate gravitational forces to create a cavity in the shadowy barrier that separates the real world and the Vurt world. A targeted creature vanishes into this place and is replaced by a number of dreamsnakes equal to the level of the creature. The dreamsnakes attack the nearest character each round until the effect ends. After one minute, the snakes vanish and the target character reappears in a state of abject terror. For the next hour, all tasks the target attempts are increased in difficulty by two steps.

Usurp Cypher: You destroy one cypher that you bear and gain its power, which then functions for you continuously. The cypher must have an effect that is not instantaneous. You can choose a cypher when you gain this ability, or you can wait and make the choice later. However, once you usurp a cypher's power, you cannot later switch to a different cypher—the ability works only once. Action to initiate.

SPEAKER

Words. Speakers like you earn their quid in all sorts of ways, but it always comes down to your ability with words. You might be a negotiator, manipulator, mediator, Vurt-star, DJ, advocate, barrister, entertainer, dealer, or psychologist. One way or another, you're able to clearly communicate and make the words work for you. You talk your way past challenges and out of jams, and you often get others to do what you want.

Individual Role: Speakers are smart and charismatic. They like people and, more important, they understand them. This helps speakers get others to do what needs to be done.

Group Role: The speaker is often the face of the group, serving as the person who speaks for all and negotiates with others. Combat and action are not a speaker's strong suits, so other characters sometimes have to defend the speaker in times of danger.

Societal Role: Speakers are frequently leaders, con artists or fixers.

Advanced Speakers: Higher-tier speakers use their abilities to control and manipulate people as well as aid and nurture their friends. They can talk their way out of danger and even use their words as weapons.

Background Connection: Your type helps determine the connection you have to the setting. Roll a d20 or choose from the following table to determine a specific fact about your background that provides a connection to the rest of the world. You can also create your own fact.



SPEAKER STAT POOLS

Stat	Pool Starting Value
Might	8
Speed	9
Intellect	11

You get 6 additional points to divide among your stat Pools however you wish.

FIRST-TIER SPEAKER

First-tier speakers have the following:

Effort: Your Effort is 1.

Physical Nature: You have an Intellect Edge of 1, a Might Edge of 0, and a Speed Edge of 0.

Cypher Grasp: You can go into the Vurt world with two cyphers at a time.

Practiced With Light Weapons: You can use light weapons without penalty. If you wield a medium weapon, increase the difficulty of the attack by one step. If you wield a heavy weapon, increase it by two steps. You also start with one light weapon of your choice. Enabler.

Starting Equipment: Appropriate clothing, a light weapon of your choice, 2 cyphers and £300.

Special Abilities: Choose three special abilities described below, or from the special abilities of your chosen mode on pages 41-43. You can't choose the same special ability more than once unless its description says otherwise.

Aggression (2 Intellect points): Your words twist the mind of a character within short range who is able to understand you, unlocking their more primitive instincts. As a result, they gain an asset on their Might-based attack rolls for one minute. Action to initiate.

Encouragement (1 Intellect point): While you maintain this ability through ongoing inspiring oration, your allies within short range modify the difficulty of one of

the following task types (your choice) by one step to their benefit: defense tasks, attack tasks, or tasks related to any skill that you are trained or specialized in. Action.

Enthrall (1 Intellect point): While talking, you grab and keep another person's attention. If your target is a creature that can't understand you, you mesmerize them through calming sounds or song. For as long as you do nothing but speak/make sounds (you can't even move), your target takes no actions other than to defend themselves, even over multiple rounds. If they are attacked, the effect ends. Action.

Scrounge (3 Intellect points): In the place of your ten-hour recovery roll, you may collect any ready money and go on a scrounging mission to find ammunition. Ammo is quite expensive and (technically) illegal in Manchester. Roll a d20 to determine how many rounds of standard ammunition you were able to locate through your shady network of ammo dealers. You must pay the going rate for the ammunition.

Fast Talk (1 Intellect point): When speaking with an intelligent creature who can understand you and isn't hostile, you convince them to give you some specific information in the next round; perhaps a name, address, or other details. The information you get out of them must be agreed upon by the GM; it should not put the creature or its allies in obvious danger or be wildly out of character. Action.

Roll	Background
1	One of your parents was a famous DJ in their youth and hoped you would excel in the same medium.
2	When you were a teenager, one of your siblings went missing and is presumed dead. The shock rent your family, and it's something you've never gotten over.
3	You were inducted into a secret society that claims to fight for the equal rights of all modes of being (including U-Types).
4	One of your parents is a hopeless Vurt feather abuser. They are still alive, but no longer function in society and cause you nothing but heartache and shame.
5	You have no memory of anything that happened to you before the age of 18.
6	Your grandparents adopted and raised you far from urban centers like Manchester. You like to think the instruction they gave you prepared you for anything.
7	As an orphan, you had a difficult childhood, and your entry into adulthood was challenging.
8	You grew up in extreme poverty, among criminals. You still have some connections with the old neighborhood.
9	You served as an envoy for a powerful and influential businessperson in the past, and they still look upon you with favor.
10	You have an annoying rival who always seems to get in your way or foil your plans.
11	You've worked yourself into the position of spokesperson for an organization or company of some importance.
12	Your neighbors were murdered, and the mystery remains unsolved.
13	You have traveled extensively, and during that time you accumulated quite a collection of strange souvenirs.
14	Your childhood sweetheart ended up with your best friend (now your ex-best friend).
15	You are a proud part of a hate group that detests a particular mode of being (such as robomen, vurtshadows, pure Vurts, etc.).
16	You're part owner of a local pub, where you also have access to buying and selling drugs everyone wants.
17	You once ran a con that cheated important people out of money, and they want revenge.
18	In your youth, you used to be a Vurt actor, and some recognize and remember you fondly.
19	You are in a close romantic relationship with a cop.
20	Someone out there tries to pose as you, using your identity, often for nefarious ends. You've never met the culprit, but you'd certainly like to.

Interaction Skills: You are trained in two skills in which you are not already trained. Choose two of the following: deceiving, persuading, performing, public speaking, seeing through deception, or intimidating. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

Practiced With Light and Medium Weapons: You can use light and medium weapons without penalty. If you wield a heavy weapon, increase the difficulty of the attack by one step. Enabler.

Spin Identity (2+ Intellect points): You convince all intelligent creatures who can see, hear, and understand you that you are someone or something other than who you actually are. You don't impersonate a specific individual known to the victim. Instead, you convince the victim that you are someone they do not know belonging to a certain category of people. A disguise isn't necessary, but a good disguise will almost certainly be an asset to the roll involved. If you attempt to convince more than one creature, the Intellect cost increases by 1 point per additional victim. Fooled creatures remain so for up to an hour, unless your actions or other circumstances reveal your true identity earlier. Action.

Overawe (2+ Intellect points): With a terrifying barrage of words and body language, you convince one intelligent target of level 3 or lower that you are its worst nightmare. The target must be within short range and be able to understand you. For as long as you continue your posturing and intimidation, the target is paralyzed with fear, runs away, or takes some other action appropriate to the circumstances. Instead of applying Effort to decrease the difficulty of the roll, you can apply Effort to increase the maximum level of the target. Thus, to terrorize a level 5 target (two levels above the normal limit), you must apply two levels of Effort. Action.

Understanding (2 Intellect points): You observe or study a creature or object. The next time you interact with it, the difficulty of the related task is reduced by one step. Action.

SECOND-TIER SPEAKER

Choose two of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from your tier 2 (or from a lower tier) mode special abilities, listed on pages 41-43.

Ear for It: After hearing an accent, dialect, or slang spoken for just a few minutes, you can speak it perfectly for brief encounters. If you continue to use this lingo regularly, your skills improve rapidly, to the point where you can convince anyone that this is your native lingo. Sometimes, using the perfect lingo can provide an asset to interaction checks. Enabler.

Impart Ideal (3 Intellect points): After interacting for at least one minute with a creature who can hear and understand you, you can attempt to

temporarily impart an ideal to it that you could not otherwise convince it to adopt. An ideal is different than a specific suggestion or command; an ideal is an overarching value such as "all life is sacred," "U-Types deserve equal rights," "Pure is Poor" and so on. An ideal influences a creature's behavior but doesn't control it. The imparted ideal lasts for as long as befits the situation, but usually at least a few hours. The ideal is jeopardized if someone friendly to the creature spends a minute or more bringing it back to its senses. Action.

Practiced in Armor: You can wear armor for long periods of time without tiring and can compensate for slowed reactions due to **encumbrance**. You reduce the Speed cost for wearing armor by 1. You start the game with a light armor vest (+2 Armor). Enabler.

Skills: You are trained in one task of your choosing (other than attacks or defense). If you choose a task you're already trained in, you become specialized in that task. You can't choose a task you're already specialized in.

Pep Talk (3 Intellect points): By seeming to know exactly what to say, your words enhance the normal recovery rate of a character within short range who is able to understand you. When they makes a recovery roll, they must spend only half the normal amount of time required to do so (minimum one action). Action.

Unexpected Betrayal: Within a round or two of successfully using **Enthrall**, **Fast Talk**, or a similar ability on a target within short range, the difficulty of the first attack you make on that target is decreased by two steps. Once you use **Unexpected Betrayal** on a target, the difficulty of using your abilities or attempting simple persuasion on that target is permanently increased by two steps. Enabler.

THIRD-TIER SPEAKER

Choose three of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from your tier 3 (or from a lower tier) mode special abilities, listed on pages 41-43.

Accelerate (4+ Intellect points): Your words imbue a character within immediate range (who is able to understand you) with a sense of purpose, accelerating them so that they gain an asset on initiative tasks and Speed defense rolls for ten minutes. Instead of applying Effort to decrease the difficulty, you can use it to affect more targets; each level of Effort affects one additional target. You must speak to additional targets to accelerate them, one target per round. Action per target to initiate.

Blend In (4 Intellect points): When you blend in, creatures still see you, but they attach no importance

Encumbrance, Vurt core-book, page 139

to your presence for about a minute. While blending in, you are specialized in stealth and Speed defense tasks. This effect ends if you do something to reveal your presence or position—attacking, using an ability, moving a large object, and so on. If this occurs, you can regain the remaining period of effect by taking an action to focus on seeming innocuous and as if you belong. Action to initiate or reinitiate.

Discerning Mind: You have +3 to Armor against damaging attacks and damaging effects that target your mind and Intellect. The difficulty of defense rolls you make against attacks that attempt to confuse, persuade, frighten, or otherwise influence you is decreased by one step. Enabler.

Improved Cypher Grasp: You can take up to three cyphers into the Vurt world at a time.

Grand Deception (3 Intellect points): You convince an intelligent creature (that can understand you and isn't hostile) of something that is wildly and obviously untrue. Action.

Interrogate (4 Intellect points): You glean information from a creature within short range, even if it doesn't want you to. You must be able to see the target. Once you have established contact, you can temporarily break the target's will and force them to answer your questions truthfully. This lasts for one minute, after which that particular interrogation technique loses efficacy. If you or the target moves out of range, the connection is broken. Action to initiate.

Oratory (4 Intellect points): When speaking with a group of intelligent creatures that can understand you and aren't hostile, you convince them to take one reasonable action in the next round. A reasonable action must be agreed upon by the GM; it should not put the creatures or their allies in obvious danger or be wildly out of character. Action.

Telling (2 Intellect points): This ability provides an asset to any tasks attempting to deceive, persuade, or intimidate. Each use lasts up to a minute; a new use (to switch tasks) replaces the previous use. Action to initiate.

FOURTH-TIER SPEAKER

Choose two of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from your tier 2 (or from a lower tier) mode special abilities, listed on pages 41-43.

Anticipate Attack (4 Intellect points): You can sense when and how creatures attacking you will make their attacks. The difficulty of Speed defense rolls is reduced by one step for one minute. Action.

Confounding Banter (4 Intellect points): You spew a stream of nonsense to distract a foe within immediate range. On a successful Intellect roll, the difficulty of your defense roll against the creature's next

attack before the end of the next round is reduced by one step. Action.

Feint (2 Speed points): If you spend one action creating a misdirection or diversion, in the next round you can take advantage of your foe's lowered defenses. Make a melee attack against that enemy; the difficulty of the attack is decreased by one step, and a hit inflicts 4 additional points of damage. Action.

Heightened Skills: You are trained in two tasks of your choosing (other than attacks or defense). If you choose a task you're already trained in, you instead become specialized in that task. You can't choose a task you're already specialized in.

Psychosis (4 Intellect points): Your words inflict a destructive psychosis in the mind of a target within long range that can understand you, dealing 6 points of Intellect damage (ignores Armor) per round. The psychosis can be dispersed if a target spends an action doing nothing but calming and centering itself. Action to initiate.

Quick Wits: When performing a task that would normally require spending points from your Intellect Pool, you can spend points from your Speed Pool instead. Enabler.

Read the Signs (4 Intellect points): You examine an area and learn precise, useful details about the past (if any exist). You can ask the GM up to four questions about the immediate area; each requires its own roll. Action.

Suggestion (4 Intellect points): You suggest an action to another creature (level 2 or lower) within immediate range. If the action doesn't seem completely at odds with the creature's nature, it follows your suggestion for up to a minute. Instead of applying Effort to decrease the difficulty, you can apply it to increase the maximum level of the target by 1. When the effect ends, the creature remembers following the suggestion, but believes that it chose to do so willingly. Action to initiate.

FIFTH-TIER SPEAKER

Choose three of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from any of your mode special abilities, listed on pages 41-43.

Superior Cypher Grasp: You can go into the Vurt world with four cyphers at a time. Enabler.

Experienced With Armor: The cost reduction from your Practiced in Armor ability improves. You now reduce the Speed cost by 2. Enabler.

Flee (6 Intellect points): All non-allies within short distance who can hear your dreadful, intimidating words flee from you at top speed for one minute.

Font of Inspiration: With your approval, characters within immediate range can use an action to gain

inspiration from your presence; the difficulty of one action they take in the following round is reduced by one step. This inspiration costs each affected character 2 Intellect points. Once this ability is used, others can't gain inspiration from you again until after you make a recovery roll. Enabler.

Speak Up (5+ Intellect points): Manc's got talent! Your words, gestures, or performance techniques shine; all those observing you within a long distance are deeply affected and all that can hear and understand you feel an urge to react. Perhaps you're a charismatic leader with a microphone and your stirring speech hits them on a profound level, or maybe you are a DJ, mad-scratching on your Limbic Splitter, filling the club with beats too deep to ignore. As long as you keep it up, and they can see/hear you, you got them where you want them. The difficulty of all tasks, attacks, and defenses they attempt are increased by one step. And it'll stick with them, too. The duration of this effect lasts a full day and is extended by one additional day per level of Effort applied. Action to initiate.

Skill With Attacks: Choose one type of attack in which you are not already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are trained in attacks using that type of weapon. Enabler.

Stimulate (6 Intellect points): Your words encourage a target you touch who can understand you. The difficulty of the next action it takes is decreased by three steps. Action.

SIXTH-TIER SPEAKER

Choose two of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from any of your mode special abilities, listed on pages 41–43.

Battle Management (4 Intellect points): As long as you spend your action each round giving orders or advice, the difficulty of attack and defense actions by your allies within short range is decreased by one step. Action.

Inspiring Success (6 Intellect points): When you succeed on a roll to perform a task related to the stat that you choose upon selecting this ability, and you applied at least one level of Effort, you may choose another character within short range. That PC has an asset on the next task they attempt using that stat on their next turn. Enabler.

Gaslight (7+ Intellect points): You know exactly what phrase, threat, or speech to make to plant the seeds of paranoia. This level 1 target must be able to hear and understand you. Your carefully selected words affect their deep perception of structured reality, turning their own thoughts against itself and driving

them madder than a hatter. Within 1d20 hours, this phrase will trigger a psychotic break in an intelligent creature within short range. The effect takes 1d20 hours to fully manifest, but once it does they are very susceptible to your suggestions in this state. Simple commands from you are most often heeded, even if it goes against their basic survival instincts. Instead of applying Effort to decrease the difficulty of the attack, you can apply Effort to increase the maximum level of the target. Thus, to Gaslight a level 5 target (four levels above the normal limit), you must apply four levels of Effort. Action to initiate.

Rephrase Reality (7 Intellect points): Scramble time! With just a few words, you psychologically manipulate a target into questioning their own memory of whatever they may have just seen or heard in the last 30 seconds. This level 1 target must be able to hear and understand you. The target is very open to your suggestions in this state and can be easily prodded to scramble up to the last 30 seconds of what they've just observed, leaving them frustrated and/or groggy—only indecipherable flashes of images remain. If you use this ability against the same target a second time, they will immediately experience deep, debilitating confusion, pushed beyond the brink. Instead of applying Effort to decrease the difficulty of the attack, you can apply Effort to increase the maximum level of the target. Rephrasing Reality for a level 5 target (four levels above the normal limit), you must apply four levels of Effort. Action.

WARRIOR

You've got the heart of a dragon, the eye of the tiger, and the courage of a lion. As a warrior you may be a street fighter, cop, watchman, detective, guard, athlete, security officer, tank, Vurtball player, mercenary, bruiser, thug, bouncer or just an all-around badass. Even if you don't show it, you got it. A good ally to have in a fight, you likely know how to use weapons and defend yourself. Even you wouldn't mess with you.

Individual Role: Warriors are physical, action-oriented people. They're more likely to overcome a challenge using force than by other means, and they often take the most straightforward path toward their goals.

Group Role: Warriors usually take and deal the most punishment in a dangerous situation. Often it falls on them to protect the other group members from threats. This sometimes means that warriors take on leadership roles as well, at least in combat and other times of danger.

Societal Role: Warriors aren't always soldiers or mercenaries. Anyone who is ready for violence, or even potential violence, might be a warrior in the general sense. This includes guards, bouncers, police officers, thugs, or people in other roles or professions who know how to defend themselves with skill.

Advanced Warriors: As warriors advance, their skill in battle—whether defending themselves or dishing out damage like a tank—increases to impressive levels. At higher tiers, they can often take on groups of foes by themselves or stand toe to toe with anyone.

Background Connection: Your type helps determine the connection you have to the setting. Roll a d20 on the table below or simply choose one you like to determine a specific fact about your background that provides a connection to the rest of the world. You can also create your own background connection.

WARRIOR STAT POOLS

Stat	Pool Starting Value
Might	10
Speed	10
Intellect	8

You get 6 additional points to divide among your stat Pools however you wish.

FIRST-TIER WARRIOR

First-tier warriors have the following:

Effort: Your Effort is 1.

Physical Nature: You have a Might Edge of 1 and a Speed Edge of 0, or you have a Might Edge of 0 and a Speed Edge of 1. Either way, you have an Intellect Edge of 0.

Cypher Grasp: You can go into the Vurt world with two cyphers at a time.

Practiced With All Weapons: You can use any weapon. Enabler.

Starting Equipment: Appropriate clothing and two melee weapons of your choice. You also start with 2 cyphers and £200 in ready money.

Special Abilities: Choose three special abilities described below, or from the special abilities of your chosen mode on pages 41-43. You can't choose the same special ability more than once unless its description says otherwise.

Bash (1 Might point): This is a pummeling melee attack. Your attack inflicts 1 less point of damage than normal, but dazes your target for one round, during which time the difficulty of all tasks it performs is increased by one step. Action.

Control the Field (1 Might point): This melee attack inflicts 1 less point of damage than normal, but regardless of whether you hit the target, you maneuver it into a position you desire within immediate range. Action.

Extra Edge: Your warrior nature grants you an Edge of 1 in both Speed and Might, rather than one or the other.

No Need for Weapons: When you make an unarmed attack (such as a punch or kick), it counts as a light weapon, dealing 4 points of damage instead of just 2. Enabler.

Overwatch (1 Intellect point): You use a ranged weapon to target a limited area (such as a doorway, a hallway, or alleyway) and make an attack against

Roll	Background
1	You were in a street gang and have friends who still run with the gang.
2	You were the bodyguard of a wealthy person who accused you of theft. You left their service in disgrace.
3	You were the bouncer in a local bar for a while, and the patrons there remember you.
4	You trained with a highly respected mentor. They regard you well, but they also have many enemies.
5	You owe money to a number of people and don't have the funds to pay your debts.
6	You have no formal training. Your abilities come to you naturally (or unnaturally).
7	You spent time on the streets and even were incarcerated for a while.
8	You were training to be a cop or private security guard, but decided you didn't want to take orders.
9	You served as a bodyguard to a powerful criminal who now owes you their life.
10	You were once a police officer. Everyone knows you, but their opinions of you vary.
11	Your older sibling is an infamous character who has been disgraced.
12	You served as a guard for someone who traveled extensively. You know a smattering of people in many locations.
13	Your best friend is a teacher or scholar. They are a great source of knowledge.
14	You and a friend both indulge in the same type of drug. The two of you get together weekly to chat and get lit.
15	A relative is a pink feather crafter and you can get into the Shimmy-Plex they work at for free.
16	Your blurbfly mechanic friend sometimes calls on you to help find components. They pay you well.
17	You once fought a neighborhood thug and won, making you a small-time celebrity at a local pub.
18	A person you grew up with is now a cop in the MPD.
19	You saved the lives of a family when their apartment caught fire. They're indebted to you, and their neighbors regard you as a hero.
20	Your old mentor/trainer still expects you to come back and clean up after classes, but when you do, they occasionally share interesting rumors.

the next viable target to enter that area. This works like a wait action, but you also negate any benefit the target would have from cover, position, surprise, range, illumination, or visibility. Further, you inflict 1 additional point of damage with the attack. You can remain on overwatch as long as you wish, within reason. Action.

Physical Skills: You are trained in two skills in which you are not already trained. Choose two of the following: balancing, climbing, jumping, running, or swimming. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

Pierce (1 Speed point): This is a well-aimed, penetrating ranged attack. You make an attack and inflict 1 additional point of damage. Action.

Practiced in Armor: You can wear armor for long periods of time without tiring and can compensate for slowed reactions due to encumbrance. You reduce the Speed cost for wearing armor by 1. You start the game with a light armor vest (+2 Armor). Enabler.

Quick Draw (2 Speed points): After making a ranged attack with a light weapon, you may draw a second light weapon and make another ranged attack against the same target or a different one. Action.

Swipe (1 Speed point): This is a quick, agile melee attack. Your attack inflicts 1 less point of damage than normal but dazes your target for one round, during which time the difficulty of all tasks it performs is modified by one step to its detriment. Action.

Thrust (1 Might point): This is a powerful melee stab. You make an attack and inflict 1 additional point of damage if your weapon has a sharp edge or point. Action.

Trained Without Armor: You are trained in Speed defense actions when not wearing armor. Enabler.

SECOND-TIER WARRIOR

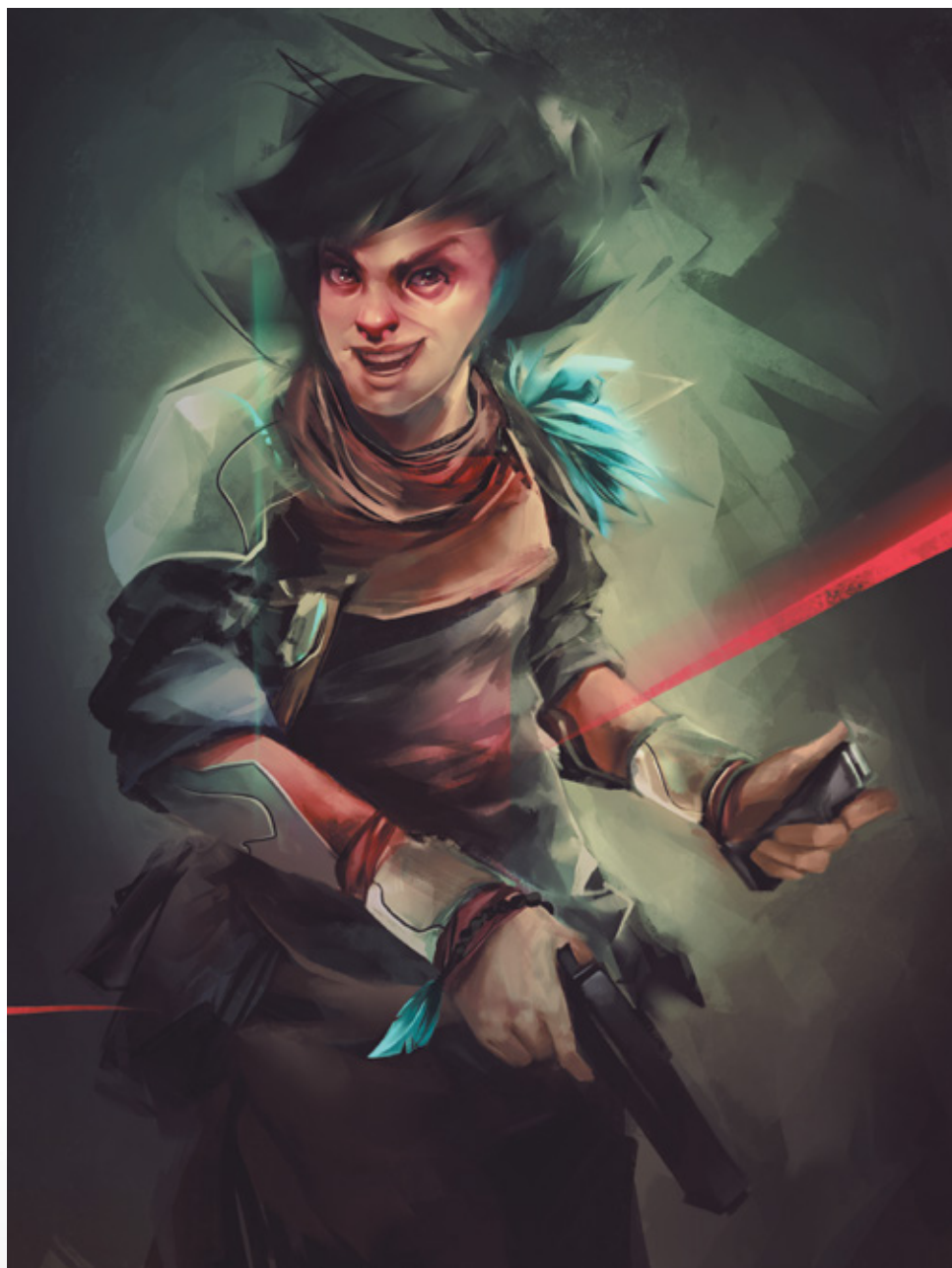
Choose two of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a dif-

ferent one from a lower tier. You may also choose from your tier 2 (or from a lower tier) mode special abilities, listed on pages 41–43.

Chop (2 Might points): This is a heavy, powerful slice with a bladed weapon, probably overhand. You must grip your weapon with two hands to chop. When making this attack, you take a –1 penalty to the attack roll, and you inflict 3 additional points of damage. Action.

Crush (2 Might points): This is a powerful pummeling attack with a bashing weapon, probably overhand. You must grip your weapon with two hands to crush. (If fighting unarmed, this attack is made with both fists or both feet together.) When making this attack, you take a –1 penalty to the attack roll, and you inflict 3 additional points of damage. Action.

Mighty Blow (2 Might points): You strike two



foes with a single melee attack. Make separate attack rolls for each foe, but both attacks count as a single action in a single round. You remain limited by the amount of Effort you can apply on one action. Anything that modifies your attack or damage applies to both of these attacks. Action.

Reload (1 Speed point): When using a weapon that normally requires an action to reload, such as a firearm, you can reload and fire (or fire and reload) in the same action. Enabler.

Skill With Attacks: Choose one type of attack in which you are not already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are trained in attacks using that type of weapon. You can select this ability multiple times. Each time you select it, you must choose a different type of attack. Enabler.

Skill With Defense: Choose one type of defense task in which you are not already trained: Might, Speed, or Intellect. You are trained in defense tasks of that type. You can select this ability up to three times. Each time you select it, you must choose a different type of defense task. Enabler.

Successive Attack (2 Speed points): If you take down a foe, you can immediately make another attack on that same turn against a new foe within your reach. The second attack is part of the same action. You can use this ability with melee attacks and ranged attacks. Enabler

THIRD-TIER WARRIOR

Choose three of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from your tier 3 (or from a lower tier) mode special abilities, listed on pages 41-43.

Burst-fire, Vurt corebook, page 147

Remember that at higher tiers, you can choose special abilities from lower tiers. This is sometimes the best way to ensure that you have exactly the character you want. This is particularly true with abilities that grant skills, which can usually be taken multiple times. Defense tasks are when a player makes a roll to keep something undesirable from happening to their PC. The type of defense task matters when using Effort.

Might defense: Used for resisting poison, disease, and anything else that can be overcome with strength and health.

Speed defense: Used for dodging attacks and escaping danger. This is by far the most commonly used defense task.

Intellect defense: Used for fending off mental attacks or anything that might affect or influence one's mind.

Deadly Aim (3 Speed points): For the next minute, all ranged attacks you make inflict 2 additional points of damage. Action to initiate.

Experienced With Armor: The cost reduction from your Practiced in Armor ability improves. You now reduce the Speed cost for wearing armor by 2. Enabler.

Improved Cypher Grasp: You can now go into the Vurt world with three cyphers at a time. Enabler.

Fury (3 Might points): For the next minute, all melee attacks you make inflict 2 additional points of damage. Action to initiate.

Lunge (2 Might points): This ability requires you to extend yourself for a powerful stab or smash. The awkward lunge increases the difficulty of the attack roll by one step. If your attack is successful, it inflicts 4 additional points of damage. Action.

Parting Blow: If a target you attacked on your last turn with a melee attack uses their action to move out of immediate range, you gain an action to attack them as a parting blow, even if you have already taken a turn in the round. Enabler.

Seize the Moment (4+ Speed points): If you succeed on a Speed defense roll to resist an attack, you gain an action. You can use the action immediately even if you have already taken a turn in the round. You don't take an action during the next round, unless you apply a level of Effort when you use Seize the Moment. Enabler.

Slice (2 Speed points): This is a quick attack with a bladed or pointed weapon that is hard to defend against. The difficulty of the attack roll is decreased by one step. If the attack is successful, it deals 1 less point of damage than normal. Action.

Controlled Burst (2 Speed points): When making a burst attack with a **burst-fire** weapon, the difficulty of the attack roll is decreased by one step. If the attack is successful, each round deals 1 less point of damage than normal. Action.

Trick Shot (2 Speed points): As part of the same action, you make a ranged attack against two targets that are within immediate range of each other. Make a separate attack roll against each target. The difficulty of each attack roll is increased by one step. Action.

FOURTH-TIER WARRIOR

Choose two of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from your tier 4 (or from a lower tier) mode special abilities, listed on pages 41-43.

Capable Warrior: Your attacks deal 1 additional point of damage. Enabler.

Experienced Defender: When wearing armor, you gain +1 to Armor. Enabler.

Feint (2 Speed points): If you spend one action creating a misdirection or diversion, in the next round you can take advantage of your opponent's lowered defenses. Make a melee attack roll against that oppo-



nent. The difficulty of the roll is decreased by one step. If your attack is successful, it inflicts 4 additional points of damage. Action.

Minor to Major: You treat rolls of natural 19 as rolls of natural 20 for Might attack rolls or Speed attack rolls (choose one or the other when you select this ability). Enabler.

Momentum: If you use an action to move, your next attack made using a melee weapon before the end of the next round inflicts 2 additional points of damage. Enabler.

Opening Gambit (4 Might points): Your melee attack shreds the defenses of a target. Any energy-based defenses it has (such as a mathemagickal ward) are negated for 1d6 +1 rounds. If the target has no energy-based defenses, its Armor is reduced by 2 for one minute. If it has no energy-based defenses or Armor, the difficulty of all attacks made against the target is lowered by one step for one minute. Action.

Snipe (2 Speed points): If you spend one action aiming, the next round you can make a precise ranged attack. The difficulty of the attack roll is decreased by one step. If your attack is successful, it inflicts 4 additional points of damage. Action.

Tough As Nails: When you are impaired or debilitated on the damage track, the difficulty of Might-based tasks and defense rolls you attempt is decreased by one step. If you also have *Ignore the Pain*, make a difficulty 1 Might defense roll when you reach 0 points in all three of your Pools to immediately regain 1 Might point and avoid dying. Each time you attempt to save yourself with this ability before your next ten-hour rest, the difficulty increases by one step. Enabler.

FIFTH-TIER WARRIOR

Choose three of the abilities described below (or from a lower tier) to add to your repertoire. In addition,

you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from any of your mode special abilities, listed on pages 41-43.

Superior Cypher Grasp: You can go into the Vurt world with four cyphers at a time. Enabler.

Threefer (3 Speed points): If a weapon has the ability to fire rapid shots without reloading (such as a semi-auto or burst-fire firearm), you can fire your weapon at up to three targets (all next to one another) at once. Make a separate attack roll against each target. The difficulty of each attack is increased by one step. Action.

Greater Skill With Attacks: Choose one type of attack, even one in which you are already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are trained in attacks using that type of weapon. If you're already trained in that type of attack, you instead are specialized in that type of attack. Enabler.

Improved Success: When you roll a 17 or higher on an attack roll that deals damage, you deal 1 additional point of damage. For instance, if you roll a natural 18, which normally deals 2 extra points of damage, you deal 3 extra points instead. If you roll a natural 20 and choose to deal damage instead of achieve a special major effect, you deal 5 extra points of damage. Enabler.

Iron Monkey (5 Might points): You attempt a difficulty 4 Might action to jump high into the air as part of your melee attack. If you succeed, your attack inflicts 3 additional points of damage and knocks the foe down. If you fail, you still make your normal attack roll, but you don't inflict the extra damage or knock down the opponent if you hit. Action.

