FATE

The Unauthorized Nasuverse RPG and Fanguide



Fate

Preface

I'm all dressed up with nowhere to go
Walkin' with a dead man over my shoulder
Waiting for an invitation to arrive
Goin' to a party where no one's still alive
-- Oingo Boingo, *Dead Man's Party*

This document would not have been possible without the trailblazing work and inspiration provided by Thomas Wilde, of the much-missed Elsewhere.

For the most part, except when it is credited to someone else, most of the text you see here is mine. I dug up much of the information from Fuyuki.Winter, Beast's Lair, playing the games, and reading the fanguides. I also got plenty of inspiration from other rpg systems, in particular the demeanor and nature from the old World of Darkness -- but thankfully this system will be without hippie werewolves and will also lack an abundance of gothic punk emo vampires. The Nature and Demeanor sections were handy not only for helping determine the layered personalities of the casts, but also to see what would happen if their psyches suffered corrosion and corruption, a frequent theme in all three works. Also of great use was my favorite World of Darkness RPG Hunter The Reckoning, which contributed many Mental Flaws to this work. Because Nasu's work often features severely damaged individuals, it was necessary to include these. And since Unisystem was the one RPG to seamlessly blend rules and storytelling, a modified version of Unisystem was used to handle this. Except for the addition of some new derived statistics, some new Perks, Flaws, and a new set of skills, this works almost exactly the same as regular Unisystem. So if you want to do crossovers, there's nothing holding you back.

I'll go ahead and step away from the podium and say a few things. In the past I have attempted to invite feedback from others in order to help me create this project. I am no longer doing so. So, I'm going to take a moment or to to explain why.

This is a tremendous labor of love for a continuity little known here in the United States. I know that many of the fans out there are only interested in what Nasu wrote concerning the Nasuverse. In regards to that, Nasu has his own tabletop game that isn't in the public domain. As for this game, it's going to exist under the Creative Commons license.



Therefore, it is simply not possible for this to be exactly, 100% like how you probably envision the Nasuverse to be. Through wikis, fan pages, and the fan guides Type-Moon creates, the classic fuyuki database, and my own notes from playing the games, I've done my best to make sure this is accurate to Nasu's vision. Even Nasu's has some inconsistencies, as seen in the various timelines in the stories and their various spinoffs.

Therefore, I'll state the following: you can be upset that I also have included stats for characters from Type-Moon side products such as *Kagetsu Tohya*, *Fate Zero*, and *Melty Blood*, or you can simply determine what you wish to include in your own game. If you want to take the position that *Kagetsu* is canon and *Melty Blood* isn't, then that's perfectly all right with me. Really. You can take or leave whatever you wish; that's the beauty of the freedom you have as an empowered individual.

I know that certain people are going to be upset that I didn't pluck this game fully formed out of the air, that I used [x] rule(s) from [y] game, or that I simply didn't use all of the rules from [y] game. I could not find one single game that offered as many possibilities as I wanted to present, and building and writing a roleplaying game is a tremendous task. So, I decided to make a composite. The personality and luck rules came from old World of Darkness, as did the skills. The statistics and combat rules came from Unisystem, as did their rules for advantages and disadvantages. I took flaws and disadvantages from other systems and reconfigured them to work here, determining what their point value would be. The fumbles table came right from one of my other homebrew rpg books. Now I have a near-to-finished item, and it's huge. Is it just copied from any one particular work? No. Is it a sourcebook for any one particular rpg? No. It is Fate, and it is entirely self-contained. Virtually anyone could use Fate for running dark anime-style rpgs or even realistic horror ones.

From here on out, you'll be riding the tidal wave of text. Thus concludes my preface.

Sincerely yours, Claude Smith III,
aka TV's Plaid_Knight

Disclaimer: This is a fan-made book made and distributed within a limited circle. It is not to be sold for profit. No monies were made from the distribution of this book. Please support Type-Moon by buying their games and associated products.

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Tips for The New Guys

"There are two mistakes one can make along the road to truth...not going all the way, and not starting."
-Siddhartha Guatama

The roleplaying old hats, the veterans among you, those old in the tooth, can skip this part of the book completely.

This is the part of the book when I explain what this roleplaying stuff is all about. It's shared storytelling, in a nutshell. You get together with a bunch of friends, sit around a table covered in paper, pencils, bottles of Mountain Dew, and sugary snacks, and then create a tale together. The great thing about this kind of shared storytelling is that there's no budgetary limit to where your team can go and what they can do - it's only limited by your own imagination.

Now, most of you are going to create what are known as "Player Characters", who are the main characters of the Story. You get to create his personality, strengths, vulnerabilities, abilities, and so on. While everyone is going through the Story, you get to talk for that character and make his decisions. You put joy in his heart or brood a lot. Or something else entirely.

The Storyteller

One of your group has a special job. He is called the *Storyteller*. While the rest of you are playing through the Story, the Storyteller has to set the scene, write out the plot, describe things, run everyone else in the world, and generally do all the stuff the Player Characters aren't. The Storytelle makes things interesting and/or difficult by providing the Player Characters with things to do. He also runs all the other characters that the Player Characters come across. Those folks are called *Non-Player Characters* (NPCs). NPCs are that hobo who lives in the alley across the street or that creepy old lady who lives in that "haunted" house.

While many NPCs come and go, some stay and become very important in the character's lives, which means they shift to being *Recurring Characters*. And if they are bad guys, they are called *Adversaries*. The Storyteller runs any and all combat and acts as an adjudicator whenever the Players want to do things.

The Story

Each game session takes a couple hours to play through. There's no famous start or end, but the Storyteller can do things to mark the beginning and ending such as using music, or even describing the start of the Story with cinematic cues. There's no winner or loser in these games. But there is a structure behind it. Each Story is subdivided into arcs called Books, and then further split into smaller chunks called Chapters. Typically one to three nights equals a Chapter. Several Chapters add together to form a Book. And when all the Books are added together, you have a complete Story. Your Storyteller will be running together plotlines and subplots along the course of the Story, so just because something seems superfluous now doesn't mean it will be much later on. Don't be intimidated and give it a try.

What You Need to Play

A copy of Fate would be good. You might also want to make some copies of the character sheet from the website, some blank sheets of paper, spare pencils, and you'll also need to have a few friends over. You'll also need a bag of roleplaying dice. You can get these from any hobby shop. Get a bag of varied dice. The lion's share of work in Fate is done by the D10 (ten-sided die). They are polyhedrons. You'll typically roll one when your character needs to do something.

Finally, it could be good to have some poker chips, life point counters (again with the hobby shop stuff), or anything small you can use to represent your Luck points. Luck points are going to save your hiney many times. So it's necessary to keep track of how many you currently have left.

That's about it.

Introduction

If you read my preface, you know that this is a very long document intended to help GMs who would like to try running games set in Nasu Kinoko's world. a dark vision full of fleshed-out, developed characters in desperate circumstances. Most of these settings feature basically good people touched by tragedy, often tragedy of Greek proportions. Bad luck, irony, and dark karma abound. This document is meant to help Storytellers run dark anime flavored campaigns. For those of you without access to a great anime collection, when I say dark anime I mean grim settings like *Fate Stay Night*, *Kara no Kyokai*, and *Tsukihime*. Those are going to be the focus of this narrative, and I'll be giving synopses of each setting, notes on how to run games there, and statting the casts. Surprisingly I will be getting to the rules on how to play the game and make a character first, because some players know would like to learn about the setting by playing through it fresh.

I must also state that this game focuses on dark and serious topics: abuse, violent and graphic mass murder, incest, and so on. If you would feel uncomfortable reading or thinking about those topics, it might be best to close this book. Again, I won't mind. Likewise, my treatment of the Catholic Church as it pertains to the Nasuverse has little to do with its real world equivalent. I respect everyone's religion and would not use this narrative for trolling - this is a homebrew roleplaying game project, not /b/.

