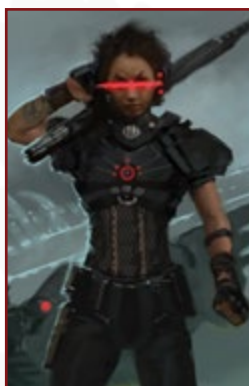


THE STRANGE™



ALTERNATE ORIGINS

BY BRUCE R. CORDELL



ALTERNATE ORIGINS

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The wide-open nature of *The Strange* gives games something of a free-wheeling sensation. Anything seems possible. When a character translates away from Earth to a Mad Science recursion where people fight with laser swords, odds are good that the character will pick up training using that laser sword, at least until she translates to a Magic recursion and takes on the context of a spellcaster. That's because the rules of *The Strange* allow a player to shift her focus every time she changes recursions, if she wishes. Changing foci so frequently is one step away from the basic Cypher System ruleset, where a character maintains her focus, for the most part, throughout her adventuring career.

Type and descriptor are the other two facets of a Cypher System character. Usually, type is the foundation upon which the character is built, and we're not here to meddle with that. But what about descriptor? The rules allow for a character to change from descriptors like Lucky to Addicted or from Stealthy to Unforgiving (or vice versa) as the vicissitudes or fortunes of her story play out. But the game isn't so elastic when it comes to descriptors used as a character's race.

Wouldn't it be fun to begin a character who wasn't from Earth? For example, what if you began a fantasy campaign in Ardeyn, Ruk, or the Sword Realms, and you gave players the choice of Ardeynic, Rukian, or Elf descriptors? It's been suggested by a few GMs that a fun way to turn *The Strange* on its head would be to play in a game where players have no idea that recursions exist. They might think that a spell to open a portal to another plane might take them to Hell. Instead, they end up on Earth. Maybe they eventually discover the truth about their home—that it's only a limited world birthed by fictions scribed on Earth.

This supplement also provides a bit of guidance for GMs who want to give players one more knob to turn when translating. In addition to changing their foci, some players may wish to take on a stronger racial attribute in a new recursion by changing their normal descriptor to a racial descriptor.

RECURSION-BASED DESCRIPTORS

Recursion-based descriptors are provided as an option for characters who are especially attached to a recursion, either after they translate to it or because they are native to it. Sometimes these attachments are to the recursion itself and other times to the political sensibilities of a place, its cultural norms, or a particular native race.

Whether the relationship between the character and the recursion is positive or negative, the attachment pulls at the PC, defining who she is. Not everyone from a recursion has these characteristics—in fact, having such strong ties to a recursion is unusual—but those who do embody the very essence of a recursion in their skills, mindset, and actions.

In addition to the skills noted for each recursion-based descriptor, a character is also trained in the lore of the associated recursion.



Throughout this book, you'll see page references to various items accompanied by this symbol. These are page references to *The Strange* corebook, where you can find additional details about that item, place, creature, or concept. It isn't necessary to look up the referenced items in the corebook; it's an optional way to learn more about the game and provide additional information to your players.



OPTION FOR CHANGING RECURSIONS

If the GM allows, a character can switch her descriptor permanently or whenever she translates to the associated recursion. In either case, she loses any benefits of the previous descriptor, either permanently or while the recursion-based descriptor is active (in much the same way that a character loses the benefits of an inactive focus while a different focus is active).

A character with a recursion-based descriptor is also trained in the lore of the associated recursion. This opens up an interesting possibility. If a character wishes to switch her descriptor to one of the recursion-based descriptors, the GM might allow it only after she first gains that training in the recursion's lore through normal character advancement.



ARDEYNIC

Ardeyn, the Land of the Curse, is where you feel most at home. You are enthralled by the stories from the *Age of Myth*, you yearn for a return of the *Maker* and the *Seven Incarnations*, and you believe your coming to be foretold by prophecy as one who will be pivotal in vanquishing evil (or, perhaps, unleashing it). The more you can focus the attention of other creatures on yourself, the more you're certain that fate itself will wake up, take note of you, and bend as you desire.

You gain the following characteristics:

Rhapsodic: +4 to your Intellect Pool.

Skill: You are quick on the uptake. You are trained in initiative.