Mastery With Armor: The cost reduction from your Practiced in Armor ability improves. When you wear any armor, you reduce the armor's Speed cost

Ignore the Pain, page 47

to 0. If you select this ability and you already have the Experienced With Armor ability, replace Experienced With Armor with a different third-tier ability because Mastery With Armor is better. Enabler.

Mastery With Defense: Choose one type of defense task in which you are trained: Might, Speed, or Intellect. You are specialized in defense tasks of that type. You can select this ability up to three times. Each time you select it, you must choose a different type of defense task. Enabler.

Parry (5 Speed points): You can deflect incoming attacks quickly. For the next ten rounds, the difficulty of all Speed defense rolls is reduced by one step. Enabler.

SIXTH-TIER WARRIOR

Choose two of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. You may also choose from any of your mode special abilities, listed on pages 41-43.

Finishing Blow (5 Might points): If your foe is prone, stunned, or somehow helpless or incapacitated when you strike, you inflict 8 additional points of damage on a successful hit. Enabler.

Magnificent Moment: If you make an attack or attempt a task with the immediate action you gain by using Seize the Moment, the difficulty is reduced by one step. Enabler.

Fiver (5 Speed points): You stand still and make

ranged attacks against up to five foes within range, all as part of the same action in one round. Make a separate attack roll for each foe. You remain limited by the amount of Effort you can apply on one action. Anything that modifies your attack or damage applies to all of these attacks. Action.

Slayer (3 Might points): When you successfully strike a foe of level 5 or lower, make another roll (using whichever stat you used to attack). If you succeed on the second roll, you kill the target outright. If you use this ability against a PC of any tier and you succeed on the second roll, the character moves down one step on the damage track. Enabler.

Spin Attack (5 Speed points): You stand your ground and make melee attacks against up to five foes within reach, all as part of the same action in one round. Make a separate attack roll for each foe. You remain limited by the amount of Effort you can apply on one action. Anything that modifies your attack or damage applies to all of these attacks. Action.

Weapon and Body (5 Speed points): After making a melee weapon or ranged weapon attack, you follow up with a punch or kick as an additional attack, all as part of the same action in one round. The two attacks can be directed at different foes. Make a separate attack roll for each attack. You remain limited by the amount of Effort you can apply on one action. Anything that modifies your attack or damage applies to both attacks, unless it is tied specifically to your weapon. Action.

FURTHER CUSTOMIZATION OF CHARACTER TYPES

The rules in this section can be used by the GM to tailor a type to better fit a particular adventure or campaign, or by a player and a GM to tweak a character to fit a concept.

MODIFYING TYPE ASPECTS

The following aspects of the four character types can be modified at character creation. Other abilities should not be changed.

Stat Pools: Each character type has a starting stat Pool value. A player can exchange points between their Pools on a one-for-one basis. For example, they can trade 2 points of Might for 2 points of Speed. However, no starting stat Pool should be higher than 20. Edge: A player can start with an Edge of 1 in whichever stat they wish.

Practiced With Weapons: Some types have static first-tier abilities that grant them practice with certain weapons. Warriors have Practiced With All Weapons, explorers have Practiced With Light and Medium Weapons, and speakers and mathemagicians have Practiced With Light Weapons. Any one of these abilities can be sacrificed to gain training in one skill of the player's choice.

DRAWBACKS AND PENALTIES

In addition to other customization options, a player can choose to take drawbacks or penalties to gain further advantages.

Weakness: A weakness is, essentially, the opposite of Edge. If you have a weakness of 1 in Speed, all Speed actions that require you to spend points cost 1 additional point from your Pool. At any time, a player can give their character a weakness in one stat and, in exchange, gain +1 to their Edge in one of the other two stats. So a PC can take a weakness of 1 in Speed to gain +1 to their Might Edge.

Normally, you can have a weakness only in a stat in which you have an Edge of 0. Further, you can't have more than one weakness, and you can't have a weakness greater than 1 unless the additional weakness comes from another source (such as a disease or disability arising from actions or conditions in the game).

Inabilities: Inabilities can be thought of as negative skills. They make one type of task harder by increasing the difficulty by one step. If a character chooses to take an inability, they gain a skill of their choice. Normally, a character can have only one inability unless the additional inability comes from another source (such as a descriptor or a disease or disability arising from actions or conditions in the game).

THE CHARMS OF SLEEPWAKING

Now then, to say the dream was past its sell-by date was to do a serious disservice to sell-by dates, to selling things in general, and to the whole concept of linear time as measured out in dates passing by in a regular fashion on a calendar. I mean the barbs were falling off this feather even as Thomas Boundaryman Junior raised it to his lips. If he'd bothered to count - which he didn't, not being a counting kind of guy - there were maybe ten or twelve barbs remaining. And most of those broke off inside his mouth. But he was desperate. Thomas was seven, eight or nine ways desperate to dream. We've all been there right, youth-wise, rolling a smoke from the stubs of last night's party? Well this was like that, only tenfold worse. Those barbs went down his throat. Thomas choked, he coughed, he near vomited. But he kept faith to the words his dear old dearly departed daddy had taught him: 'There ain't never no dream not worth dreaming.' And disregarding the double or even triple negative, that's one hell of a true (or false) statement. And you know that thing the Game Cat says about not ingesting direct? Well this was direct ingestion to the max. OK, so you wouldn't think nine or ten or eleven single barbs would do that much damage, right? Think again. Because Thomas Boundaryman Junior is not at his best right this moment, in fact he's on his dregs, he's scuppered, he's holding the broken remains of a long-term love affair like a nest of needles in his dreamaholic heart. So everything is magnified, the good and the bad, and this was most definitely the bad. So all was set for a moon-shot landing on the fires of Mars. Except for one thing: TBJ wasn't yet fully awake, he was wandering bleary-eyed around the hypnogogic limboland between sleep and wakefulness, and the bare remnants of last night's Vurt trips were still travelling, slowly, slowly, slowly through his system. So last night's dream mixed with the few new barbs he swallowed, they blended in his body and between them produced a new hybrid feather. Now we all know the Game Cat's warning about mixing dreams together, right? But sometimes you have a take a chance to join the dance, and Thomas did just that, he started dancing around the living room, through into the bathroom, the bedroom, out onto the balcony. Back again, out the front door, downstairs. He's awake, he's asleep, he's both simultaneously: he's a dreamwalker. Or a sleepwaker, as they're sometimes called. He's one of those sad lonely cases we all laugh out loud at when we see them on the street with their half-closed eyes and their strange behaviours. Usually they wake up fully only to find themselves sitting on a park bench miles from home, or travelling on a bus towards Middlesbrough, or taking their clothes off in the market square. It's one of the embarrassments of the golden dreaming age in which we live. And yet. And yet, and yet, and yet. Sometimes the weirdest things happen when Dream meets Reality and they take each other by the hand. It goes like this: usually dreamwalkers walk and dream alone, living inside their own world entirely, but this time just by chance, Thomas Boundaryman Junior met another walker. It was a chance in a million, really, but if any city was going to allow such a thing, this was the one. It happened in the park, where the two people met, Thomas and Norah. They met and danced together still locked in their own individual dreams, and danced some more and came closer in their embraces until their mouths met and their tongues touched and traces of each other's dream passed from one to the other and mingled and then at last they awoke each at the same time, and saw each other in the flesh, for real, so real, and their eyes sparkled at the sight of the other, at the journey they had both taken, strangers until now, to get this close to each other. Away they go, watch them: Thomas and Norah, their dance continues.

- Jeff Noon



CHAPTER 7

CHARACTER FOCUS

SOME THINGS ARE MORE IMPORTANT THAN OTHERS, AND IF THAT MAKES ME BAD, THEN LET IT STAND.

- Jeff Noon, Vurt

Focus is what your character does, what moves them and pushes them to do what they do. This is where your PC is rounded out, where suggestions are given for possible appearance, quirks or mannerisms, and perhaps even indications for a specific career or guiding inspiration in life. It's all here in the foci. However, you are creating the character *you* want, so if you have a clear idea of how to round your PC out, you may decide to take it in a different direction. You do what you gotta do. Follow your heart. Reach for those stars. Breathe life. Play god.

When you choose your character focus, you'll also get to choose a special connection to one or more of your fellow PCs, as well as a first-tier ability, and maybe some some equipment to start you off right. We recommended that no two PCs in a group have the same focus, but again, it's your game, kittling. You call the shots.

Each time you progress to the next tier, your focus grants you more abilities and benefits. Each focus also offers minor effect and major effect suggestions to the GM and the player to help make those high rolls exciting. There are also suggestions for **GM Intrusions** that quickly make any challenge a bit more, well, challenging.

Each tier's benefit is labeled either Action or Enabler. An action requires that the character take an action to use it, and an enabler does not. Most special combat moves

are actions. Abilities that improve or modify another action, or abilities that are that are passive and do not require an action to use are generally Enablers. Since they do not require an action, you can use an Enabler in the same turn that you perform another action.

Remember, each tier's benefits are independent of and cumulative with benefits from other tiers (unless indicated otherwise). So if your first-tier ability grants you +1 to Armor and your fourth-tier ability also grants you +1 to Armor, when you reach fourth tier, you have a total of +2 to Armor. Stack that up! You'll need it, guaranteed.

Your choice of focus will give you some clues to what possible jobs you might have done in the past or how you're employed at the moment. Or not. You don't need to have a steady job to survive in Manchester, but it often helps to have some quid coming in so you can afford your feathers, food and rent. For a selection of common jobs, legal or otherwise, see the job list at the end of this chapter on page 96. Jobs aren't mandatory, however—and sitting on your arse is perfectly acceptable in Manchester.

Your focus will dictate much of how your character lives their day-to-day life; using (or wasting) their talents and experience. Choose wisely, kittling—this is the final step in character creation. Your PC's personality and inner drive will be apparent to you by the end of this

GM Intrusions, Vurt core-book, page 134

third and final step.

At this point, you'll have already chosen the **descriptor** and **type**; the *adjective* and *noun* of the Cypher System's defining "*I am an adjective noun who verbs*" construction. Now, all you have left is the verb.

So far, you might have decided on a roboman warrior, or a dogshadow mathematician, maybe a pure human speaker. But what does your PC *do*? What's the main reason your PC gets out of bed and keeps on keepin' on? Choose the perfect focus for your PC. No time to waste! Sleep is for the dead!

Choose your Focus from the following:

- | | |
|------------------------|----------------------------|
| 1. Can't Be Mithered | 15. Liquidates |
| 2. Controls Blurbs | 16. Lives Life as a Dodo |
| 3. Craves the Fix | 17. Makes It Their Problem |
| 4. Delves Deeper | 18. Never Jerks Out |
| 5. Disturbs the Peace | 19. Plays To Win |
| 6. Goes Mad-Dog | 20. Plugs In |
| 7. Has Done Time | 21. Runs the Ginnels |
| 8. Hits the Jam | 22. Scraps like a Scally |
| 9. Hyperprocesses | 23. Shows Them All |
| 10. Is a Lab Rat | 24. Takes the Reins |
| 11. Is a Lucky Bleeder | 25. Tops Gears |
| 12. Is Idolized | 26. Tracks Marks |
| 13. Keeps it Raw | 27. Works for the City |
| 14. Keeps the Faith | 28. Works the Room |

CAN'T BE MITHERED

You likely haven't left your messy room in months, getting all your fast-food meals and legal feathers delivered to your window by blurbfly. For you, an ideal day is spent sitting or lying down, high as a kite, feathered-up on the dub side with no major responsibilities. How you ended up with such low ambition has much to do with the way you were raised. You know you were spoiled rotten. Even if you happened to grow up poor, you got what you wanted with little or no effort on your part. You ain't bovered, boy.

Your appearance is likely slovenly and dated. Maybe you're rocking the same spit-stained trackies you've been wearing for the last decade. Even if your personal hygiene is acceptable, your sense of style is not. But who gives a shit? You'll find enough scratch for rent, food, drugs and yummy feathers. If not, you might actually have to leave your room and venture outside—your worst nightmare.

Connection: Choose one of the following.

- Pick one other PC. You recently got in deep trouble with the cops or a powerful corporation, and while being interrogated, you gave the PC's name. They don't know it yet, but they're in real danger.
- Pick one other PC. You've let them down so many times in the past that they don't believe in you anymore. For some reason, that bothers you, so you're

going to prove you're not worthless.

- Pick two other PCs. You owe both of these PCs a lot of money, and now is the time to pay it off.
- Pick one other PC. This is the only person who knows what you really did with that three-armed robomanshad in the Turdsville Shimmy-Plex in last summer.

Additional Equipment: You have a **Drip feed card**.

Drip feed Card, Vurt corebook, page 363

Minor Effect Suggestion: You draw on your experience watching others and reduce the difficulty of your next action by one step.

Major Effect Suggestion: You can take an extra action. You can use this action only to guard.

GM Intrusions: The outside world is a scary place. You suddenly realize that the only thing you want right now is to return to your stash pad or some safe place to be alone, away from other people and their problems. The urge is getting uncontrollable; for the next minute, any task other than running home to hide is going to be very difficult.

TIER 1

Picking It Up. Choose any two non combat skills. Without really trying, you have picked up enough knowledge to excel. You are trained in those skills. Enabler.

TIER 2

Cat Naps. Your ten-minute recovery roll takes you only one round. Enabler.

TIER 3

Loosey Goosey (3 Intellect points). You can reroll any of your Might, Speed, or Intellect defense rolls and take the better of the two results. Action.

TIER 4

You Ain't Bovered. You are trained in Intellect defense tasks. Enabler.

Picking It Up. Choose any two noncombat skills. Without really trying, you've picked up enough knowledge to excel. You're trained in those skills. Enabler.

TIER 5

Nothing but Defend. If you do nothing on your turn but defend, you're specialized in all defense tasks for that one round. Enabler.

TIER 6

Getting Rounded. You get 5 points to divide between your Intellect Pool and your Might Pool however you wish. Enabler.

Guard Up. You're trained in Might defense, Speed defense, or Intellect defense (your choice). If you're already trained in that type of defense, you are specialized. Enabler.

CONTROLS BLURBS

You're an admin. A master of blurbflies. An engimologist. Your love for these tiny biomechanical creatures is evident. You've likely spent your life studying their intricate control systems and varying morphologies.

Admins like you are much more than technicians or mechanics. Blurbs (also known as "bugs") are living creatures, delicate and unique. One cannot control them well without understanding what drives them. There is nothing more satisfying to you than constructing a small life, a tiny friend or guardian that lives to serve. You take pride in your obsession.

Admins are notoriously absentminded; their odd appearances are often void of style. If you have hair, it's a mess. You likely choose your outfits based on pile proximity to your blurbfly workbench.

All that time you spent trying to figure out the inner workings of a blurbfly came at the expense of parties, going out to restaurants, and basic social interaction with your fellow Mancunian. Let's put it this way: You know every detail of the latest MechanInsect model, but forget your own birthday.

You may have a small group of friends that put up with your annoying idiosyncrasies, but even they seem embarrassed by your behavior at times.

Connection: Choose one of the following.

- Pick one other PC. The two of you are obsessed with the history of engimology and have studied King Jaz and his journey from tinkering teenager to the undisputed master of Blurbs. You both know almost every public detail about him.
- Pick one other PC. You think they'd make an excellent admin, and offer advice to them on Blurbs. They may or may not be willing to learn, but you likely won't notice.
- Pick one other PC. They once disrespectfully swatted one of your blurbflies away. You may not have said anything about it, but it still bothers you. Passive aggression wins again!
- Pick one other PC. Like you, they also grew up in the Ardwick district of Manchester and you know many of the same people.

Additional Equipment: A level 2 blurbfly (with no modules attached), spare blurbfly parts, simple blurbfly repair kit.

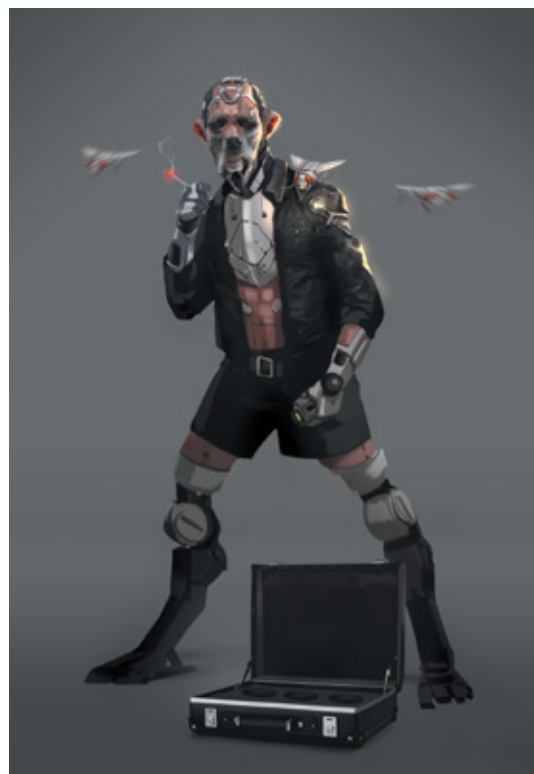
Minor Effect Suggestion: Enemy's actions are one step more difficult on its next turn. You've got your eyes in the sky.

Major Effect Suggestion: Gain an extra blurbfly action. You're getting better and better at controlling your blurbs!

GM Intrusions: Even the most dependable blurbs can malfunction. It's annoying and probably doesn't last too long, but it reflects poorly on your ability to control your blurbs. Downed blurbs like these sometimes require your attention to get them up in the air again.



Vying for control, page 111



TIER 1

Control I. You can control one blurbfly at a time.

Enabler.

Blurbfly Tinkerer. You're trained in blurbfly construction and maintenance. Enabler.

Blurbfly Builder. If you don't have any blurbflies in your possession, you can spend ten hours to cobble together a level 1 blurbfly with no modules attached. Enabler.

TIER 2

Control II. You can control 2 blurbflies at a time.

Enabler.

Assert Control (2+ Intellect points). If you focus on one blurbfly that you don't already control (level 2 or below), you can attempt to take active control over it for one minute, commanding it to do simple tasks on your behalf while you concentrate. Instead of applying Effort to decrease the difficulty of the task, you can apply Effort to increase the maximum level of the blurbfly you can control. Thus, to affect a level 4 target (two levels above the normal limit), you must apply two levels of Effort. Action.

Vying for control of a blurbfly with an enemy admin is an Intellect test.

TIER 3

Control III. You can control three blurbflies at a time.

Enabler.

Slave (Intellect 2). You can slave any number of blurbflies that you control to emulate the actions of a single bug. This will allow you to send multiple bugs

to perform a single action. For example, if you want to use your action to attack with a blurbfly, you can send two or more bugs instead of one. Action (may be performed in addition to another blurbfly action).

Blurbfly Improvement. You are specialized in blurbfly crafting and maintenance. Enabler.

Blurbfly Builder. If you have fewer than three blurbflies in your collection, you can spend ten hours to cobble together a level 2 blurbfly with no modules attached.

TIER 4

Control IV. You can control four blurbflies at a time.

Bug Shield (3 Intellect). Command your bugs to swarm around you and intercept incoming attacks. If any attack is made against you while you have bugs commanded to Shield, a bug will automatically intercept the attack and absorb the damage. Action to initiate.

Blurbfly Upgrade. Choose one of the following (no materials or skill checks are required):

- Upgrade the motivator of one of your blurbflies by one level.
- Apply a chassis **hack** to one of your blurbflies.
- Replace any two installed modules in your swarm with two others of similar value (the originals are lost).

TIER 5

Control V. You can control five blurbflies at a time.

Blurb Swarm. You can either choose another blurbfly Upgrade from tier 4 (applied to any owned blurbfly) or you can take Blurb Swarm. If you take Blurb Swarm, you build up to four level 2 blurbflies and add them to your collection.

TIER 6

Control VI. You can control six blurbflies at a time.

Blurbfly Evolution. You can choose another blurbfly upgrade from tier 4 to apply to any of your blurbflies, or you can take Blurbfly Evolution. If you take Blurbfly Evolution and have fewer than six blurbflies in your collection, you can spend ten hours to cobble together a level 3 blurbfly with no modules attached.

CRAVES THE FIX

If it alters the mind or the mood, you're into it. Drugs are your world. As far as you're concerned, every moment spent sober is a moment wasted. You've done them all: Jammers, Fetish, Haze, Boomer, you name it. Looking back, you've even seemed to enjoy your past overdoses. You sick puppy. Sometimes you feel strong. Very strong. You do some amazing things when the adrenaline kicks in. But most of the time you're just looking to get your mitts on some good drugs. That's the driving force. Your day-to-day.

Most others underestimate you, thinking that a junkie couldn't possibly be trustworthy or intelligent. It often bothers you, but you're too effed up to change anything. Your disheveled appearance doesn't help your case, either. You likely have puke stains on your grimy clothes, maybe you're missing most of your teeth. Most with your extensive drug history can't hide the tics or other effects of long-term use. You may slur words, grind your teeth, or nod off mid-sentence.

There's really no hiding your past as an amped pill-bug, a blitzed pharmahead, a shit-stained mess. But you know what you're talking about when it comes to drugs. Who needs long-term memory anyway?

Connection: Choose one of the following.

- Pick one other PC. United by drugs! Both you and this person can recite most Game Cat reviews verbatim.
- Pick one other PC. They once saved your life during one of your many overdoses.
- Pick one other PC. You both have taken the same infamous bootleg Blue Bayou feather that devastated the featherheads of Rusholme a few years back and have mild brain damage and anger issues. You support each other when things get dodgy
- Pick one other PC. You suspect they are holding a specific street drug that you want. They may deny it, but you feel like they have some, and want it all for themselves.

Additional Equipment: You start with 2 **Cortex Jammers**.

Minor Effect Suggestion: The target is also dazed for one round, during which time the difficulty of all tasks it performs is modified by one step to its detriment.

Major Effect Suggestion: You destroy a piece of equipment worn or held by your opponent.

GM Intrusions: Sometimes the urge to get lit comes at the most inopportune times. But right now, all you want is to search your pockets for any and all drug cyphers and take them all at once, damn the consequences. You'll regret it later, and the effects of mixing pharma might mess you up, but you crave the fix and won't be talked out of it.

TIER 1

Pharma Pro. You can identify all common drugs and know the effects of each. Enabler

Wound Tender. You are trained in healing. Enabler.

TIER 2

Tolerance. Any lasting negative effects applied by drugs last only half as long as normal. For example, if a drug causes increased difficulty of Intellect tasks for one hour, it will only last 30 minutes for you. The duration of **Vurt lag** effects is also cut in half.

Hack, page 113

Cortex Jammers, Vurt corebook, page 363

Remember that in the Vurt RPG, cypher limits are not a hard and fast rule in the real world. It is only in the Vurt world that a character's cypher limit cannot be exceeded under any circumstances.

Vurt lag, Vurt corebook, page 170



Whimpy Burglar. You are trained in one of the following tasks (choose one): breaking things, climbing, jumping, or running. You likely picked this up after years of “borrowing” from friends and family. Enabler.

TIER 3

Cadge a Fix (3 Intellect points): In the place of your ten hour recovery roll, you may collect any ready money and go on a scrounging mission to find drugs. Ask the GM what drug cypher you were able to score. You must pay the full going rate. Action.

Tweaked. If you are under the influence of one or more drugs (cyphers), you inflict 1 additional point of damage each time you strike with your standard attack. Enabler.

TIER 4

Shady Bastard (3 Intellect points). You use lies and trickery against a foe that can understand you. If successful, the foe is stunned for one round and cannot act, and they’re **dazed** in the following round, during which time the difficulty of its tasks is increased by one step.

TIER 5

Unstoppable: When you’re impaired on the **damage track**, you function as if you were hale. While you’re debilitated, you function as if you were impaired. In other words, you don’t suffer the effects of being debilitated. You still die if all your stat Pools are 0. Enabler.

Dazed, Vurt corebook, page 143

Damage track, Vurt corebook, page 141



TIER 6

Dusted. You add 5 points to your Might Pool, and you inflict 2 additional point of damage with melee attacks. Enabler:

DELVES DEEPER

Collector, cartographer, conspiracy theorist. You're an archetypal treasure hunter, scavenger, and finder of lost things. Most around you find your focus to be misguided, and you've been called wingnut more than once. If at any time you want to look for trouble, you'll easily find it.

You've also gotten into more physical altercations than most, so your ability to take damage and keep moving is well honed. Experience has made you fairly paranoid; you're often investigating conspiracies or looking for connections where none exist. You know that most of your theories are dead ends and that you come across as jumpy.

Making friends seems nearly impossible at times, as you don't really trust anyone. You likely dress in a way that doesn't draw attention; perhaps dark colors and layers. You have scars that reveal how many fights you've been a part of, and might have a black eye or some other injury you're recovering from. But you'll hold it all together and keep on with your personal mission, even if no one else understands. Dig deeper! Find the connections! Never stop!

Connection: Choose one of the following.

- Pick one other PC. This person knows more than they're letting on, and you're going to find out what they know.
- Pick two other PCs. You suspect that they are working undercover and are keeping a close eye on them.
- Pick one other PC. They have an item that you recognize from someone/somewhere else, and this proves they're hiding something.
- Pick two other PCs. You feel that they are not telling you the whole truth about their connection to each other, and this bothers you.

Additional Equipment: You carry a small but powerful LED torch (flashlight) and an A-Z Book cypher of one district of your choice.

Minor Effect Suggestion:

Enemy's actions are one step more difficult on its next turn. It pays to pay attention. The more you know...

Major Effect Suggestion: The target is also stunned and loses their next turn.

GM Intrusions: You're always dwelling on your conspiracy theories, but it usually leaves you with no answers, just more questions and a headache. But when a real epiphany strikes, when you can connect some of the dots and make some sense of the chaos, it brings you to your knees and makes it nearly impossible to do anything other than laugh and/or weep.

TIER 1

Stealth. You are lithe and quiet. You know how to alter your position, your stance, and your clothing to best suit your surroundings. All this combines to give you an asset for stealth-related tasks. Enabler:

Flight Not Fight. If you use your action only to move, the difficulty of all Speed defense tasks is reduced by one step. Enabler.

TIER 2

Room Raider. You are trained in searching, listening, climbing, balancing, and jumping tasks. You have so much practice at this point, it's finally coming in handy. Enabler.

Eyes Adjusted. Your sharp eyes reduce the negative effects of dim light. You can see in very dim light as if it were dim light, and in total darkness as if it were very dim light. Enabler.

TIER 3

Slippery Kipper. You're trained in escaping from bonds, fitting in tight spaces, and other contortionist tasks. Thanks to your experience, you're also trained in Speed defense tasks while wearing light armor or no armor. Enabler.

TIER 4

Resilient. In your explorations of dark places, you've been exposed to all sorts of terrible things and are developing a general resistance. You gain +1 to Armor and are trained in Might defense tasks. Enabler.

TIER 5

Dark Explorer. You ignore penalties for any action (including fighting) in very dim light or in cramped spaces. Combined with your Eyes Adjusted ability, you can act without penalty even in total darkness. You are also trained in sneaking tasks while in dim or no light. Enabler.

Callused. You gain an additional +1 to Armor.

TIER 6

Ultramaxxed Out. You gain 5 additional points to each of your three stat Pools, but at the cost of lasting damage. Your training has taken its toll. Roll on the lasting damage table, page 142 of the Vurt corebook. Enabler.

DISTURBS THE PEACE

Hooligan? No. You're a die-hard fan, and stand up for your fellow supporter, but you're no hooligan! You live and die for your Vurtball team. Maybe you bleed red for Man-United or blue for Man-City. You've been to every match since you can remember and have been called hooligan on more than one occasion. You know how to sneak weapons into situations where you'll need them, and how to read a crowd. Other fanatical Vurtball fans who root for your team are your brothers and sisters, and those who root for the opposing team are your nemeses. When not experiencing "Vurty" matches, you're talking about it and training to defend yourself in tight quarters. Truth be told, a stadium brawl is one of your favorite things.

You wear your team colors from head to toe, and

probably have dozens of team tattoos. You most likely wear an official uniform on game days in solidarity with your squad. These colors don't run! Honor matters! Honor and a Millwall brick or a shiv in the gut of those divs when things get close. Your team is the best, and all those that disagree can stuff it.

The supporters of the rival team? Yeah, mate. *They're all a bunch of daft hooligans.*

Connection: Choose one of the following.

- Pick one other PC. They also share a love for your favorite team, and they enjoy constantly discussing stats and details as much as you do.
- Pick one other PC. You've heard rumors that they're fans of your rival team, and you're ready to defend your Vurtball squad's honor if need be.
- Pick one other PC. They are related to (or know well) a famous Vurtball player on your favorite team. This means that they should be able to answer any and all questions you might have.
- Pick one other PC. They're not fans of your favorite Vurtball team, but you feel like you may have a chance to make them a fan like you are.

Additional Equipment: You start with a ticket for the upcoming Vurtball match and a **Millwall brick**.

Minor Effect Suggestion: The target is intimidated and flees as its next action.

Major Effect Suggestion: You get a free, no-action recovery roll.

GM Intrusions: You brought it on yourself, hooligan. Thanks to your many run-ins with the cops, they seem to hassle you every time you cross paths or get tagged by an inpho beam. They just spotted you. Run!

TIER 1

Match Day Fever. If your team is playing in a Vurtball match today, you get +1 armor and +1 melee damage for the entire day. Your team likely plays in a match every three to five days. Discuss the schedule with the GM. Enabler.

TIER 2

Dual Melee Wield. You can use two light melee weapons at the same time, making two separate attacks on your turn as a single action. You remain limited by the amount of Effort you can apply on one action, but because you make separate attacks, your opponent's Armor applies to both. Anything that modifies your attack or damage applies to both attacks, unless it's specifically tied to one of the weapons. Enabler.

TIER 3

Rally (3 Might points). You inspire your comrades with a fervent maneuver! Make an attack that is reduced by one level of difficulty and deals 1 additional point of damage. Additionally any PC within short range gets an asset on their next attack or defense action.

Millwall brick, page 101

Scalper (3 Intellect points). By taking an hour to ask around, you're able to score the group tickets to any event that sells admission, at the regular price. These might be for a sports match, concert, nightclub or similar event. If the event is invitation only, the GM will decide if you are able to scalp an invite.

TIER 4

Knock Out (5 Might points). You make a melee attack that inflicts no damage. Instead, if the attack hits, make a second Might-based roll. If successful, a foe of level 3 or lower is knocked unconscious for one minute. By applying levels of effort to the Might-based roll, you can increase the level of the enemy you can knock out. For example, if you want to knock out a level 5 enemy, you would need to use two levels of effort. Action.

TIER 5

Attack and Attack Again. Rather than granting additional damage or a minor or major effect, a natural 17 or higher on your attack roll allows you the option of immediately making another attack. Enabler.

TIER 6

Brick Wall (6 Might points). In the place of a regular attack, the PC can choose to guard an immediate area until the beginning of their next turn. If any enemy enters this space during that time, the PC may immediately make an attack, up to a total of six enemies. In addition to dealing damage, any successful attack repels the enemy, forcing them back from melee range. All attacks count as part of a single action, so the PC is still limited by the total amount of Effort that may be applied. Action.

IS A LAB RAT

You're tinkering at all times, engrossed in something mechanical or electronic. If it can be taken apart, you'll do it; curious to a fault. Most of your free time is spent experimenting and constructing small devices that actually work as you intended. You're methodical when it comes to details and numbers, but social situations are often difficult for you. You'd rather be working on your machines than talking to others, but you need to make a living. For you, heaven would be a state-of-the-art laboratory with no one else in it.

Your appearance is likely that of an absentminded recluse. Maybe your shirt is on inside out, or you realize you've forgotten to wear socks today. The way you look is the last thing on your mind.

Connection: Choose one of the following.

1. Pick one other PC. They don't respect your knowledge and talents, even though you've saved their arse countless times. For some reason, you feel you need to prove yourself to them.

2. Pick one other PC. When you get flustered, this is the person that calms you down.

3. Pick one other PC. They've paid for quite a bit of your equipment and supplies in the past, and you're determined to make their investment worthwhile.

4. Pick one other PC. As youths, you used to work together repairing projectors and sound systems at the local *ShimmyPlex*.

Additional Equipment: A field-science kit containing pipettes, tweezers, baggies, vials and chemical substances, for collecting and analyzing samples.

Minor Effect Suggestion: You learn one additional piece of information in your analysis.

Major Effect Suggestion: You gain some temporary insight into how your opponents are fighting. During this time, the difficulty of all tasks they perform is modified by one step to their detriment.

GM Intrusions: Working with electricity and complex machinery is second nature to you, you haven't had a major electric shock in a long time. But your luck just ran out. Something you've been tinkering with, maybe something in your pockets just zapped your ass to the ground for a bit and made your hair stand on end. You feel like you're going to vomit. In fact, you have no choice, here it comes...

TIER 1

Lab Analysis (3 Intellect points). You analyze the site of a mysterious incident, the scene of a crime, or a series of unexplained phenomena, and maybe learn a surprising amount of information about the perpetrators, the participants, or force(s) responsible. To do so you must collect samples from the scene. Samples are paint or wood scrapings, dirt, photographs of the area, hair, an entire corpse, and so on. With samples in hand, you can discover up to three pertinent pieces of information about the scene, possibly clearing up a lesser mystery and pointing the way to solving a greater one. For example, discovering that a victim was killed not by a fall, as seems immediately obvious, but rather by electrocution, is a difficulty 3 task for you. The GM will decide what you learn and what level of difficulty is needed to learn it.