As I am writing this, I will also include plenty of quotes -- culled from songs both popular and obscure, terrible fanfiction, other roleplaying games, famous politicians, and so on. I intend to have fun making this thing. I might use an illustration from something other than one of Nasu's works as I write. That's going to have to be all right too. Breathe deeply if it helps. While I don't plan to have them be part of the project, I have included rules for Puppet and Doll Characters. Why? Because I'm not sure how the players want to roll, and I think it's nice that I could use this composite system for something other than Nasu's work. I'm not sure if someone would want to play an animated puppet or not, but it's an option for them now (and one Dead Apostle had an artifical leg that transformed into a killer doll). Matter of fact, there are plenty of damn weird things in the setting, such as Crimson Moon, Ennishae's Disemboweling Forest, etc. I don't think I can be weird enough.) Such is my privilege as a Storyteller.

This system uses a modified version of Unisystem as its backbone, so it should be easy for others to learn and use. Virtually anyone could use it for running dark anime-style rpgs or even realistic horror ones. This is very much a work in progress, and more information will be added and other parts will be modified. I chose Unisystem instead of Fuzion or Champions because I find its simplicity highly appealing. There's a supplement for Unisystem called "The Magic Box", which is available as a .pdf at drivethrurpg.com. You'll need that if you want to make up spells for use in this game.

Finally, I'll say this. If you were upset or offended by my writing style, by what I said regarding the game, or by the system itself -- it isn't my problem. I do respect you, my readers, but I'm not responsible for your feelings. Ultimately this is going to be the best I can make, and that will have to be good enough. It is not my intention to make a bad game. To be frank, I think it is a very good game. But it is not a commercial product. It is a fan product written, collected, and edited by one guy. I have other responsibilities in addition to writing and editing Fate. If you think that fan products should look as good as and be up to the same standards as commercial works, then you are not being rational, nor are you showing your fellow fans the respect they are due. This is something I do for fun, and out of my sincere love and devotion for the Nasuverse.

So with all of the above out of the way, let's start talking about the work itself and how to use it. Despite the fact that the majority of the action in this book occurs in metric system-using areas such as Asia and Europe, this writer has chosen to use U.S. measurements (feet, yards, miles, pounds, etc.) To keep things moving quickly for our intercontinental readers, you can do the following conversions:

Miles x1.5 = Kilometers
Meters = Yards
Pounds x 0.5 = Kilograms
Total Inches / 0.40 = Centimeters

Also, as a note to would-be players:

If you are a player, there are sections you should not read -- particularly ones detailing the antagonists, the stats of the main cast or the synopses of the various stories. Think about it this way: would you want to spoil the surprise for yourself if your Storyteller wanted to run you through one of the books' plots?

that will appear in front of entries revealing major plot points. And if you're a roleplayer who grew up right and ate all his greens, you will also remember the difference between in-character knowledge and out-of-character knowledge. Just because you've played through *Tsukihime*, *Kagetsu Tohya*, and can throw 40+ hit combos in *Melty Blood* doesn't mean your character knows about the big-time NPC Cast. Likewise, just because you the player watched all of Geneon's *Fate Stay Night* anime series (all 26 eps) and own the boxset doesn't mean your player character is familiar with the Holy Grail War and the principal involved players.

Separate what you know from what your character knows. Approach the setting with maturity and respect your Storyteller and your fellow players. And have fun. That's really all we're trying to do as well.



Crimson night & Celsion moon, misfiction, not save the Player is Prayer, yes, Dance Romanesque and unfinished Romancia.

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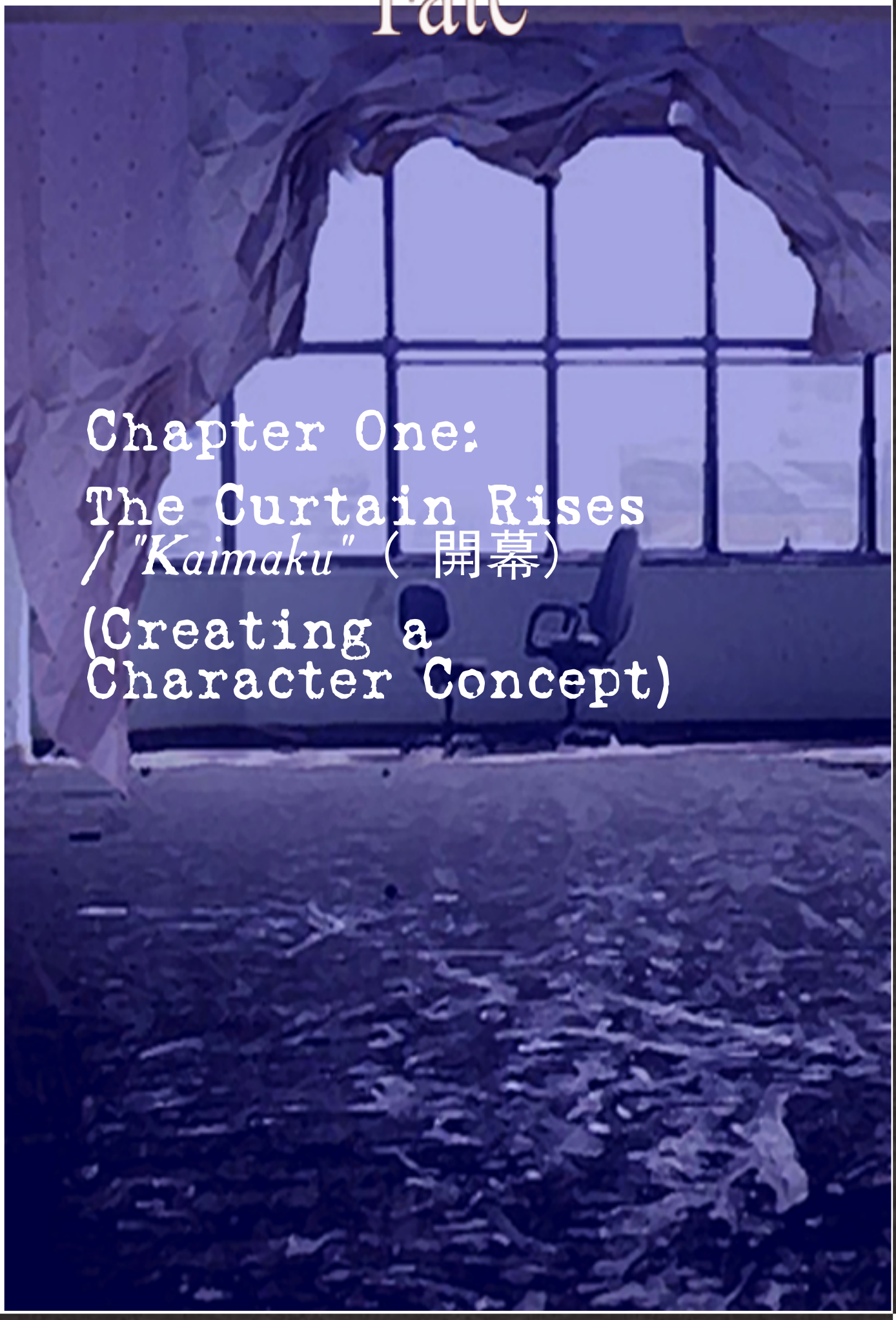
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Chapter One:
The Curtain Rises
/ *"Kaimaku"* (開幕)
(Creating a Character Concept)

Creating a Character Concept

What sort of person are you going to make today? Even if he's strictly not a human being, he is still a person with a distinct personality which you should roleplay. But before you get started, locate a copy of the roleplaying sheet that comes with Fate. There are two sections on the sheet you will need to focus your attention on right now. They're in the top box on the right. One is called **Nature**, and the other is called **Demeanor**. Your Nature represents how you really are deep down, but your Demeanor is how you appear to other people. You must roleplay these. Not only do they help make your character different from you, roleplaying them allows you to regain spent Luck points, which you will need to do in the course of play. Luck points are precious, as they allow you to soak damage, add to skill points, etc., and they can not be regained by spending Experience Points - only through roleplaying can you regain these valuable points.