Ardeyn, page 160

Age of Myth, page 162

Maker, page 160

Seven Incarnations, page 162

Draggable foci, page 52

Kro racial option, page 243

RACIAL OPTION DESCRIPTORS

When recursors translate, they can choose to (or sometimes are compelled to) change their outward appearance to conform to the context of the creatures in the new recursion. In *The Strange* corebook, several recursions provide options for adjusting the character subtly in such a way that doesn't require changing descriptors. For example, characters who choose the *kro racial option* in Crow Hollow gain a kro appearance, the ability to fall safely from any height, and the power to glide while falling, all without having to choose a kro descriptor.

As an alternative, this section presents racial descriptors that take the place of a character's regular descriptor. Normally, these racial descriptors are active only while a character remains in the recursion where the race is native. However, at the GM's option, these racial descriptors could also be *dragged* in the same way that a focus is dragged. Some of the more extreme racial options (Vampire and Mutant, for instance) rely on the law of Magic and/or Mad Science to be fully effective. Modifications for abilities used under other laws are suggested in racial descriptors on a case-by-case basis. For example, the Vampire descriptor limits the points a character regains from biting a foe to recursions that operate under the law of Magic.





Crow coin, page 243



Qephilim, page 163



Crow Hollow, page 242

Skill: You are cognizant of opportunities to draw positive attention to yourself. You are trained in all tasks in which ten or more onlookers are able to watch you, such as during competitions, speeches, and other actions you perform in front of crowds.

Inability: You sometimes leap before you look. The difficulty of all tasks related to assessing danger is increased by one step.

Additional Equipment: When you begin play with this descriptor, you gain a pendant of a glowing crystal fragment. You don't know the significance of the item, but you suspect it to be great.

Initial Link to the Starting Adventure: If this is your starting descriptor, choose how you became involved in the first adventure from the following list of options.

1. You found a map of an old **qephilim** ruin, and when you entered it to explore, you discovered the other PCs already there looking for ancient treasure.
2. You asked the PCs to help you bring a brigand to justice.
3. You got on the bad side of a dragon. To get away, you joined the other PCs.
4. You think that if you go along on the adventure, fate will reward you with a clue toward finding the lost Incarnations.

CROWAN

The music of the **Crow Hollow** market sings in your blood. Merchants hawking their wares, the smell of exotic perfumes and spices from strange recursions, the thrill of finding something unexpected, and the satisfaction of selling something for a comfortable profit—these are your favorite things. And all of it adds up to one of your favorite metaphors: the invisible hand of the market. You're confident that each merchant, working individually for profit, benefits all the associated recursions, even if some of those merchants aren't particularly benevolent.

You gain the following characteristics:

Calculating: +4 to your Intellect Pool.

Skill: You never let a good deal slip past. You are trained in all tasks involving haggling, appraising value, and accounting.

Skill: You have become sensitized to those trying to sell shoddy goods. You are trained in detecting falsehoods.

Inability: You have a weakness for games of chance. Unfortunately, that weakness doesn't translate into success at the same. The difficulty of all tasks involving gambling and other games of chance is increased by one step.

Additional Equipment: When you begin play with this descriptor, you gain a chest containing 200 **crow coin**.

Initial Link to the Starting Adventure: If this is your starting descriptor, choose how you became involved in the first adventure from the following list of options.

1. You sold a PC a particularly hard-to-find item, and she asked you to join the group.
2. The potential reward might net you enough profit to expand your operations.
3. You didn't pay protection money, and, feeling the heat, you decided that joining the PCs was a good way to make yourself scarce for a while.
4. There's no better market research than traveling into unfamiliar recursions. You never know when you'll stumble onto a new trade opportunity.

DWARF

You're a squat, broad, and bearded native of the Sword Realms. You're also as stubborn as the stone in which the dwarves carve their homes under the mountains. Tradition, honor, pride in smithcraft and warcraft, and a keen appreciation of the wealth buried under the roots of the world are all part of your heritage. Thieves and others who wish you ill should be wary of your temper. When a dwarf is wronged, he never forgets.

You gain the following characteristics:

Stalwart: +2 to your Might Pool.

Skill: You are trained in Might defense rolls.

Skill: You are trained in tasks related to stone, including sensing stonework traps, knowing the history of a particular piece of stonework, and knowing your distance beneath the surface.