The difficulty of the task is modified by one step in your favor if you take the time to transport the samples to a permanent lab (if you have access to one), as opposed to conducting the analysis with your field science kit. Action to initiate, 2d20 minutes to complete

Scientist: You are trained in one area of scientific knowledge of your choice. Enabler.

TIER 2

Modify Device (4 Intellect points). You jury-rig a piece of mechanical or electrical equipment to make it function above its rated specs for a very limited time. To do so, you must use spare parts equal to an expensive item, have a field-science kit (or a permanent lab, if you have access to one), and succeed at a difficulty 3

A Shimmy-Plex is a place for group feather fun.

Intellect-based task. When complete, using the device modifies all tasks performed in conjunction with the device by one step in the user's favor, until the modification inevitably breaks. For example, you could overclock a computer so research tasks using it are completed sooner, modify an espresso maker so that each cup of coffee made with it is better, modify a car's engine so that it runs faster or its steering handles better, and so on. Each time the modified device is used, roll a d20. On a result of 1-5 the modification breaks following this use. Action to initiate, one hour to complete.

TIER 3

MacGyver Moment (4 Intellect points). Something in the environment catches your eye—a way to manipulate an object in the group's favor, like kicking the winch lever to drop a load of cargo from above. Whatever it is, this distraction allows another member of the group to take an additional immediate action, which they can take out of turn. Action.

TIER 4

Extensive Training. You are specialized in one area of knowledge of your choice. Enabler.

Skeptical. You are trained in Intellect defense tasks. Enabler.

TIER 5

Research Breakthrough (5 Intellect points).

Your research leads to a breakthrough, and you imbue an object with a truly amazing property, though you can use the item only once. To do so, you must buy spare parts equivalent to an expensive item, have a field-science kit (or a permanent lab, if you have access to one), and succeed at a difficulty 4 Intellect-based roll to create a random cypher of up to level 2. The GM decides the nature of the cypher you create. Attempting to create a specific cypher increases the difficulty by two steps.. Action to initiate, one hour to complete.

TIER 6

Reengineer Cypher (12 Intellect points). You can do truly amazing things in the lab. This takes ten hours of uninterrupted tinkering and materials equal to the cost of an expensive item. You can create a copy of one cypher in your possession, improving it by two levels, up to the listed max level of the cypher.

GOES MAD-DOG

You know that you're a liability to any team that takes you on, and this has been proven time and time again in your past. You are someone who Goes Mad-Dog in a fight, and that makes you a danger to friend and foe alike; there is no talking you down. But you can unleash your inner berserker and use whatever means it takes to win a fight. For those with dog genetics, this comes naturally. For the other modes of being with no dog in

them, this berserker mentality is a result of training or programming. Or madness. Or all of the above.

You likely have a difficult time keeping your temper under control, and might wear rugged clothing that you know will get dirty or ripped up in a fight. If you do care about your outward appearance, it's probably something that makes you look (even more) like a bad ass; face tats, scarification, maybe a leather jacket reinforced with a few strategically placed strips of steel plating. Whatever it takes to let those around you know that you ain't to be fucked with.

Connection: Choose one of the following.

- Pick one other PC. They seem to be able to calm you better than most others when you get out of hand.
- Pick one other PC. They also have a problem with their temper, and the two of you often fight.
- Pick one other PC. You and this person share a deep love for the music of Dingo Tush, you both have seen him play live dozens of times.
- Pick one other PC. You used to date their sibling, and it ended ugly. It's a touchy subject that the two of you no longer speak about.

Minor Effect Suggestion: Your foe finds your appearance/attitude so threatening that they spend the subsequent round unable to do anything other than defend.

Major Effect Suggestion: Your foe is terrified of your badass battle rage and uses their next two actions to flee.

GM Intrusions: When you are in one of your fits of rage, you find it hard to discern friend and foe; that means that friendly-fire situations are bound to happen.

TIER 1

Frenzy (1 Intellect point). When you wish, while in combat, you can enter a state of frenzy. While in this state, you can't use points from your Intellect Pool, but you gain +1 to your Might Edge and your Speed Edge. This effect lasts for as long as you wish, but ends if no combat is taking place within range of your senses. Enabler.

TIER 2

Good Whiskers (2 Might points). Once per day you may absorb the damage from a single melee attack, reducing the damage taken to 1 point. Armor may not be used to reduce this single point of damage.

Mobile Fighter. You are trained in climbing and jumping tasks. Enabler.

TIER 3

Power Strike (3+ Might points). If you successfully attack a target, you knock it prone in addition to inflicting damage. The target must be your size or smaller. You can knock down a target larger than you if you apply a level of Effort to do so (rather than to decrease

the difficulty of the attack). Enabler.

Straight Edge. When you are sober (not under the effects of any drug), you are trained in Speed defense tasks. Enabler.

TIER 4

Greater Frenzy (4 Intellect points). When you wish, while in combat, you can enter a state of greater frenzy. While in this state, you can't use points from your Intellect Pool, but you gain +2 to your Might Edge and your Speed Edge. This effect lasts for as long as you wish, but ends if no combat is taking place within range of your senses. You can use this ability or your first-tier Frenzy ability, but you can't use both at the same time. Enabler.

TIER 5

Attack and Attack Again. Rather than granting additional damage or a minor or major effect, a natural 17 or higher on your attack roll allows you the option of immediately making another attack. Enabler.

TIER 6

Tough and Fast. You gain 6 additional points to your Might Pool and 6 additional points to your Speed Pool. Enabler.

HAS DONE TIME

In the past, you were held captive for some time. Perhaps you were incarcerated in the infamous Strangeways prison, maybe you were held hostage, ransomed, or tortured like a cat tied to a stake.

The experience has made you very skittish and these days you always keep one eye on the exit. You are extremely dexterous, and pride yourself on being able to remove yourself from situations and locations when necessary. You refuse to be locked up again, and train your body and mind to give you the tools needed to survive outside.

Your personality has changed since you got out—you tend to be quiet and observant, dressing in clothes that don't draw attention and allow for a speedy escape if need be. You likely work out on a daily basis to stay fit and keep yourself on high alert at all times.

Connection: Choose one of the following.

- Pick one other PC. They did time with you in the past. Neither of you will talk about it.
- Pick one other PC. You worked together before your problems with the law. They remember how fun you used to be, and often recount stories of the good old days to cheer you up.
- Pick one other PC. You did a job together that resulted in your incarceration. They escaped.
- Pick one other PC. When you were incarcerated, you heard a lot of disturbing and conflicting stories about them. You don't know what to think now, but you don't trust them.

Additional Equipment: Dark-colored clothing, gloves and balaclava.

Minor Effect Suggestion: You restore 2 points to your Speed Pool.

Major Effect Suggestion: You can take a second action this round.

GM Intrusions: There are times when the long-term effects of your incarceration come back to haunt you. Terrible memories flood back and overwhelm you, and sometimes this happens at the most inopportune times, like when you go into the fetal position during combat.

TIER 1

Strange Ways. You gain 3 additional points to your Speed Pool. You're no longer being fed incarceration feathers, or pacing a small cell; you're feeling better every day. Enabler.

Slippery Kipper. You're trained in escaping from bonds, fitting in tight spaces, and other contortionist tasks. Thanks to your experience, you also are trained in Speed defense tasks while wearing light armor or no armor. Enabler.

TIER 2

White Rabbit. You are trained in climbing and jumping. You also reduce the damage from a fall by 5 points. Some of your old talents seem to be returning. Enabler.

TIER 3

Even Stranger Ways. You gain 1 to your Speed Edge. Each day spent outside of a prison makes you feel stronger and more balanced. Enabler.

Hard to Touch. You are trained in Speed defense tasks. Inside, you learned to act quickly and avoid fights. Your state of high alert just got a lot higher. Enabler.

Tough Nut. You are trained in resisting intimidation and/or interrogation. You learned how to hold your mud, keep your mouth shut, and avoid snitch-stitches. Enabler.

TIER 4

Quick Strike (4 Speed points). You make a melee attack with such speed that it is hard for your foe to defend against, and it knocks him off balance. The difficulty of making the attack is decreased by two steps, and the foe, if struck, is dazed so that for the next round, the difficulty of his tasks is increased by one step. Action.

TIER 5

The Strangest of Ways. You gain 5 additional points to your Speed Pool. You've spent enough time outside prison to feel almost normal again. Physically, you're now back to your pre-incarceration form. Better, in fact. Enabler.

TIER 6

Escape Plan. When you kill a foe, you can attempt a sneaking action to immediately hide from anyone around, assuming that a suitable hiding place is nearby. Enabler.

HITS THE JAM

You likely grind your teeth almost constantly, pace the room, fidget, crack your knuckles, and tap your foot on the floor compulsively. Your drug of choice is (or was) Cortex Jammers. Or something speedy. If you're living life at twice the velocity, then time is passing half as slowly, right? It makes sense to you.

Right? Right. The mood swings are constant, but predictable.

You used to be a friendly person—now you're simply too amped up to be very social. You have a balance of intelligence and street smarts, but your personality makes most regular above-board jobs impossible to hold down for long. You're walking wasted potential. You usually look tired, uncomfortable, and unapproachable. It's possible you are wearing the same outfit you've been wearing all week.

You may smell a bit ripe, but there's time for bathing later.

Right now, it's time to take apart this crazy device you found, maybe see how quickly you can put it back together again. It's all about motion, movement, speed—and insomnia. Let's pull another 24, mix the caps up with some Enola Cola and wham, bam, Stan's yer uncle, we're off to the races. Sleep is for the dead!

Connection: Choose one

of the following.

- Pick one other PC. You're pretty sure you saw this person talking to a cop, and you suspect they might be working undercover.
- Pick one other PC. They paid for your medical bills after that unfortunate "accident" you caused at the Vurturama store. You owe them.
- Pick one other PC. They knew you before you got heavy into drugs and you can feel their judgment.
- Pick one other PC. They seem to know more about your past than they should and this terrifies you.

Additional Equipment: 1d6 doses of **Cortex Jammers**.

Minor Effect Suggestion: You can immediately attempt to hide after this action.

Major Effect Suggestion: You get a +2 bonus to

Speed defense rolls for one round.

GM Intrusions: Mixing drugs can result in some very devastating side effects. You've spent so much time under the influence and now your tolerance is making it harder and harder to glean the useful effects of certain drugs. Maybe the next dose of your favorite drug might not work when you want it to.

TIER 1

Curiouser. You are trained in cryptography, perception, deception, and hacking. Enabler.

TIER 2

Speed Bump. Now your mind and your body are racing. You gain 5 additional points to your Speed Pool. Enabler.

Hard to Hit. You are trained in Speed defense tasks. Enabler.

TIER 3

Speed Burst (4 Speed points). You can take two separate actions in this round. In the following round, the difficulty of all actions is increased by one step. You cannot use this ability two rounds in a row. Action.

TIER 4

More Speed, Scotty. You gain 5 additional points to your Speed Pool. Wow-weeee! Feelin' it now! Enabler.

TIER 5

The Two-fer (4 Speed points). You can take two separate actions in this round. In the following round, the difficulty of all actions is increased by one step. You cannot use this ability two rounds in a row. Action.

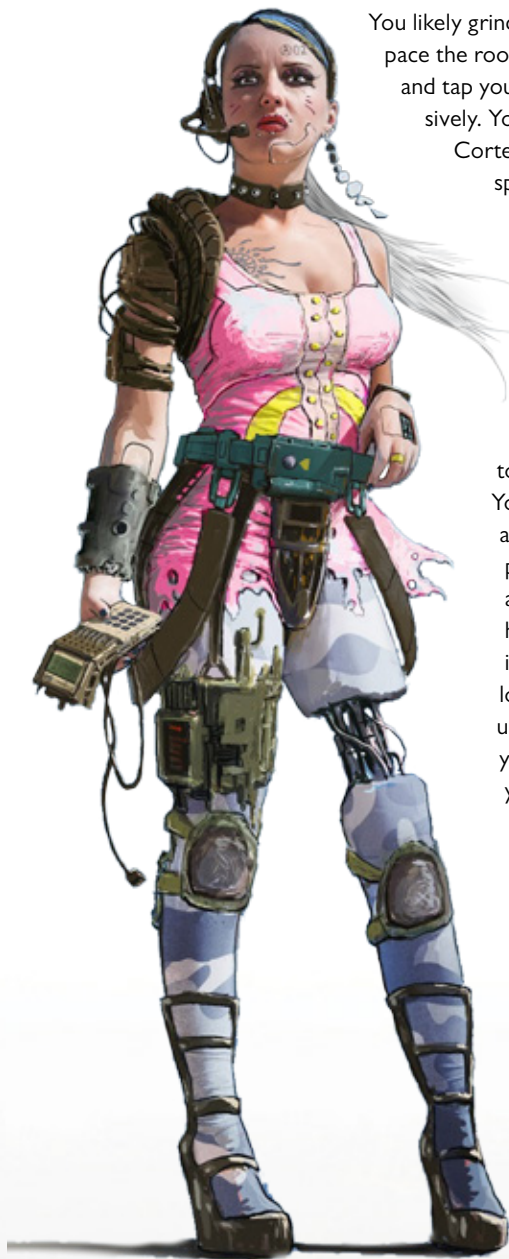
TIER 6

Warp Speed. Every time you succeed at a Speed defense task, you can make an immediate attack against your foe. Your attack must be the same type (melee weapon, ranged weapon, or unarmed) as the attack you defend against. If you don't have an appropriate type of weapon ready, you can't use this ability—Cortex Jammers are a helluva drug. Enabler.

HYPERPROCESSES

A little robo brings out the best in you. That is, you've got a piece of hardware in your head that's a step above even the best commercially available upgrades. You might have picked it up when you worked as an analyst for one of the big megacorps, or from an underground pop-up clinic in Toytown. Maybe you're pure robo and were just *born better*. In any case, this is one-of-a-kind technology.

Whether this is an upgrade plugged into your robo CTPU or a chip implanted into your organic brain, you



Cortex Jammers, Vurt corebook, page 363

process info at an unbelievable rate. Quick reaction times, accelerated learning, augmented memory storage—you're only just discovering what you're capable of.

Connection: Choose one of the following.

- Pick one other PC. Their slowness is infuriating to you, and you lose patience with them regularly.
- Pick one other PC. You suspect that they envy your abilities and talents, and sometimes show off in front of them.
- Pick one other PC. You owe them more money than you could hope to repay, so you have decided to pay off your debt by protecting them to the best of your ability.
- Pick one other PC. They have said things in the past that lead you to believe they are working undercover for either the Manchester PD or some other investigative group.

Additional Equipment: A neural implant or hardware upgrade that allows you to process information at a much higher rate.

Minor Effect Suggestion: You foresee your enemy's moves so well that the difficulty of your Speed defense rolls for the next round is decreased by one step.

Major Effect Suggestion: Processing surge! On your next action, you can use points from your Intellect Pool rather than your Might or Speed Pools.

GM Intrusions: You're known for your dependable, calculated assessment of any situation, but something is wrong here and it feels like everything is descending into chaos and your brain can't handle all that disorganized madness. You may be right most of the time, but this time, your predictions are incorrect and it's going to bite you back. You find yourself very disoriented.

TIER 1

Mechanical Assistance. You gain 4 additional points to your Intellect Pool through the use of implants and nanoscale processing devices. Enabler.

Stored Memories: You are trained in one area of knowledge (history, geography, astronomy, and so on) of your choice. Enabler.

TIER 2

Augmented Movement. You are trained in climbing and jumping. Enabler.

Safe Fall. You reduce the damage from a fall by 5 points. Enabler.

TIER 3

Action Processor (4 Intellect points). Drawing upon stored information and the ability to process incoming data at amazing speeds, you're trained in one physical task of your choice for ten minutes. For example, you can choose running, climbing, swimming, Speed defense, or attacks with a specific weapon. Action to initiate.

TIER 4

Processing Power. You gain 2 additional points to your Intellect Pool and +1 to your Intellect Edge. Enabler.

More Stored Memories: You are trained in one area of knowledge (history, geography, astronomy, and so on) of your choice. Enabler.

TIER 5

Prediction (5 Intellect points). Based on all the variables you perceive, you can predict the next two minutes. This has the following effects:

- For two minutes, the difficulty of your defense rolls is reduced by one step.
- You have the ability to sense danger. For two minutes, you can predict the actions of those around you. You are trained in seeing through deceptions and attempts to betray you as well as avoiding traps and ambushes.
- You know what people are probably thinking and what they will say before they say it. You're trained in all skills involving interaction and deception. Action.

TIER 6

Reboot. Once per day, you may take an action to recover 1d6+6 points to your Intellect Pool. Any extra points are lost and cannot be applied to other Pools. Bonuses to your normal recovery rolls do not apply. Action.

Enhancement. Any time you use Effort on an Intellect action, add one of the following enhancements to the action (your choice): Enabler.

- +2 to the roll
- +2 to damage
- Automatic minor effect

IS A LUCKY BLEEDER

You hear the music in statistics, the poetry of probabilities and feel the ecstasy of prediction. Numbers don't lie, and the real world is full of delicious mathematical opportunities for someone who can manipulate chance through true mathematics. How you harness this gift is up to you. Perhaps you don't believe in luck, but realize that discernible patterns can be found even within chaos. With enough research and training, you can do things that amaze those around you.

You're a slick master of mathematical deduction, but this takes great focus. You usually can block out most distractions while computing your chances, but it's not easy.

You likely have a personal style that others find confusing. Maybe you wear trackies under a Rocker jacket, or maybe you have half your head shaved. Whatever it is, your unique appearance causes others to talk.

Connection: Choose one of the following.

- Pick one other PC. Something about them that

bothers you, distracts you easily with even the slightest word or subtle action.

- Pick two other PCs. They both realize that you seem to be luckier than the average person and you sense that they don't trust you. You will prove yourself to them.
- Pick one other PC. You know how jealous they are of your good fortune, and don't trust them.
- Pick one other PC. The two of you used to be in a street gang together, but have either given it up, or the gang is no longer in existence. You trust this person with your life.

Additional Equipment: You carry a good-luck charm. You make your own luck, but what's the harm in a little superstition?

Minor Effect Suggestion: Luckily, you move out of the way at just the right time and add +2 to Armor.

Major Effect Suggestion: A very lucky chain of events knocks your target prone, where they are also stunned and lose their next turn.

GM Intrusions: Envy is a bitch. Your recent good fortune has drawn some negative attention and you'll likely have to defend yourself or your actions before it ends up in bloodshed.

TIER 1

Arithmophilic. +3 Intellect pool, +1 Speed pool. You are trained in most computational devices because you love the numbers and they love you back. Enabler.

TIER 2

LaserBrains. While maintaining intense concentration on a separate action, you can also perform a physical action at the same time. This does not allow you to take an additional action on your turn, rather it allows you to sustain the effect of a prior action while taking a subsequent, physical action. The physical action may not be another special ability. Enabler.

TIER 3

Tracer Cost. Trajectorial computations save lives. You can use this ability on anyone's turn. GM must tell you the basic trajectory of a projectile or melee attack of your choosing before the start of your turn. Action.

TIER 4

Graphemist. +1 Intellect pool. Once the numbers in your head began to sing with color, your computations became more effective, now you seem to predict your opponent's' moves in battle. GM must tell you the basic trajectory of any projectiles or melee attacks before the start of your turn. Enabler.

TIER 5

Suicidal King. Games of chance are no longer a mystery to you. If you lose from here on out, you're doing it on purpose—or you are playing against a

fellow numberphile. Yes, there are others like you out there! Keep it close! Enabler.

TIER 6

Numberless. You can divide your active mental state for superhuman computational focus. -2 difficulty for any mental task that involves numbers or patterns. While in this state, you can conduct physical actions as normal. Action.

IS IDOLIZED

Some celebrities are known for their talent, while others are simply known for being known. However the spotlight found you, you're a celebrity now, and people love you—often a little too much. You can't go anywhere publicly without people recognizing you, approaching you, or pointing at you from afar. Whenever you do anything, whether it's going to a Vurtball game, strolling along the river Irwell, or going out clubbing at the Slithy Tove, it quickly becomes a major event.

The real world is filled with hundreds of gossip shows that can be accessed from any Personal Data Feather.

Any move you make in public is broadcast to millions, as well as any and all embarrassing mistakes. You change your appearance and style often, both out of personal taste and necessity. Once they all realize it's you behind those oversized sunglasses, all bets are off. In private, you dress normally; in public,



your style is probably specifically orchestrated to highlight sponsored clothing and accessories.

Connection: Choose one of the following.

- Pick one other PC. They knew you before your fame, and have a lot of unflattering stories from the past.
- Pick one other PC. You know that your celebrity status impresses them, and use this to your advantage.
- Pick one other PC. You secretly feel intimidated by them, either because they possess a similar talent, or have some other quality that could lead to fame like yours.
- Pick one other PC. This is the only person you seem to feel totally comfortable around. You can be yourself without all the pressure.

Additional Equipment: One expensive item that can be easily sold.

Minor Effect Suggestion: Your foe realizes who you are and leaves themselves open; the difficulty of your next attack is reduced by one step.

Major Effect Suggestion: Nearby strangers recognize you, scream your name, and run to get your autograph, shielding you from enemy attacks for a couple of rounds.

GM Intrusions: Sometimes your obsessed fans can go too far and you might suddenly find yourself being followed by a dangerous person who has decided they want to show you their dark side.

TIER 1

Entourage. Your entourage (five level 1 twenty-somethings) accompanies you wherever you go unless you purposefully disband it for a particular outing. You can ask them to deliver things for you, run messages, pick up your dry cleaning—pretty much whatever you want, within reason. They can also run interference if you're trying to avoid someone, help hide you from media attention, muscle you through a crowd, and so on. On the other hand, if a situation becomes physically violent, they retreat to safety. Enabler.

Talent. You're trained in one of the following areas: music, a particular style of art, a particular sport, crafting wonderful things, or some related area that led to your celebrity. You may also choose to have no particular Talent other than being a celebrity. Enabler.

TIER 2

Perks of Stardom. You're adept at claiming the rewards that fame can generate. When you're recognized, you can be seated at any restaurant, be let into any government building, be invited to any show or sports event (even if they're sold out), get a seat at a private function of any sort, or get into any club, no matter how exclusive. When dealing with someone who can't or won't immediately give in to your desire, you gain an asset on all tasks related to persuasion if that person

recognizes you or is convinced that you're a celebrity even if they don't recognize you. Enabler.

TIER 3

Devoted Groupie. You gain a level 3 groupie who is completely devoted to you and follows you wherever you go (probably someone in your entourage makes this transition). You and the GM must work out the details. You'll probably make rolls for your groupie when they take actions. A groupie in combat usually doesn't make separate attacks but instead helps you with yours. On your action, if the groupie is next to you, they serve as an asset for one attack you make on your turn. If you lose your groupie for any reason, you gain a new one after at least two weeks pass. Enabler.

TIER 4

Captivate With Starshine. For as long as you speak, you keep the attention of all level 2 or lower NPCs who can hear you. If you also have the Enthrall ability, you can similarly captivate all level 3 NPCs. Action to initiate.

Capable Groupie. Your groupie increases to level 4. You like the attention, but it's getting creepy. Enabler.

TIER 5

Do You Know Who I Am? (3 Intellect points).

Acting only as someone who is famous and used to privilege can, you verbally harangue a living foe who can hear you so forcefully that it is unable to take any action, including making attacks, for one round. Whether you succeed or fail, the difficulty of the next action the target takes after your attempt is modified by one step to its detriment. Action.

TIER 6

Transcend the Script (5 Intellect points).

Whether they are lines you wrote, acted, reported on, or otherwise incorporated into your talent, you compose an oratory on the fly that is so wonderful that even you believe it. For each ally who hears it (and you, too), the difficulty of a task attempted within the next hour is decreased by two steps.

Zealous Groupie. Your groupie increases to level 5. Be careful, at this point the line between love and hate is fuzzy. Enabler.

KEEPS IT RAW

You likely don't use firearms or weapons. You feel like your body is a weapon. Perhaps you're part robo and have augmented reaction time, or maybe you're part Shadow and have a natural ability to strike and move quickly. Wherever your martial advantage may come from, you take great pride in not using weapons. It's gotten you in trouble in the past—there have been many times when a gun may have worked more quickly than the way you operate. But you're a purist, and to be honest, a bit masochistic.

Pride is what drives you, your martial art or other unarmed fighting style is sacred to you, and your appearance is influenced by it. Free-flowing robes or loose fitting garments might allow you to move quickly in a fight, but you must also be stylish. You're concerned with how others see you and base your self-worth around it. If you don't already have a nickname of some sort, it's probable that you fancy yourself worthy of a flattering one.

Connection: Choose one of the following.

- Pick one other PC. They don't believe in your abilities and think that your hand-to-hand approach is dangerous. You'll show them!
- Pick one other PC. You've told them the real reason behind your need to prove yourself to others, and you already regret telling them such intimate information.
- Pick one other PC. They're fans of Manchester United and you're die-hard Manchester City fan (or vice versa). What used to be lighthearted razzing has become confrontational and it's likely to end in violence.
- Pick one other PC. They owe you money, but also know a secret about you. This means that you're likely never getting paid, or at least not anytime soon.

Minor Effect Suggestion: Your opponent is so impressed by your kick-ass moves that they are dazed, during which time the difficulty of all tasks they perform is increased by one step.

Major Effect Suggestion: You strike your target in a limb, making that limb useless for the next minute.

GM Intrusions: Your pride and refusal to use weapons is going to cost you this time around. An opponent has figured out that you are one of those people that thinks a well-placed kick is better than a well-placed bullet, and now they're going to turn the tables on your arse.

TIER 1

Unarmed Killing Machine. You inflict 2 additional points of damage with unarmed attacks. Enabler.

Flesh of Stone: You have +1 to Armor if you do not wear physical armor. Enabler.

TIER 2

Ghost Kitty. You're trained in climbing and jumping. Your movements are as sleek and mysterious as a ghost cat. Enabler.

Fighting Style: You're trained in unarmed attacks. You choose which style/discipline that you've spent ample time training for. Enabler.

TIER 3

Moving Like Water (3 Speed points). You spin and move so that your defense and attacks are aided by your fluid motion. For one minute, the difficulty of

your attacks and Speed defense rolls is decreased by one step. Enabler.

TIER 4

Deflect Attacks (4 Speed points). For one minute, you automatically deflect or dodge any ranged projectile attacks. However, during this time, the difficulty of all other actions is increased by one step in any round in which you are attacked by ranged projectiles. Action to initiate.

TIER 5

Stunning Attack (4 Might points). You hit your foe in just the right spot, stunning him so that he loses his next action. This attack inflicts no damage. Action.

TIER 6

Master of Style. You're specialized in unarmed attacks. If you're already specialized in unarmed attacks, you deal 2 additional points of damage with unarmed attacks instead. Enabler.

KEEPS THE FAITH

A very recent mind-expanding spiritual experience has changed you forever. Things all seem to make more sense now—you have a larger purpose, and are part of a larger plan. Maybe you had a Black or Yellow feather experience that hit you with a fuckton of knowledge at once, blowing your mind with a glimpse into the depths of the Vurt world. Or you believe you heard the sleepy voice of Queen Hobart herself, urging you to keep climbing the rungs of consciousness. Maybe you had a vision of the Game Cat, Miss Sayer, John Barleycorn, Takshaka, or some other legendary figure of Vurt history. You've been told to start your transition out of the real world. To experience pain. Experience pleasure. Transform. Evolve. Fight. Love. Explore.

To those around you, your newfound evangelism seems like hippy-dippy nonsense. They likely tune you out after the first few words, but you keep on keepin' on. These days you dress oddly, opting for jewelry, face paint and tats that show your devotion to your quest for true feather knowledge; getting well feathered up on the dubsides.

Connection: Choose one of the following.

- Pick one other PC. They might actually understand some of what you're saying about the true nature of the univurt. You feel less judged by this person and that's refreshing.
- Pick one other PC. They knew you before you had your recent mind-expanding experience, and are concerned about your current mental health.
- Pick one other PC. With the right Vurt feather, they might be able to expand their mind as well, and join you in your quest for spreading the word. It's unlikely, but still worth a shot.
- Pick one other PC. Even though they say they don't

believe the truth you're speaking, you feel that they do, and are simply too frightened to speak up. You'll help them.

Additional Equipment: You begin with a deadly black Knowledge Feather of the GM's choosing.

Minor Effect Suggestion: You gain a +1 bonus to Speed defense rolls for one round.

Major Effect Suggestion: You gain a +2 bonus to Speed defense rolls for one round.

GM Intrusions: What if it's all in your head? What if the clarity you thought you had is simply madness? What if you're in a dream, not knowing the dream is real? Questions like these assail your consciousness and you're likely useless until you calm your mind down a bit.

TIER 1

Quick Block. If you use a light or medium weapon, the difficulty of your Speed defense actions is decreased by one step. Enabler.

Bit-o-Knowledge. One subject intrigues you more than others. You're trained in one area of knowledge of your choosing. Enabler.

TIER 2

Pumping It Up. You're in the best physical shape of your life. You gain +1 to Armor, 3 additional points to your Might Pool, and 3 additional points to your Speed Pool. Enabler.

TIER 3

More Knowledge. You've always been a quick study, now it's paying off. You're trained in two more areas of knowledge of your choosing. Enabler.

Nutjob. Your fanatical rants have swelled to epic proportions and once you get going, it gets ugly. You're trained in all forms of intimidation. Enabler.

TIER 4

Blind Defense (4 Intellect points). By closing your eyes and embracing the chaos, you make a move too random to be anticipated, and attempt to redirect a physical melee attack that would otherwise hit you. When you do, the misdirected attack hits another creature you choose within immediate range of both you and the attacking foe. This ability is a difficulty 2 Intellect task. Enabler.

TIER 5

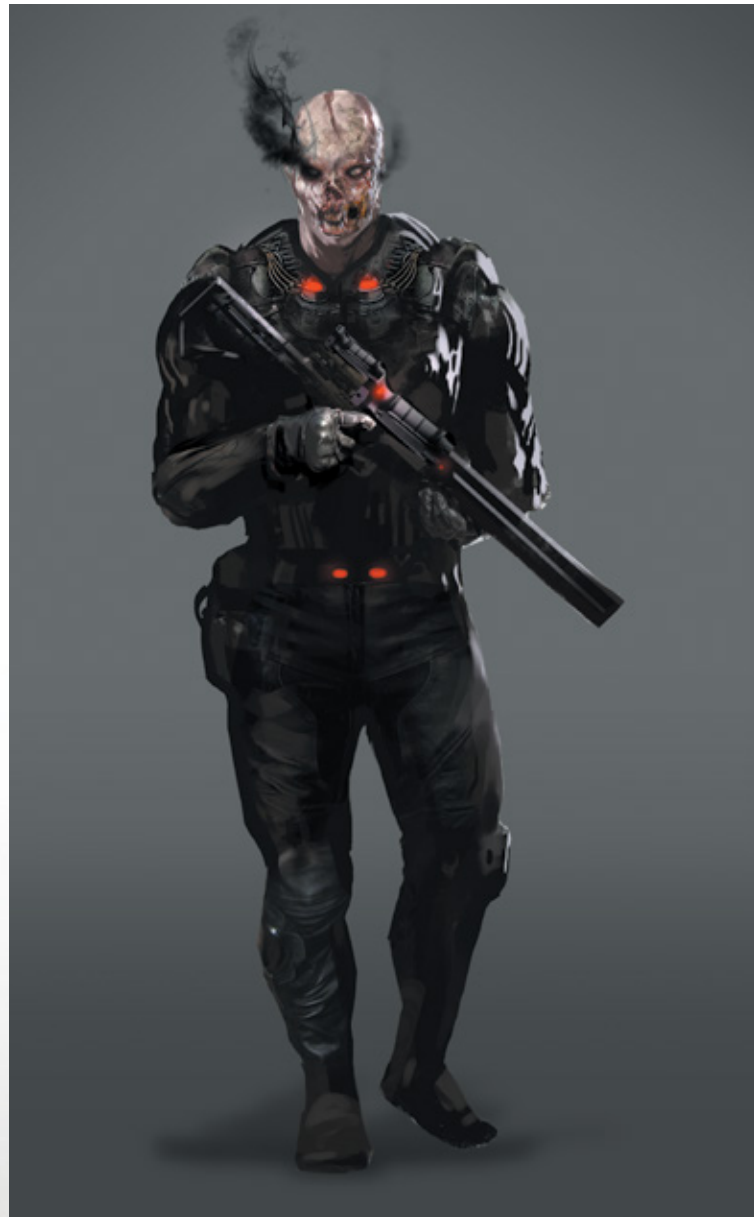
Take One For the Team. If you use a light or medium weapon, you can block attacks made against an ally near you. Choose one creature within immediate range. You decrease the difficulty of that creature's Speed defense actions by one step. You can't use Quick Block while using Take One For the Team. Enabler.

TIER 6

Newfound Strength. When attempting a Might-re-

lated task, you can roll (and spend points) as if it were an Speed action instead. If you apply Effort to this task, you can spend points from your Speed Pool instead of your Might Pool (in which case you also use your Speed Edge instead of your Might Edge). Enabler.

Lotus Eater. You are no longer phased by the opinions of others and spend your time in an odd, active state of bliss. During rests, your positive demeanor puts friends and allies at ease so much that they gain +1 to their recovery rolls. Enabler.