A long list of Natures and Demeanors will follow. Some of the Natures and Demeanors from the original World of Darkness were not included in this list; it is the opnion of this author that some of them were superfluous and already covered by existing ones (Chameleon can be covered by Autist, Paladin by Cavalier, etc.) Keeping the final product simple and easy to play is the goal of this author, so they have not and will not appear in this list. These also allow for more roleplaying flexibility than the AD&D inspired alignment system in the *Fate Stay Night* game. If you wish, you may talk to your Storyteller and create a new Nature or Demeanor, but you must define what it does and how you can satisfy it. Generally, you regain one spent Luck point for successfully roleplaying your Nature - but if you roleplay really well, your Storyteller may choose to give you another Luck point in addition to the other one.

So, pick one item from the following list as your Nature and one as your Demeanor (or create a new Demeanor and/or Nature with the Storyteller's approval).

Advisor
Deep down, you know your way of doing things is correct. Given time and the right guidance, others will come to recognize that; unfortunately one cannot force them to see. The others must seek out the truth for themselves when they are ready. When people become aware of the horrors and nightmares that exist in the world and realize that their life was "just a sugar-coated topping and another layer exists beneath it", they'll soon seek direction. Once they do, the Advisor appears, ready to guide them along the proper path.
-Regain luck if someone seeks out your advance and then follows it, especially if it fits the Advisor's vision for the future.

Analyst
No matter how horrifying, otherworldly, or bizarre the subject is, it can be understood and categorized if the right data is collected and studied. To an Analyst, anything is data to be sorted, examined, and used to understand what's really going on. Everything the Dead do has some possible significance and should be carefully considered. Once enough data has been gathered, everything will fall into place. Analysts often overstudy the situation and look for too much information, and are hesitant to offer conclusions to their work.
-Regain luck if your careful observation and scientific analysis of a subject results in important insights that help the group or develop your hopes for the future.

Architect
Your care about much more than just your own needs; you intend to create something of lasting value for those who will come after you. People need many things, and you gain satisfaction by providing what you can. You are the type of person who makes an effort to build something of value: to found a town, create a company, invent a useful gadget, cure a disease, or in some way leave a lasting legacy.
Many American pioneers were Architects by Nature.
- Regain Luck whenever you create or establish something of importance or lasting value.

Avenger
This person has no faith in the laws of the land and takes matters into his own hands, seeking revenge. When faced with an offense against himself (or a stranger), the Avenger directly confronts and punishes the offender, making sure the penalty is scaled to match the crime.

Avengers are found among social activists and cynical cops *(Mitchell)*.
- Regain Luck if you strike back against a person or organization that has wronged you or a person you know.

Autocrat
You must have complete control over any situation, complete control over those around you and as much control over fate as you possible can. Control is the only thing you want; it is what you worship.
Authority is what you desire, and it is what you gain when you have control. The more authority you have, the more control you gain. One hand feeds the other. Others may consider you domineering, but they just aren't up for the job - you are the only one who truly understands what has to be done.
- Regain Luck whenever you achieve complete control over a situation involving other individuals.

Autist
You hide your secrets from others. Even more importantly, you hide your true self. Anyone who understands you can hurt you, so no one must ever see the real you, or even come close. Give away as little of yourself as possible - adopt a false personality if you like - but just make sure no one discovers the truth about you. Knowledge is power, and those who know you can do anything they like to you.
- Regain Luck whenever another character confesses he is unable to understand you, or whenever someone makes a false assumption about you that gives you an advantage.

Avant-Garde
You must always be on the cutting edge - always the first with a piece of news, a dance or fashion trend, or a discovery in the arts. Nothing pains you more than hearing news secondhand, or someone else telling you about a hot new band. New discoveries are your life, and you devote a great deal of time and effort to keeping up with things. After all, if you're not in the forefront, you're nowhere.
- Regain Luck whenever you are the first one to pass on news or a significant discovery.

Bon Vivant
Life is pointless, shallow and meaningless - so have as good a time as possible. Rome may burn, but you'll be playing a fiddle when it does.
A hedonist, sensualist, sybarite and party animal, the words austere,self-denial, chastity, and self-discipline have no place in your life. You much prefer the concept of instant gratification. Still, you don't mind a little hard work as long as a good time awaits you upon its completion. Most Bon Vivants have low WILL, for they so dearly love excess.
- Regain Luck whenever you have a truly good time and can fully express your exultation (or perhaps even more points if you enjoy an especially fun night).

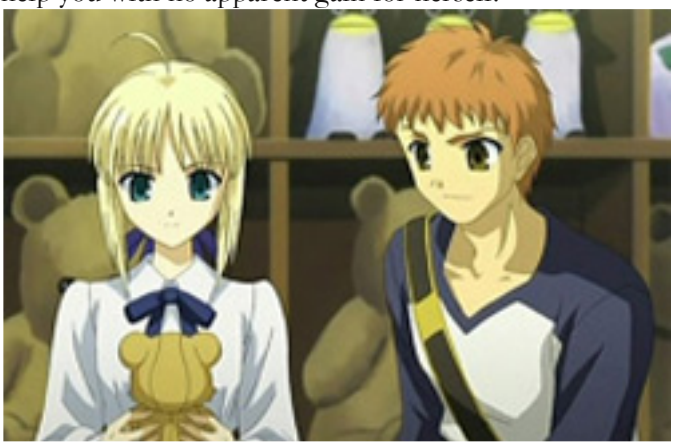
Bravo
You are known as a bully, a ruffian and a tough, and delight in tormenting the weak. Things must always go your way, and you do not tolerate those who cross you. Power and might are all you respect; indeed, you heed only those who are stronger than you are. You see nothing wrong with forcing your will upon others. There is nothing you like better than to persecute, antagonize, heckle and intimidate those for whom you have contempt, and you have that for most people. The emotions of kindness and pity are not completely foreign to you, but you hide from your own sense of weakness through cruelty to others. While most Bravos despise the weak, a few become their protectors.
- Regain Luck whenever you intimidate or physically force another person to do what you wish.

Caregiver
You always try to help those around you, struggling to make a difference in the needs and sorrows of the unfortunate. People around you depend on your kindness to keep them steady and centered. You are the one people turn to when they have a problem.
- Regain Luck whenever you successfully protect or nurture someone else. It can be as small as a smile of support or a shoulder to lean on at an appropriate moment. You must help the other person in some way, though he need not acknowledge it openly.



Celebrant
Within the pursuit of your cause, you can experience true joy. Whether the passion is battle religious fervor, or literature, it gives you the strength to withstand just about anything. Given the chance, you indulge in your passion as deeply as you can. Unlike the Fanatic, you don't do what you do out of duty -- you do it because you love it. Hippies, political activists, and crusaders are Celebrants.
-Regain Luck when you pursue your cause or covert another character to the same cause.

Child
You are still immature in personality and temperament: a kid who never grew up. Though you can (hopefully) care for yourself, you prefer the security of being watched over by others. Often you seek out someone to look out for you - a caretaker of sorts. Some see you as a spoiled brat, while others see you as an innocent cherub unaffected by the evils of the world. This is a very common archetype for those who became Investigators when they were young and have matured mentally but not emotionally.
- Regain Luck whenever someone does something to help you with no apparent gain for herself.



Competitor
You are driven by the need to win at all costs. The thrill of victory is the only thrill you recognize; it is the thing that drives you. You see life as a contest and society as a clash between winners and losers. You believe all the macho business proverbs - "if you're not the lead dog, the view never changes"; "there are no prizes for second place"; "eat or be eaten." You try to turn every situation into a contest of some kind, and it is the only way you can relate to anything. You are capable of cooperating with others, but only by turning the group interactions into another contest: you must be the leader, or the most productive, or the most indispensable, or the best liked - anything, as long as it means you win in some way or another.
- Regain Luck whenever you win a contest of any sort, formal or informal. For truly impressive victories, the Storyteller may award more points.

Confidant
You understand people and, more importantly, you like them. You are a facilitator who listens and advises. People confess to you and in return you give them advice, most of which is good (though sometimes your advice is more for your own benefit than for that of the recipient). You are very interested in other people, and who and what they are. Personalities fascinate you, as do the sickness and beauty of human nature.
- You regain Luck whenever someone confides in you on a personal and intimate level.