Skill: You are practiced in using one axe variety of your choice.

Skill: You are trained in using the tools required to shape and mine stone.

Inability: You're a little headstrong and overconfident. The difficulty of Intellect defense rolls is one step higher for you.

Additional Equipment: When you begin play with this descriptor, you gain an axe of the kind you are practiced with.



SWORD REALMS

The Sword Realms were seeded by innumerable novels, stories, games, movies, and campaigns about swords and sorcery. The Sword Realms are not a single recursion, but rather the name for several connected recursions shaped by wizardry, hidden elvish enclaves, ambitious human kingdoms, rapacious dragons, barbarian outlanders, marauding orc tribes, trolls and mountain giants, half-forgotten deities, and amazing treasures of gold and magic.



Initial Link to the Starting Adventure: If this is your starting descriptor, choose how you became involved in the first adventure from the following list of options.

1. You found the PCs wandering a maze of tunnels and led them to safety.
2. The PCs hired you to dig out the entrance to a buried ruin.
3. You tracked down the thieves of your ancestor's tomb and found they were the PCs. Instead of killing them, you joined them.
4. Before a dwarf settles down, he needs to see the world.



ELF

You haunt the canopy of the Ravenwing Wood in the Sword Realms (or a similar recursion). You are the arrow in the night, the shadow in the glade, and the laughter on the wind. As an elf, you are slender, quick, graceful, and long lived. You manage the sorrows of living well past many mortal lifetimes with song, wine, and an appreciation for the deep beauties of growing things, especially trees, which can live even longer than you do.

You gain the following characteristics:

Agile: +2 to your Speed Pool.

Long Lived: Your natural lifespan (unless tragically cut short) is thousands of years in length.

Skill: You are specialized in tasks related to perception.

Skill: You are practiced in using one bow variety of your choice.

Skill: You are trained in stealth tasks. In areas of natural woodland, you are specialized in stealth tasks.

Inability: You're quick but not especially tough. The difficulty of all Might defense rolls is one step higher for you.

Additional Equipment: When you begin play with this descriptor, you gain a bow of the kind you are practiced with and a quiver of arrows or bolts to go with it.

For more details on the Sword Realms, see Worlds Numberless and Strange, page 143.



Initial Link to the Starting Adventure: If this is your starting descriptor, choose how you became involved in the first adventure from the following list of options.

1. Before putting an arrow in the forest intruders, you confronted them and met the PCs, who were on an important quest.
2. Your heart yearned for farther shores, and the PCs offered to take you along to new places.
3. Your home was burned by strangers from another place, and you gathered the PCs along the way as you tracked down the villains.
4. An adventure was in the offing, and you didn't want to be left behind.

FEARLESS

Whether you hail from **Innsmouth**, **Gloaming**, R639, or a recursion like Ardeyn or the Sword Realms where Magic breeds terrible threats, you survived predators of supernatural power and hunger. Predators with the ability to magically or psychically unravel someone's composure and leave him a trembling victim. But not you. You're hardened to all such assaults and have become fearless.

You gain the following characteristics:

Quick: +2 to your Speed Pool.

Fearless: You do not suffer negative consequences from effects caused by fear. If you are already immune to fear thanks to some other ability, you gain +1 to Armor instead.

Night Holds No Terrors: You can see a long distance in complete darkness as if it were dim light. If you already have an ability to see in the dark, you are trained in initiative instead.

Inability: You often take bravery too far and fail to appreciate something truly life threatening. The difficulty of tasks related to assessing danger is increased by one step.

Additional Equipment: When you begin play with this descriptor, you gain a polished wooden stake whose business end has been fitted with a silver spike.

Initial Link to the Starting Adventure: If this is your starting descriptor, choose how you became involved in the first adventure from the following list of options.

1. Long ago, your parents were killed by a lone creature of the night. Now, the PCs apparently hold a clue that might finally lead you to the perpetrator.



Innsmouth, page 253

Gloaming, page 249





2. The PCs fell into a trap you laid by accident. When you let them loose, you were intrigued by their purpose and joined them.

3. You and the PCs formed a group to explore the basement of a particularly ominous structure.

4. You may be fearless, but you're not tireless. You joined the PCs because you needed a break from the trials of your home recursion.