LIQUIDATES

Whether you like it or not, you have a real talent for ending lives. Perhaps you're one of those who traces it back to Hashashin, Ninja, or Sicarii heritage. Everyone who gets close to you realizes this terrible truth sooner or later, and it affects the way they treat you. Even your closest friends, if you have any, are also scared of you. You're scared of you. You never feel safe, nothing seems

to quiet that gnawing feeling of dread. Only death will bring peace. That's part of the reason you've made murder your business. Sometimes you envy those you dispatch. Guilt is something you've been able to repress so that you can do your job.

Dark clothing is a must. Nothing that might trip you up or make noise, no jewelry or attention-grabbing items; nothing memorable. You feel safer when you're able to blend into the crowd. If you have a weapon, it's well hidden, and you always sit facing the exit.

Connection: Choose one of the following.

- Pick one other PC. They're the child of one of your former trainers/mentors. You've known each other for many years.
- Pick one other PC. Only this person knows how many people you've killed, and you're starting to suspect that they might get you into trouble someday.
- Pick one other PC. You did a job together that resulted in their incarceration. You escaped.
- Pick one other PC. You know of a contract hit that has been placed on them by a local gang.

Minor Effect Suggestion: No one but the foe notices that you make the attack.

Major Effect Suggestion: You can take a second action this round.

GM Intrusions: Something has just reminded you of your first murder and for some reason, this time the memory is accompanied with intense feelings of guilt. You may need a round or two to collect yourself and return to your comfortable sociopathy.

TIER 1

Surprise Attack. If you attack from a hidden vantage, with surprise, or before an opponent has acted, the difficulty of your attack is reduced by one step. On a successful hit with this surprise attack, you inflict 2 additional points of damage. Enabler.

Flight Not Fight. If you use your action only to move, the difficulty of all Speed defense tasks is reduced by one step. Enabler.

TIER 2

Quick Death (2 Speed points). You know how to kill quickly. When you hit with a melee or ranged attack, you deal 4 additional points of damage. You can't make this attack in two consecutive rounds. Action.

TIER 3

Breathe Deep (3 Speed points). You steady your breathing and concentrate on your training. For one minute, the difficulty of your attacks and Speed defense rolls is decreased by one step. Enabler.

Trained Assassin. You are trained in stealth and disguise tasks. Enabler.

TIER 4

Better Surprise Attack. When you use Surprise

FROM THE DIARY OF A DODO:

I was born with the curse of the Unbeknownst, which meant that I was never able to dream. Imagine, a life of unpopulated sleep, in the days when the whole world was addicted to Vurt feathers, the shared dream. The state of Unbeknowing is a genetic lack; six percent of the populace would always suffer from this inability. The ones who could dream called us the Dodos, the flightless birds.

-Pollen, Jeff Noon

Attack, the difficulty of your attack is reduced by two steps instead of one, and you deal 4 additional points of damage instead of 2. Enabler.

TIER 5

Slayer (5 Speed points). With a swift and sudden attack, you strike a foe in a vital spot. If the target is level 3 or lower, they're killed outright. Action.

TIER 6

Burst of Action (6 Speed points). You can take two separate actions this round. Enabler.

LIVES LIFE AS A DODO

You are one of the flightless, a Dodo. Your life experience is different than 94% of the rest of the real world who can travel to the Vurt world via Vurt feathers. You've likely spent a lot of time figuring out how to fit into a society that pities you. There are even fanatics out there that feel that Dodos should be eradicated, that they are not as evolved and must be put down. This constant threat may be why you can defend yourself well and are hard to surprise. Dodos are known for going through life with their eyes wide open, shunned by most. Perhaps it's the isolationism that comes with the unbeknowing nature you possess.

Maybe others don't know that you're a Dodo, and you avoid situations that would reveal your identity. You're a great asset to any gang of featherheads who need babysitting—erm, guarding—while they veg out on the floors, trippin' balls on the latest feather, minds in the Vurt world. They say that the only place a Dodo feels at home is in Auz. That's sounding better to you every day, especially considering the lovely rainy-piss Manchester weather we're always having. Maybe it's time to hop on a boat once and for all and live with your own kind.

Connection: Choose one of the following.

- Pick one other PC. They don't know that you're a Dodo and you'd like to keep it that way for as long as possible, for, you know, reasons.
- Pick one other PC. You feel like having them nearby

lessens the likelihood that an anti-Dodo fanatic might want to mess with you.

- Pick one other PC. They understand you better than most, and this is because you suspect (or know) that they have a member of their family that is a Dodo.
- Pick one other PC. You suspect that they know you're eventually headed to Australia to live with the other Dodos, but are keeping it a secret.

Minor Effect Suggestion: When fighting multiple foes, you knock one into another, putting both off balance. As a result, treat both foes as one level lower for one round.

Major Effect Suggestion: You regain 2 points to your Might Pool.

GM Intrusions: If you've been hiding your identity as a Dodo, here's where the cat is let out of the bag. If your flightless status is not a secret, then now is the time that the ever present depression kicks into overdrive and your sense of social isolation renders you temporarily useless.

TIER 1

Careful Investigation. Living in the real world all the time has made you observant. You can spend points from your Might Pool, Speed Pool, or Intellect Pool to apply levels of Effort to any Intellect-based task. Enabler.

Shifty Sherlock. Finding the clues is the first step in solving a mystery. You are trained in perception. Enabler.

TIER 2

Brave the Elements. You resist heat, cold, and similar extremes. You have a special +2 bonus to Armor against ambient damage or other damage that would normally ignore Armor. You've been left out in the cold before, you're used to it. Enabler.

TIER 3

Eyes Peeled. Without the distraction of feathers, your real world knowledge is impressive. You're trained in two areas of knowledge of your choosing (as long as they are not physical actions or combat related) or specialized in one area. Enabler.

Phenomenal Reflexes. You gain 5 additional points to your Speed Pool. You have more time during the day to exercise; while all the others are doing feathers, you've been training.

TIER 4

Draw Conclusion (3 Intellect points). After careful observation and investigation (questioning one or more NPCs on a topic, searching an area or a file, and so on) lasting a few minutes, you can learn a pertinent fact. This ability is a difficulty 3 Intellect task. Each additional time you use this ability, the task difficulty increases by one step. The difficulty returns to 3 after you rest for ten hours. Action.

TIER 5

Nothing but Defend. If you do nothing on your turn but defend, you're specialized in all defense tasks for that one round. Action.

TIER 6

Seize the Initiative (5 Intellect points). Within one minute of successfully using your Draw Conclusion ability, you can take one additional, immediate action, which you can take out of turn. After using this ability, you can't use it again until after your next ten-hour recovery roll. Enabler.

MAKES IT THEIR PROBLEM

The weak and helpless don't live long on the streets of Manchester. You've got a soft spot for these soft types and always seem to be sticking up for someone. You're usually the one who can't keep quiet when you see someone getting pushed around and just has to make it your problem.

You've been battered more than a few times for sticking your nose into other people's business, but each time you've earned a friend, a favor, or a memento for stepping in when nobody else would. You wear your scars and bruises like a badge of courage, and you've gained the reputation for being a scrapper.

Connection: Choose one of the following.

- Pick one other PC. This person is a personal project for you, as you feel they need all the protection they can get, even if they don't realize it.
- Pick one other PC. They saved your arse on more than one occasion and you feel obligated to return the favor.
- Pick one other PC. You've known this person most of your life and everyone (including the PC) assumes that you are good friends. They have no idea how much you despise the PC for constantly acting in a way that requires defending.
- Pick one other PC. You once fought over someone you both were romantically involved with, and it actually brought you closer.

Additional Equipment: You have a light armor jacket.

Minor Effect Suggestion: You can draw an attack without having to use an action at any point before the end of the next round.

Major Effect Suggestion: You can take an extra action. You can use this action only to guard.

GM Intrusions: Maybe the person or group you're defending doesn't appreciate the way you are protecting them. Perhaps you find yourself trying to put yourself in harm's way for someone who doesn't deserve it or is making it even more difficult.

TIER 1

Courageous. You're trained in Intellect defense tasks and initiative tasks. Enabler.

Draw an attack, Vurt corebook, page 150

Tough Nut. You know how to hide your fear as well as how to inspire it in others. You're trained in resisting intimidation and/or interrogation. Enabler.

Warding Shield. You have +1 to Armor while you are guarding. Enabler.

TIER 2

Devoted Defender (2 Intellect points). Choose one character you can see. That character becomes your ward. You are trained in all tasks involving finding, healing, interacting with, and protecting your ward. You can have only one ward at a time. Action to initiate.

Astute. You are trained in tasks to discern other's motives and to ascertain their general nature. You have a knack for sensing whether or not someone is truly innocent. Enabler.

TIER 3

True Guardian (2 Might points). When you stand guard as your action, you decrease the difficulty of all defense tasks by one step for characters you choose that are adjacent to you. This lasts until the end of your next turn. Enabler.

TIER 4

Combat Challenge. You are trained in intimidation tasks and in Intellect tasks made to draw an attack. Enabler.

Willing Sacrifice. When you take an attack for another character, the attack does not deal 1 additional point of damage. Enabler.

TIER 5

Drive Back (4 Might points). When you deal damage with an attack, you can drive the creature away from your companions. Until the end of the next round, all characters other than you have an asset on Speed defense rolls made to resist attacks from this creature. Enabler.

TIER 6

True Defender (6 Intellect points). This ability functions as your Devoted Defender ability, except the benefit applies to up to three characters you choose. If you choose just one character, you become specialized in the tasks described under the Devoted Defender ability. Action to initiate.

NEVER JERKS OUT

Jerking out is giving up. Giving in. You'll be dogdamned if you ever jerk out like a coward. Your pride is what makes you you. Those around you have no doubt that you'll fight until you drop and that your hot-headed bravado is very useful in certain situations. You've scared off many potential combatants; something that fills you with mixed emotions. On one hand, avoiding a fight means you survive unscathed. On the other hand, you miss out

on the sweet feeling of knuckle-to-chin contact.

You know how to take a punch and seem to endure pain better than most. In a fight, you're often the last one standing. This is a big source of pride for you and likely a major factor in how you make your cash. Not just a punching bag with a high pain threshold, you're smart and experienced. People like you shine brightest in the latter stages of a fight when everyone else is huffing and puffing on their backs. And you make sure you look good while kicking ass. In the Vurt world, you have a strict no-jerk out policy that has pushed you to your limits on multiple occasions. But you're still here, aren't you?

Maybe you dress like a mod, sporting a tailored suit and skinny tie, delighting in the moral panic you seem to arouse in society with your bravado. You're saving up for a scooter if you don't already have one, and probably have quite a few friends who share your love for Vespas and Lambies. Or you might be a Rocker, sporting antique leather jackets and hair grease, working on your new Triumph motorcycle. Whatever your style you feel is your own, you own it. Subtlety is not your thing.

Your confidence often comes across as arrogance, but you just don't care. You know what you're talking about and know how to survive; either others follow your lead in battle or they're left behind. Remember your number one rule: No. Jerking. Out.

Connection: Choose one of the following.

- Pick one other PC. You feel that they look down on you, and you're going to show them that you ain't bovvered.
- Pick one other PC. They knew you long before you jumped on the "mod-wagon," and have pictures of you sporting some embarrassing styles. Maybe you used to wear trackies or have droid-locks, something you'd never be caught dead in these days.
- Pick one other PC. They share your love for motor scooters and jazz. You two will never run out of things to talk about.
- Pick one other PC. You find yourself drawn to this person because they remind you of someone from your past.

Additional Equipment: Your own private stash of pharma (choose 2 drug cyphers that block pain or heal Might). These are hidden nearby, but once you remove it, the hiding spot is discovered.

Minor Effect Suggestion: You restore 2 points to your Might Pool. Bold moves and risk taking keep you pumped up.

Major Effect Suggestion: The difficulty of your next action is decreased by two steps.

GM Intrusions: A past injury you sustained comes back with a vengeance. Back spasms, shoulder dislocation, even just a bum knee that causes you to limp temporarily—all of these are fair game.

*Jerking out, Vurt corebook,
page 170*

TIER 1

Beetle's Rule. You live life on hardcore mode and have two iron clad rules. 1: Never go into a Vurt feather alone. 2: Never jerk out, no matter what. One of your companions may still jerk out and cause you to drop the dream. Many say that it will lead you to an early grave, but you are dead set on this policy. In exchange, your fearlessness allows you to bravely fight creatures while in the Vurt world, doing +1 damage with every successful attack. Enabler.

Rapid Recovery. Your ten-minute recovery roll only requires a single action, so that your first two recovery rolls take one action, the third takes one hour, and the fourth takes ten hours. Enabler.

TIER 2

Ignore the Pain. You ignore the impaired condition of the damage track and treat the debilitated condition as impaired. Enabler.

TIER 3

Hidden Reserves. When you make a one-action recovery roll, you also gain 1 to your Might Edge and Speed Edge for ten minutes thereafter. Enabler.

Mighty. You gain 5 additional points to your Might Pool. Your inner drive is pushing you to new levels of physical fitness. Enabler.

TIER 4

Everlast. If you've been in combat for five full rounds, the difficulty of all tasks in the remainder of that combat is decreased by one step, and you deal 1 additional point of damage per attack. Enabler.

TIER 5

Using the Environment (4 Intellect points). You identify a feature or opportunity in the combat environment that can be exploited to your advantage in a fight. For the rest of the combat encounter, the difficulty of attack rolls and Speed defense rolls is decreased by one step. The effect is lost if the fight moves into another area. Action to initiate.

TIER 6

Not Dead Yet. When you would normally die, you instead fall unconscious for one round and then awaken. You immediately gain 1d6 + 6 points to restore your stat Pools and are treated as if debilitated (which for you is like being impaired, thanks to your Ignore the Pain ability) until you rest for ten hours. If you die again before you take your ten-hour recovery roll, you are truly dead. Enabler.

PLAYS TO WIN

You know how the system works and where its weak points are. You're a master exploiter, finder of loopholes and greaser of palms. At some point, you



made friends with someone who works for the City, or maybe a cop, someone in "the establishment." They showed you the ropes and clued you into how things really get done in a megacity. A person like you knows which names to drop in order to open doors. There is also a time to keep it close, and not draw too much attention to oneself. That's a lesson you're still struggling to learn.

You might dress slightly above your economic status, always out to impress others and show off who you know. Your hygiene is impeccable, each hair/whisker/wire/wisp/tentacle trimmed to perfection.

Connection: Choose one of the following.

- Pick one other PC. You have taken many feathers together over the years and trust each other implicitly.
- Pick one other PC. They used to work for the City or maybe they were a cop. This inside knowledge is something you want to learn about.
- Pick one other PC. They owe you a favor that you doubt they'll ever repay. You make sure they don't forget it.
- Pick one other PC. You both are huge Janus Fontaine fans, and know the lyrics to every song.

Additional Equipment: An A-Z map (cypher) of any

Mech suit, Vurt corebook,
page 339

district you choose, A burner PDF (Personal Data Feather) and several changes of high-end clothes..

Minor Effect Suggestion: The target can't believe what you just said and is dazed and unable to take actions for a round as it tries to reconcile your statement with reality.

Major Effect Suggestion: You spot a weakness that gives you a +1 to all attack rolls next round.

GM Intrusions: Your control-freak nature snaps you out of the moment entirely, diverting your focus for just long enough to cause you some real trouble. Maybe it's something you notice that you compulsively obsess about; perhaps it's just the rage that comes with feeling stifled and out of control. You'll struggle to repress the overwhelming fidgety feeling.

TIER 1

Bureaucracy 101. You're trained in tasks related to persuasion, deception, and detecting the falsehoods of others. Enabler.

Legal Beagle. You're trained in the law of the land. If you don't know the answer to a question of law, you know where and how to research it. Enabler.

TIER 2

Impersonation. You can subtly change your features and alter your voice dramatically. This is an asset for any attempts at disguising your identity. Enabler.

Sense Attitudes: You are trained in sensing lies and whether a person is likely does) believe your lies.

TIER 3

Able Assistance. When you help someone with a task related to research or codified knowledge, you always reduce the difficulty of the task by one step regardless of your own skill at that task. Enabler.

Cracked Case. You gain +1 to your Intellect Edge. You feel more confident in applying effort to tasks that use your brain.

TIER 4

Noid. Your sharp senses have saved your arse more than once before. You are trained in all defense tasks.

TIER 5

Skillful. You are trained in two of the following skills: persuasion, deception, intimidation, research, knowledge in one area, or seeing through deception. If you choose a skill in which you're already trained, you become specialized in that skill instead. Enabler.

TIER 6

A Brilliant Mind. You add 5 points to your Intellect Pool.

Lazy Protege. You're showing someone the ropes, just as your mentor did for you. You gain a level 4 follower who is lazy but trustworthy. Enabler.

PLUGS IN

From the most veteran elite Nu-XCab driver all the way down to the weekend DIY **mech suit** enthusiast, the real world is full of motorheads who live for their ride. Focused and dedicated, they get to know their machines intimately, racing top speed towards that death's edge thrill that plugging in brings. It really is the only way to get around. Be the vehicle. Feel the road—or the sky.

You have a physical port/plug of some kind on your body. This uplink port enables you to connect to any computer system and facilitates the use of a neural link system. You might keep it hidden from others under your form-fitting clothing.

Connection: Choose one of the following.

- Pick one other PC. They remind you of a person from your past that stirs up overly competitive feelings and the illogical sense of proving your piloting skills to them.
- Pick one other PC. You both share a love for neural-link racing and/or mech suit fighting.
- Pick one other PC. They remind you of a childhood friend who died young. You feel protective of them.
- Pick one other PC. Both of you lost loved ones and family members in the infamous Riot of Baguley during the Pollen Outbreak.

Additional Equipment: Fire-retardant coveralls and a physical **uplink port** for neural link systems.

Minor Effect Suggestion: You add +2 to Armor.

Major Effect Suggestion: You can take an extra action. You can use this action only to guard.

GM Intrusions: Gripping the wheel on the road and gripping the spanner in the shop have caused some long term damage to the joints in your hand. Shooting pains immediately turn your fingers into useless digits, and if you're holding something, you'll likely drop it. It surprises you every time it happens, but thankfully it only lasts a short amount of time.

TIER 1

Pit Crew. +2 Intellect, +2 Speed.

Speed Racer. You are trained in all driving tasks.

Adventuresome Link. You're trained in piloting any vehicle (or mech suit) that uses a neural link system, which you access using the physical port/plug on your body. If you are not part Robo, then this neural link port was surgically implanted and is technically cybernetic.

TIER 2

Believe it, Ripley (3 Speed points). When performing a driving task in a vehicle (or mech suit) with a Neural Interface, you may perform an additional non-driving action, such as shooting, in the same turn. Yes, please. Action.

An uplink port enables the character to connect to any computer system and is required for the use of a neural link system.

TIER 3

Pull Up, Goose! Within reason, you can eject (relatively) safely from a moving vehicle or mech suit without using an action. You can use this ability on anyone's turn. Enabler.

White Knuckles. Gripping the wheel, guiding the mech suit, pumping the brakes—it's a workout! You gain 3 additional points to your Might Pool. Enabler.

TIER 4

Shake-n-Bake (1 Intellect point). You seem to be able to predict an opponent's movements while inside any vehicle (or mech suit) with a neural link. GM will tell you mechanical intentions of opponent's vehicles or machinery before the start of your turn. Action.

Crankshaft Yanker. You're specialized in piloting any vehicle with a neural link system. You're riding free like a psychomaniac. Enabler.

TIER 5

Override. You can override basic functions of other vehicles or mech suits. Take one action to assume control of an enemy vehicle (up to 3 turns). Level 2 intellect roll to continue control each round. Action.

TIER 6

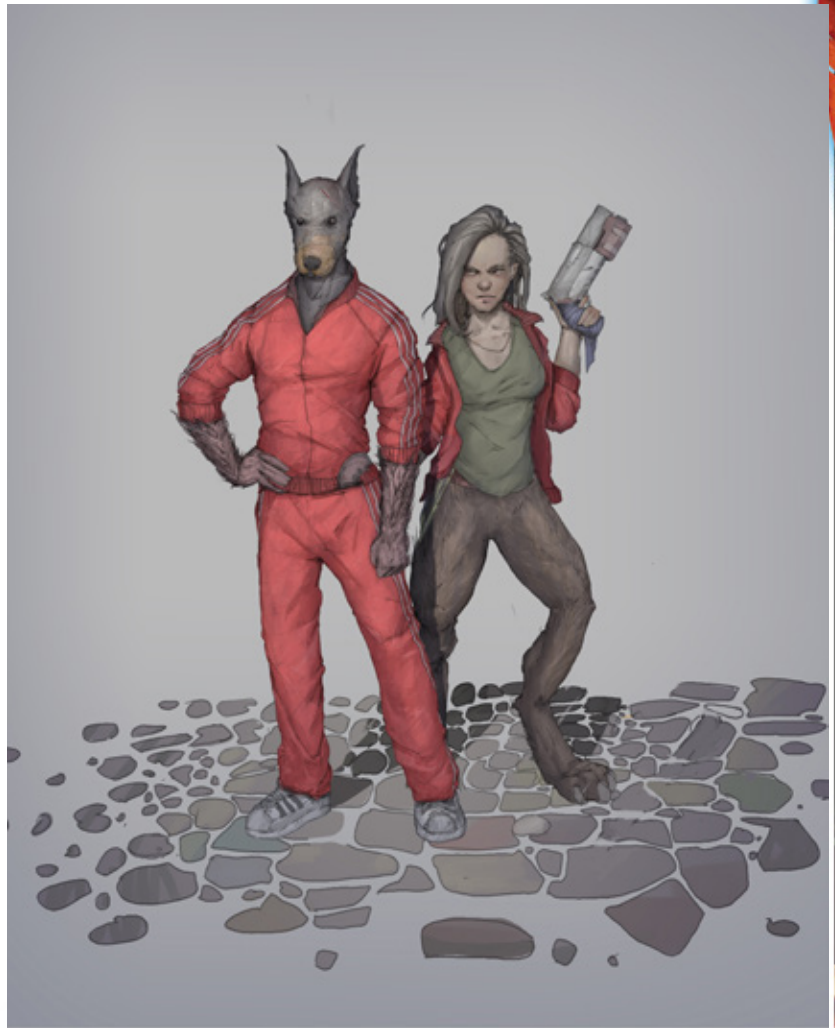
Max Overdriver (3 Speed points). Blocking out everything else, your mind becomes one with your vehicle or mech suit, allowing for a -1 difficulty for any task while piloting. And you can conduct two actions in a round while in this state of mind. You have become your vehicle. Your mind is your engine is your mind. Action.

RUNS THE GINNELS

Thief. Burglar. Pickpocket. Scally. You have been called a lot of negative things, and you may very well deserve every bit of grief you've received. You know what you've done, and you have your regrets like everyone else. You weren't raised with much to call your own, and now you're intent on making sure you have enough hidden away in your little hidey-hole. You likely know a specific district or two of Manchester very well, and find navigating the streets to be easy-peasy. You got mates to back you up, in case anyone thinks of giving you shite for saying something like *easy peasy*.

Here in Manchester, we call alleyways "ginnels" and you run those well. If you're familiar with a place, you also likely know what's going on. Who does what where? You know. How does a ginnel rat like you make money? Much like an angler fish or a trapdoor spider. Draw them in quickly. Stick to the shadows. Strike. Get paid.

Tourists buzz around Old Man all day, right? There are some outsider people who end up in the wrong place at the wrong time. Your place. So, you take what's rightfully yours, mate. They deserve a beating—this is your turf, innit? This is your district, your borough, your city, innit?



This is Manchester, THIS. IS. SINGLAND! Fuck the lot of ya daft wankers! Tell them all what's what. Best protect your neck, tuck your chains and put your Blurbs on hush mode. You're about to get outsider blood on your trackies.

Connection: Choose one of the following.

- Pick one other PC. As youths in Chorlton, you used to run around together in the same gang.
- Pick one other PC. You both went to primary school together in Whalley Range, and know many of the same people.
- Pick one other PC. Growing up together in Rusholme, you shared a lot of experiences, including taking your first Vurt feather together.
- Pick one other PC. They also come from Crumpsall, and they once dated one of your siblings.

Additional Equipment: You start with a simple lockpick kit, and an A-Z map (cypher) of any district you choose. You also have a hidey-hole somewhere in that district that's a two-foot square safe spot to stash whatever you need to stash.

Minor Effect Suggestion: You can immediately attempt to hide after this action.

Major Effect Suggestion: You can immediately take a second action during this turn.

GM Intrusions: Your memory, which is often spotty at best, has just unearthed some repressed memories of a terrible moment you'd almost forgotten. As the waves of shame hit you, everything you do seems to be at half speed, your brain reeling from emotional overload.

TIER 1

Dirty Thief. You are trained in stealth, pickpocketing, and lockpicking tasks. You should be ashamed of yourself. Enabler.

TIER 2

Underworld Contacts. You know many people in a variety of communities who engage in illegal activities. These people are not necessarily your friends and might not be trustworthy, but they recognize you as a peer. You and the GM should work out the details of two new underworld contacts you've just made. Enabler.

TIER 3

Pull a Fast One (3 Intellect points). When you're running a con, picking a pocket, fooling or tricking a dupe, sneaking something by a guard, and so on, you treat the task as if it were one level lower. Have you no shame? Enabler.

TIER 4

Catburglar. You are trained in climbing, escaping from bonds, slipping through narrow places, and other contortionist moves. Of course you are. Probably for perfectly innocent reasons, right? Enabler.

TIER 5

Dirty Fighter (2 Speed points). You distract, blind, annoy, hamper, or otherwise interfere with a foe, hindering his attack and defense rolls for one minute. As a result, the difficulty of your defense rolls and attack rolls against the foe is reduced by one step. You have no honor. Action.

TIER 6

Gutter Rat (4 Intellect points). While in a city, you find or create a significant shortcut, secret entrance, or emergency escape route where it looked like none existed. You dirty rat. You and the GM should work out the details. Action.

SCRAPS LIKE A SCALLY

People that enter combat with a code of ethics are the most vulnerable. You grew up in an area of Manchester where the teenage survival rate was under fifty percent. You have more friends planted in the ground than on the street, and if you still have family members, it's likely

you don't get along well. You like your Napalm Filter cigarettes, your cheap piss beer, and you and your mates have no qualms about robbing anyone daft enough to enter your territory.

Your attitude is what defines you, and you proudly sport your trackies, trainers and cap. You also know your home district like the back of your hand, and have no trouble navigating from location to location. Once out of your home turf, you're likely to draw the wrong kind of attention.

Connection: Choose one of the following.

- Pick one other PC. The two of you are still connected with a small local gang that robs punters in broad daylight.
- Pick one other PC. They also come from Rochdale, and grew up too quickly in a borough well known for its crime and poverty.
- Pick two other PCs. The three of you worked as a group on a mission long ago, but you had a falling out.
- Pick one other PC. This character seems to anticipate your next move before you even begin it. When they collaborate with you on the same task or fight the same foe, you gain +1 to any die rolls.

Additional Equipment: You have a light weapon that is easily hidden.

Minor Effect Suggestion: You manage to make your foe trip and fall prone.

Major Effect Suggestion: You tangle something around your foe's legs, and he not only falls down but also loses his next turn.

GM Intrusions: If you are out of your comfort zone (namely your home district), you're prone to moments of uncertainty that affect you on a profound level. You hate not knowing where everything is located, and if you have to stop for a moment or two to shake the feeling of terror, you do. Sometimes, however, this happens at the most inopportune times, like mid-sentence or even mid-combat.

TIER 1

Taking Advantage. When your foe is weakened, dazed, stunned, moved down the damage track, or disadvantaged in some other way, the difficulty of your attacks against that foe is decreased by one step beyond any other modifications due to the disadvantage. Enabler.

Dirty Liar. You are trained in all forms of deception. You untrustworthy bastard. Enabler.

TIER 2

Eye Gouge (2 Speed points). You go for your opponent's eyes. The difficulty of the attack is increased by one step, but if you hit, the creature has trouble seeing for the next hour. During this time, the difficulty of the creature's tasks that rely on sight (which is most tasks) is increased by one step. Fucking cheap shot, bruv. Action.

TIER 3

Spot Weakness. If a creature that you can see has a special weakness, such as a vulnerability to fire, a negative modification to perception, or so on, you know what it is. (Ask and the GM will tell you.) Enabler.

Et tu, Brute?. Any time you convince a foe that you are not a threat and then suddenly attack it (without provocation), the attack deals 4 additional points of damage. You slimy shite! Enabler.

TIER 4

Mind Games (3 Intellect points). You use lies and trickery against a foe that can understand you. If successful, the foe is stunned for one round and cannot act, and it is dazed in the following round, during which time the difficulty of its tasks is increased by one step.

Tooth and Nail. If, during a melee combat, you are willing to literally bite and claw at a foe in addition to attacking with your normal weapon, you inflict 1 additional point of damage each time you strike with your standard attack. Some creatures might not be subject to this, and attempting to bite some creatures might be dangerous. Enabler.

TIER 5

Using the Environment (4 Intellect points). You find some way to use the environment to your advantage in a fight. For the next ten minutes, the difficulty of attack rolls and Speed defense rolls is decreased by one step. The name of the game is survival. Action to initiate.

TIER 6

Call in Favor (4 Intellect points). A fellow scally from your home turf shows up within 10 minutes, carrying a cricket bat and knife. This ability is a difficulty 3 Intellect task. Each additional time you use this ability, the difficulty increases by one step. The difficulty returns to 3 after you rest for ten hours. Action.

SHOWS THEM ALL

You're even stronger than you look, and take great pride in your strength. You have extensive combat training and are skilled at moving around with armor. Free time is spent working out, in a constant state of bulking up. Performance-enhancing drugs are almost certainly part of the equation, and you simply don't give a shit what the negative long-term effects are.

You're also prone to taking dares and risky bets when it comes to proving your strength. It's very important to you that others know just how powerful you are. Depending on the situation, all your posturing might lead to trouble, but you're prepared. You probably dress like a badass, wearing layers of dark stylish clothing to better hide your armor. Maybe your black Rocker jacket has the collar flipped up, or your face is covered with scars. Whatever the case may be, you have a certain "do not approach" quality that others find unnerving.

Connection: Choose one of the following.

- Pick one other PC. You trained for a short while with this person, and want to prove that you've continued to excel.
- Pick one other PC. This is someone who has seen you cry; showing weakness like that has made you even more determined to prove your strength to them.
- Pick one other PC. They owe you a small amount of money and you're going to stick around until they pay you off or you're rich enough not to care any more.
- Pick one other PC. You met them on the dance floor of the Slithy Tove, back when you used to go out and do fun things. You want to prove to them that you're still fun.

Additional Equipment: You have light or medium armor of your choice.

Minor Effect Suggestion: You add +2 to Armor.

Major Effect Suggestion: You regain 2 points to your Might Pool.

GM Intrusions: A bizarre sense of competition takes over and you feel the uncontrollable urge to prove your superiority in some physical way. Even though you know you're likely to hurt yourself, you take the chance.

TIER 1

Practiced in Armor. You can wear armor for long periods of time without tiring and can compensate for slowed reactions from wearing armor. You can wear any kind of armor. You reduce the Speed cost for wearing armor by 1. You start the game with a type of light or medium armor of your choice. Enabler.

TIER 2

Resist the Elements. You resist heat, cold, and similar extremes. You have a special +2 bonus to Armor against ambient damage or other damage that would normally ignore Armor.

TIER 3

Unmovable (3 Might points). You avoid being knocked down, pushed back, or moved against your will as long as you are upright and able to take actions. Enabler.

Mighty. You gain 5 additional points to your Might Pool. Enabler.

TIER 4

Living Wall (3 Might points). You specify a confined area—such as an open doorway, a hallway, or a space between two trees—where you stand. For the next ten minutes, if anyone attempts to enter or pass through that area and you don't wish it, you make an automatic attack against them. If you hit, not only do you inflict damage, but they must also stop their movement. Enabler.



TIER 5

Nothing but Defend. If you do nothing on your turn but defend, you are specialized in all defense tasks for that one round. Action.

Tough and Fast. You gain 6 additional points to your Might Pool and 6 additional points to your Speed Pool. Enabler.

TIER 6

And-One (4 Speed points). In a round after successfully striking a foe with a melee weapon, you can opt to automatically deal standard damage to the foe with that same weapon without any modifiers (4 points for a light weapon, 8 points for a medium weapon, or 12 points for a heavy weapon). Action.

TAKES THE REINS

You have a natural ability to inspire and lead others. In the past, you've found yourself in trouble after following others; now you're determined to command the situation and stay out of harm's way. You look up to those who use their charisma and intelligence to make bold decisions.

You do not like to be alone for any period of time, and seek out the company of others, mostly those who you feel would listen to you and follow your lead. When you are by yourself, you become anxious and lost. Around other people, you feel that you shine.

Your style is far from subtle and you likely wear bright colors and talk loudly. Your confidence is evident even before you open your mouth. You swagger into rooms and inspire confidence with your forceful personality.

Connection: Choose one of the following.



- Pick one other PC. They don't respect your alpha status and need to be reminded who's boss.
- Pick one other PC. They're fans of a rival Vurtball team and the two of you often get into heated arguments.
- Pick one other PC. You see this person as a protégé of sorts, and want to teach them what you know.
- Pick one other PC. They know you better than anyone else. You feel comfortable talking to them about pretty much anything.

Minor Effect Suggestion: The next time you attempt to command, captivate, or otherwise influence the same enemy, the difficulty of the task is decreased by one step.

Major Effect Suggestion: The foe is influenced, captivated, or otherwise affected by your ability for twice as long as normal.