Conformist
You are a follower. Taking charge is just not your way. It is easy for you to adapt, attune, adjust, comply and reconcile yourself to whatever new situation you find yourself in. You flit to the brightest star, the person whom you feel to be the best, throwing your lot in with her. It is both difficult and distasteful for you to go against the flow or rebel. You hate inconsistency and instability, and know that by supporting a strong leader, you help prevent chaos from occurring. All stable groups need some kind of Conformist.
- Regain Luck whenever your group (the brood) accomplishes something because of your support and aid.

Conniver
What's the sense of working hard when you can get something for nothing? Why drudge when, just by talking, you can get what you want? You always try to find the easy way out, the fast track to success and wealth. Some people might call what you do swindling or even outright theft, but you know that you only do what everyone else does; you just do it better and don't get caught. Additionally, it's a game, and you get great pleasure out of outwitting someone. Connivers play many roles, so you may be a thief, a swindler, a street waif, an entrepreneur, a con man or just a finagler.
- Regain Luck whenever you are able to get your way by tricking another person into doing as you wish.

Critic
Nothing in the world should be accepted without thorough scrutiny and examination. Nothing is ever perfect, and the blemishes must be pointed out in order for the good to be truly known. Your standards are high for everything, and you insist on their being met. You encourage the same ideals in others, because laxity and low standards reduce the quality of life for everyone. Others will thank you later, once they discover the purity of your perspective. You seek out and expose the imperfections in every person or thing you encounter. You are never satisfied with anything that is less than perfect, unless it is within yourself after all, you're not a perfectionist.
- Regain Luck whenever you are able to discover a significant imperfection that has escaped the attention of others.

Curmudgeon
You are an irascible, churlish person at heart, taking everything seriously and finding little humor in life (though you may have a wickedly barbed wit). Cynicism is your middle name; it is the tool with which you judge everything in life. You have a very well-defined understanding of how things really work, especially when they involve the circus of human endeavor. Long ago the stupid behavior of others ceased to surprise you.
- Regain Luck whenever someone does something stupid or when things go sour, just like you predicted. You must predict it either out loud to the other characters or in private to the Storyteller.

Decoder
You thrive on puzzles and riddles, be they the obvious sort, found in books and games, or hidden within seemingly benign texts or even a person's face.
Regain Luck when you solve a particularly challenging puzzle or mystery.

Director
You despise chaos and disorder, and like to take control and organize things in order to suppress anarchy. You like to be in charge, live to organize, and habitually strive to make things work smoothly.
You trust your own judgment implicitly and tend to think of things in black-and-white terms (Swayze-isms): "This won't work," "You're either for me or against me," "There are two ways to do this - my way and the wrong way."
- Regain Luck when you are allowed to lead a group and accomplish some significant task.

Deviant
There are always people who don't fit in, and you are such a miscreant. Your beliefs, motivations and sense of propriety are the complete antithesis of the status quo. You are not so much an aimless rebel as an independent thinker who feels he does not belong in society . You don't give a damn about other people's morality, but you do adhere to your own strange sense of morality. Deviants are typically irreverent, and some have truly bizarre tastes and desires.
- Regain Luck whenever you are able to thumb your nose at society, its norms, and its ideals without retaliation .

Dreamer
Your ideas allow you to rise above your surroundings and limitations. You share your ideas with others, but often do not have a plan for getting from here to where you ought to be. Thus your dreams are met with skepticism, but these tests of boundaries bring about change in the end. Philosophers and inventors are Dreamers.
- Regain Luck if you can convince someone to alter their course of action and follow your vision.

Engine
People with this Archetype are all but unstoppable. Engines are implacable, and driven by their purpose. Restraining orders, arrest warrants, and sucking chest wounds are all mere distractions they ignore. In many situations only death will stop them.
-Regain Luck when you bulldoze through a seemingly impossible situation.



Fanatic
You are consumed by a cause; it is the primary force in your life, for good or ill. Every ounce of passion you possess is directed toward it; in fact, you may feel very guilty about spending time on anything else. You will let nothing stand in your way - nothing that you cannot overcome, in any case. You and those around you may suffer, but your cause is everything - the end justifies the means. Before the game begins, make sure you describe your cause, and define how it may affect your behavior.
-You regain Luck whenever you accomplish an act which furthers your cause.

Gallant
You are as flamboyant as you are amoral; some see you as a rogue, a Don Juan, a rake, a paramour or just a lounge lizard - but you see yourself as all of the above. A consummate actor who loves to make as big a show of things as possible, nothing attracts your attention more than an appreciative audience.
You love people and you love to impress them even more. Though you may indeed be a superior lover, you enjoy the chase almost as much as you enjoy the act. Gallants vary widely in temperament and ambition, holding in common little more than their love of attention.
- Regain Luck whenever you manage to dazzle or impress another person. The Storyteller always makes the final call, even when characters are involved.

Guardian
You have the strength, be it spiritual, physical, or both, to handle this hostile world, and desire to use that strength to protect the weaker folk around you.
- Regain Luck when you successfully shield some worthy party from great harm.

Healer
You alleviate pain and suffering. This can be done by setting a bone or routing stolen foodstuffs to a starving third-world country. Regardless of the subjects humanity (or lack thereof), you are dedicated to preserving their lives and well-being. Social workers, psychiatrists, and clerics embody this archetype.
-Regain Luck if you can heal grievous wounds of body or mind in another.

Hermit
Your are reclusive and ascetic by nature, preferring your own company to that of others. Introspective by nature, you viw everything from a very personal standpoint. When in public, you tend to be quiet, speaking only when spoken to, unless your input has such extreme relevance that you feel you have to say it. One of the benefits of this is that others tend to see you as wise, since when you do speak, your words often make a profound point that was overlooked. Despite your desire to be alone, you are drawn out bye the need to watch and learn. Your curiosity about the nature of things and our place amont them keeps you from being totally isolated.
-Regain luck if you can solve a problem through reflective introspection instead of rushed action.

Honest Abe
You have a moderate temperament, and refrain at all cost from telling lies and stealing from others. You were brought up to live honestly and openly, and to be good to others - you have lived your life by these simple truths ever since. You are not a dogmatist and do not insist that others live as you do, nor have you constructed a complicated set of rules for yourself. You are flexible in your behavior, but always carefully evaluate your actions against your beliefs.
-You regain Luck if your honesty turns out to help you. In other words, your honesty turns out to have been the proper way to do things and thus vindicates your beliefs, even from a practical standpoint.

Jester
You are the fool, idiot, quipster, clown or comic, forever making fun of both yourself and others. You constantly seek the humor (lulz) in any situation, and strive always to battle the tides of depression inside yourself. You hate sorrow and pain, and constantly try to take others' minds off the dark side of life. Sometimes you'll do nearly anything to forget pain exists. Your particular brand of humor might not always impress your friends, but it makes you feel better. Some Jesters manage to escape pain and are truly happy, but most never find release.
- Regain Luck when you raise the spirits of those around you through the device of humor, especially when you are able to escape your own pain in the process.

Jobsworth
You are dedicated to the unbroken routine of your existence, and refuse to do anything that compromises your routine and established practices. No matter how urgent or deserving an individual case may be, the preservation of established practices and routines is more important. Individual decisions and considerations are fallible, whereas routines and established procedures are the distilled wisdom of years or decades of decision-making. Routines are what separate order from chaos. Make an exception once, and it sets a dangerous precedent; make an exception twice, and the door to anarchy is opened.
-Regain Luck when you are able to preserve your routine, and each time you avoid reevaluating anything or making a decision about a situation based on its individual merits. At the Storyteller's option, more points may be awarded for truly impressive sweeping generalizations.

Judge
As a facilitator, moderator, arbitrator, conciliator and peacemaker, you always seek to make things better. You pride yourself on your rationality, your judgment and your ability to deduce a reasonable explanation when given the facts. You struggle to promote truth, but you understand how difficult it is to ascertain. You respect justice, for that is the way in which truth can reign. In your view, people are resources but are difficult to manage and employ. You hate dissension and arguments, and shy away from dogmatism. Sometimes Judges make good leaders, though a lack of vision can sometimes cause them to maintain the status quo instead of searching for a better way.
- Regain Luck when you are able to successfully separate the truth from a web of lies or can convince disputing individuals to agree.