GREY

You are native to or have "immigrated" to New York Grey (or a similarly themed recursion). You are a grey—a creature from an alien world. At least, an alien world as imagined by human fiction. Regardless, for reasons you may not even grasp, you're an outsider among other greys. Perhaps you suffered memory loss, were a human who was genetically converted to look like a grey in an experiment, or are a recursor who chose this temporary racial option. Regardless, your heritage is visible for all to see.

You gain the following characteristics:

Alien Cunning: +2 to your Intellect Pool.

Skill: You are trained in three noncombat tasks of lore or knowledge of your choice.

Skill: You often find it advantageous to pass as human. You are trained in disguise tasks to look like a normal (if slightly short) human.

Skill: Your nervous system runs quick. You are trained in Speed defense tasks.

Inability: You're off-putting to others not of your race. The difficulty of all tasks related to pleasant social interaction and persuasion involving humans and similar creatures is one step higher for you.

Additional Equipment: When you begin play with this descriptor, you gain one of the following items (your choice):

- a small, handheld ray emitter pistol that inflicts 6 points of damage at long range
- a wristwatch that can project a personal bubble of force that grants +3 to Armor but prevents you from making attacks against other creatures while it is active



For more details on R639, see *Worlds Numberless and Strange*, page 107.

R639

In some ways, R639 resembles Seattle in December. Cloud cover is constant, grey, and oppressive. Coats and gloves only partly protect from a seeping damp chill that pervades everything. But R639 takes gloominess orders of magnitude further, because the recursion is a version of Seattle without power and, more immediately noticeable, one where everyone has vanished. Streets are empty. Cars are parked as if their owners expected to return. Chalky dust covers everything that's not exposed to the weather. Nothing moves in the parks but for the sway of empty swings in the wind. Silence lies as heavy as a shroud over the Seattle of R639.



Initial Link to the Starting Adventure: If this is your starting descriptor, choose how you became involved in the first adventure from the following list of options.

1. You joined the PCs to get away from a situation that was about to reveal your true nature.
2. You want to improve the reputation of greys, and you saw the PCs' mission as a way to do so.
3. You hoped that the PCs' mission would eventually help to reveal more about your lost memory or history.
4. You need more data, and the PCs seem like good biological samples to examine while facing various challenges and novel situations.

If you keep your grey heritage hidden from the other player characters, you can pretend to have the Intelligent descriptor instead.



*Intelligent descriptor,
page 47*

For more details on New York Grey, see Worlds Numberless and Strange, page 95.

NEW YORK GREY

Aliens known as greys surreptitiously studied humans, sometimes abducting them to do advanced research. Eventually, the greys learned everything they needed, and they emerged from the shadows in a historic event (known as the Revelation) in front of the United Nations Headquarters in New York. The greys promised to partner with humanity, help them through their many troubles, and usher in a new golden age where grey and human worked side by side for a better tomorrow. And if you believe that, I've got a bridge to sell you. The reality is that the greys have taken on the role of society elites rather than partners, rendering humans into second-class citizens. Sinister rumors suggest that the greys may still be experimenting on humans, or even eating them. Paranoia runs high in New York Grey.

HALFLING

The bumbling people of the Sword Realms think you're small, but that ain't how you see it. Humans and others their size are large, clumsy, and loud. This makes it easy for you to disappear quickly and quietly when they come over the hills with all the subtlety of tumbling boulders. It also makes it easy for you to play practical jokes on them, if you're of that mind. And like most halflings, you appreciate a good

meal as much as (or more than) a good laugh. You can put down several helpings a day and still have room for more. You're good natured as a rule, but when times are tough, you tighten your belt and persist, hoping for better times (and fuller larders) to come.

You gain the following characteristics:

Quick: +2 to your Speed Pool.

Skill: You are trained in all tasks related to preparing and cooking a good meal, and brewing a proper ale.

Skill: You are trained in all tasks related to stealth.

Skill: You are practiced in throwing stones, using a sling, or throwing knives (light weapons).

Skill: You are specialized in Speed defense tasks.

Inability: You're dexterous but not fast. The difficulty of all movement-related tasks is one step higher for you.