GM Intrusions: You're addicted to something. Hell, we all are. But your addiction, even if it was in the past, rears its ugly head at the worst possible moment. Flashbacks, cold sweats, maybe just remembering the way you once were under the influence is enough to stop you in your tracks for a bit. As a natural leader, it's likely that you don't want to show this weakness in front of others.

TIER 1

Natural Charisma. You're trained in all social interactions, whether they involve charm, learning a person's secrets, or intimidating others. Enabler.

Good Advice (1 Intellect point). You have a clear mind for determining the best way to proceed. When you give another character a suggestion involving his next action, the character is trained in that action for one round. Action.

TIER 2

Follower. You gain a level 2 NPC follower who is completely devoted to you. You and the GM must work out the details of the follower. You'll probably make rolls for your follower when he takes actions. A follower in combat usually doesn't make separate attacks, but helps you with yours. On your action, if the follower is next to you, he serves as an asset for one attack you make on your turn. If the follower dies, you gain a new one after at least two weeks and proper recruitment. Enabler.

TIER 3

Command (3 Intellect points). Through sheer force of will and charisma, you issue a simple command to a single living creature, which attempts to carry out your command as its next action. The creature must be within short range and be able to understand you. The command can't inflict direct harm on the creature or its allies, so "Commit suicide" won't work, but "Flee" might. In addition, the command can require the creature to take only one action, so "Unlock the door" might work, but "Unlock the door and run through it" won't. Action.

Capable Follower. Your first follower increases to level 3. Enabler.

TIER 4

Captivate or Inspire. You can use this ability in one of two ways. Either your words keep the attention of all NPCs that hear them for as long as you speak, or your words inspire all NPCs (of your choosing) that hear them to function as if they were one level higher for the next hour. Action.

Very Capable Follower. Your first follower increases to level 4. Enabler.

Ford Comet, page 122

TIER 5

Band of Followers. You gain six level 2 NPC followers who are completely devoted to you. (They are in addition to the follower you gained at second tier.) You and the GM must work out the details of these followers. If a follower dies, you gain a new one after at least two weeks and proper recruitment. Enabler.

TIER 6

Mind of a Leader (6 Intellect points). When you develop a plan that involves your followers, you can ask the GM one very general question about what is likely to happen if you carry out the plan, and you will get a simple, brief answer. Action.

Capable Followers. Your first follower increases to level 5. Each of your level 2 followers increases to level 3. Enabler.

TOPS GEARS

You love automobiles with a passion. Your earliest memories revolve around engines and motor oil. Your knowledge in this area is impressive, and should allow you to find numerous jobs and make enough quid to pay your rent each month. There are millions of cars on Manchester's clogged roads, and there's always something in need of repair, or someone in need of a driver. You're well known for your obsession with cars, lorries, and motorcycles. Being a genius behind the wheel doesn't necessarily mean you always know where you're going, but if you're given a point A and a point B, chances are you'll do it quicker and safer than anyone else on the road. There's also illegal street racing when you want to make some cash.

The style for most gearheads like yourself hasn't changed much in the last 30 years: Leather jackets, white lace racing gloves, and Vaz. Lots and lots of Vaz—in your hair, on your hands, everywhere. Maybe you're one of those Mancs who hangs fuzzy dice from the rear-view and chain-smokes their Napalm Filter cigarettes. There's probably tons of dirt and grease under your fingernails (if you have fingernails) and you might smell of petrol. You're riding free like a psycho-maniac. You got a vehicular legacy to uphold, bruv.

Connection: Choose one of the following.

- Pick one other PC. You went on a major drug bender with them and both of you are lucky to have survived.
- Pick one other PC. They don't know much of anything about engines or vehicles, and you want them to learn.
- Pick one other PC. The two of you bet on Robodog races or Vurtball matches, and they owe you quite a bit of money at this point.
- Pick one other PC. Their parent(s) were friends with your parent(s) and grew up together in the

same neighborhood. In a way, you and this PC act like siblings, including constantly bickering.

Additional Equipment: You have access to a stolen vehicle (*Ford Comet*). Remember that with so many eyes in the sky, a stolen vehicle is a dangerous ride. Avoid the cops!

Minor Effect Suggestion: You can drive an additional 50 ft (15m) this round.

Major Effect Suggestion: You can take an immediate extra action related to driving a vehicle.

GM Intrusions: Since you spend so much time in a messy shop working on vehicles, you're prone to losing items. Maybe what you thought was in your pocket is no longer in your pocket. Don't you just hate it when that happens?

TIER 1

Driver. You are trained in all tasks related to driving a car, truck, or motorcycle, including mechanical repair tasks. Enabler.

Driving on the Edge. You can take a shot with light or medium ranged weapon and attempt driving tasks as a single action, Enabler.

TIER 2

Access Onboard (3 Intellect points). You attempt to take control of the onboard computer and can access all prior data (where the vehicle has been) as well as optimizing the navigation system, adding +1 to all navigation rolls. Action.

Stare Them Down. The mental strength you've built up racing over the years is significant. You're trained in Intellect defense tasks.

TIER 3

Greasy Monkey You are specialized in all tasks related to driving a car, truck or motorcycle, including mechanical repair tasks.

TIER 4

Sharp Eyed. Years of driving have sharpened your sense of direction. You're trained in all tasks involving perception and navigation. Enabler.

Road Reflexes. You add 3 points to your Speed Pool. Enabler.

TIER 5

Ram-Man. When you use a vehicle as a weapon, you inflict 5 additional points of damage. Enabler.

TIER 6

Trick Driver. When driving car, lorry, or motorcycle, your Might Edge, Speed Edge and Intellect Edge increase by 1. When you make a recovery roll while driving the same, you recover an additional 5 points. When you attempt a driving task or an extreme trick—such as jumping a ravine or other vehicle, spinning in the air,

landing safely on another vehicle, and so on—the difficulty of the task is reduced by one step. Enabler.

TRACKS MARKS

Perhaps you are a tracker, a bounty hunter, a skiptracer. There are a lot of people who need to find other people. You don't ask questions, you just do your damn job, pay your rent, and drown your sorrows in your drug of choice. Truth be told, these days you prefer the jobs that only involve surveillance and don't end up in physical altercations. There are times when you get the dead-or-alive request, forcing you to make the choice. Those are the worst. You've turned down those in the past—it really has to be worth it.

There is simply no reason to dress like everyone else. You don't really blend into the crowd unless it's necessary. You feel one can do your job, express your sense of style, and not look like a git. Your favorite article of clothing is probably your jacket, which represents a symbol of your individuality, and your belief in personal freedom. You're truly wild at heart.

Connection: Choose one of the following.

- Pick one other PC. You both are huge Manchester City Vurtball fans, and have been to countless matches together over the years.
- Pick one other PC. You both spent time working on the same canal boat on the River Irwell, and consider it to be the best learning experience of your lives.
- Pick one other PC. Back in your bounty hunter days (which may or may not be over), you were hired to track down someone close to them.
- Pick one other PC. You've noticed that it's almost impossible to track them, but you're determined to figure out a way.

Minor Effect Suggestion: You can attempt an intimidating task to cause your foe to immediately surrender.

Major Effect Suggestion: Your foe pauses, terrified by your prowess, and takes no action on his turn.

GM Intrusions: Your stress-related digestive problems that have plagued you most of your adult life flare up. From acid reflux to sudden cramps, you've never felt it quite this bad, and this couldn't happen at a worse time.

TIER 1

Tracker. You're trained in following and identifying tracks. Enabler.

Stalker. You're trained in all types of movement tasks (including climbing, swimming, jumping, and balancing). Enabler.

TIER 2

Used to Armor. When wearing light, medium or heavy armor, you gain +1 to Armor. You've had to defend yourself quite a bit by now. If you're lucky, you have your hate-slogans embroidered into your jacket or

vest. Enabler.

Sprint and Grab (2 Speed points). You can run a short distance and make a melee attack to grab a foe of your size or smaller. A successful attack means you grab the foe and bring them to a halt if they were moving (this can be treated as a tackle, if appropriate). Action.

TIER 3

Quarry (2 Intellect points). Choose a quarry (a single individual creature that you can see). You are trained in all tasks involving following, understanding, interacting with, or fighting that creature. You can have only one quarry at a time. Action to initiate.

TIER 4

Surprise Attack. If you attack from a hidden vantage, with surprise, or before your opponent has acted, the difficulty of your attack is decreased by one step. On a successful hit, you inflict 2 additional points of damage. Enabler.

TIER 5

Hunter's Drive (5 Intellect points). Through force of will, when you wish it, you grant yourself greater prowess in the hunt for ten minutes. During this time, the difficulty of all tasks involving your quarry, including attacks, is decreased by one step. Your quarry is the creature you selected with your third-tier ability. Enabler.

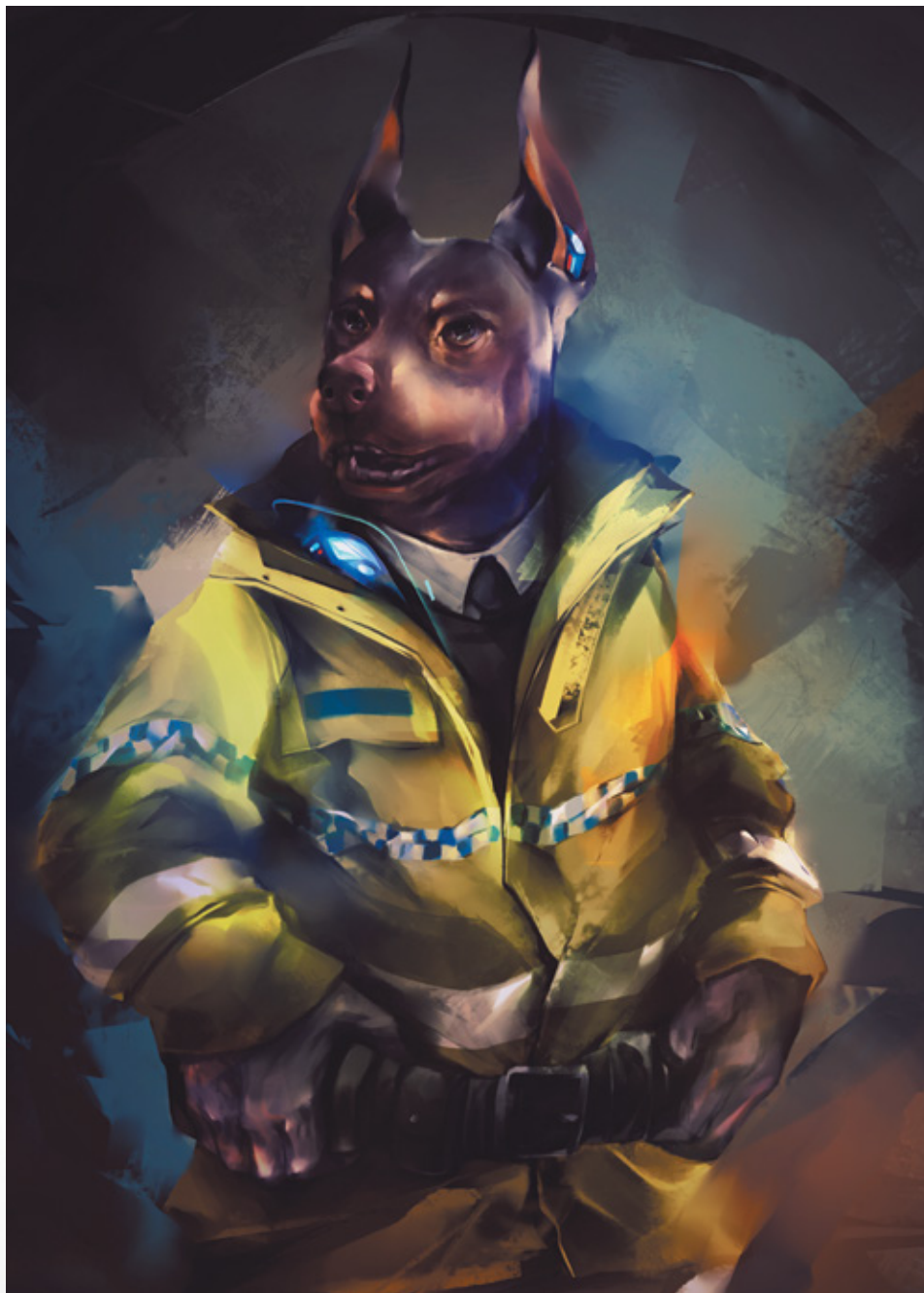
TIER 6

Multiple Quarry (6 Intellect points). This ability functions like the third-tier Quarry ability except that you can select up to three creatures as quarry. You must be able to see all three creatures when you initiate this ability. Your Hunter's Drive ability applies to all three creatures. Action to initiate.

WORKS FOR THE CITY

Perhaps you're a cop, or work as an investigator in the Manchester Civil Serpent Dept. Now you work for the largest megacity on the planet. You've been trained in the use of firearms and crowd-control practices, and you have a license to carry—a very rare privilege. As long as you're on duty, you're in total control. Then there are those of you who work as City Council or Town Council members, you overprivileged gits. You have all the same access to firearms and permits that the cops have, but you have the added bonus of access to official modes of transportation within Manchester City limits. You lucky bastards most often use helicopters or other short distance air-travel vehicles. One way or another, working for the City gives you plenty of advantages.

The City of Manchester employs hundreds of thousands of people, with low turnover. However, when the weekend rolls around, you all know how to really pack those parties in, going to clubs and events, staying



up for days at a time. If you have some “off the books” business to conduct, you know how to make that happen quietly.

You’re very proud of your position, and wear your uniform or flash your credentials as much as possible. You like the respect you get for being official.

Connection: Choose one of the following connections.

- Pick one other PC. They worked for the City of Manchester as well, and share your frustration at needless bureaucracy.
- Pick one other PC. When working at the City, you have seen their personnel files and know much of their past.
- Pick one other PC. You both grew up in West

Didsbury together, and you know that their older sibling now works with the civil serpents.

- Pick one other PC. You have served them official papers in the past, and you know they likely hate you for it.

Additional Equipment: A fully loaded light or medium firearm.

Minor Effect Suggestion: You learn something completely unexpected but useful.

Major Effect Suggestion: You can immediately take a second action during this turn.

GM Intrusions: Working for the City means that you know a lot of people and a lot of people know you. This isn’t always a good thing. You were just spotted doing something that is likely to harm your reputation or cause problems with the job.

TIER 1

Firearmed. You inflict 1 additional point of damage with guns. Enabler.

Practiced With Guns: You are practiced with using guns and suffer no penalty when using one. Enabler.

Transportation Vouchers: Once per day you may hire a black cab ride and the city of Manchester foots the bill. Enabler.

TIER 2

Well Connected. You know people who get things done—respected people in positions of authority, small business owners, gang members and criminals. These people are not necessarily your friends and might not be trustworthy, but a number of them owe you a favors. You and the GM should work out the

details of your contacts. Enabler.

TIER 3

Officious. When posing as an official of some kind, reduce the difficulty of the deception task by one step. For example, if you attempt to convince the doorman that you are a health inspector, here to inspect the pub kitchen, the task will be less difficult. Enabler.

TIER 4

Promotion (4 Intellect points). Thanks to an increase in job grade, you are able to negotiate aerial transportation for your group, once per day. It’s not easy to arrange, but the VTOL will arrive within 10 minutes to pick you up. Enabler.

TIER 5

Work the Friendship (4 Intellect points). You know just what to say to draw a little extra effort from an ally. This grants one creature you choose within short range an additional, immediate action, which it can take out of turn. The creature uses the action you give it however it wishes. Action.

TIER 6

Call in a Favor (4 Intellect points). A guard, doctor, technician, or hired thug in the employ of or allied with an enemy is secretly your ally or owes you a favor. When you call in the favor, the target does what he can to help you out of a specific fix (unties you, slips you a knife, leaves a cell door unlocked) in a way that minimizes his risk of revealing his divided loyalties to his employer or other allies. This ability is a difficulty 3 Intellect task. Each additional time you use this ability, the difficulty increases by one step. The difficulty returns to 3 after you rest for ten hours. Action.

WORKS THE ROOM

Larger than life, you live in the moment. You are an entertainer: a DJ, a musician, a revolutionary poet, a master bullshit artist, or something similar. You perform for the benefit of others. Naturally charismatic and talented, you have also studied to master your art. You know all the old lyrics, progressions, stories and you're skilled at creating new ones, too. You are pure charisma.

There is a part of you they don't see. A part of you that's too precious to share with most people, a vulnerability. Perhaps even you don't know how to put this into words, but it feels like your ability to charismatically work the room leaves you feeling empty, removed. Feeling alone in a crowd is just something you've learned to accept.

You probably dress with flair, sporting limited-edition fashions and footwear. When you wear something unusual, people think it works on you.

Connection: Choose one of the following.

- Pick one other PC. This character is your worst critic. Your abilities to help or inspire others—they ain't buyin' it.
- Pick one other PC. They seem to really enjoy your attempts to entertain, and this brings out the performer in you. It's up to that character whether the appreciation is real or if they're just being polite.
- Pick one other PC. They're so inspired and put at ease by your work that when you use Levity, they gain +2 to their recovery roll (instead of +1).
- Pick one other PC. This person knows the secret to one of your favorite forms of entertainment. You worry constantly that they will steal or reveal it.

Additional Equipment:

You start with an instrument or tool with which to perform. For example, a DJ would start with a **Limbic Splitter**.

Minor Effect Suggestion: You captivate the target, who remains captivated as long as you focus all your attention on keeping them that way.

Major Effect Suggestion: The target is forever favorably disposed toward you.

DJ machines: Limbic Splitter, page 106



Some bad things you've got to do, just to speed up life, in the face of death.

-Vurt, Jeff Noon

GM Intrusions: (*cue beatboxing) *The effect you expect to affect your target just won't get to the step they'd consider a threat ♪ Your charisma's so dismal your words fail to sizzle ♪ The wordplay you flaunted wasn't wanted by a longshot ♪*

TIER 1

Levity. Through wit, charm, humor, and grace, you're trained in all social interactions other than those involving coercion or intimidation. During rests, you put friends and comrades so much at ease that they gain +1 to their recovery rolls. Enabler.

TIER 2

Inspiration. Through stories, songs, art, or other forms of entertainment, you inspire your friends. After spending 24 hours with you, once per day each of your friends can decrease the difficulty of a task by one step. This benefit is ongoing while you remain in the friend's company. It ends if you leave, but it resumes if you return to the friend's company for longer than that. You must spend another 24

hours together to reactivate the benefit. Enabler.

TIER 3

Knowledge. Your tracks and tales contain truth. You are trained in two areas of knowledge of your choosing. Enabler.

TIER 4

Calm (3 Intellect points.) Through jokes, song, or other art you prevent a living foe from attacking anyone or anything for one round. Action.

TIER 5

Able Assistance. When you help someone with a task, you always reduce the difficulty of the task by one step regardless of your own skill at that task. Enabler.

TIER 6

Master Entertainer. Your Inspiration ability works more effectively, allowing your friends to decrease the difficulty of a task by two steps rather than one step. Enabler.

JOBS

Keep in mind that your PC will need a place to rest their head, food to eat, and some way to pay for it. For example, if you choose "Runs the Ginnels" as your character focus, you're likely employed as a drug dealer, street hustler or hired muscle. If you choose "Is Idolized," you might decide that you're an overpaid Vurt star who acts in a popular feather series. The details of your next paycheck (if there is one) should be worked out with the GM to ensure game balance. Keep in mind that more money doesn't always mean an easier life. The more you're walking around with, the more likely you are to draw the wrong kind of attention.

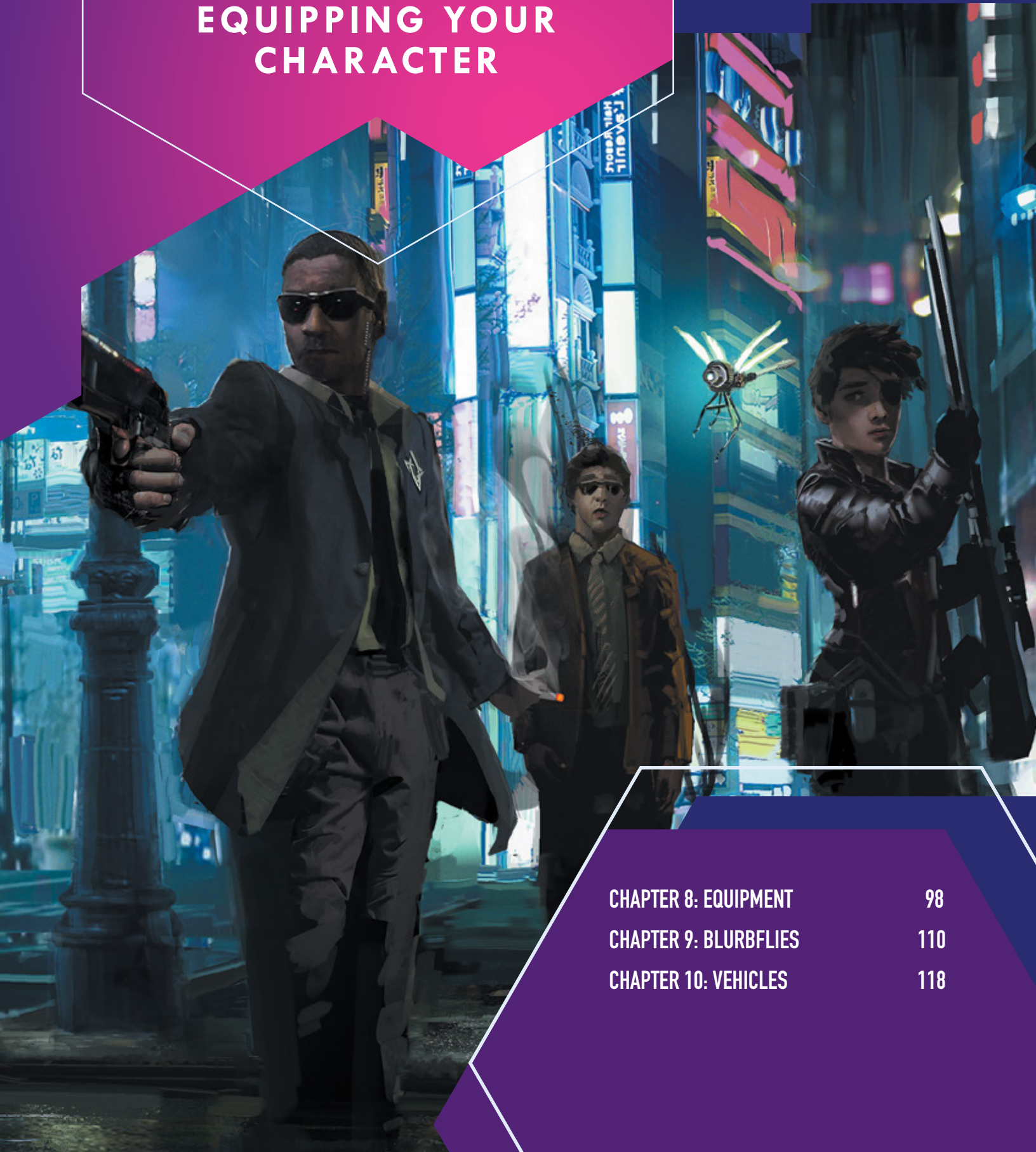
The following are just a few suggestions for how a player might get their cash in Manchester:

Bounty hunter, fanatic, manipulator, city politician, barrister (lawyer), admin-for-hire (blurb controller), dream-weaver (feather crafter), freelance pharmacist, Vurt conqueror, collector, Vurt cartographer, fixer, face, guru, artist, DJ, journalist, guide, diplomat, Vurt star, enforcer, mercenary, security officer, vigilante, cop, freelance programmer (hacker), private investigator, MPD detective, cab driver, athlete, specialist, spy, interrogator/telepath, occultist, drifter, hermit, inventor, sage, driver, pilot, mechanic, construction mech suit operator), factory worker, cashier, teacher.

The standard employment situation in Manchester is different than most other places in the real world. Here, if you want a low paying job, you can apply through the City Council Employment Division and you'll likely be behind a desk or in a cubicle within 24 hours. There are only a handful of things that might get in the way; perhaps you have an arrest record, or happen to be a pure Vurt, pure Shadow or U-Type shadowman.

PART 2

EQUIPPING YOUR CHARACTER



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CHAPTER 8

EQUIPMENT

MONEY

Spending money to purchase equipment or supplies is something that is likely to happen in most adventures. While much of the loot that characters will be collecting will be cyphers, crafting components, and other oddities, money is a part of the world too.

For simplicity's sake, most things that are for sale are divided into price categories, each with a standard cost: Inexpensive, Moderately Priced, Expensive, Very Expensive and Exorbitant. For the most part, players will be concerned with inexpensive and moderately priced items. Each category costs the same amount, so there is no need to be concerned about the difference between a shot of Boomer and a Whoompy's Burger; they're both inexpensive items, and so they cost the same. Note that certain items which do not fall easily into these categories will have a specific price listed in their description.

Category	Examples of items	Cost
Inexpensive Item	A meal, pack of smokes, a single bullet	£10
Moderately Priced Item	A simple tool set, switchblade, the latest blue feather	£100
Expensive Item	Antique pistol, light armor	£1,000
Very Expensive Item	A flame pistol, heavy ranged weapon, designer or heavy armor	£10,000
Exorbitant Item	Luxury car or flat	£100,000

Armor rating, page 99

The table below shows the categories and their cost.

The currency of Manchester is the Singlish Pound (£), still commonly referred to as "quid."

If you've played other Cypher System games, you may notice that the value of items, Armor ratings and weapon damage have been increased from the default Cypher System quantities. For this near-future, hi tech setting, these values are more realistic.

ARMOR

Any character who plans to regularly get involved in combat should consider wearing some kind of armor. Armor comes in many forms, from a tough leather biker jacket to a designer jumper made with high-tech layered polymers that can stop small caliber bullets. A robo may even have hard plates installed under the skin or an altered surface that resists fire.

Any armor that you wear adds to your **Armor rating**, which is subtracted from the incoming damage. Wearable armor comes in three categories: Light (+2 Armor rating); Medium (+4 Armor rating); and Heavy (+6 Armor rating). Whenever damage is sustained in combat, subtract the PC's Armor value from the damage. For example, if the character is shot with a small caliber pistol (4 points of damage), and has an Armor rating of 2, the character will only suffer 2 points of damage from the attack.

Type of armor	Armor rating
Light armor	+2
Medium armor	+4
Heavy armor	+6

Typically, the heavier the armor, the more noticeable it is to the people around you. Light armor might not be evident to the untrained eye, but medium armor often indicates that a character means business and will draw attention. While not against the law, medium armor will often draw unwanted attention from cops or other authorities. Heavy armor is a statement, the sort of thing that will part a crowd and cause police or security to draw weapons.

Some pieces of armor provide additional protection, or less effective protection depending on the situation. When a particular armor's description states that it's "less effective" in a certain situation that means it provides one less point of Armor rating against damage sustained in the ways specified by the description. For example, an anti-stab vest is a piece of light armor which provides good protection against melee attacks, but is less effective against firearms. This means that if the wearer is stabbed, it provides +2 Armor, but when shot by a firearm, it only grants +1 Armor.

Depending on the type of armor that the PC is wearing, mobility may be affected by the weight of the material. For specifics on **encumbrance** and detailed rules about using armor, refer to **Chapter 11: Rules of the Game**.

LIGHT ARMOR

Light armor is by far the most common armor you will see on the street. A sturdy vintage biker's jacket or an anti-stab vest are commonly used armors, but expensive ballistic fabrics can also make light armor indistinguishable from normal clothing.

Anti-stab vest. This vest, designed to be worn under the clothes, provides good protection against melee attacks but is less effective against firearms. This article is thin and flexible enough to be worn under another piece of armor, such as SPeCTek™ Ballistic Clothing.

Leather Biker Jacket.

Motorcycle leather is hardened and designed to absorb impact from collisions, all the while making you a badass Rocker. Very useful in a melee fight, but less effective against bullets.



SPECTEK™ (STRUCTURED POLYMER COMPOSITE)

At the end of the 20th century, traditional projectile weapons had proliferated to the point that body armor became a necessity for anyone planning to walk farther than the nearest bus stop. It was at this time that structured polymer composite fabric was developed offering the ballistic protection of a bulletproof vest in a material as light as a promotional windbreaker. SPeCTek™ became the choice in high-end streetwear, available in the latest styles.

VPC™ (VISCOELASTIC POLYMER CORE)

In response to the widespread usage of SPeCTek™ light armor, arms manufacturers stepped up the lethality of their game by developing "flame tech," superheated rounds that wreak havoc on the gel polymer layers of SPeCTek armors.

Enter VPC, a fat, flexible layer of elastic gel encased in SPeCTek™ fabric that provides reasonable protection even against flame tech fire-arms, and is still relatively inconspicuous in a modern street environment. Branded as CORE™ Defensive Clothing, VPC is available to the person with means.

Light Armor Vest.

This vest is designed to be worn under the clothes and provides decent protection against most firearms. However, any impact may leave a nasty bruise—or worse. This article may be worn under another piece of cloth-weight armor, such as SPeCTek™ Ballistic Clothing.



Encumbrance, Vurt corebook, page 139
Vurt corebook, Chapter 11: Rules of the Game, page 130

Light Dermal Plating. As a pure robo (or part robo) these lightweight, flexible plates can be installed to provide light armor protection. These are similar to the plates used in military combat armor, but much thinner to allow for free movement and minimal deformity.

Riot Shield. Usually only found in the hands of MPD riot police, these portable walls have occasionally found their way into the hands of ordinary citizens, usually by scavenging them from the aftermath of riots. Open possession of one by a civilian will guarantee that they will at least be questioned, if not arrested. Modern technology has produced a shield that is as strong as steel, while remaining completely transparent. When in use, the difficulty of defense actions is decreased by two steps and the difficulty of attack actions is increased by two steps. When a defense roll is failed, the shield provides +2 Armor rating in addition to any worn armor. Additionally, the PC may only

move an immediate distance during any round in which the shield is in use.

SPeCTek™ ballistic clothing. Structured Polymer Composite is a thin, lightweight ballistic fabric which is designed to be indistinguishable from normal clothing. It's expensive but available in all the latest fashions. There is no Speed penalty for wearing this armor.

MEDIUM ARMOR



CORE™ Jacket. A bulky jacket composed of a SPeCTek™ Ballistic Fabric outer layer, over Viscoelastic Polymer Core (VPC). These armors are favored by police and security forces because they provide a balance between mobility and defense. Though they are sold in a variety of styles, a person wearing CORE™ is relatively easy to spot.

VPC Motorcycle Jacket.

Modern motorcycle wear often includes a VPC core for maximum protection. This makes them stiff and less casual in appearance than a vintage leather jacket, but as great in a fight as they are in a crash.

Medium Dermal Plating. The same material as light dermal plating, these flexible plates are installed under a robo's skin to provide greater protection at the cost of mobility. These are easy to identify, as they cause a fair amount of deformity under the skin.

HEAVY ARMOR



Ballistic Combat Armor. This armor is composed of thick plates and is designed for an open combat environment. Used by the MPD's Urban Warfare Unit and private security forces, this isn't the sort of thing you wear on the street unless you're on your way to a siege. Needless to say, civilian use of this armor doesn't fly with the cops.

VPC Action Jacket.

These articles are designed with a double layer of SPeKTek fabric and thicker Viscoelastic Polymer Core, triple stitched, flame retardant, and can reduce damage from a medium caliber round to mere bruising. Usually worn by stunt drivers or combat recon units.

Heavy Dermal Plating. This thick plating, installed on the body of a character with robo genetics, is a frightening sight. Generally, the person sporting this armor is your worst nightmare.



Nearly twenty years ago, the Royal City Council and the Manchester Police Department set forth a zero-tolerance policy regarding the possession of firearms. For the regular Manc-on-the-street, the days of flashing guns willy-nilly are effectively over.

WEAPONS

In a world where the populations of certain cities have swollen a thousandfold, there is plenty of danger and aggression to go around. Most characters will carry a weapon of some kind if they don't have an innate defense, like sharp teeth or mathemagickal equations.

Nowadays, firearms are pretty rare. But that doesn't mean that the streets of Manchester are even remotely safe. Getting jumped by a gang of knife-wielding shadowvurt ruffians or getting punched by a large robodogman Choke addict wearing brass knuckles can incapacitate or kill you just as quickly as a bullet. Because the police often won't show up to stop your garden variety beatdown, many might argue that a stick is a better implement of murder than a gun.

Not everyone can effectively use every weapon—some amount of practice or training is required. Some character types begin the game "practiced with" certain types of weapons, meaning that they have the basic skills to use those weapons without penalty. PCs that are not practiced with the weapon, the difficulty of attack actions using it are increased. For a PC not practiced in the use of any weapons, attacks with light weapons are increased in difficulty by one step, attacks with medium weapons are increased in difficulty by two steps, and attacks with heavy weapons are increased in difficulty by three steps.

If you're familiar with other Cypher System games, you should take note that in the Vurt RPG, light weapons are not automatically easier to use due to their small size. That's because in this game, the term "light weapon" applies to a number of implements that are neither especially small nor easy to use. If a particular weapon reduces the difficulty of attack actions when in use, it will say so in the description of the weapon.

Weapons are divided into three general types:

Light weapons. Short-bladed knives, sticks, brass knuckles, cricket bats, small pistols—light weapons are by far the most prevalent street weapons because they are generally easier to conceal or disguise. Light weapons inflict 4 points of damage.