Loner
You are the type of person who is always alone, even in the midst of a crowd. You are the wanderer, hunter and lone wolf. Though others might think of you as lonely, forsaken, isolated or remote, in truth you prefer your own company to that of others. There are many different reasons why this might be so:
you don't understand people, you understand people too well, people dislike you, people like you too much, or you are simply lost in your own thoughts. Your reasons are your own.
- When you manage to accomplish some significant task on your own, without the aid of others, yet which still aids the group in some way, you regain Luck.

Manipulator
You have always been fascinated by others. Why do people behave as they do? What thoughts and emotions affect their actions? The cognitive processes that influence the choices people make intrigue you. Sometimes just asking people questions about their actions can yield important information, but often people do not truly understand their own motivations and concerns. In these cases, it is far easier to set up situations -experiments, if you will - to see how people behave. You attempt to manipulate these situations for your personal advantage, in order to discover more information about your chosen subjects. Some might call these experiments cruel, but to you it is mere scientific necessity.
-Regain Luck whenever you manage to set up an incident or situation that allows you to gain new insight into your subject's psyche.

Martyr
All possess the martyr instinct, but few act upon it. Even fewer live the life of a Martyr, but you are such a one. Your desire for self-sacrifice stems either from a low self-esteem, a feeling of a lack of control, or a profoundly developed sense of love. You are able to endure long-lasting and severe suffering because of your beliefs and ideals. At worst, a Martyr expects sympathy and attention because of his or her suffering, and may even feign or exaggerate pain or deprivation. At best, a Martyr will choose to suffer injury or even death rather than renounce his religion, beliefs, principles, cause or friends.
- Regain Luck when you sacrifice yourself in a real and immediate way for your beliefs or another individual.



Masochist
You like to push the boundaries and try to see how much you can take - how much pain you can tolerate before you collapse. You gain a certain satisfaction from suffering humiliation, degredation and even mutilation, especially when you are the cause of your pain and have some control over it. You know that your need is somewhat perverse, but you know you aren't crazy. This is just the way you are.
-Regain Luck whenever you suffer in a new way.

Mediator
The world is full of people who want things; sometimes people want the exact same thing. Some people have what other people want and would be willing to talk about working out a deal, but just don't know how to start. These people often have immense trouble finding and communicating with each other. That's where you come in. You are dedicated to mediating between people - fulfilling needs, smoothing over disputes, and generally helping people talk to one another. You are the diplomat, the middle child, the perpetual person in the middle.
-Regain Luck whenever you are able to act as a go-between between two individuals or groups, and if you taking things to a satisfactory conclusion. The Storyteller may award more points for particularly outstanding mediation.

Monster
You are terror personified, rife with cruelty and a desire to cause suffering. The cruelty you commit is not limited in shape or fashion - anything is fair game, from the youngest child to the frailest elderly adult. There is no discrimination for a Monster - he can spend hours immersed in a session of horrible torture. Gaining enjoyment from it is one of the key provisions. Monsters may not appear abnormal or cruel to onlookers - until it is far too late.
-Regain Luck if you cause extended pain and suffering upon someone and have it further your plan for cleansing the world.

Optimist
"Everything always turns out for the best." That is the motto of your life, and you know if you can just stay cheerful and stop worrying, your problems will never be with you forever. Some call you a fool, but even they have to admit you're happier than they are. Certainly you'll encounter difficulties from time to time, but there's no sense in worrying yourself to death in advance. Don't worry, be happy, and have a nice day.
-Regain Luck when things turn out for the best, just like you said they would. You must predict such an outcome, either out loud to the other characters or to yourself (tell the Storyteller).

Nonpartisan
The Nonpartisan deals with people and information and enters situations with no preconceived notions. He measures
people on what they say and do, not by thier origins, appearance, or mannerism, allowing all an oppportunity to show their stripes before
deciding how to deal with them. Rumors, information, or intelligence is rarely accepted at face value unless the source is impeccable. This is not to say that they act without planning or are never impetuous, simply that they accept few things as facts without testing them.
-Regain luck if your resentment of popular belief about a situation or a subject's nature is vindicated.

Panderer
You love to see other people happy, and do whatever you can to encourage them, whether through playing matchmaker or refilling a drink. Perhaps you live vicariously through their experiences or perhaps you just feel that others sometimes need a little push from you to find their fulfillment. You spend more time on this than you do pursuing your own interests and gain great pleasure from it. A skilled manipulator, you work most of your magic from behind the scenes, dropping hints or subtle encouragement.
-Regain luck whenever you cause someone else's happiness
or fun without them realizing your part in it.

Paragon
You are a straightforward, uncomplicated person whith a strong moral and ethical code. Being comfortable with plan-talking and open plans, you disapprove of underhanded tactics, lying, and subterfuge. Neither naive nor foolish, you are solid and reliable, and your are as good as your word. Farmers, cowboys, and factory workers often fit this Archetype. You must take Honorable 2 to have this.
-Regain Luck if your straight dealing triumphs over subterfuge.

Pedagogue
You've been a few places, seen a few things, and picked up a thing or two along the way - and you like to tell everyone about what you've learned. Teaching is your avocation, if not necessarily your profession. In your time you've seen inexperience and ignorance lead to all kinds of misery and misfortune, and it pains you too much to stand by and watch this occur. You are dedicated to passing on what you have learned for the benefit of others - not only skills and knowledge, but also wisdom and experience. If given the chance, you will drone on and on and on.
-Regain Luck whenever you see (or discover) that someone has benefited by something you taught or showed her.

Penitent
You are unworthy. You are sinful. You are base, vile and lacking in virtue. You have no right to exist and are utterly beyond redemption. Either because of a low self-image or because of a spectacular trauma in your past, you feel compelled to spend your life making up for what you are, what you lack or what you have done. You owe it to Creation at large to offer repentance for the crime of your existence. You struggle nightly to make amends for your weakness, and your nightly dream is to be able, at last, to overcome it. But you know you are weak and beyond hope.
-Regain Luck whenever you are able to do a good deed for someone to whom (in reality or in your imagination) you have been an inconvenience, annoyance or danger. For particularly outstanding acts of penitence or recompense, the Storyteller may award extra points.

Perfectionist
You can't stand imperfection, not in others and certainly not in yourself. Neither can you tolerate those who do not do everything they can to do their best, to make everything neat and proper and right in their lives. Though you may be strict with others, it is with yourself that you are most critical -
everything must always be in its place, and you must always do and be the best.
-Regain Luck whenever you accomplish something flawlessly, without a single mistake, falter, wound, hesitation, confusion, hindrance or obstruction. This usually comes in the form of Critical Successes.

Plotter
Everything you do is planned. Very little springs from you spontaneously. Your plans are often long and involved, sometimes extending beyond the lives of the mortals involved in them. Details must be exact, for you believe any deviation could bring ruin. You try to plan everything in your life; each thing you do must accomplish something in the greater scheme. Deviation from routine, however, is bothersome, not traumatic. You are organized, not autistic. You tend to be neat and precise in everything you do.
- You regain Luck when one of your plots comes to fruition in the exact manner you planned.

Poltroon
Meeting trouble (or anything else) head-on is the tactic of fools and optimists. The sensible way to deal with trouble is to deny it a target. While some people might accuse you of sticking your head in the sand, they do have to admit that it has remained on your shoulders for quite some time, and looks like it will continue to do so indefinitely. You never confront what you can evade, and never face anything unless there is no other option. Courage is not high on your list of virtues, but then the line between courage and folly is virtually nonexistent to your eyes.
-Regain Luck whenever you are able to avoid a problem or situation without dealing with it.

Praise-Seeker
You self-worth is based entirely on the opinions of others. You crave approval and praise, and will go to extreme lengths to get such - even risking yourself and things you love. Unlike the Sycophant, you do not think of protection, and you have no thought of using others' good opinions to your own advantage - you simply crave praise and approval for their own sake, so you can feel good about yourself.
-Regain Luck whenever another character offers unprompted praise, admiration or appreciation.

Questor
You seek the Answer to life's questions. This can be a metaphysical object such as the Holy Grail, or it can instead be a introspective spiritual retreat into your own consciousness. You might be on a pilgrimage in order to further your understanding of existence. You might also move from place to place, studying people and battling evil. Kane from Kung Fu had this Nature.
-Regain Luck if you solve a mystery of the universe, or gain insight into the (in)human condition. Enlightenment is worth more points.