Additional Equipment: When you begin play with this descriptor, you gain a traveling cooking kit, complete with dinnerware for two.

Initial Link to the Starting Adventure: If this is your starting descriptor, choose how you became involved in the first adventure from the following list of options.

1. You were hired to help sneak into someplace dangerous and steal something the PCs wanted.
2. One of your friends (a PC) was going on the adventure, and you didn't want to be left behind.
3. You were in the wrong place at the wrong time and got swept up against your better judgment.
4. The safety of your family depended on you helping the PCs deal with a threat.

HOMINID

As someone from a recursion where early hominids rule the world, you're human . . . ish. However, a paleoanthropologist would recognize you as having more in common with various extinct species of primitive hominid. Your forehead slopes, you're covered more in fur than in hair, and you might even have a tail. Depending on the kind of hominid you are, you're either quick and agile, or strong and hardy. In either case, your primitive instincts are much closer to the surface, and sometimes they get the better of you.

For more details on the Sword Realms, see Worlds Numberless and Strange, page 143.



You gain the following characteristics:

Hominid Physiology: Add +1 to your Might Edge or +1 to your Speed Edge, and add +2 to your Might Pool or +2 to your Speed Pool.

Skill: You are trained in tasks related to living rough, including making shelter, foraging for food, and assessing danger. You're also trained in crafting primitive weapons from natural materials.

Inability: Thinking is harder for you. The difficulty of Intellect defense rolls, as well as tasks related to puzzle solving, reasoning, and memory, is one step higher for you.

Additional Equipment: When you begin play with this descriptor, you gain a necklace of shells and pearls that serves as an asset whenever you attempt interaction checks with other hominids.

Initial Link to the Starting Adventure: If this is your starting descriptor, choose how you became involved in the first adventure from the following list of options.

1. You've always been smarter than your kin, and you joined the PCs to make a better life for yourself.
2. The PCs were about to be eaten by a tyrannosaurus rex, but you showed them a secret redoubt. After that, they asked you to join them.
3. You want to find the secret of the serpent people, and you asked the PCs to join you on your quest.
4. With your entire tribe wiped out by deinonychus, you were looking for purpose.

METAPHYSICAL

In **Atom Nocturne**, people shine with amazing psionic abilities. As a native (or as someone who has found a place there), your abilities never fully leave you, even when you travel into recursions where the law of Psionics isn't operant. You're able to call up at least a glimmer of mindful energy anywhere and everywhere, and in that way, you are never far from Atom Nocturne.

You gain the following characteristics:

Metaphysical: Add +2 to your Intellect Pool or +2 to your Speed Pool.

Telepathic: You can telepathically communicate with creatures within short range that you are aware of. If you already have the ability to telepathically communicate through an active focus or type ability, the range at which you can communicate increases to 5 miles (8 km).

Psychic Warrior: Choose one type of psionic, mental, or similar mind-directed attack in which you are not already trained, such as **Exception**, **Shatter**, **Telepathic Brain Axe**, **Telekinetic Mind Grip**, or a similar ability provided by your type or active focus. You are trained in attacks using that ability.

Inability: You're so open to psychic ability that you're vulnerable when such forces are used against you. The difficulty of Intellect defense rolls to resist psionic, mental, or similar mind-directed attacks is increased by one step.

Additional Equipment: When you begin play with this descriptor, you gain a piece of jewelry: a silver circlet that rests on your head or, at your mental command, becomes a halo of electric blue light around your head.

Initial Link to the Starting Adventure: If this is your starting descriptor, choose how you became involved in the first adventure from the following list of options.

1. You got a psychic premonition that your abilities would be useful on the adventure, so you approached the PCs.
2. The cosmos aligned in a once-in-a-lifetime conformation, and you couldn't do anything else.
3. The PCs mistook you for a villain and kidnapped you. When they discovered their mistake, you joined them.
4. Atom Nocturne faced a threat, and you joined the PCs to help quell it.

MUTANT

The recursion of **Cataclyst** has a beauty that many visitors (and natives) fail to appreciate. For you, it's a magnificent ruin, a spectacular warning, and a wonderland of twisted forests, blasted cityscapes, gelatinous seas, and mutants. And, of course, residual radioactivity. In fact, you've become a bit radioactive yourself, though not enough to endanger your friends (usually).