Medium weapons are devastating combat weapons, designed to dole out serious hurt. A large or specially engineered blade, a bat with nails pounded through it, a medium caliber handgun—one good hit with a medium weapon is enough to cause serious injury to the average person. With tougher customers, medium weapons are sometimes exactly the advantage you need. Medium weapons inflict 8 points of damage.

Heavy weapons are serious game-enders. A sledge hammer or sword, a powerful combat rifle, or a 12-gauge shotgun—heavy weapons are usually very difficult to conceal and pretty much pointless to try and explain to the cops. Cop or not, anyone who sees you coming with a heavy weapon is likely to assume you're coming in hot and will act accordingly. Heavy weapons inflict 12 points of damage.

Type of Weapon	Damage inflicted
Light	4 points of damage
Medium	8 points of damage
Heavy	12 points of damage

MELEE WEAPONS

More often than not (in Manchester at least) tussles involve knives, bats, pipes, brass knuckles or other melee-type weapons. More complex melee weapons such as electronic knives, shock batons, and high-tech blades are also readily available for the right price, and lethal in the right hands. Melee weapons must be held with one or more hands and are only effective at immediate range.

Bandy Stick (light damage). Normally used in the sport of Bandy, the Bandy stick is sometimes also used as a cudgel. Alternatively, by increasing the difficulty of

the melee attack by one step, the hooked business-end of a Bandy stick can also be used to trip an opponent. On a successful hit, the opponent is pulled off their feet or struck down to one knee, requiring them to use an action if they want to stand up. Tripping in this manner does not deal damage by itself, but if the enemy happens to be on the edge of a building or narrow catwalk, it could be very bad indeed.

Brass Knuckles (light damage). For nearly 200 years, there's been little reason to improve on the design of brass knuckles. Easily concealable and downright unpleasant when applied to the face.

Cudgel. (light damage). A regulation cricket bat, a wooden shillelagh, or a metal pipe coated in rubber, the cudgel is a classic ass kicker and is still common on the streets. Usually the weapon is a length that can be held or hung inside a jacket.

Electronic Knife (medium damage). An electronic knife that plugs into an outlet or other electrical source, charging the blade with green, shimmering flames. When unplugged, the electronic knife deals only light damage. The cable stretches to ten feet, but any character who is part robo and has an **uplink port** can power the electronic knife for short periods of time using their onboard power supply.

Improvised Melee Weapons (various damage). Anything can be a weapon in the right hands. A cast-iron pan, a tire iron or a nearby rock are all examples of improvised weapons. The damage inflicted by an improvised weapon should be determined by the GM.

Katana (heavy damage). This is a replica of an ancient Japanese sword designed to slice through limbs and sever heads from bodies. You will be very conspicuous carrying one of these.

Knife (light damage). Knives come in all shapes and sizes. Switchblades, Bowie knives, throwing knives, you name it, someone is trying to stick it into someone.

Millwall Brick (light damage). A tabloid newspaper (often a Game Cat magazine), rolled and folded into a crude cudgel. This weapon can be soaked in liquid to give it more impact. Sometimes a rock, pen, or pencil is folded inside to create a spike. An old-school favorite among Vurtball hooligans as they're easy to create and smuggle.

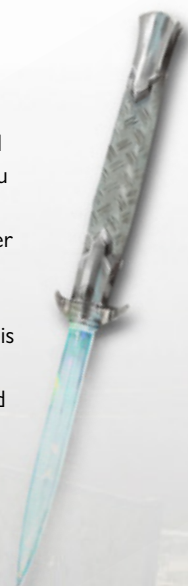
Mono-Blade (medium damage). Mono-blades are translucent, plastic blades, nanite-sharpened to the point that they cut through pretty much anything. They're fragile and deform easily.

Nail Bat (medium damage). When you pound nails through your bat or bolt circular sawblades to it, you've taken street violence to the next level. Known as a nail bat, these weapons are often found in the hands of street gangs in areas where the cops don't go.

Shiv (light damage). Shivs are homemade knives—a



An uplink port enables the character to connect to any computer system and is required for the use of a neural link system.



FLAME TECH VS ANTIQUE FIREARMS



Flame tech is the cutting edge of modern firearms. When a standard bullet travels the length of a flame weapon, it is rapidly heated to the point of malleability. The red-hot round burns through armor and cover, granting exceptional bullet penetration. This is the top choice for anyone looking for maximum effectiveness in a fight.

All non-flame projectile weapons are generally referred to as antiques as they are less effective against modern armor technologies like VPC. Antique guns are still more common than flame tech firearms due to their prohibitive cost. These old guns are often wrapped in PottyTape™ and covered in crude repairs. Still, to an unarmored person, even a small-caliber antique gun can be deadly, and is likely to change the timbre of any negotiation.

shard of glass with a cloth-tape handle, a sharpened toothbrush, or a bone carved to a deadly point. May be undetectable to metal detectors. With each successful attack, roll a d6. On a result of a 1 or a 2, the shiv breaks after dealing damage and becomes useless.

Sledge (heavy damage). This massive, heavy maul is difficult to wield in combat, but is capable of dealing terrific amounts of damage. Probably stolen from a nearby construction site.

Stun Stick (3 points of damage). Upon a successful hit, this short baton delivers a light electric shock to the target, increasing the difficulty of any Speed based action attempted in the next round by one step. The small voltage discharge allows for repeated use as it passively recharges.

Trench Knife (light damage) A relic from a bygone war, many of these nasty weapons still survive to this day. Essentially a cross between brass knuckles and a stiletto, this weapon was once issued to British soldiers. Trench knives do not have a slashing edge, but their sharpened point, minimal blade profile, and sure-handed finger grip make these blades particularly well-suited to punch through armor. Trench knives ignore 2 points of Armor rating when at least one level of Effort is applied to a stabbing attack.

**RANGED WEAPONS:**

A ranged weapon is any weapon that attacks from a distance. Thrown objects and guns are the most common examples of ranged weapons.

Firearms are highly illegal in Manchester. Therefore, they are very difficult and expensive to acquire. Back alleys and black markets still trade in the antique

weapons of the 20th century, but even more coveted and pricey are high-tech flame weapons, which were invented to counter advanced armors. Attacks made with flame weapons ignore 2 points of Armor rating, which effectively neutralizes the most common street armors.

The vast majority of firearms fire once per attack action, and carry a ten-round magazine. **Burst-fire** weapons fire three or more times per attack action and carry a 30-round magazine. For simplicity sake, this means that most ranged weapons can fire ten times before needing to be reloaded.

By default, every firearm, be it a revolver, shotgun, or assault rifle, requires an action to reload. Furthermore, characters should be wary of burning through ammunition as it is expensive and difficult to acquire.

Unless stated otherwise, pistols, and submachine guns are effective within short range, and rifles are effective within long range.

3D-printed Liberator (medium damage). This homemade, plastic handgun has an internal magazine of six .45 caliber bullets. Furthermore, this weapon is infamous for exploding in the user's hand. Each time it is fired, the chance of a catastrophic backfire increases. With each shot, the player rolls a 1d6:

1st shot: will not explode (no need to roll)

2nd shot: explodes on a result of 1, dealing light damage to the user

3rd shot: explodes on a result of 1-2, dealing light damage to the user.

4th shot: explodes on a result of 1-3, dealing light

Burst fire, Vurt corebook,
page 147

damage to the user.

5th shot: explodes on a result of 1-4 dealing light damage to the user.

6th shot: explodes on a result of 1-5 dealing light damage to the user.

Reloading requires dismantling the weapon and reassembling it (a difficulty 3 Intellect check), at which point the backfire table starts over.

It's worth mentioning that when you acquire a Liberator, there is no real guarantee that it has not been fired at least once already. Be warned.

Antique .22 caliber Revolver (light damage). This small handgun is reliable and easy to conceal. It doesn't do a lot of damage and isn't likely to make much of an impression when it's waved around, but getting popped with this thing is enough to make anyone question their last few decisions. Six shots.



Antique Webley .455 caliber Revolver (medium damage). Great-great-grandad beat back the Huns with this pistol, and the only reason you might have it is that it has been in your family since before pistols were illegal for civilians. Take care of it, and it may last your family another hundred years. Six shots.

Antique Pump-Action Shotgun (heavy damage). Even with the invention of superior modern weaponry, few tools can create the sheer devastation of a three-inch, 440 grain 12-gauge shotgun slug. Even the most heavily armored combatant will get defensive when the "street howitzer" makes an appearance. Of course, it's as difficult to conceal as it is to stare down. Short range. Between four and eight shots depending on model.

Darts (2 damage). Darts & ale in a pub go together like bangers and mash. Singlish pub life wouldn't be the same without them. Specially weighted darts, in the hands of a skilled thrower, can be quite effective in combat. While they don't do much damage, they do allow someone to soften up an opponent from a distance before closing in for melee. Accuracy greatly approves their effectiveness—a dart in the leg is an

annoyance, but a dart in the eyeball is a battle-stopper. A minor effect for a dart attack ignores armor, while a major effect ignores armor and might mean a hit in the eye, throat, or other vulnerable spot, possibly blinding or stunning the target (GM's discretion). As they say on the streets: Sharp darts spitting masters, spitting darts faster, shut up I'm the driver, you're the passenger.

Gadfly Machine Pistol

(light damage). A spray-and-pray favorite, this 9mm pistol fires non-flame rounds, but is far from an antique. Ceramics and cutting-edge polymers make up the bulk of this weapon's furniture, but at its core are cheap, stamped metal parts. This affordable weapon therefore features the high rate of fire and noise that brash street punks crave, without the extra punch (or price tag) of modern flame weapons. This weapon has two fire modes, semi-automatic and three-round burst.



Fire modes, Vurt corebook, page 147

Improvised Thrown Weapon (various damage). Any object can be thrown at an opponent as an improvised ranged weapon. While relative damage for such weapons is at the discretion of the GM, improvised thrown weapons that cause heavy damage are limited to the immediate range.

Manticore Submachine Gun (medium damage). This flame weapon is most often seen in the hands of police assault teams or corporate mercenaries. While more expensive than a machine pistol, this weapon's size allows for greater control and accuracy, and offers better concealability than a full-sized rifle. While only effective at short range, the blend of firepower and compact maneuverability make these weapons ideal for urban combat. This weapons has two fire modes, three-round burst and full auto. Ignores two points of armor rating.



Monitor Flame Battle Rifle (heavy damage).

Generally only encountered on a battlefield, the Monitor is a nightmare for any defending or attacking force. It is effective both at close and long range. Rare and absurdly expensive, only the most well-funded groups have access to this bad boy. This rifle has three fire modes: semi-automatic, three-round burst or full auto. The difficulty of burst-fire attacks is increased by two steps if the weapon is not braced or mounted. Ignores 2 points of Armor rating.

Stunner Pistol (2 damage). Only effective within short range, a stunner delivers a large electric shock to the target, **stunning** them for 1d6 rounds. Additionally, for the next hour, the difficulty of all Speed-based tasks is increased by one step. A PC target can attempt a difficulty 6 Might task to resist the

incapacitating effect of the stunner, but the Speed penalty applies regardless. Likewise, a large or especially strong NPC might also resist the incapacitation of the stunner, but this is unusual. The stunner recharges passively and requires no ammunition. It can only be fired twice per combat encounter.

Riot Stunner (2 damage). This weapon is usually found in the hands of MPD officers during a riot. Only effective within short range, the riot stunner delivers a large electric shock to the target, stunning them for 1d6 rounds and increasing the difficulty of Speed based tasks for one hour. Additionally, any creatures within immediate range of the target may also be affected (make a separate roll for each target). The weapon is unwieldy and requires a much larger power pack, making it impractical for prolonged personal carry. The stunner recharges passively and so requires no ammunition. It can only be fired twice per combat encounter.

Vorpal 10mm Flame (medium damage). The Vorpal 10mm Flame is the most popular new flame pistol on



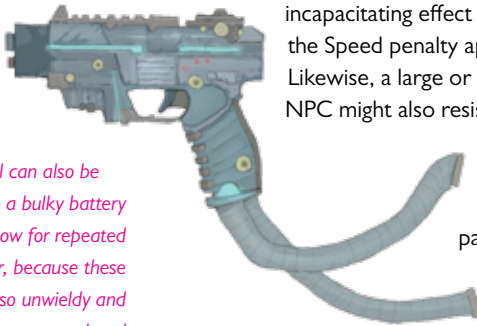
the market. It isn't cheap, but is the gold standard for all well-funded security outfits. Because it's compatible with a wide range of mods, it is the standard sidearm for elite government or corporate ops units. Ignores 2 points of Armor rating.

Vulcan Machine Pistol (medium damage). This 10mm flame weapon is a selective-fire weapon that is favored by corporate bodyguards and well-heeled criminals, but is usually outside the financial grasp of the average Mancunian. Top of the line materials keep most of this weapon cool enough to function during burst fire, but the barrel has been known to burn through holsters, clothing, and flesh if it is holstered too soon after prolonged burst fire. Anything that touches the front of the weapon after five or more burst fires will suffer a burn for 2 points of damage, unless the weapon is allowed to cool for five minutes. Ignores two points of armor rating.

White Feather Flame Sniper Rifle (medium damage). Named for a legendary sniper, this rifle allows you to reach out and touch someone with extreme prejudice. Normally found only in the hands of the military or specialized police personnel, this 10mm semiautomatic flame weapon comes with a scope and a collapsible stock. It has a normal effective range of 500 feet (150 m), but it's less effective at close or point-blank range (increases difficulty of immediate and short range shots by two steps). This extremely specialized rifle has a smaller five-round magazine, and is usually far

Note that extremely long-range shots can be made by increasing the task difficulty. This is how shots can be made from 3000 feet (900 m) or more. However, in Manchester it's highly unlikely to find an unobstructed line of sight that is more than a few hundred feet. See *Modifying the Range of Weapons*, page 161 of the Vurt corebook for more details.

Special damage: Stunned, Vurt corebook, page 143



A stunner pistol can also be plugged into a bulky battery pack to allow for repeated use. However, because these batteries are so unwieldy and expensive, they are employed almost exclusively by riot police.

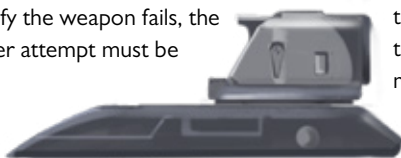


beyond the price range of anyone except government agencies. Ignores 2 points of armor rating.

WEAPON UPGRADES:

Weapon attachments and modifications (mods) are additional or replacement components which change the way a weapon functions. Some are easily attached, requiring only an action to apply, like a screw-on silencer. Others require tools or expertise to apply, such as internal components that allow burst fire. Typically, attachments do not require a roll to add to a weapon.

Unless otherwise stated, installing a weapon mod is a difficulty 4 Intellect task and requires a firearm repair kit and an hour of uninterrupted work on a steady surface. If the attempt to modify the weapon fails, the weapon is unusable and another attempt must be made at the modifications.



ATTACHMENTS

Torch: A torch (flashlight)

attachment casts a focused beam of LED light wherever the weapon is aimed. This attachment cancels the penalties to attacks made in dim light or darkness, but makes the player easier to target. Defense actions made by the PC when using the light are increased in difficulty by one step. Snap-on torches require an action to attach to the weapon, and do not require tools.

Holo Sight: This attachment creates a viewing window and holographic reticle, through which the attacker can focus more accurately on targets. Provides an asset to immediate or short range shots to which the player applies at least one level of Effort. Sights can be attached without a skill check, but require the use of a simple tool set and take about 10 minutes.

Assault Frame: This attachment turns a standard pistol into a tiny assault weapon, adding a foregrip and short shoulder stock to almost any semi-automatic pistol. This frame also allows the pistol to feed from two magazines at once, effectively doubling the ammunition capacity. The downside is that the bulky frame and top-feed second magazine make the pistol nearly impossible to holster or conceal. Adds +1 to attack rolls. Loading each magazine requires a separate action (will fire with only one magazine).



Scopes: This attachment is a magnifier that allows the shooter to pinpoint targets at longer ranges. Scopes come in a variety of sizes and ranges, often specifically matched to a weapon model. Scopes provide an asset to long or extreme range shots in which the player applies at least one level of effort to aim. Scopes can be attached without a skill check, but

require a simple tool set and about 10 minutes.

Silencers: A silencer is a metal cylinder which muffles the report of a gunshot. This attachment makes your shots undetectable by normal ears at a distance farther than short range. Some firearms have specially designed silencers that provide even more effective sound dampening when paired with the proper weapon. Requires an action to attach or remove.

MODIFICATIONS

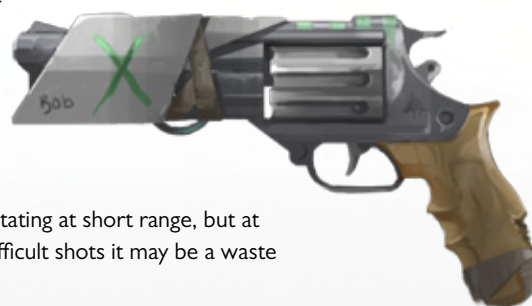
Auto-eject Mechanism. A firearm with an auto-eject mechanism does not require an action to reload.

Auto Targeter. An auto targeting system is cutting-edge tech that identifies targets in the weapon's sights and attempts to align the weapon with the target using built in gyros. The auto targeter is activated using the verbal command "Aim."

This tactile aid serves as an asset when making a ranged attack at any distance, but requires one combat round to acquire the target. After the target is marked, the asset remains until the gun is pointed away from the target. As long as the PC does not change targets, the weapon can be fired during the round that the auto-targeter is acquiring.

Burst-fire Receiver. This modification enables a firearm to fire three rounds in a single attack action. When making a burst-fire attack, the player makes a single roll for the attack action. Each subsequent bullet after the first suffers a penalty to accuracy.

Burst-fire can be devastating at short range, but at longer distances or for difficult shots it may be a waste of ammo.



GEAR

AMMUNITION

Most ranged weapons, and even some melee weapons, use ammunition. Bullets are expensive and almost as hard to obtain as the firearm itself, so be frugal with your shots! A single round is an inexpensive item, and are often sold individually. In cities other than Manchester, they may be cheaper, easier to find, and perhaps even legally sold over the counter.

Standard Rounds. Bullets are specific to a particular caliber of weapon. The weapon determines the damage that is dealt. Standard rounds are the least expensive ammunition.

AP Rounds. Armor-piercing rounds are usually composed of a combination of tungsten alloys, steel,

iron, brass, bronze, beryllium copper, or depleted uranium. While they don't deal extra damage by themselves, AP rounds ignore one point of the target's Armor rating. If this ammunition is fired from a flame weapon, the armor reducing effect of the flame weapon will be negated and only one point of Armor rating will be ignored.



Explosive Rounds. Each explosive round carries a small charge that detonates on impact. The explosion itself isn't huge—it deals 1 additional point of damage to the target, but it wreaks havoc on cover and armor. Each round that strikes the target permanently reduces the effectiveness of worn armor by 1 point. It also reduces the effectiveness of light cover, eventually destroying it.

Fractal Bullet. A fractal bullet is fired like any other bullet, but on a successful hit, the target suffers additional damage that alters the molecular structure of any organic material into brilliant, crystalline fractals. This additional fractal damage is always permanent. After normal weapon damage is applied, 2 points are permanently removed from the target's Might pool (if it is a PC) and causes fractal scarring.

TOOLS

Lockpicks, auto mechanic's tools, a blurbfly toolset or a Limbic Splitter—there are tools for many different tasks. Depending on the task at hand, a set of tools might make an impossible task possible, or a difficult task more likely to succeed. Every set of tools comes in either a standard or deluxe variety.

Certain tasks require a specific toolset in order to attempt, like changing a blurbfly's configuration, or repairing a car. These tasks can be performed using a simple version of the appropriate toolset. If a deluxe, or specialized set of tools is handy, the PC receives an asset for the task, lowering the difficulty of the task by one step. Occasionally, a toolset may provide an asset for a task that does not specifically require one to attempt. In this case, a basic toolset provides one asset, and a deluxe or specialized toolset provides two assets. For example, if the PC has been handcuffed to the plumbing in a bathroom, a tool is not required to make an attempt to escape—an attempt can be made to bend and tear the pipe from the sink, using the PCs Might. However, if the character has a set of auto mechanics tools within reach, they provide an asset for the attempt, reducing the task difficulty by one step as the character uses a wrench to remove the pipe. If the

tools available are deluxe power tools, the PC would receive 2 assets, reducing the difficulty by an additional step, as the character grinds, cuts, or unbolts the plumbing with greater efficiency.

This section describes a number of different toolsets that the characters can collect in their travels, but these are not the only tools that can be used. Makeshift tools, like a sturdy lever used to pry loose some plumbing, can be improvised by the players at any time, and if the GM agrees that it will work, an asset is provided. Furthermore, players can create their own toolsets, specifically designed to assist in certain, frequently attempted tasks. The GM will decide if the tools the player wants to design will actually help, and may ask for a crafting roll in order to successfully create the toolset.

Blurbfly Toolset. Blurbflies have tiny components (though they're not always, strictly speaking, mechanical). A blurbfly cannot be repaired or modified without a blurbfly toolset.

Chemset. If you're looking to craft or modify your drugs, or to mix up a weaponized form of anything, a chemset is a must have.

DJ Machines. Sure, there are other instruments out there, but as far as most Mancunians are concerned, the only musical instruments that get a crowd going are based on DJ equipment. Devices like the Limbic Splitter and the Dopejacker have been around for over 30 years, and while the tech has changed a bit, it's still based on retro vinyl scratching, spinning, and electro-thumping. Who wants to listen to an MC without a backup beat? Almost all the famous musicians and performers over the last few decades have been backed up by this technology that can be felt on an atomic level, invading bodies with beats, whipping the dancing crowds into a crush. Since the old days of Das Uberdog, Dingo Tush, MC Inky and Janus Fontaine, music genres have evolved, but still remain based in the bass. Portable Limbic Splitters have just come on the scene, allowing for DJ battles to pour out onto the street in an explo-

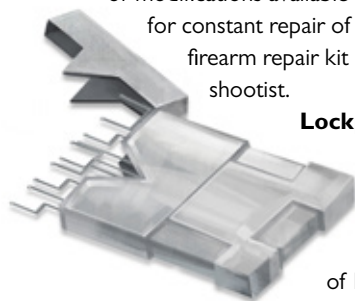


Blurbflies, page 110

sion of creative sonic warfare.

Dream Viewer. When a **dream canister** is loaded into this device, a stored dream can be viewed and edited. It is commonly used to review extracted dream material and in the process of making Vurt feathers. The Shimmyographer is the most well-known and expensive model.

Firearm Repair Kit. Due to the large number of modifications available and the necessity for constant repair of antique firearms, a firearm repair kit is a must have for any shootist.



Lockpicks. Yes, there are still non-digital, old-school tumbler locks out there, and having a set of lockpicks comes in handier than you'd expect.

Add a bit of **Door Vaz®** to your tools and you've got all you need to get in or out of most situations.

Mechanical Toolset. A generic set of mechanical tools that fits most any mechanical device, be it a vehicle or the basin in the loo.

First Aid Kit. A set of tools and medical supplies that provides an asset to a healing task.

Nanodot Tracker. This tracking device is smaller than a grain of rice and produces a trackable signal which can be detected up to two miles away, even in the densest parts of the city. The battery lasts for 24 hours. These are sold individually and come with a disposable, handheld remote which provides the directional information.

NewsVurt. These blue feathers serve the same function as newspapers. For around the same cost, a Featherhead can tune in to one of these recurring dreams where they can passively watch a display of the day's or week's events, hosted by a few Vurt news anchors. Lucid versions of these broadcasts also exist, allowing a feather user to listen to the news while they conduct their daily lives. Each feather is created for a specific news cycle, and will **cream** after use.

PDF (Personal Data Feather). A reusable **lucid feather** that acts as a communication and information storage device. Most people have one on them at all times, allowing them to make calls to other PDFs, store inpho, link to a **feather address**, request an Xcab or search reviews to find out which local pub has the best fish and chips. Each PDF links to a tiny, private space within the Vurt world and gives the user the power to execute a handful of useful functions within it. Contacts are created by rubbing PDFs together for two seconds, which allows each PDF to store the Vurt address of the other. When the PDF is placed in the

character's mouth, a menu will appear before them, indicating any of the following functions that can be performed:

CALL. Place a feather-phone call to a stored contact.

MESSAGE. Send a verbal message to a contact.

LINK. Taken together with certain feathers, the PDF can link the paired feather to a known feather address, granting access to that specific Vurt.

SAVE. Save complex inpho or messages for yourself.

INPHO. Allows user to obtain inpho from the Manchester Public Library database. Useful for news, history or general inpho, the database is occasionally out of date.

There are three types of PDF widely available for sale:

Simple PDF: Allows unlimited use of the CALL, MESSAGE and LINK functions.

Deluxe PDF: Allows unlimited use of all PDF functions.

Disposable PDF: Also known as a "Burner," this PDF allows the use of the CALL, MESSAGE and LINK functions and creams after a single use. Anyone attempting to remain untraceable would be wise to keep a couple of these handy.

Scattermask. At first glance this appears to be a high-tech piece of breathing technology. Close examination reveals that the scattermask is just a cheap, disposable facemask, the elastic band held in place by staples. For a single encounter the wearer is protected against any breathable substance, after which time the cheap mask will fail and start to leak.

Terminal. A console used for accessing computer systems and hacking.

GeneMachine®. Let's face it, since the introduction of Fecundity-10, no one can be 100% sure what their genetic background might actually be. Think you're pure human, but you have one grandpa that likes to scratch his ears with his foot? Are you a dogman through and through, but you sometimes get strange urges in the Vurt, like a stranger calling you home? This test is for you. It's a simple self-administered test utilizing polymerase chain reaction that can trace your genetic heritage back seven generations. Even if you're only 1/128th Vurt, now you'll know!

Xtrovurt™ Machine. A device that allows a Dodo to see what's happening inside a companion's Vurt Feather trip. Like watching an antique film with grainy images and dark, fuzzy periphery, this is nowhere near an immersive experience. Purely a visual relay of information, no sound, smells or touch are available to the viewer. But for those poor Dodos unable to travel into the Vurt world, it's as good as it gets.

Dream canisters contain stored dream material in it's raw, unaltered form.



Door Vaz, Vurt corebook, page 374



When a Vurt feather is used, it's color changes to cream and it is no longer useable. "Creamed" and discarded feathers litter the streets like Napalm Filters.

Lucid feathers, Vurt corebook, page 171

Each Vurt trip leads to a specific Vurt world location called a feather address.

FASHION

The fashion of the day depends entirely on where you are in the world. In Manchester, what blends in, intimates, or shows a slick style is different from neighborhood to neighborhood. In other words, look the part or expect some grief. The players and the GM should be aware that if the characters are wearing a particular style, it may become an asset or a disadvantage in certain situations, like trying to negotiate with a local gang or the police.

SERVICES

Homes and Holes

Finding a place to lay low, rest, take your feather trips, or tinker with items is something every character needs to think about. Sure, you can just slump against an old dumpster and sleep, but there's no security for your belongings and no safe place to concentrate on tasks.

Holes are the least expensive places a character can find to lay low. They're free, city-registered holes drilled into the ground in out-of-traffic places where mendicants often ply their trades. Four people can sit or sleep in a single hole, but there isn't room to do much else. These locations are monitored by the Royal City Council, not particularly safe, and likely already house some indigent person.

Flea-bags are cheap motels that rent by the night for £10. In these places, pretty much any illicit behavior can take place without drawing attention. The exceptions are gunshots, loud screams for help, or any obvious sign that the room is being destroyed. Usually, these behaviors will draw some hired muscle or worse, the police.

Flats (aka Stash-Pads) are rented out by the month or the week. In a flat, it's generally safe to leave extra equipment and loot lying around without concern for theft. Of course, if someone has learned the location of your stash-pad and has any reason to suspect it would be in their best interest to break in, that might not be the case. The cost of a month's rent depends on the apartment, its amenities and the neighborhood where it is located. Refer to the housing cost table for some sample prices. A flat can be inherited, given as a reward for major services rendered, purchased outright if the PC has enough money, or provided as a **long-term benefit** during character advancement.

**The cost of purchasing accommodations outright is equal to 100 times the monthly rent*

DRIP FEED

A drip feed account is a city-funded public assistance account. By accessing a drip feed terminal, the character can attempt to collect a few quid each day. A drip feed account registered to the PC does not expire. Instead, there is a chance the account will dispense

HOUSING COST

Type of accommodation	Cost
Hole	Free
Fleabag	£ 10
Decent hotel	£ 100 / night
Luxury hotel	£ 1,000 / night
Run-down flat	£ 1,000 / month
Luxury flat	£ 10,000 / month
Slum neighborhood	1x rate
Average neighborhood	2x rate
Nice neighborhood	5x rate
Special facility (e.g. hot tub, soundproof room)	£ 100 / month

money and a chance that it will not. The account only deactivates under special circumstances, like becoming the subject of an active police manhunt, drawing the negative attention of the company that operates the terminals, or otherwise earning the attention of powerful and connected individuals.

A registered drip feed account is granted as a Human Mode special ability (see page 42 for details and amount dispensed). However, access to regular drip feed could be awarded as a part of an adventure if the GM decides it makes sense to do so.

Because they dispense money, drip feed terminals are dangerous places, often being watched by thugs waiting to relieve you of your cash. Upscale districts and neighborhoods do not have drip feed terminals.

BLACK CABS

The iconic black cab is still a common sight in the gridlock of Manchester's streets. For the traveler looking to get from here to there with a minimum of government observation, black cabs are the way to go. Simple A-to-B rides within the same district are often as cheap as £10, depending on the circumstances, but the cost of longer or more "interesting" trips will have to be negotiated with the driver.

If you're lucky, and for the right price, you can occasionally score a little contraband from the driver, or information on hard-to-locate illicit services. It's not uncommon for cabbies to deliver goods as a side bit, no questions asked, and some even pass outside The City Wall through secret means.

GUIDES

Getting around on foot in the city can be difficult or even impossible, depending on where you're headed. You can often convince a local to guide you to a location within a district, or even to another district for a fee. Ten quid will usually convince a street crusty to lead you to your destination, but then there's no guarantee that they're not leading you to the wrong

The cypher Drip Feed Card is another way to access drip feed funds. See page 363 of the Vurt corebook for more details.

Long-term benefits, Vurt corebook, page 156

place on purpose, either to extort some extra change or even lead you into a trap.

The services of a guide will grant the party an asset for a single navigation check, but opens the group to the possibility of a GM Intrusion.

Xcab Service	Price
Non-combat transit fee	£100 per city district
Additional passengers	£10 per person
Defensive driving fee	£100
Combat pickup fee	£200

NU-XCABS

An Xcab is more than just a fully armored car service.

Every Xcab driver is programmed to know the most direct route to any location in Manchester. A live navigation system is implanted directly into each driver's brain. Movement through the City is displayed through a dynamic glowing blue map tattooed

on their shaved head—showing location and fare in real time. Xcab drivers are required to have their memories wiped before getting behind the wheel of an Xcab in order to allow the navigation system to work and ensure their loyalty to their company, Nu-X. These Xcab rides are costly and require passenger registration and PDF (Personal Data Feather) linking in order to provide speedy pickups.

MEDICAL INSURANCE

The NHS (National Health Service) is 100% free. That said, there's no dependable ambulance service, the wait times may be days long, and occasionally you'll go in for a fracture and come out with an appendectomy. Private health coverage, including personal ambulance service, combat medic package, and the like is available for personal or registered group packages.

A typical PDF-linked private ambulance service with trauma care runs about £10,000 per month and does not include the cost of any implants, prosthetics or follow up visits.

ARMOR

Light Armor

Anti-Stab Vest	Expensive
Leather Biker Jacket	Expensive
Light Dermal Plating	Very Expensive (including installation)
Light Armor Jacket	Expensive
Riot Shield	Expensive
SPECTek Ballistic Clothing	Very Expensive

Medium Armor

CORE™ Jacket	Very Expensive
Medium Dermal Plating	Very Expensive
VPC Motorcycle Jacket	Expensive

Heavy Armor

Ballistic Combat Armor	Very Expensive
Heavy Dermal Plating	Exorbitant
VPC Action Jacket	Very Expensive

WEAPON UPGRADES

Attachments

Torch	Inexpensive
Holosight	Expensive
Scope	Expensive
Silencer	Expensive

Modifications

Auto-Eject Mechanism	Expensive
Auto Targeter	Expensive
Burst-Fire Receiver	Expensive

WEAPONS

Melee Weapons

Bandy Stick	Inexpensive
Brass Knuckles	Inexpensive
Cudgel	Inexpensive
Electronic Knife	Expensive
Knife	Moderately priced
Mono-Blade	Expensive
Stun Stick	Expensive

Ranged Weapons

3D-printed Liberator	Expensive
Antique Pistol	Expensive to Very Expensive
Antique Shotgun	Very Expensive
Flame Pistol	Very Expensive
Flame Machine Pistol	Very Expensive
Flame Battle Rifle	Very Expensive
Stunner Pistol	Expensive
Riot Stunner	Expensive
Flame Sniper Rifle	Very Expensive





CHAPTER 9

BLURBFLIES

In Manchester, advertising has become an invasive and everpresent feature of the world. Adverts are spoken, projected, and injected into every scene and situation, even into people's dreams. Blurbflies are the most intrusive form of advertising you will encounter in the city—tiny robotic insects that swarm and buzz all over the skies and streets of Manchester. They hover outside of cafes chirruping and singing advertisements for snacks and drinks. They fly alongside car windows crying the services of auto shops or the latest tech upgrade. Blurbflies crawl on hand railings projecting holographic logos, and leap across pathways when you walk, trailing jingles and glowing letters. Sometimes called *bugs* or *blurbs*, they're a constant presence and nuisance.