Rebel
You are a malcontent, iconoclast and free-thinking recalcitrant. You are so independent-minded and free-willed that you are unwilling to join any particular cause or movement. You are just yourself and only desire the freedom to be yourself. You do not make a good follower and aren't usually a very good leader either (unless your followers are willing to go wherever you lead). You tend to be insubordinate to authority to the point of stupidity.
- Regain Luck whenever your rebellion against the status quo turns out to be for the best.

Renunciate
For some reason, you want to leave your past far, far behind you; though as hard as you try to forget it, the past will forever haunt you.
Regain Luck when you shake aside someone/something that reminds you of your past, and do so without consequences.

Revolutionary
You hold freedom dearly and desire justice, and will do whatever is necessary to hold on to these precious liberties. Unlike the Rebel, your urge is not to resist ALL authority, but rather to fight corruption in the system where you find it.
-Regain Luck when your questioning or resisting leadership or the status quo turns out to be best for you/your party/or those you are trying to protect.

Rogue
Screw the world! You do what you need to look out for yourself and get done what has to get done. If someone else suffers in the process, that's just too bad.
-Regain Luck when your self-centered methods gain you something of significant value.

Soldier
The Soldier not only gets through difficult situations, with competence and deterimination,
but he helps his companions through as welll, maintaining morale and keeping them forcused. Any person with the strength of will to face adversity with resolve and keep the interest of his comrades at heart embodies this Archetype.
-Regain luck if your actions sustain the team through difficult or adverse conditions.

Squire
Rather than stpping out into the limelight you prefer to support and help those who do. You are Tonto to the Lone Ranger, Watson to Holmes, Kato to the Green Hornet. You care nothing for glory or recongnition, but merly seek the chances to be a small part of the process. You abide by the words of your present hero, and no task is to menial for you if your hero requests it.
-Regain luck if you played a supporting role in an accomplishment, but take no credit for it.

Stoic
Stoics seek to remain emotionally calm at all times. Problems can be solved and overcome through composure and by keeping a cool head, not by giving in to hysterics or passion. Stoics deal with the facts in front of them and try not to let their own emotions sway the course of events. The calmly try to reach the most efficient, economical, and effective way to solve the problem.
-Regain luck if you can overcome a setback or loss without giving in to anger or other strong emotions.

Survivor
No matter what, you always manage to survive. You can endure, pull through, recover from, outlast and outlive nearly any circumstance. When the going gets tough, you get going. You never say die, and never give up - never. Nothing angers you as much as a person who doesn't struggle to make things better, or who surrenders to the nameless forces of the universe.
- Regain Luck whenever you survive a difficult situation through your own cunning and perseverance.

Sycophant
In the grand scheme of things, you are small and weak and unfit for survival. Your best hope is to find someone who is more powerful than you are and persuade her to take care of you. In return you will serve, admire and follow her. You will do anything she says, unless it puts you in great risk. In any type of uncertain situation, you will attach yourself to the seemingly strongest person, siding with her, performing various services and generally trying to ingratiate yourself. Thereby you hope to earn some kind of protection. There is no limit to the depths to which you will lower yourself in order to be accepted, and you have no pride.
-Regain Luck whenever a stronger character to whom you have attached yourself acts in your defense, be it siding with you in an argument or protecting you from physical harm.

The Beast
You seek to conquer all who oppose you, destroying them if possible. Your world view is defined by those who bow to you and those who get eaten because they don't. To you, all are like chess pieces on a board, and you have no consideration for anyones' needs but your own. You take what you want without asking, and you destroy those weaker then yourself for lulz.
-Regain luck if you remove significant opposition to your goals.

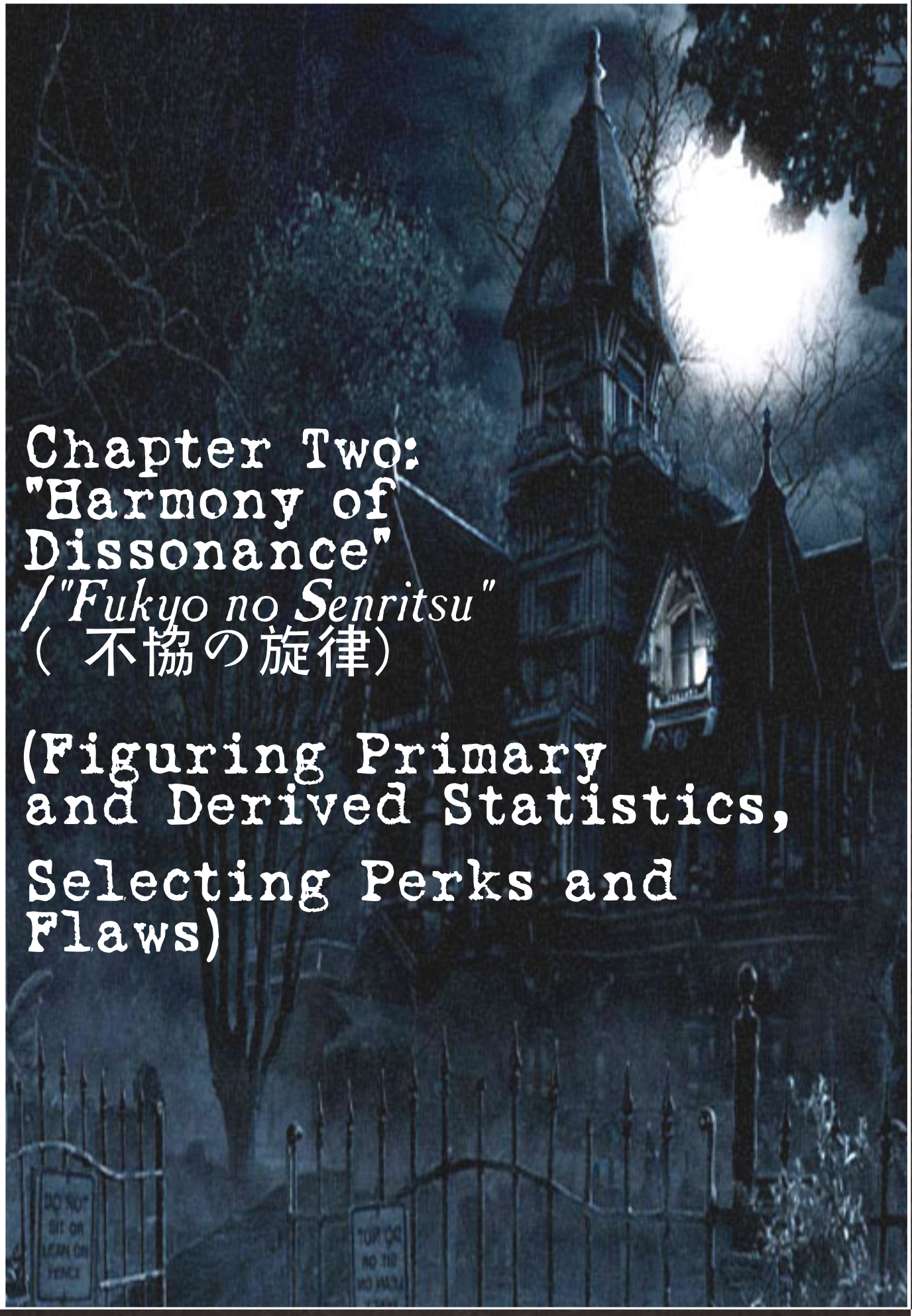


Thrill Seeker
When the adrenaline kicks in and your heart is beating quickly you feel truly alive. Skydiving, bungee jumping and leaping across roofs on a dare are all just par for the course. As a junkie is addicted to his particular brand of poison, you are addicted to danger. Unlike most, you go out of your way to place yourself in dangerous situations that test the limits of your abilities. You train and work to be as ready as you can for these situations, and then you seek them out. This is what sets you apart from the teeming masses of paranoid dullards who shuffle around, hiding from their own shadows.
-Regain Luck whenever you accomplish a particularly daring feat or overcome a nearly impossible situation in which you deliberately placed yourself.