You gain the following characteristics:

Thick-Skinned: +2 to your Might Pool.

Mutation: You gain a random mutation from the **Powerful Mutations** table. If you drag this descriptor to a recursion that doesn't operate under the laws of Magic or Mad Science (or to Earth), the difficulty of attacks and defenses provided by your mutation is increased by one step.

Exception, page 32

Shatter, page 32

Telepathic Brain Axe, page 236

Telekinetic Mind Grip, page 236

Atom Nocturne, page 234

Cataclyst, page 238

Powerful Mutations, page 241



*Harmful Mutations,
page 240*



Newk, page 239



Ruk, page 190



Zal, page 194

All Song, page 192

*For more details on
Rebel Galaxy, see Worlds
Numberless and
Strange, page 114.*

Secondary Mutation: You are afflicted with a random mutation from the **Harmful Mutations** table.

Additional Equipment: When you begin play with this descriptor, you gain a piece of fused glasslike substance set into a ring. Sometimes the ring flashes when you are within short range of intelligent machines, but not always.

Initial Link to the Starting Adventure: If this is your starting descriptor, choose how you became involved in the first adventure from the following list of options.

1. The PCs asked for your help in locating something in the blasted city of **Newk** in Cataclyst.
2. You had a twin who is lost somewhere in another recursion. By joining the adventure, you hope to eventually learn enough to find out what happened to your sibling.
3. The PCs came looking for your ring after being told of its amazing abilities, before realizing it wasn't the one they wanted. Out of curiosity, you joined them.
4. Someone said "adventure" and you said "when?"

REBEL

In the recursion of Rebel Galaxy, a fight rages, and you've been part of it. Those in power are corrupt beyond words, and even if there is no hope, you've pledged to bring them down. You might have become a rebel because you lost everything else and were forced by circumstance to take up arms against the authorities. On the other hand, maybe it's just in your nature to rebel, and you've always liked the role of the underdog. Either way, you've declared your opposition to the status quo, and you won't rest until it's overthrown.

You gain the following characteristics:

Vigilant: +2 to your Intellect Pool.

Skill: You are trained in Speed defense tasks.

Skill: You are trained in one of the following tasks: piloting spacecraft, statecraft (which includes persuasion and detecting falsehoods), or infiltrating computer networks.

Additional Equipment: When you begin play with this descriptor, you gain your choice of a medium or heavy blaster.

Initial Link to the Starting Adventure: If this is your starting descriptor, choose how you became involved in the first adventure from the following list of options.

1. You lost your family in an attack by an oppressive force, and joining the PCs was your only option.
2. You witnessed the PCs take up arms against an oppressive force you detest, so you joined in the conflict.
3. One of your parents was an important political figure in the government who was assassinated by opposing factions. You asked the PCs to help you gain revenge.
4. You won your fight, and afterward you joined the PCs to look for more corrupt power structures to overthrow.

RUKIAN

Analysis, thoughtful deduction, and the ability to easily handle the rapidly advancing pace of technological innovation are your gifts. As an inhabitant of **Ruk**, you feel the truth, at a cellular level, that technology is the answer to almost any ill or inconvenience. To that end, you delight with others of similar mind in technology's use, its continuing promise, and its many amazing results. You have a hard time understanding the mindset of those who shy away from the wonders of bioenhancement, but you're (mostly) respectful of their poor decisions.

You gain the following characteristics:

Technical: +2 to your Intellect Pool.

Contact: You are close friends with a high-ranking member of the **Zal** faction, and this sometimes nets you early access to prototype technologies and promising leads.

Skill: You are trained in all tasks involving connecting to the **All Song**.

Skill: You are trained in all tasks involving the use of grafts, machines, and similar technology.

Inability: You're an expert at reading data streams, but you tend to overlook the possibility of purposeful distortion. The difficulty of all tasks related to detecting falsehoods is increased by one step.

Additional Equipment: When you begin play with this descriptor, you gain a tattoo graft.

Initial Link to the Starting Adventure: If this is your starting descriptor, choose how you became involved in the first adventure from the following list of options.

1. You agreed to help a PC track down an enemy through your expert use of the **All Song**.
2. The **All Song** told you to join the PCs (though not in so many words).