However, in the hands of the right character, blurbs can be manipulated and modified to perform functions that are useful, even critical to an adventurer's life. By installing high-powered optics, specialized sensors, ballistic speakers, injectors, EMP discharge capacitors or other high-tech mods, a simple blurbfly can be turned into a powerful tool. They can be used for scouting, hacking, combat, or even as an aid in social situations. A person who controls blurbflies is known as an "admin." These characters should always be on the lookout for new parts for their ever-evolving personal bug swarm, as a good upgrade can open up new ways to tackle an obstacle. Even for a character that is not an admin, disposable bugs can be employed that grant temporary advantages.

Most of the time, the character making use of the mechanics in the following sections will be an admin, but the same mechanics apply when a character is using a disposable bug, or has somehow gained temporary control of one through the use of a cypher.

BLURBFY ACTIONS

By using an action, the PC can direct a controlled blurbfly to perform a simple action. The blurb may be directed to fly to a position within its allowed range, to attack or perform an action allowed by installed equipment. Once the command has been given, the blurb is

the one performing the action, not the player. This means that though the player makes the rolls on behalf of the assigned bug, the PC cannot use Effort or skills to affect the difficulty of the assigned task.

Defense tasks are performed reflexively by the blurbfly.

Due to their diminutive size and agility, the difficulty of all Speed based actions performed by a blurbfly are reduced by a number of steps equal to its level. For example, if a level 4 enemy swings a cricket bat at a level 2 blurbfly, the difficulty of the defense action the blurb must perform is reduced by 2 steps, and becomes a difficulty 2 task. Because this advantage is due to its small size, it's up to the player and the GM to determine if reducing the difficulty of a blurbfly's action doesn't make sense in a given situation. Certain chassis' or bug hacks (see page



113) can affect the size of this agility advantage. For example, a very light chassis offers a slightly greater agility advantage, and a very heavy chassis offers a reduced agility advantage because of its weight, as shown on the Blurbfly Chassis table on page 113.

BLURBFly COMBAT

During combat an admin can use an action to command a blurbfly under their control to attack. Their blurb will move to and harass the targeted enemy, attacking once per round until a new command is given. If the admin has their attention directed elsewhere (such as in melee combat, or while issuing a command to a another bug) the blurbfly will dodge attacks normally and perform attacks automatically once assigned. If a blurb is configured to do damage to an enemy, an attack roll must be made each round to determine if the attack is successful.

In addition to any damage that a blurb might inflict with an attached modification, an enemy that is under attack by a blurbfly is **harassed**, granting +1 to any roll made against that enemy for each harassing bug. (Remember that if three bugs are harassing a target, count it as an asset, rather than +3 to your rolls.) No roll is required to harass an enemy.

No more than three bugs can harass a single enemy. If more than three are commanded to attack one target, only three of the bugs will attack during a single combat round.

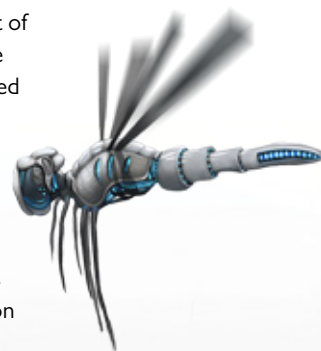
A blurbfly that is not modified to deliver damage (with a stinger, for example) is still a distraction and harasses the enemy, granting +1 to rolls against the enemy.

Vying for control of a blurbfly with another admin is an Intellect-based contest. The PC makes an Intellect check, the difficulty of which is determined by the level of the enemy admin. Most often, this will happen when

the PC attempts to take control of a bug that is actively controlled by an NPC.

DAMAGE TO BLURBFlyES

Blurbflies are delicate creatures. The amount of damage one can sustain is determined by the weight of its chassis. When a blurb is damaged in combat, subtract points from its health. When the its health is reduced to zero, the player must roll to see if it is completely destroyed, or if it is merely broken and can be repaired. The chance that the bug will be destroyed is also determined by the bug's chassis type. Refer to the Blurbfly Destruction Table below.



BLURBFly REPAIR

If a blurbfly sustains damage or is broken but not destroyed, a character may attempt to repair it. This requires an Intellect task, the use of a blurbfly toolkit, and a workspace. The difficulty of the task is determined by the level of the blurb and all repairs take about an hour. If the repair attempt is successful, it is returned to full health and is fully functional.

BLURBFly DESTRUCTION TABLE

Chassis	Roll a d6 to determine result
Very Light (2 health)	Destroyed on a result of 3 or higher
Light (4 health)	Destroyed on a result of 4 or higher
Heavy (6 health)	Destroyed on a result of 5 or higher
Very Heavy (8 health)	Destroyed on a result of 6
If, as a result of your roll, your BlurbFly is destroyed, it is unrepairable. All components and modules are lost permanently.	



BLURBFly MODIFICATION

Blurbflies can be fitted with modules that can make them perform new and better tasks (see below).

Modifying your blurb is an Intellect task and requires the use of a blurbfly toolkit and a workspace, such as a desk. Additionally, the PC must have a module to install. The effect of this modification depends on the specific module that is installed.

By installing combinations of modules, you can create a blurb that can inject an enemy with poison in combat, or deliver a blinding flash to enemies. Some might buzz in, activate a cypher, and drop it in the vicinity of an enemy. A hacking blurb might carry a **food hack** to a terminal and cook it into a computer system. There are many blurbfly modules and they can be combined to create countless blurb configurations.

Blurbfly modules are manufactured by many companies and are available in a range of prices and varying degrees of quality.

Modifying blurbflies is very delicate work, much like working on a 19th-century pocketwatch. The components are nearly microscopic and very sensitive, so replacing or installing a module is a level 4 task which takes about one hour. A failed attempt to modify your

bug means the existing module is non-functional and the new one is not installed. Another attempt can be made but requires at least one level of effort (see retrying after a failure, page 134 of the Vurt corebook) and takes another hour.

BLURBFly UPGRADES

To make more fundamental changes to your bug, you can attempt to dismantle and reassemble it using different base components. This requires a blurbfly maintenance check based on the level of the blurb. Unlike installing or changing modules, upgrading affects the level of your bug, the distance it can move in a combat round, or its durability.

Every blurbfly is composed of two upgradeable parts, the motivator and the chassis. The motivator is the assorted internal parts that determine agility, processing power, and power supply. The level of the installed motivator sets the level of the blurb, as it is the component that will determine its ability to perform most actions. It also houses the basic sensor suite that allows for the detection of terrain and simple targeting. The sensor suite is useful for simple recon; that is, a blurb can be used to see that there is a 6 foot (2 m) wall with two beings on the other side of it, but it will not be able to tell the admin that the wall is made of thin

A food hack is a special type of computer system hack resembling a culinary recipe with bits of code as ingredients.

Having a simmering helping of Inpho Josh in your karahi terminal will steam you right through that security!

EXAMPLES OF BLURBFly MODULES

Optics. Transmits a visual feed to the admin when within control range.

Speakers. Allows the broadcasting of audio, including **sonic jingles**. Examples:

Dogstarr FE21 "Spin-Doctor" -1 to the level of any jingle due to cheap materials (£10)

Dogstarr FF7 "Tang Bang" ballistic driver. Dogstarr's frontline model (£100)

Das Uber Industries DU-655SC "Pitbull" ballistic driver. The most popular driver on the market (£150)

Das Uber Industries DU-780SA "Visser" ballistic driver. +1 to the level of all jingles (£1000)

Stinger. A hollow needle that stings a target for 1 damage. Can be used to plant a **nanodot tracker**, deliver substances from a carried cypher, draw blood or fluid (requires an empty **cypher pod** module). (£100)

Cypher pod. A mounting point that grants the ability to carry and activate small cyphers. When larger, heavier cyphers are carried, movement speed is halved until the cypher is dropped. Cyphers that weigh more than ½ pound (0.5 kg) or are larger than a tennis ball cannot be carried at all, except by specially modified (usually very heavy) bugs. (£100)

Aerosolizer. A vent designed to disburse a gas cloud. Can be used to release gas from a carried cypher (liquid or gas) or to negate the effects of an existing gas cloud (an empty vial must be loaded into a cypher pod). (£200)

I/O proboscis. A flexible wire appendage that universally interfaces with input/output ports. Can be used to upload some cyphers or download data. (£200)

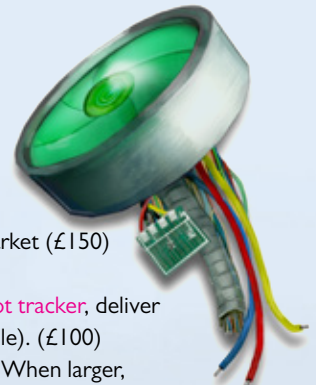
Electrical Discharge Condenser (EDC). A self-contained power source that discharges electricity.

Brighton-Brighter 3B rapid charge EDC. Deals 2 electrical damage, can be used once per encounter (10 minute recharge time). (£400)

Brighton-Brighter 4B magload EDC. Deals 2 electrical damage, uses a three-round micro-battery magazine and can fire once per round. When the magazine charge is empty, it must recharge fully before the EDC can discharge again; this takes one hour. (£1000)

Stealth module. A spoofing mechanism that renders the blurbfly invisible to any form of sensor detection. Provides 2 assets in attempts to avoid normal means of detection (visual, sound). (£1000)

Combat flash module. A cartridge based micro-flash bomb which ejects a tiny magnesium-ammonium perchlorate explosive, producing a small but powerful burst of light and sound, with just enough intensity to stun a character when detonated in front of them. Blast radius of about 2 feet (61 cm). (£1000)



Sonic jingle, Vurt corebook, page 370

Nanodot tracker, page 107

BLURBFY CHASSIS STATS

Chassis	Health	Module Nodes	Flight Range	Walking Range	Agility Bonus
Very Light	2 health	1	Long	Short	Difficulty of agility checks reduced by bug level +1
Light	4 health	2	Long	Short	Difficulty of agility tasks reduced by bug level
Heavy	6 health	3	Short	Immediate	Difficulty of agility tasks reduced by bug level
Very Heavy	8 health	4	Short	Immediate	Difficulty of agility checks reduced by bug level -1

plywood and the beings are large dog-boys holding shot-guns. This level of recon requires the use of modules.

The chassis is the physical structure that houses the other parts and determines the number of health points the blurbfly has, as well as the likelihood that it will be repairable (and not destroyed outright) when reduced to zero health. Chassis come in four classes, see the Blurbfly Chassis Stats table.

Additionally the chassis houses the bug's propulsion such as the legs or wings as well as the module nodes that determine how many blurbfly modules can be installed.

The combination of the chassis, motivator and the selected modules installed is sometimes referred to as the blurbfly's *build*.

Motivators and Chassis may be purchased separately from a [UrBlurb store](#), located in most districts. The price depends on the level of the motivator, or the type of the chassis. Motivators are commercially available up to level 4.

Motivator level	Price	Chassis type	Price
1	£100	Very light	£100
2	£200	Light	£100
3	£500	Heavy	£300
4	£1000	Very heavy	£500

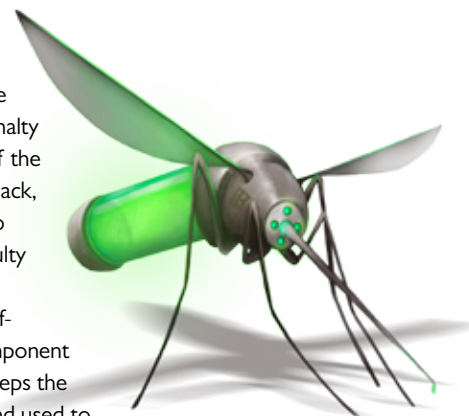
BLURBFY HACKING

Sometimes a blurbfly mechanic might want to create an even more specific build, changing the individual features of a motivator or chassis. This is called blurbfly hacking or bug hacking.

Hacks are custom modifications to the chassis or motivator, usually performed by a skilled blurb mechanic. For example, if you wanted to increase the range of your bug to make it more versatile in combat, you could replace the actual propulsion component of the chassis with another of your own design. In this case you might remove the wings of your Mecha Mk I,

replacing them with a modified set that enables the blurb to move 200 feet (60 m) in a single round. Hacks generally carry a penalty in another category (see below). If the player wants to invent their own hack, it's up to the GM and the player to agree on the effects and the difficulty of the hack.

Hacking a blurbfly chassis is a difficulty 6 Intellect task. Once a component has been successfully hacked, it keeps the modified stats, even if removed and used to craft another blurb.



RETAIL MODELS

The commercial blurbfly market is dominated by two main companies, whose ready-to-fly blurbs are sold in UrBlurb stores in most city districts. Motivators, chassis, modules and toolkits can also be purchased separately there for an admin's upgrade projects. It's not uncommon for an admin to modify and hack their bugs so thoroughly that they're composed almost completely of custom parts. Some elite or very well-connected admins utilize blurbflies designed specially for military or intelligence agencies. This type of bug often contains unknown and classified components—the holy grail for any admin.

UrBlurb, Vurt corebook, page 189

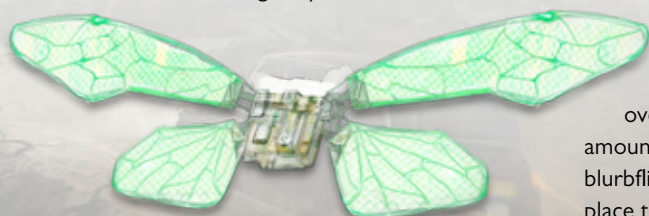
CREATING BLURBS

There are two ways to produce a blurb. The most common (and most cost effective) is to build an adult model using basic components. Upon activation, they spring to life and do what they're programmed to do.

Far more exotic and expensive is the method that utilizes *blurbworms*. Serious engimologists often raise blurbworms as pets; these tiny metallic grubs must be fed with jingles and adverts until they metamorphosize into adult blurbs. The process is costly and takes a great deal of time, but the blurbs that are brought to life in this fashion are usually superior in every way.

LEGALITY

It's been 20 years since the days when weaponized bugs openly attacked each other over advertising space. Companies spent large amounts of money researching and upgrading their blurbflies to compete until tight controls were put in place to discourage this type of dangerous marketing.





Subscription hormones, Vurt corebook, page 372

Today, any company or individual who is caught producing or controlling a bug that can cause significant physical harm is fined heavily. That doesn't mean that weaponized blurbs don't exist—it simply means that they don't officially exist. The skies over Manchester are twice as congested as they were when the laws were imposed, but the days of Whoompy Burger Blurbs shooting down MacDizzy Burger Blurbs are over. There are more insidious ways

to bring down the competition.

In addition to simply building and launching more blurbs than your competitor, subscription hormones are a legal way for corporations to have their swarms win the day. As long as they affect only the functions of other blurbs and are otherwise harmless, they are legal. New **subscription hormones** are released every year, but quickly become obsolete. Occasionally one is deemed dangerous to civilians and banned by the city council.

BLURBFLY HACKS

Type of hack	Improvement	Penalty
Propulsion	Flight range is increased by one increment.	-1 health due to larger propulsion parts
Propulsion	Walking range increased from immediate to short	-1 health due to larger propulsion parts
Sensor	Upgraded sensor suite (detection of specific materials, satellite uplink for extreme range control, etc)	-2 health due to sensitive parts
Sensor	Feather link. Vurt interface wetware in the place of the basic sensor suite. The bug can act as a conduit for PC consciousness when linked via a Viewing Feather . This hack enables an admin to give control of a bug to another character—possibly a hacker or someone with intimate knowledge of the environment—to gain an advantage in a given situation.	No normal targeting and detection sensors (useless for most automated functions, including combat)
Chassis	Reinforced chassis. +2 health	Agility tasks are increased in difficulty by one step.
Chassis	Extra module node	Agility tasks are increased in difficulty by one step
Chassis	One fewer module node	Agility tasks are decreased in difficulty by one step

Viewing Feather, Vurt corebook, page 367

DINO'S PERSONAL BLURB SWARM

An example of an experienced admin's blurbfly collection.

Mecha Mk3 Infiltrator "Lockhart" Motivator: Level 3 Chassis: Heavy Health: 5 Walking range: Immediate Flight range: Long Control range: 100m Nodes: 3 <ul style="list-style-type: none"> • High-powered optics • I/O proboscis • Cypher Pod Hack: high volume rotors (increased range, -1 health)	Mecha Mk2 Squito "Stabby" Motivator: Level 3 Chassis: Light Health: 3 Walking range: Immediate Flight range: Long Control range: 100m Nodes: 2 <ul style="list-style-type: none"> • Stinger • Cypher Pod (usually for a drug) Hack: High BPM wing hack (negates cypher pod movement penalty, -1 health)
Dino's VurtBug Motivator: Level 2 Chassis: Light Health: 4 Walking range: n/a Flight range: Long Control range: ½ mile Nodes: 1 <ul style="list-style-type: none"> • Standard Optics Hack: Feather Link	3x MechanInsect Mk 2: Squito Motivator: Level 2 Chassis: Light Health: 4 Walking range: Immediate Flight range: Long Control Range: 100m Nodes: 2 <ul style="list-style-type: none"> • Stinger • Brighton-Brighter 4B magload EDC

RETAIL BLURBFLY MODELS



MechanInsect (often referred to as “Mecha”) is the premium-quality manufacturer of blurbflies that are available to public markets. In every new generation of bug models released to the public, MechanInsect is leading the pack in terms of quality and innovation. While boutique enginologists always produce the highest-quality bugs, they’re not sold on the massive public market. Mechaninsect also produces classified models under contract with certain security corporations.



AAA#1 is a producer of cheap, knock-off blurbflies. Pretty much every model released is a lower-quality copy of a MechanInsect bug. Even the company logo is a copy of MechanInsect’s design. That said, AAA#1 offers an affordable alternative to expensive, MechanInsect and boutique models, making them particularly attractive to admins who often send bugs on one-way missions. Most admins have a AAA#1 blurb handy for situations like this.

MechanInsect Mk 1: Gnat

Motivator: Level 1
Chassis: Very Light
Health: 2
Walking Range: Short
Flight Range: Long
Control Range: 100m
Nodes: 1
Price: £250

MechanInsect Mk 2: Squito

Motivator: Level 1
Chassis: Light
Health: 4
Walking range: Immediate
Flight range: Long
Control Range: 100m
Nodes: 2
Price: £300

MechanInsect Mk 3: Coleopter

Motivator: Level 2
Chassis: Heavy
Health: 6
Walking range: Immediate
Flight range: Short
Control range: 100m
Nodes: 3
Price: £700

MechanInsect Mk 4: Busy Bee

Motivator: Level 3
Chassis: Very Heavy
Health: 8
Walking range: Immediate
Flight range: Short
Control range: 100m
Nodes: 4
Price: £1,500

AAA#1: Flea

Motivator: Level 1
Chassis: Very Light
Health: 2
Walking range: Short (leaping)
Flight range: n/a
Control range: 75m
Nodes: 1
Price: £125

AAA#1: Ignat

Motivator: Level 1
Chassis: Light
Health: 3
Walking range: Immediate
Flight range: Long
Control range: 75m
Nodes: 1 + Integrated Dogstarr “Spin-Doctor” Speaker (jingles are -1 level due to cheap manufacturing)
Price: £175

AAA#1: Coach-Horse

Motivator: Level 2
Chassis: Light
Health: 4
Walking range: Short
Flight range: n/a
Control Range: 100m
Nodes: 3
Price: £500

AAA#1: Centipod

Motivator: Level 2
Chassis: Heavy
Health: 5
Walking range: Short
Flight range: n/a
Control range: 75m
Nodes: 4
Price: £700





WHEREVER IN THE SKULL YOU MAY TRAVEL

Dino is a dogman. Actually, he's more man than dog, much more, but with enough tooth and claw available when battle's required, and just enough quiver at the nostrils to know which way the scent paths are running. So really he should know that currently they're running him into trouble of the deep dark kind. He shouldn't be here. He shouldn't be standing on the roof of block 7H of Bottle Town in the hope of finding an escape route from his loneliness and grief.

His companion this fine spring evening is none other than Curly Jane, famed hacker and circuit bender, owner of the finest collection of bootleg silver feathers this side of the Game Cat's secret cubbyhole. Curly Jane is an excellent shadowgirl, exactly half and half, and a loner by nature. For she has one serious defect: corporeal entities made her nervous. And dogmen, as the saying goes, have corporeality to burn. Even Dino has enough to make her feel nauseous. So Curly isn't exactly loving this rooftop rendezvous, but since the deal with the black-market flights went belly-up and the funds are close to zero, here she is, grubbing where she can for funds. Hence, this evening's entertainment.

Now Curly Jane is so named on account of the single wisp of smoke that escapes her body day and night, a thin trail curling upwards from the top of her head. Apparently, Jane's mother had bumped her there when a baby, and in consequence her fontanelle never completely fused. With the smoke rising up like that, her head looks like a chimney. But for God's sake don't ever, ever, ever, ever, ever, ever, ever, ever say to Curly's face that her head looks like a chimney. Five people at the least have said so, and let's just say they won't be sucking any good feathers any time soon. 'Nuff divulged. OK, to the gist...

"This will serve me well?" Dino asks. "This is gonna work, right?" There's no response. The dogman tries again. "You're absolutely certain this blurbfly will find what I'm looking for?"

"Oh, there are no absolutes," Curly replies. "Not in the dream world. Why, even Siggy Freud could've told you that, God bless his ever-circling subconscious, lost as it is somewhere in the unknown Vurtscape." She grins. Her upstream of smoke shapes itself momentarily into a question mark above her short raven-hued hair. "Now this will break every known privacy dreaming law, so be it on your own head." Dino gives his assent and Curly Jane hands him a black feather, black with silver speckles. He looks at it up close and sees the map of the city caught in the flights, constantly shifting from street to street, building to building. He feels dizzy just looking at it. "Indulge, indulge," Curly Jane whispers. Dino does just that, tickling the tip of his tongue with the offering and he's gone immediately, no introductions, no menus, no foyer, no dreamlock: blacked-out solid, comatose, sleeping on his feet, gently swaying, losing himself.

Curly smiles again. She's been training insects from the get-go: breeding, growing, grafting, hacking. The whole shebang. She's got feather-gen coming out of her fingertips. She is, as far as she knows, the first fleshworld administrator (outlaw

division) to ever put a dream inside a blurb. And this particular creature is a beauty beyond compare, caught from the sky in a roof trap, tranquilised, sliced open, gene-spliced, jacked up to the nines with black and silvery mapping components of Curly Jane's own design, stitched up again, and then trained for weeks in the attic of her house. Now she stands on the lip of the roof, waiting for the wind to rise. Now she steadies herself for the moment of launch, the old 5, 4, 3, 2, 1, willing the creature to lift off of its own accord, willing the wings into flight. *Wing and a prayer, baby. Wing and a sodding prayer!* Now. Let loose!

Flutter. The moon above hanging silver, perfect, waiting. Flutter, flutter. The blurb sent sailing on the wind currents between the tower blocks. There it flies, there it glides. Now powered by its tiny engines, the two wings moving up and down, up and down repeatedly. The blurb's new travels begin. And Dino? Dino is dreaming alongside. Above the city he flies with the blurb, inhabiting the dream of flight perfectly. Below him the buildings lie in darkness or light, the roads stitching the land with yellow and red, the billboards flickering with celebrity dreamers and their latest chosen pathways to bliss. Dino soars! Dino glides! Dino hovers and drops and surges and loops, as the blurbfly soars and glides and hovers and drops and surges and loops through the night. With the blurb's power to help him, Dino sees every dream currently being dreamed: he sees them as droplets of light of different hues, all the varied combinations, a multicoloured tapestry. He howls with delight, still standing there on the rooftop, his arms outstretched, moving like imagined wings. Crazy Jane looks on, monitoring the blurb's progress via a shadow link. The three of them—blurb, mandog and shadowgirl—are momentarily combined into one glorious being. And now Dino sees what he needs to see, far below, a glimmer of colour, a pink and green droplet of light marking the spot where a certain feather is being undertaken. He knows that colour so well, those markings, the terrible addiction it can bring; he saw it so many times in the last weeks of his wife's life. He descends, guiding the blurbfly easily now, down, down, until he stops and hovers outside the third floor window of a block of flats. He looks through.

And there she is. At last. Alone with her friends, a ragged gang of addicts, each one lost on their own journey. Eyes closed, bodies twitching, fingers clenched on armrests and tabletops. Herself. His only child. Magenta. One more sorry dreamer in this vast city of dreamers. Dino looks on, his heart breaking. This far, this close. One pane of glass away, a whole dreamflight away. Seen through the blurb's lenses, the whole room is filled with the pink and green desires his daughter is currently sailing through. Dino's hand reaches out to touch the glass, as though such a thing were even possible. Under his orders, the blurb bangs again and again at the window. Dino feels the pulse, the shadow of his guide, trying to pull him back. But the goal lies ahead. He directs the creature to its task, over and over, until the poor little mechanism is smashed, body crumpled, antennae bent, wings skewed, lenses blind.

It falls.

In an instant Dino is standing on the rooftop next to Curly Jane, her twist of smoke still rising from her skull, moonwards. She's angry, and he has to pay twice over for the cost of the blurb. "Did you at least find what you were seeking?" He shakes his head. "I'm not sure." The city wavers in his sight as he looks out from the rooftop. This sky, this starlit array where the dreams float by in so many colours, always out of reach. Until it's too late.

Two days later Dino is waiting outside the building. The remains of the blurb fly are scattered on the pavement at his feet, a few bits of wire and gloop, all that's left after the scavengers have had their way. The place looks different from ground level, in daylight; less rundown than he expected. Still, he can't believe she's living in this way, with such people. Upmarket dreamers, hooked on the latest illicit thrill. Dino stands in the doorwell. He contemplates ringing the bell, hoping for an answer, a welcome. Instead, he walks across the street to the shadow of a bus shelter. One bus after another passes by, taking the hours with them; passengers get off and on, living their normal everyday lives. And still he sits and waits, as dusk falls. At last, gone eight o'clock, the door of the house opens and a woman steps out. It's her. It's Magenta. His daughter. More than nine years have passed since he last saw her. Nine years...

Dino crosses the street. For one moment he doubts the reality of his surroundings, as though he were still trapped inside a dream. The cars and the people around him blur slightly, edged with coloured light. They seem to have no more substance than cut-out paper figures. The illusion persists until he's close enough for her to notice him, for her head to turn, her eyes to register his face. To recognise him. She smiles. The crooked grin he remembers from her childhood. And with a great inwards rush of energy and noise, the world becomes real once more, solid, made of stone, brick, tarmac, metal, plastic, and flesh: her hand in his, clasped.

- Jeff Noon



HOW TO CREATE A VURT PLAYER CHARACTER

THE MODE DESCRIPTOR, TYPE, AND FOCUS ARE WHAT COMPLETE THE SENTENCE AT THE TOP OF YOUR CHARACTER SHEET. THIS SENTENCE IS THE BASIS OF YOUR PC.

1 CHOOSE YOUR MODE DESCRIPTOR

This first step in the process is where you decide what your PC is, physically. Mode Descriptor indicates not only their genetic makeup, but also the traits and aptitudes they were born with.

Add the various benefits, skills, inabilities or bonus pool points granted in each Mode Descriptor. Tier I mode special abilities will be available as well. Your PC might also gain additional equipment. Lastly, you'll choose from a list of 4 possible initial links to the starting adventure, or come up with your own.

2 CHOOSE YOUR TYPE

Here you have the basic core of your PC, the part that has nothing to do with their genetics or their job. Type is where you'll get your Pool starting values. Fill in those values. All PCs get an additional 6 points to divide among the Pools however you'd like. Distribute these points now. Also, your mode descriptor might also have already added a few additional points. If so, add them to the appropriate starting Pool. Now your Stat Pools are complete.

Type also determines your Edge stats. Fill those in now. Add any Effort, skills, tier I special abilities associated with your type, and/or tier I mode special abilities associated with your mode descriptor. Be sure to write down the cost (if any) of any special abilities and to note whether you are trained (T) or specialized (S) in a skill.

Cypher Grasp is indicated as well, something that really matters when travelling in the Vurt world where your PC is limited to what they can "take in with them". When in the real world, this number indicates how many cyphers your PC might walk around with (relatively) safely before drawing attention to themselves.

Most types get starting equipment of some kind, like a weapon. Choose those and add them to your sheet. You may get some starting cyphers and/or money as well. Add these to your character sheet.

3 CHOOSE YOUR FOCUS

Focus is what your character does, what moves them and pushes them to do what they do.

Most foci also grant Tier I special abilities to your PC. Add these to your character sheet along with the other special abilities. Additional equipment might also be indicated. You may choose a connection to other PCs in your party or create your own.

4 GET READY TO PLAY

List your attacks- While most attacks are determined by your choice of weapon, some special abilities, Types or Foci grant additional damage to unarmed attacks, or grant natural or integrated weapons such as a dog's teeth or a robo implant.

Armor rating is mostly determined by physical armor worn by the character, but certain traits may modify this, regardless of equipment. Fill this in.

In the Notes portion of the character sheet, any character information not listed elsewhere can be listed here, including the major and minor effect and GM intrusion suggestions provided by a character's Focus. Your PC's initial link to the starting adventure and connections with other PCs can go here as well. If you have anything else you want to keep in mind during the game, put it under Notes.

You can fill in your PC's background bio, and perhaps draw/insert an image into the portrait box. Your character sheet is now complete, you're ready to hit the mad streets of Manchester!

NOTE: All characters start out as Tier I, with an Effort of 1, and with 0 XP. To create a higher tier PC, simply follow the basic progression, starting at Tier I.

BACKGROUND

Gerald Keyman lives in Harpurhey, on the border of Cheetham, though it's not much of a life. Picking up what's left of bad-lucked citizens or the live meaty leftovers from MPD raids in the deeper parts of the night doesn't make for a caring bedside manner.

Gerald originally became a paramedic for the thrill, if not to help people, but that was way back and the adrenal juices can only squirt so far. Plus the nerves and senses weren't meant to go some places. Especially every evening until sunup.

A lot of the loose feathers Gerald comes across at the frequent crime scenes he attends, before they end up in MPD evidence, he pockets and passes on to the Scallywaggers or Plague Poets of Harpurhey, for a small finder's fee. Thus the moniker of "Ferryman" that he wears and with this arrangement in place, Gerald is able to spend his days quietly and happily by himself; not having to consider the alternative option of selling to the gangs what drugs he could appropriate from his workplace.

As long as he knows you, can trust you, and as long as you meet his very fair price the Ferryman might have a Vurt you're looking for; as well as save your life.

EQUIPMENT

Simple Toolkit
Retractable toolkit w/uplink port
Brass knuckles

NOTES

Minor Effect Suggestion: The target is also dazed for one round, during which time the difficulty of all tasks it performs is modified by one step to its detriment.

Major Effect Suggestion: You destroy a piece of equipment worn or held by your opponent.

GM Intrusions: Sometimes the urge to get lit comes at the most inopportune times. But right now, all you want is to search your pockets for any and all drug cyphers and take them all at once, damn the consequences. You'll regret it later, and the effects of mixing pharma might mess you up, but you crave the fix and won't be talked out of it.

PORTRAIT

BACKGROUND

You follow your nose. You can trust your nose. Your nose is what leads you through life. The maternal side of your big family is mostly RoboDog. Proud RoboDogs, respected by the community. Hard working RoboDogs known for their loyalty. The paternal side of the family is mostly pure Robo, hailing from Toytown. They don't approve of your mixed mode nature, and they make it very clear.

You're proud to be a RoboDog. You feel like you can help. You can make a small difference out there. There are those that need protection from others. Helping wags your tail. When you stand by someone in need, you are part of a team. Wandering the streets is lonely, and you like to feel warm and wanted.

It's possible that your augmented Dog brain is slower than it should be. Your Pure Robo father tells you that all the time. Your siblings all seem to be a little bit smarter than you. They seem to process information better. They tell you that they are more efficient, that they can work harder than you, that they matter more in society because they are intelligent. But they don't have the heart that you do. They work only for money. They may be smart, but they don't have any joy. They have no sense of adventure, no reason to wake up in the morning. But you have a purpose. Your tail wags because you're keeping others safe.

EQUIPMENT

Light armor jacket (+2 to Armor)

[illegible]

NOTES

Ballistic Skin: +1 to Armor

Major effect: You can take an extra action. You can use this action only to guard.

Minor Effect: You can draw an attack without having to use an action at any point before the end of the next round.

GM Intrusion: Maybe the person or group you're defending doesn't appreciate the way you are protecting them. Perhaps you find yourself trying to put yourself in harm's way for someone who doesn't deserve it or is making it even more difficult.

PORTRAIT

100

BACKGROUND

It wasn't easy for a ShadowManDog like you to make Detective Inspector in the Manchester Police Department. The fact that you're part dog basically takes away any hope you had of being a part of the shadowcop division. Those tossers don't have to follow the same rules as everyone else... which is why you envy them so much. But you'll settle for DI for now, hopeful that someday you'll have enough power to force a division transfer and make them accept you.

The MPD is the largest and greatest security force in the real world, and you're proud to be a part of it. Your mother and grandfather were both Pure Human cops and your father was a DogShadow station manager for the Manchester fire brigade. Of your 12 siblings, all but 2 work for the City of Manchester in some capacity. You all may be a mix of 3 modes, but you're 100% Mancunian. And you'll be dogdamned if you let the Hazed-out scallies, immigrant-arse featherheads and Choke-nosed robocrusties clog your streets.