Traditionalist
You are an orthodox, conservative and traditional individual. What was good enough for you when you were young is good enough for you now. You almost never change. In general you are opposed to change for the sake of change - what point is there in that? You may be seen by some as a miser, a reactionary or simply an old fogy. You strive to always preserve the status quo.
- Regain Luck whenever you are able to protect the status quo and prevent change.

Visionary
There are very few who are brave or strong or imaginative enough to look beyond the suffocating embrace of society and mundane thought and see something more. Society treats such people with both respect and contempt - for it is the Visionary who perverts as well guides society into the future. You may be a spiritualist, shaman, New Ager, mystic, philosopher or inventor, but whatever you are, you are always looking for something more. You see beyond the bounds of conventional imagination and create new possibilities. Though you might have your head in the clouds and are often of an impractical bent, you are filled with new ideas and perceptions.
- Regain Luck whenever you are able to convince others to believe in your dreams and follow the course of action outlined by your vision of the future.

Wanderer
Settling down just is not your thing-whether you're running away from something or simply longing to see new places, the road is your home.
-Regain Luck when you complete your purpose in one place and move on, leaving no loose ends or attachments.



Chapter Two: "Harmony of Dissonance" /"*Fukyo no Senritsu*" (不協の旋律)

(Figuring Primary and Derived Statistics, Selecting Perks and Flaws)

Figuring Primary and Derived Statistics, Selecting Perks and Flaws

"*That was chapter one. Do you want to hear chapter two? You better, son of a bitch! I know the way.*"
-Rally Shakers

What you did in Chapter One was determine what kind of personality your character had. You did well, kid. Now it's time for us to take care of some of the other parts of that sheet.

First, We are going to concentrate on Primary Statistics.
Primary Statistics are STRength, DEXterity, CONstitution, PERception, INTelligence, and WILLpower. The average person has a rating of 1 or 2 in these. Not terrible, but way too Joe Average for the kind of games you probably want to run. Depending on the type of character you'll play, you have a certain number of points to spend on stuff. Yes, this is a system where you spend points to buy stuff instead of rolling your character up. But you probably knew that already from other Unisystem games.
Make sure you ask your Storyteller what character type he wants you to play in his Story. That will tell you how many points and other things you get to spend.

There are several character types in the Fate roleplaying game:

Meddling Kids (15 Primary Statistic Points, 10 Quality Points, 25 Skill Points, up to 10 Drawback Points). Meddling Kids would be the teenage protagonists you see on most television shows. Sneaky Storytellers could have their players generate Meddling Kids before they reveal the character is actually a superpowered character (such as Tohno Shiki from Tsukihime) and thus pull the rug out from under them (remember to give them more points to build their actual class.)

Meddling Kid is the default character type for human characters, but if you want to play an experienced character (a **Meddling Adult**), add 10 more Skill Points to the character's Skill Pool.

Supernaturals begin play with 22 Primary Statistic Points, 30 Skill Points, 20 Quality Points, and up to 10 Drawback Points. If you want to play a Vampire, Half-demon, or Werewolf, this is usually the way to go.

EX Supernaturals begin play with 30 Primary Statistic Points, 35 Skill Points, 25 Quality Points, and up to 15 Drawback Points.
EX Supernaturals have been monsters for a while and know the score. Your "average" Dark Apostle would fit in well here. If you as the Storyteller want to tell a story with some of the regular cast from *Fate Stay Night* or *Tsukihime*, you could let your players make characters with this point allotment so they did not feel overshadowed.

Epic Heroes begin play with 40 Primary Statistic Points, 40 Skill Points, 50 Quality Points, and up to 15 Drawback Points.
Epic Heroes often have much higher statistics and nigh-divine powers. If your Storyteller says he doesn't want you to play one in his chronicle, respect his call. Epic Heroes from *Fate Stay Night* include Arturia (the current incarnation of King Arthur), Caster (the current incarnation of Medea), etc. These are the people whose deeds inspire myths and legends. Some of them are even demigods and have some measure of divinity. They are not to be taken lightly.

Once your Storyteller tells you what package you'll be using, you are ready to start assigning your Primary Statistic points.

Primary Statistics are bought with Primary Statistic Points. The *Angel* corebook on pages 24 to 26 breaks these down in detail, but for those without that book you will need to know that a level of 1 in a statistic represents a true Joe Average, a 4 well above average, and 6 standing in for the true human limit to statistics. Anything beyond that is superhuman.

Primary Statistic Points are spent on a 1 level for 1 point until the character's level in a statistic is five. After that, additional levels cost 2 points for one level. Humans cannot buy a statistic past 6. Supernatural creatures don't sweat this limitation (The Saber for *Heavens' Feel 4* has a STR of 12).

Before we continue, be aware there's a new feature (a Quality or Perk) in the Fate rpg called Epic Attribute or Epic Skill. If your character has this, he accrues automatic successes at certain things. Epic Attributes or Epic Skills are usually part and parcel of something with a quasi-divine nature. Some very old supernatural races have this, and all the Epic Heroes certainly do. I'm about to define Primary Statistics, but if Epic Attribute influences them, I'll explain how. Epic Attributes and Skills aren't really meaningful to ordinary people, but if you're playing an Epic Hero, you'll likely want to to have some ranks in it.

STR is Strength. It's handy for lifting things and CQC. People with high STR are often atheletes, manual laborers, and soldiers. You can determine how much your character can lift (or bench press) with this table:
STR 1-5: 50lbs x STR
STR 6-10: (STR - 5) x 200 + 250 lbs
STR 11-15: (STR - 10) x 500 + 1500 lbs
STR 16-20: (STR - 15) x 1000 + 5000 lbs
STR 21-25: (STR - 20) x 1Ton + 5 Tons
STR 26-30: (STR - 25) x 2Tons + 10 Tons

Epic STR: Each level of Epic STR gives the player an automatic success on any STR-based skill, and also allows him to lift x 1.25 his former max capacity. Each level of Epic STR also allows the player to do an extra five points of damage in any hand to hand attack.

DEX is Dexterity. This stat is used for coordination, agility, and gracefulness. Fine motor control and precision Skill Tasks use this stat. Dexterity is used for most Attack rolls (Dexterity helps the attack connect, STR adds extra oomph to hand to hand damage.) You can figure out how many attacks and defensive actions (dodge, parry, etc.) you get in a round with the following table. Each successive attack or defensive action is at a cumulative -2 penalty (thus the 3rd attack in a round would be at -4, etc.):

DEX 1-4: 1 attack and 1 defensive action
DEX 5-6: 2 attacks and 2 defensive actions
DEX 7-8: 3 attacks and 3 defensive actions
DEX 9-10: 4 attacks and 4 defensive actions
DEX 11-12: 5 attacks and 5 defensive actions.
Every addtional +2: +1 attack, +1 defensive action.

So let's summarize with the additional actions penalty table:
First attack and defensive action -0
Second attack and defensive action -2
Third attack and defensive action -4
Fourth attack and defensive action -6
Fifth attack and defensive action -8

If a character is under attack from more than one attack source in a turn, but has only one defensive action, the attack connects if the attacker's skill test roll is 9 or higher. For those of you waiting to build a character with John Woo action (2 guns, 1 in each hand, wait. I'll get to that later.)

Epic DEX: Every level of Epic DEX allows the player to accrue one success ina DEX-based skill. Every two levels of Epic DEX allows the player to have an extra attack.

CON is Constitution. How healthy your character is, and how well he shrugs off disease, damage, and fatigue.

Epic CON: Every level of Epic CON allows your player to go one day with no sleep without penalties. Every level of Epic CON gives your character one automatic success level with any CON-based skill.

INT represents Intelligence. This statistic allows your character to interpret and analyze data.

Education is represented by your Skill Pool, but your ability to capitalize and analyze that info is represented by your Intelligence attribute. Your character's IQ can be figured with this
formula: (INT - 1) x15 + 100 points. Thus an INT 1 person has an IQ of 100, an INT 3 person has an IQ of 130, and an INT 6 person would have an IQ of 175 points.

Epic INT: Each level of Epic INT allows you to accrue one success on any INT-based skill. Each level also reduces the time to solve a puzzle or riddle by 20%.