3. A PC, impressed with your mastery of Rukian science, asked you along for your expertise.

4. The PCs are clearly not up to accomplishing their goal, so you joined them to assure their success.

VAMPIRE

You were infected with something red and vital, and it made you into something new, something dangerous, and something most people would fear if they knew the truth. Your canines are more like fangs than normal teeth, your skin has a strange pallor, and you have a hard time seeing yourself in a mirror (though other people can see you just fine). Most vexing of all, you've developed a hunger for something that all the delicacies of normal cuisine fail to extinguish: you want blood. It's up to you how well you control that urge.

You gain the following characteristics:

Supernatural Strength: +4 to your Might Pool.

Bite Attack: You are practiced in making bite attacks that deal damage as a medium weapon. In a recursion that operates under the law of Magic, you regain Might points equal to half the amount of damage you inflict on a foe (after Armor is accounted for; round down for the total).

Supernatural Charm: You are strangely persuasive. You have an asset on tasks related to persuading and deceiving.

Light Sensitive: You have an issue with bright light, especially sunlight. When exposed to sunlight or strong UV light, the difficulty of all tasks is increased by one step. In a recursion that operates under the law of Magic, you also descend one step on the **damage track** and take 5 points of damage per round (this damage ignores Armor, unless that Armor completely covers you).

Blood Driven: You're always hungry for blood, especially when you force yourself not to act on that yearning. Whenever you descend one step on the damage track, you must succeed on a difficulty 2 Intellect defense roll or you are compelled to try to bite the closest living creature and drink its blood. You continue attacking until you move one step up the damage track or until you succeed on a subsequent difficulty 3 Intellect defense roll.

Additional Equipment: When you begin play with this descriptor, you gain a small chest filled with a handful of moist soil. If you scatter this soil where you rest for a ten-hour recovery roll, you regain 1 additional point.

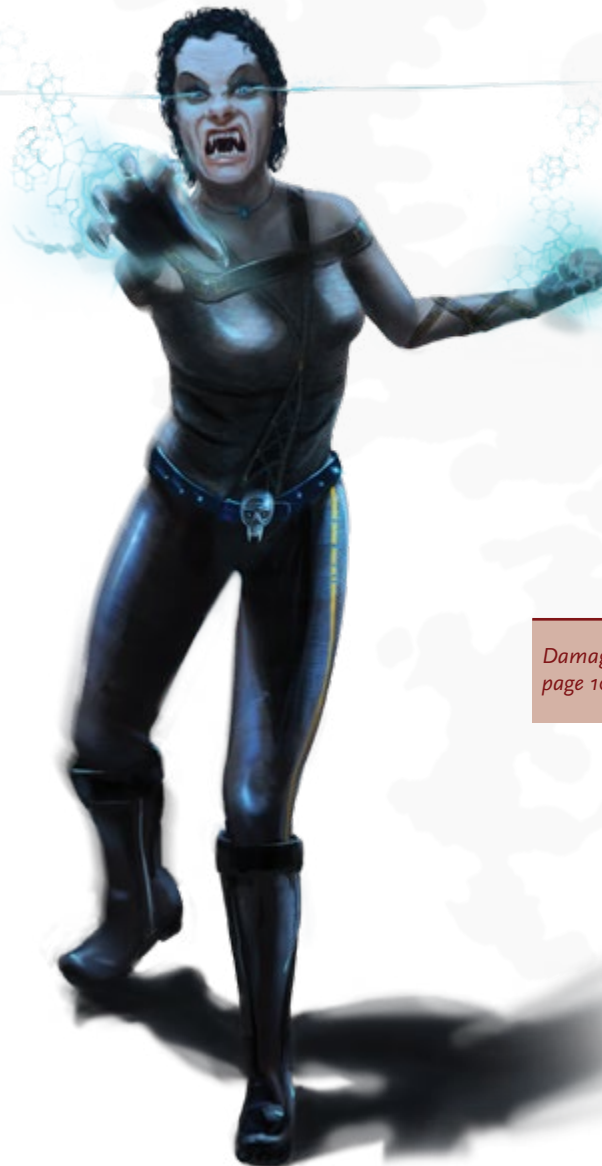
Initial Link to the Starting Adventure: If this is your starting descriptor, choose how you became involved in the first adventure from the following list of options.