You love your city. As chaotic and mad as Old Man is, it's home and you have never felt the desire to ever leave her walls. Here, you are an officer of the law. Others may not like you, but they'll respect you enough to listen to you. Here, you have your pride, your Manchester United Vurball club and your corner pub where everybody knows your name.

EQUIPMENT

Nightstick (cudgel)

Stun stick - Targets hit are at +1 difficulty for all

Speed-based tasks next round

Vorpal 10mm flame pistol, fully loaded

NOTES

Major effect: You can immediately take a second action during this turn.

Minor Effect: You learn something completely unexpected but useful.

GM Intrusion: Working for the City means that you know a lot of people and a lot of people know you. This isn't always a good thing. You were just spotted doing something that is likely to harm your reputation or cause problems with the job.

PORTRAIT

BACKGROUND

Deep down, you have a problem with the other 30 modes, you feel that Pure Humans are the only legitimate and natural beings of the lot. Your opinion is not popular outside of your mainly pure human housing block in Harpurhey. Things must have been so much easier in your *great* grandparents' day. Life back then was simpler, they shared modal purity and traditional human values. A pure way of life.

You feel like the Royal City government in New Centerton doesn't have your interests in mind, that everyone seems to have forgotten that pure humans are the original mode of being, even Dogs should stay dogs and stop trying to act like the master mode. You keep these thoughts to yourself most of the time, because the fact is, humanity is outnumbered now. So you just do what you can to stay true to your heritage and not get caught up in the bullshit of the other lesser modes.

You may not have many friends in the real world, but you always have your Human pride and your precious blurflies. You adore your dreamy little bugs, your tiny mechanical friends and protectors. They allow you to walk where you want and stand tall. If someone wants to pick a fight, you'll send in the bugs. You aren't defenseless. You aren't scared of shite. You are a proud pure and if anyone doubts your mettle, they're free to test it.

EQUIPMENT

Coleopter Level 1 (no modules)
Antique .22 pistol
Spare blurb parts
Simple blurb repair kit

NOTES

Trained in all tasks involving pleasant social interactions with pure humans

Contact: You have a contact (either cop or manager of a small business)

Spin Identity (2+ Intellect): You can convince targets that understand you that you are a class of person you are not (not specific person), for up to an hour. Add one target: +1 Intellect cost.

Major effect: Gain an extra blurfly action.

Minor Effect: Enemy's actions are one step more difficult on its next turn.

GM Intrusion: Even the most dependable blurbs can malfunction. It's annoying and probably doesn't last too long, but it reflects poorly on your ability to control your blurbs. Downed blurbs like these sometimes require your attention to get them up in the air again.

PORTRAIT

IRVINE

NAME

IS A ROBOMAN

MATHEMAGICIAN

WHO

DESCRIPTOR

TYPE

IS A LUCKY BLEEDER

FOCUS

1

TIER

1

EFFORT

1

XP

MIGHT

9

POOL

EDGE

SPEED

11

POOL

EDGE

INTELLECT

20

POOL

EDGE

RECOVERY

ROLLS

1 ACTION

1 HOUR

10 MINS

10 HOURS

DAMAGE TRACK

IMPAIRED

DEBILITATED

+1 Effort per level

No minor or

major effects on

rolls

Rolls of 17-20

cause +1 damage

Can move only

an immediate

distance

Cannot move if

Speed Pool is 0

SPECIAL ABILITIES

Hedge Maths (1 Int): Creates various small, non-

harmful effects (float/mend small items, etc.)

Force Point (1 Int): Mathematical missile

Firewall: Mental attack defense -1 step difficulty

ADVANCEMENT

INCREASE

MOVE TOWARD

CAPABILITIES

PERFECTION

+1 INTO

THE EDGE

OF YOUR CHOICE

ALL POOLS

OTHER

+1 INTO

EFFORT

SKILL TRAINING

BEHIND A BALL OR

SPECIALIZATION IN A

TRAINED BALL

OTHER

REFER TO

YOUR

CARDCODE

SKILLS • MIGHT

Melee Defense

T S I

X

SKILLS • SPEED

T S I

SKILLS • INTELLECT

All Computational Devices

T S I

X

LASTING DAMAGE

DAYS

LEFT

CYPHERS

Chronotransducer (Level 2)

Ibotenic Blart (Level 3)

Naga Antivenom (Level 1)

3

LIMIT

ATTACKS

Force Point (1 Intellect, Short Range)

Unarmed

MID DAM

4

2

2

ARMOR

£300

MONEY

BACKGROUND

Even before you were mathemagically aware, you could still feel the numbers around you, the never-ending push and pull of the sacred geometry of reality. Physics is merely the jumping off point, a rule book to be rewritten. Numbers can be renamed, replaced, re-spun back into the processes to bend the solid and assault the senses. You've been trained to use your natural talents, studying for years at the now-defunct Sayers Academy. You've been told on numerous occasions to keep your mathemagical mumbling to yourself, to hide the amazing things that you can do with numbers. It draws envious eyes and you know that your survival rate goes down exponentially as an open mathemagician. Your mother was a pure human and you have no idea who your father was.

Your physical appearance seems to bother the small minded. You don't identify with a specific gender or culture, and your total lack of interest in fitting in only exacerbates the situation. To many, you appear aloof or even quietly arrogant. You are extremely compulsive in certain areas, something quite common in a RoboMan.. You feel most comfortable on your own, but you know that to achieve your goals and continue your studies, you need to go out into the real world from time to time, and without ample protection, you're not likely to last long.

EQUIPMENT

Simple Toolkit

Good luck charm

NOTES

Ballistic skin: +1 to Armor

Ward: +1 to Armor

Contact: Supplies her with tools or computer tech for 1/2 the going rate

Major effect: A very lucky chain of events knocks your target prone, where they are also stunned and lose their next turn.

Minor Effect Luckily, you move out of the way at just the right time and add +2 to Armor

GM Intrusion: Envy is a bitch. Your recent good fortune has drawn some negative attention and you'll likely have to defend yourself or your actions before it ends up in bloodshed.

PORTRAIT

BACKGROUND

You are the seventh of nine DogMan pups from the absolute worst part of Rusholme, left on your own at a very young age. While you haven't lived there in ages, you still know how to find what you need. Your natural knack for leadership has drawn all the right (and wrong) sort of attention over the years, but you ain't bothered. Your charm, grace, and self-confidence attract everyone around you, and that suits you just fine. Leading a group towards a goal and then achieving it is what makes you feel most alive. You like to be in charge when you can, but you're smart enough to know when it's in your best interest to follow. It's rare though. You are usually the most charismatic person in any room.

You know how to make and save your quid, and you have dreams for yourself in the future that include your own business in the Vurt feather industry. Up until recently, you had quite a decent bit of savings built up, but you lost it all in a bad bit of investments in a start-up Vurt feather company who left town with your cash. So now you're back to square one. Basically broke, in need of quid to pay for this month's rent. Which is now officially past due. Your best mate Namo Komakino is almost always by your side, you watch each other's backs like you have since you were both teen losers in Rusholme.

EQUIPMENT

Cricket bat

Cricketer bat

NOTES

Uberdog: +1 to Armor

Major effect: The foe is influenced, captivated, or otherwise affected by your ability for twice as long as normal.

Minor Effect: The next time you attempt to command, captivate, or otherwise influence the same enemy, the difficulty of the task is decreased by one step.

GM Intrusion: You're addicted to something. Hell, we all are. But your addiction, even if it was in the past, rears its ugly head at the worst possible moment. Flashbacks, cold sweats, maybe just remembering the way you once were under the influence is enough to stop you in your tracks for a bit. As a natural leader, it's likely that you don't want to show this weakness in front of others.

PORTRAIT

100

NAMO KOMAKINO
NAME

IS A SHADOWMANVURT
DESCRIPTOR

EXPLORER
TYPE

WHO

DELVES DEEPER
FOCUS

1

TIER

1

EFFORT

XP

MIGHT

13

POOL

EDGE

SPEED

12

POOL

EDGE

INTELLECT

11

POOL

EDGE

RECOVERY

ROLLS

1 ACTION

10 MINS

1 HOUR

10 HOURS

DAMAGE TRACK

IMPAIRED

DEBILITATED

Can move only on immediate distance

No minor or major effects on rolls

Rolls of 17-20 Speed Pool is 0

SPECIAL ABILITIES

Show Shadow (1 Might): action to initiate, hiding

in shadows/dim light - 1 step difficulty/10min

The Natural: You can attempt 1 untrained task

as if trained (refresh w/ recovery roll)

Danger Sense (1 Spd): Initiative - 1 step difficulty

Surging Confidence (1 Might): Use action, take

first recovery roll of day, gain another action

Practiced with light and medium weapons

Stealth: Asset for all stealth-related tasks

Flight not Fight: If use action only to move, all

Speed defense tasks - 1 step difficulty

ADVANCEMENT

INCREASE CAPABILITIES

MOVE TOWARD PERFECTION

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BACKGROUND

You're the most curious person you know, always have been. Your father was a VurtMan and your mother was a ShadowMan. It was a short-lived, violent relationship and you wish you didn't remember it so well. Since then, you've felt that it was the Vurt part of your father that drove him mad. His former business partner (and current Warrington District Council member) helped pay for you and your mother to move away from him. You haven't seen him since.

You likely haven't told anyone about the fact that you have Vurt genetics, you tell everyone you meet that you're just a regular ShadowMan girl. Since you moved from Warrington to Rusholme as a teenager, no one knew your past and you've kept it that way. You are ashamed of your Vurt blood, it makes you feel freakish, dirty even. Ironically, you've devoted your life to exploring the Vurt world through feathers. Even your childhood friend Emma Jurema doesn't know your true mode of being, as you were raised by your single ShadowMan mother who never said much to anyone anyway at that point in her life. Your mate Emma is almost always by your side. You still have to watch her back so she doesn't get harassed (or worse), just like you have since you were both young punks in Rusholme. Friendship is important, and divulging your secret would ruin everything.

EQUIPMENT

Switchblade

Small, powerful LED torch (flashlight)

NOTES

All drug-related willpower rolls +1 step difficulty

Major effect: The target is also stunned and loses their next turn.

Minor Effect: Enemy's actions are one step more difficult on its next turn.

GM Intrusion: You're always dwelling on your conspiracy theories, but it usually leaves you with no answers, just more questions and a headache. But when a real epiphany strikes, when you can connect some of the dots and make some sense of the chaos, it brings you to your knees and makes it nearly impossible to do anything other than laugh and/or weep.

PORTRAIT

BACKGROUND

Mommy was a ShadowMan, Daddy was a Pure Human who ran with a Crumpsall hate-group until he was arrested by the MPD. Neither lived to see 20 and you were raised by a RoboShad uncle from Chroma. Because of him, you have a deep respect for elders and especially RoboShads. You also are a Chroma Vurtball Club super-fan like he was and you'll show your shadow to any wanker who wants to argue otherwise.

You've done so, so many bad things and you'd rather that no one knew about your shady past. You've used your Shadow powers to take lives, and you'll likely do it again before someone takes yours. Truth be told, you like to scrap, it clears your mind and makes you feel solid. Right or wrong, the sound of breaking bones relaxes you. After a grueling battle, you're usually able to sleep through the night.

Most of the last decade is just a blur of Choke-induced rage mixed with increasingly dangerous Black and Yellow laced Vurt feathers. Just recently you've slowed down long enough to start taking your future seriously. You honestly never thought you'd live this long anyway, no one from your Crumpsall group of childhood friends has survived, and you almost feel guilty about it. Almost. You're obviously better at dodging bullets and paddy wagons than they were. Bloody survival of the fittest and all that, innit?

EQUIPMENT

Armor vest (+2 Armor)

Trench knife: if Effort applied, ignores 2 points of

Armor on stabbing attack

Katana

NOTES

Practiced in Armor: Armor speed cost reduced 1 step, start the game with armor vest

Major effect: You can take a second action this round.

Minor Effect: No one but the foe notices that you make the attack.

GM Intrusion: Something has just reminded you of your first murder and for some reason, this time the memory is accompanied with intense feelings of guilt. You may need a round or two to collect yourself and return to your comfortable sociopathy.

PORTRAIT

NAME

IS A

WHO

DESCRIPTOR

TYPE

FOCUS

TIER

EFFORT

XP

MIGHT

POOL

EDGE

SPEED

POOL

EDGE

INTELLECT

POOL

EDGE

RECOVERY ROLLS

1 ACTION

1 HOUR

10 MINS

10 HOURS

DAMAGE TRACK

IMPAIRED

DEBILITATED

Can move only an immediate distance

No minor or major effects on rolls

Rolls of 17-20 does +1 damage

Cannot move if Speed Pool is 0

SPECIAL ABILITIES

ADVANCEMENT

INCREASE CAPABILITIES

MOVE TOWARD PERFECTION

OTHER

SKILL TRAINING

OTHER

SKILLS • MIGHT

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SKILLS • INTELLECT

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VURT

LASTING DAMAGE

CYPHERS

ATTACKS

ARMOR

MONEY

BACKGROUND

EQUIPMENT

NOTES

PORTRAIT

GLOSSARY

£ — Symbol for the unit of currency: the Singlish Pound, also commonly referred to as a "quid", "nicker", "nugget", etc...

A-Z Map — A Cypher in the form of a battered old road map, hand-notated with recent obstructions and detours, which aids in navigation checks.

Arse — Singlish slang, equivalent to American "ass" or "butt."

Bollocks — Slang, literally referring to testicles, used as an expletive roughly equivalent to American "bullshi.t"

Boomer — A dangerously potent liquor, also a Cypher. It is known to kill abusers, except U-type Shadow beings.

Borough — A subsection of a larger city. Manchester is comprised of 15 Boroughs, each of which is further divided into Districts.

Bottletown — A District within the Borough of Centre, in the mega city of Manchester. It is famous for its deep drifts of bottles and glass, left after years of neglected recycling collection.

Centre — The central Borough of the mega city of Manchester. Centre contains the area once known as Manchester City, before it grew to mega city status.

Cherry Stoner — A drug cypher that restores Intellect points and aids in mental navigation.

Choke — A drug cypher that temporarily enhances mental functions.

CHS — City Health Service: the government-run universal health-care system. Drip feed accounts and other public assistance programs are (mis)managed by the CHS.

Cleaner — Slang for an assassin or hitman, one who specializes in killing targets and physically erasing all trace of the victim and crime.

Cornish Pasty — A meat and vegetable pie, originally from Cornwall. A very common food for the average Manc-on-the-go.

Cortex Jammers — A drug cypher that accelerates a user's reflexes and reactions.

Crush — Slang for the dance floor of a nightclub, usually referring to one so packed with dancers that they are nearly in danger of crushing each other.

Crusty — An unwashed street youth with an attitude.

Daft — Slang for "stupid" or "foolish."
Daft apeth - "Daft half-penny": a foolish or stupid person.

Damage Track — In the Cypher System, the effects of damage on a PC's capacities are measured on a four-step track: "hale" being uninjured, "impaired"

being slightly to moderately injured, "debilitated" being critically injured, and "dead" being dead.

Delirium Tremens — A common symptom of withdrawal experienced by addicts, manifesting in hallucinations and physical tremors.

Div — Slang term for for an unimportant person, an underling. Originally from prison slang, for one given the job of putting cardboard dividers in boxes.

Dogpunk - A youth subculture resembling the punk movement, popular amongst those with dog heritage.

Dragon — In the Vurt universe, "Dragon" is a loose term for any large reptilian creature, taking many forms. See: Takshaka, Smok Wawelski, and Kukulkan in Vurt corebook.

Dream — In the Vurt RPG, this denotes a specifically-scripted scenario within the Vurt. Often used interchangeably with "Feather", "Feather-Trip", "Dreamtrip", "Vurt Feather", or simply "Vurt."

Dreamsnake - A naturally occurring creature: a blend of Vurt and Shadow. Dreamsnakes are ubiquitous within the Vurt, and often worm their way into the real world.

Droidlock — A style of hair resembling dreadlocks that conjoins two people to each other. These droidlocks are created by regular use of Nanosham.

England — An outdated term for the country that ruled the island of Great Britain and a portion of the neighboring island of Ireland. England was briefly renamed "Singland" before the modern various independent City-States took over.

Fecundity 10 — A supercharged Vurt-sourced fertility drug. The drug increased sexual desire and fertility and also allowed for trans-species fertility, creating the current blends of human, dog, Vurt, Shadow, and robo. The drug has since been outlawed, but it is still used illegally.

Fetish — A drug cypher that restores Might Pool points.

Fix — Slang for the state of an addict receiving a dosage of their addiction.

Fixer — A person specializing in black market employment, fencing or "placing" stolen goods, and the obtaining of hard-to-find goods.

Flat — Slang for an apartment.

Game Cat — A near-mythical featherhead, Vurt explorer, and author behind the Game Cat magazine, a news & review periodical focusing on Vurt feathers. His exact Mode, appearance, and identity remain unknown to the general public.

Genetics — In the Vurt RPG, this term refers to

Modes of being, i.e. a person's heritage as it relates to their unique ratios of human, dog, robo, Shadow &/ or Vurt.

Ghosts — Slang term for U-Type Shadow beings.

Ginnel — Mancunian slang for "Alley."

Gumbo YaYa — A near-legendary pirate radio DJ.

Haze — A smoked drug cypher that adds an asset to all Intellect-based tasks.

Hobart Value — The Vurt-to-real world swap value for any given object, as determined by the Mechanism of Exchange equation.

Hobart's Constant — A mathematical constant, (0.267125), used in the Mechanism of Exchange equation for determining the relative Swap Value (aka "Hobart Value") of any item or being.

Hole — In Manchester, Holes are registered holes in the ground, created and managed by the government to allow mendicants to ply their trades and sleep. Four people can sleep in a Hole, but it's cramped.

Hooligan — Slang for a particularly rowdy, violence-prone type of sports fan. Originally applied to football (aka "Soccer"), which has since become VurtBall.

Inpho-beam — An orange beam projected and read by MPD ShadowBoxes, used to identify and recall information about the target. Can sometimes also cause damage.

Jam — Slang, short for "Cortex Jammers", but has broadened in its use. Anyone engaging in heavy use of stimulants is said to be "On the Jam."

King Jazir Malik — Current King of Singland, CEO of Vaz International, inventor of Vaz, and pioneer in BlurbFly technology.

Kipper — Literally; a method of smoking and preserving herring. The process produces "Kippered Herring", which are sometimes referred to as simply "Kippers". A "Slippery Kipper" is a joking slang term for someone as "slippery" as a fish.

Kittling — A term of endearment, coined by the Game Cat, for his readers and fans. Many, many Mancs use this term, it's considered quintessentially Mancunian.

Limbo — The approximately 20-mile wide area just outside and surrounding the Great Wall of the mega city of Manchester. A lawless, dead landscape full of U-Types and other NVLs.

Live Dream or Live Drug - The flesh of a pure Vurt being, often consumed as a powerful drug in the real world. It has no effect if consumed while in the Vurt, or by Pure Vurt beings at any time.

Looking-Glass Wars — The ongoing and escalating series of conflicts between the Vurt World and the real world. While this is a very new concept to most, experts believe that a rift was started over 20 years ago during the Pollen Invasion.

Lorry — Singlish slang for a heavy-duty motorized cargo vehicle, aka "truck". May refer to single-frame box-trucks or articulated "tractor-trailer" trucks.

Lucid Feather — A specialized type of Vurt Feather that conveys information and/or abilities to a "Dreamer" while they are still conscious and present in the real world.

Lucky Bleeder — Slang for a lucky person. In the Vurt RPG, the term involves innate mathematical skill and luck, and is part of a specific Focus.

Madchester - Slang term for Manchester, originally a slang term for a broad musical genre from Manchester in the 1990s.

Man City — "Manchester City", one of two VurtBall teams that play in the mega city of Manchester. Their home colors are Blue and White.

Man United — "Manchester United", one of two VurtBall teams that play in the mega city of Manchester. Their home colors are Red and White.

Manc — Short for "Mancunian", a resident of Manchester.

Manchester — Currently the largest mega city in the world, and an independent city-state. Manchester owes its rise in population and power to being the home of development for both Vurt feathers and Vaz, the universal lubricant. Manchester currently contains about one sixth of the entire world's population. Mancunian - Demonym for someone from Manchester. Mathemagick — A way of manipulating the fabric of the universe by applied mental effort, focused through the use of various equations, formulae, and algorithms. In the Vurt RPG, Mathemagick serves the same role as Magic in fantasy RPGs.

Mechsuit — A non-autonomous robot, piloted from within by a single character. These machines require a neural link to be piloted. Mechsuits may be industrial equipment (forklifts, wreckers, etc...) or armed and armored combat units.

Mega city — An extremely large city with over 10 million people. Most mega-cities these days are also autonomous city-states; the real drivers of the global economy.

MegaCorp — A huge, multinational corporation in good standing that employs over 100,000 and earns the equivalent of 1% of the entire planet's combined GDP.

Miskl - Objects of strange Vurt significance. Generally these are non-functioning objects drawn into the real world from the Vurt as a result of dreamers leaving trash in the Vurt World while in a Feather.

Mithered — Slang for "Hassled" or 'Bothered", eg: "Me ma mithered me about cleaning me room."

Mod — A youth subculture, originally named for the Modern Jazz popular with its members. While their musical tastes have varied throughout the years, the persistent preoccupation of Mods has always been with fashion (often Italian), and Mods tended to favor Vespas or other Italian-style scooters as transportation. They frequently came into violent conflict with Rockers. The film Quadrophenia offers a deeper look at Mod and Rocker culture.

Modism - In the post-racial world of Vurt, old prejudices about the differences between different groups of humans have been usurped by new prejudices about the different modal blendings of human, robo, Vurt, Shadow, and dog.

Nanite — A diverse class of microscopic robots that can have various beneficial or dangerous effects, from internal medicine to micro- and macro-molecular construction.

Nanoflea — A specific type of nanite, marketed to those with dog heritage. The tiny symbiotic robots work to keep fur perpetually clean, processing the oils and skin cells into energy.

Nanosham — A hair product: a jelly base, loaded with Nanites that cleaned dirt and accumulated grease from the hair. Regular use of Nanosham causes hair to form into Droidlocks.

Napalm Filters — A brand of cigarette, and a Cypher: smoking one conveys benefits to social interactions. There are no known carcinogenic effects, but long term use is linked to mild memory loss.

New Centerton — A district at within the Borough of Centre where the Royal Palace is located.

NewsVurt — A class of Vurt feathers designed to impart various forms of news: Immersive and Lucid versions exist for various types of news.

No-Go — An area recognized as off-limits by the Manchester Police, either officially or unofficially.

Non-Chester — Originally a slang term for anything not from Manchester, it has developed into slang for anything "uncool."

Non-Viable Lifeform (NVL) — A pejorative term for a U-Type Shadow Being (a being afflicted with UTCs).

Oi! - Singlish slang, roughly equivalent to the American "Hey!"

Old Man — Slang for Old Manchester, which can refer to current mega city of Manchester, or the smaller Pre-Vurt Manchester of days gone by.

Parkies - Originally slang for squatters living in the Charlton Uber-Park. After seven Parkies committed suicide in protest of their eviction, the name came to mean anyone willing to die for their home.

PDF — In the Vurt RPG, this stands for Personal Data Feather. Most people have one of these Lucid Blues; it allows for basic communication, debit purchases can be made, and information can be stored.

Pennines — A mountain range, once referred to as the "Backbone of England", that runs through the North-Eastern Boroughs of the mega city of Manchester.

Pharmahead — Slang for someone either knowledgeable about &/or addicted to pharmacological drugs.

Pillbug — Slang for someone obsessed with pill-based pharmacological drugs.

Pissed — In Singlish slang, this means "drunk", not

"angry."

Plug In — Slang for using a Neural Link to connect to technology, most often a vehicle.

Potty-Tape — A type of extremely adhesive and durable contact-tape, made from Potty-Cement.

Pound — The legal tender of Manchester and Singland. Also commonly referred to as a "Quid" and represented by the symbol '£.'

Pub — Short for "Public House", this is a common name for a neighborhood bar, often incorporating a limited food selection ("Pub Food").

Punies — A discontinued denomination of Singlish currency.

Pure Vurt Flesh — The flesh of a pure Vurt being, this is often consumed as a type of drug in the real world, for various effects. It has different effects if consumed while in the Vurt, or by Vurt Beings in either world.

Queen Hobart — A one-time amorphologist, she is generally credited with making access to the Vurt available to the general public, though the exact nature of her involvement, and of her relationship to the development of Vurt feathers, is highly controversial and shrouded in Mystery. She is also the discoverer of Fecundity-I0. She is currently said to be in an extended period of sleep, and it is rumored that dire consequences await both the Vurt and the real world if she is awoken.

Quick-Time — A slang term for "Life", used by those of robovurt heritage, who have a much shorter expected life-span than other modes.

Quid — Slang for a Singlish Pound, the primary unit of currency of Manchester.

Randomino — A blank, computerized domino that is activated by scratching the surface. The original (illegal) version was created using Nymphomation, but backfired in a terrible way. Also a Cypher.

Robocrusty — A Crusty ("Hippie" &/or homeless person) of at least partial robo heritage.

Robofluid — A fluid substance that performs the function of blood, for those with robo heritage.

Robohound - Slang term for robodogs that race each other for sport, whilst other modes bet on the outcome.

Rochdale Canal — A navigable canal that leads from the area formerly known as West Yorkshire into New Centreton in Manchester.

Rocker — A youth subculture that has existed since the 1950s. Rockers are fans of Rockabilly and other early Rock and Roll music. They are usually easily identifiable by their greasy, pompadour-styled hair, their leather &/or denim motorcycle-riding clothing, and their preference for Triumph and other brands of "standard" road motorcycle. Rockers have often been at odds with the Mod subculture, often culminating in violent clashes. The film Quadrophonia offers a deeper look at Mod and Rocker culture.

Rover — A term once applied to Romani "Gypsies" or similar nomadic peoples in the former United Kingdom. This term now applies mainly to nomadic people with at least some dog heritage, whose lifestyles and fashions may often resemble the older ethnic subjects of the term.

Rover Faire — A travelling, semi-periodic gathering of Rovers, where the nomadic peoples gather in one place to engage in social activity, stage performances for ticketed audiences, &/or set up a temporary market, open to Rovers and non-Rovers alike. Royal Yeoman Warders - Guards of the Singlish Royal Palace, known for their distinctive red, black, and gold livery.

Rusholme — A district in the Borough of Centre in the mega city of Manchester. Rusholme was the home of the original Stash Riders, and is central to the novel Vurt by Jeff Noon.

Sally — A pejorative term for a stereotype of troublesome youth, usually violent and prone to petty crime and hooliganism.

Scraper — Slang for someone who is always looking for a fight.

Securivurt — "Security Vurt": A specialized form of Black Feather, used as a secure repository for information. Securivurts are often encrypted, and the creatures within also serve as guards to prevent unauthorized entry, standing between the entry point of the Dream and a location within the Dream that serves as the secure repository.

Shadowbox — An electronic containment device, often hovering and mobile, that contains a roboshadvurt non-bipedal shadowcop.

Shadowcop — A Manchester Police officer of a certain modal composition. Approximately two thirds of them are bipedal roboshad, and the remaining third are robovurtshad, operating from within shadowboxes.

Shadowgoth — A youth subculture resembling the "Goth" movement, popular amongst those with Shadow heritage.

Shadowsmoke — The visual manifestation of Shadow powers &/or heritage, appearing as a thick, black smoke.

Shite — Singlish version of American "shit".

Shiv — An improvised knife or stabbing weapon: sharpened and created from materials at hand.

Singland — Modern re-naming of "England" after the coronation of King Jazir Malik. Now used to describe the Southern portion of the island of Great Britain, as the nation of that name has been dissolved in favor of several independent city-states.

Smoke — It's what comes out of your Napalm Filter cigarette, but it can also refer to the physical manifestation in some with Shadow genetics where shadowsmoke comes out of eyes, noses and mouths.

Sonic Jingle — A short, mathemagickal song, broadcast by a BlurbFly, that produces various effects

(originally developed as super-liminal advertising).

Stash-Pad — Slang for anywhere that a group of druggies or featherheads keeps and applies their supply.

Stash-Van — Common slang for a Micro-Bus, but can apply to any multi-passenger vehicle that a group of Featherheads or drug enthusiasts uses together.

Strangeways Prison — The infamous prison in Manchester that incarcerates prisoners by forcing them to stay inside a specifically-designed Vurt Feather (though other feathers are sometimes illegally substituted by guards for particularly offensive offenders).

Syanka — A loose socio-economic criminal organization, composed of members with some Shadow heritage and Eastern European origins, centered in Cheetham, Centre.

Takshaka — A Great Vurt Dragon, formerly Chief of Police of Manchester: a controversial figure that most blame for the current mistrust between cop and citizen.

Tenner — A Ten-Pound bill or note (£10).

Thanatos — One of many nicknames for a biological plague, one that caused massive sterility and created the post-apocalyptic wasteland of Limbo. The Super-fertility drug Fecundity-10 was introduced as a direct response to the Black Air of Thanatos.

The Wall — A great physical barrier around the perimeter of the mega city of Manchester, separating the mega city from the wasteland of Limbo. The Southern edge of the Wall was rebuilt further out to accommodate the growing city, and the remnants of the old Wall have been incorporated into many structures since.

The Wizard (of Auz) — The Prime Minister of Australia.

Torch — Singlish term equivalent to American "Flashlight."

Toy Town — A district of the Borough of Centre, in the mega city of Manchester. Formerly known as "Charlestown", it was renamed for its large concentration of beings with robo heritage.

Trackie — Slang term for a tracksuit, considered de rigueur couture among many urban subcultures and gangs.

Trip — While still used to refer to mind-altering drug experiences, "Trip" is also used to describe Vurt Feather experiences, making "Dream" and "Feather-Trip" interchangeable terms.

Tulgey Woods — A portion of the Vurt: a dark forest inhabited by strange creatures & the setting of many Feather-Trips. Originally from Lewis Carroll's poem: "The Jabberwocky", from "Through the Looking Glass."

Turdsville — A district of the Borough of Centre, in the mega city of Manchester. Formerly known as "Fallowfield", it was renamed for its large concentration of beings with dog heritage.

Twatted — In Singlish slang, this means "shit-faced."

Union Jack — A nickname for the flag of the former United Kingdom, which combined the cross-on-field flags of England, Scotland, Ireland, and Wales into a single red, white, & blue multiple-spoked cross flag. Though the United Kingdom is no longer a political entity, some Mancunians still hold on to these relics out of nostalgia.

Vaz — A universal lubricant, it is a nanite suspension that allows for many extra-normal effects. It is a cypher.

Vaz International — Founded by King Jazir Malik (current CEO), this is the company that manufactures & distributes King Jaz's invention, Vaz, the universal lubricant. Vaz International has since diversified into many other products and services, making it one of the most powerful Mega-Corporations in the world.

VTOL — Vertical Take-Off and Landing.

Vurt — The Vurt is an alternate plane or dimension, somehow linked to the collected dreams, myths, legends, and stories of humanity. Whether the Vurt was created by the collective human subconscious, or vice-versa is unknown, and has been a matter of debate and even war between differing factions, particularly the denizens of each world. "The Vurt" can apply to the entirety of the Vurt world, or the portion of the Vurt world that has been assigned to a specific Feather, depending on the context.

Vurt Being — A being that is 100% from the Vurt, whether they are a single-Mode PC, an NPC from the Vurt, or a creature.

Vurt Cartographer — A being that specializes in exploring and charting the Vurt, both shallow and deep.

Vurt-Flesh — The flesh of a pure Vurt being, this is often consumed as a type of drug in the real world, for various effects. It has no effect if consumed while in the Vurt, or by pure Vurt beings (anywhere).

Vurt-U-Want — A ubiquitous chain of Vurt-Feather retailers. They are a legitimate retailer that sells only legal Pink or Blue Feathers, as well as PDFs (though employees have been known to offer illegal feathers on the side).

VurtBall — The evolution of Football (aka "Soccer"). The game is played identically to football, but in VurtBall, the players stream their experiences, while fans can receive them (more forward positions and more famous players command a higher price for their receiving feathers).

Vurtlag — Leaving the Vurt, whether Jerking Out or by winning, can affect people temporarily, impairing their reflexes or thinking for a short time.

VurtStar — An actor whose likeness has been used to create characters within many dreams.

VurtTheater — A physical place where people can congregate to take legal feathers together, en masse.

Vurturama — Another feather retail chain, competitor to Vurt-U-Want.

Waccybaccy - Slang term for the drug Haze.

Wanker — Pejorative slang, literally meaning "one who masturbates", but generally equivalent calling someone a "jerk" or a "jerk-off".

Werewolf-chic — An aesthetic sensibility amongst dogmen, glorifying the best blending of features between the two Modes.

Whoompy's — A burger chain with wide distribution. They have a special situation with police officers, offering them low-cost or free items to encourage police to frequent their franchises, providing a cost-efficient security measure.

Xeno — Short for Xenophobic. Like most terms that involved racism or jingoism in the past, this term now almost exclusively applies to a fear &/or hatred of modes other than one's own.

Yeoman of the Guard — A distinct corps of royal bodyguards, not to be confused with the Royal Yeoman Warders.

Zombie — A pejorative slang for a U-Type shadowman— someone afflicted with UTCS.

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