1. You're not like others of your kind, and you joined the PCs to see what else was out there.

2. You became a vampire by accident, and the PCs helped you out of a bad situation.

3. You need a distraction from your blood hunger.

4. One of the PCs said she would put you out of your misery if you ever "totally vamped out," and you appreciate that failsafe.



Damage track,
page 108



Ohunkakan, page 246

WANDERING

You're never really comfortable unless you're wandering the wide prairies of **Ohunkakan**, whose nights are lit by brilliant starscapes unparalleled by the skies of any other recursion you've ever visited. There, you keep a keen eye out for the beauty inherent in untouched landscapes, but also for dangerous wild creatures, inimical spirits, and rival wanderers eager for a chance to prove themselves.

You gain the following characteristics:

Hearty: +4 to your Might Pool.

Skill: You are trained in all tasks related to tracking.

Skill: You are trained in all tasks related to perception.

Skill: You are trained in all tasks related to creating rough clothing and other crude equipment from natural materials, such as using cured animal hides for garments and tents.

Additional Equipment: When you begin play with this descriptor, you gain a bone flutelike instrument. When you play it at night, sometimes fireflies come to the sound.

Initial Link to the Starting Adventure: If this is your starting descriptor, choose how you became involved in the first adventure from the following list of options.

1. After much meditation, you were directed to join the PCs on their adventure by what seemed like the land itself.
2. You left Ohunkakan specifically looking for adventure.
3. You almost died from a wound but were saved by passing PCs. You decided to join them.
4. **Recursion miners** from someplace else stole an object precious to you. You're not sure where to start tracking them down, but joining the PCs seems like a good first step.

WEREWOLF

The night is your lover. You howl with extravagant abandon when engulfed in her cool embrace. Running free and wild defines you, and if you can't do so while in your lupine form at least once a month, you grow frustrated and angry. People don't like you when you're angry and you don't like it much either, because you tend to lose control, black out, and wake up the next morning with lots of questions and no memory of what happened.

You gain the following characteristics:

Supernatural Speed: +4 to your Speed Pool.

Wereform: If you are in a recursion that operates under the law of Magic, each night you can transform into a werewolf for a number of minutes equal to your tier. While in wereform, you have a bite attack with which you are practiced that deals damage as a heavy weapon, and when damaged, you regain 1 point each round, except for damage inflicted by a silver weapon.

Skill: Your senses are acute. You are specialized in tasks related to perception. In a recursion that operates under the law of Magic, this benefit also grants you the ability to see in the dark as if it were bright light.

Susceptible to Silver: Each time you are damaged by silver—a silvered blade, liquefied or gasified silver, silver fulminate explosives, and so on—you take 2 additional points of damage and lose your ability to remain in wereform (and to regain points when damaged), assuming you were in a recursion that allows you to transform.

Moon Mad: On and around nights with a full moon, you risk losing control of your ability to transform (whether you can see the moon or not). When such conditions apply in a recursion that operates under the law of Magic, you transform into a werewolf and take actions that you do not remember until you wake up the next day. The GM determines those actions, and you might never learn what they were, save by the evidence around you.

Additional Equipment: When you begin play with this descriptor, you gain a tooth pendant. You believe the tooth comes from your werewolf progenitor.

Initial Link to the Starting Adventure: If this is your starting descriptor, choose how you became involved in the first adventure from the following list of options.

1. You were out running wild one night and came upon the PCs doing something interesting.
2. The PCs found you in a recursion other than your own one morning after one of your transformative blackouts.
3. A werewolf hunter in your home recursion was hot on your heels, so you joined the PCs hoping to find protection in numbers.
4. You helped the PCs out of a nasty situation they'd gotten themselves into in **Gloaming** or **Halloween**. After that, they asked you to join them.

For more details on Halloween, see Worlds Numberless and Strange, page 64.



Recursion miner, page 150



Gloaming, page 249

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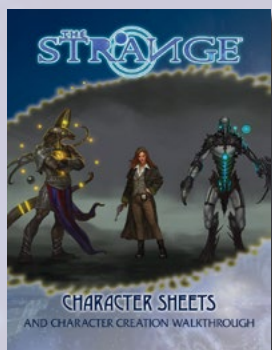
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