PER is Perception, the ability to notice stuff. Detectives and Psychics tend to have decent Perception.

Epic PER: Each level of Epic PER allows you to accrue one success on a Perception-based skill. If you have supernatural senses, this bonus works on them too.

WILL is WILLpower, the statistic invovlved for resisting magic and psionics, casting magic, and dealing with sources of psychic stress. It is also the statistic used for dominating others with magic and psionics.

Epic WILL: Each level of Epic Will allows the player to accrue one success on any Will-based skill, including attempts to cast magic and resist magic.

Once you have all of your primary statistics spent, you may go on to figure out your *Derived Statistics*.

Derived Statistics are all figured off of your Primary Statistics. There's no way we could do Step Two before doing Step One.

Derived Statistics

AMORPHIAN BEING: Now, find the circuit breaker module and by the way, let's start calling these components by their proper names. [much slower] Circuit. Breaker. [even slower] Module.

-The Star Wars Holiday Special

If you want to buy up your Derived Statistics, there are certain Qualities (also known as Perks) that will let you do so -- Hard to Kill increases your Life Points, Natural Runner raises your Movement, but for the most part, let's just figure out what your Derived Statistics are and avoid jumping the gun.

Life Points: (STR + CON -2) x 4 + 18. Life Points are nice to have. You can add more with the Hard to Kill Perk. If you will be playing a supernatural character, you also have the option of selecting the Damn Healthy Perk.

Initiative Roll: Alertness [a Skill] + DEX + Levels of Combat Reflexes (a Perk. Soldiers and other professional battle types will have Combat Reflexes).



*Mana**: (PER + WILL) x 3.5 . Mana, or Maryoku as it is referred to in the Nasuverse, is your magic point total. You must expend it to cast spells. For spirit life forms such as Epic Spirits, Mana is a vital statistic. If an Epic Spirit is reduced to zero or fewer Mana, it is immediately banished back to the Throne of Heroes and summoning it back will probably be impossible.
The Mana spent to power a particular spell is generally equivalent to the spell's Power Level (see the Buffy rpg) x 3. If the GM wants to bring in spells from the Call of Cthulhu RPG, there are already rules for that in the Cthunisystem. If you are below half your maximum Mana, you feel listless and rather bad; -2 to all Occultism checks to further cast magic in that state. Life Points can be swapped for Mana to cast spells at a rate of 1:1 (this isn't recommended). Characters can take the Extra Energy Quality that grants addtional Mana (Ciel is noted for her incredible Mana pool). Mana recovers at the rate of 1 per hour, or 2 points per hour spent in sleep. If you want to play a mage-type character, then save some quality points to take levels in the Extra Energy Perk.

Movement: [(DEX + CON) / 3] +4 . This represents the amount of squares you can move in a combat round. Movement must always occur first in a round, and while it is a free action (no skill test), additional attacks and defensive actions start at a -2 that round. You can determine how many miles per hour you can run by multiplying your Movement by 3. Thus a person with a 10 in Movement could run 30 miles an hour. I know that there are some roleplayers that will try to outrun a vehicle on foot. That sounds sort of silly, but here are the rules: for every 10 mph above [x] the pursuer or chased thing is, the pursuer or chased thing accrues one automatic success in the Contested Skill Test.



Fate Stay Night's own speed freaks.

Fear Save: Will x2 + Any Levels of Conviction (a Quality), with penalties to actual rolls as the Storyteller sees fit.
Normally, if you roll 1 Success Level or more when you are confronted by something scary, your character is able to deal with it and press on. The Storyteller can apply penalties to this roll as he sees fit to determine how your character deals with the frightening thing. If the Storyteller wants to tell a more realistic, psychological horror story he can rule that Luck points cannot be spent to influence Fear Test rolls. All of the stories this game is based on have people flipping out and going crazy. To never have any nutbar Player Characters seems counterproductive. Alternatively, the Storyteller can rule in certain situations that Luck Points can be spent for Fear Tests, but in other situations they cannot.

Times to roll for Fear Tests

Seeing a monster's true shape. Witnessing the decaying form of a zombie or a vampire's game face challenges long-held, fundamental beliefs.

Being exposed to the use of supernatural abilities. A ghost climbs into a human shell, a vampire turns into a bat, a zombie claws itself out of the grave, magic is used flagrantly, or a werewolf heals a devastating injury instantaneously. This includes psionic attacks against your character or ghostly illusions.

Watching a monster feast on a victim. Watching a ghost siphon out the life essences of its victim, seeing a werewolf tear off a man's arm and chew down, watching a malign spirit burrow into a human and take him over, witnessing a human being's body "reformat" itself due to being invaded by a possessing demon, and seeing a vampire suck blood from a victim's neck upsets the mind.

Discovering evidence of a monster's activities. Another bloodless corpse, or witnessing the gore left after an unholy ritual shakes a person's resolve. Discovering an open coffin in a basement is also unsettling.

Confronting the monster directly. No comment is necessary here.

Certain things, such as the presence of gore or being in a Den of Evil, will add additional penalties to the Fear Test. The presence of blood adds penalties (-1 for a small pool or flecks, -2 for a body, -3 for Tom Savini goodness, and -4 for cult film levels of awfulness). Here's a sample from Tsukihime:



I heard an incredibly dumb-sounding voice coming from my own throat. Dizziness. The pieces of the girl lie before my eyes. Red blood has been splashed across the floor like an overturned bucket of water. There is the choking scent of blood. The cuts are clean, so her insides don't spill out. Only the color of red goes across the ground. There is nothing in the room. Nothing but the girl's scattered limbs and me, standing there dumbfounded.
- Tohno Shiki, Arc or Ciel Route (Near Side)

That particular instance would be -3 for the description of the body in chunks and the gore, but I'd kick up to -4 considering it was Tohno that done the slicing and dicing. Nothing like your first murder, as Angelus on Angel once said.

The den of something evil also reeks of psychic ill-will and fear, and as such can provide further penalties to turning undead or fright checks while within it. A network of tunnels beneath a graveyard is -2, Castle Dracula is -4, and a Hell dimension is -6.

Also, certain monsters are just more scary than others. A vampire is worth -1 to the Fear Test, but more powerful vampires, demons zombies, and ghouls are worth between - 2 and 3. Dead Apostles are often between -3 and - 4. True Apostles can be horribly frightening (-5 and -6). Great Old Ones are usually between (-8 and -10).

When your Storyteller calls for a Fear Test, roll the dice and subtract any penalties from the total.
Total: 9+: Scared, but basically ok.
7-8: The character fails the Initiative Roll. He goes last that round.
5-6: Potential gain of 1D2 + (Half of the monster's penalty to the Fear Test) Madness Points . Screams, flinches. The character can only take defensive actions that round and may not use Full Defense.
3-4: Potential gain of 1D4 + (Half of the monster's penalty to the Fear Test) *Madness Points*. Flee! The character takes off at a full clip, and if cornered will cower. He may not attack and subsequent actions are at -2. After each turn he can roll Fear anew (a success will reduce penalties by 1 each successive round until he recovers fully).
-10 to +2: Potential gain of 1D6 + (Half of the monster's penalty to the Fear Test) *Madness Points*. Total Terror. The character will lose his lunch, lose consciousness, or do whatever the Director decides.

Getting Destiny to Work for You (The Derived Statistic Known As Luck)

Your *base luck* or *characteristic luck* in the Derived Statistics box is equal to (INT + PER + WILL) / 5.3 (round to the next number). This represents your ability to influence fate as it affects your character. Your characteristic Luck is fixed, but you can buy more levels of Luck at the bottom of your sheet later with the Extra Lucky Quality.

Luck has three types: *Characteristic Luck*, which is the character's starting amount, and *Functional Luck*, which the character can buy up by taking levels in Extra Lucky. Functional Luck does recover up naturally over time. The rate of recovery is up to the Storyteller. It is suggested that one point every two weeks is fair, but if the Storyteller wants to run a particularly grim setting, one point every month or even two months is possible. If the character wants to regain the lost Luck points more quickly, he can roleplay his Nature and Demeanor. If the player is running an Epic Spirit, they regain Luck at the rate of two points per month if they have a Master who can give them Mana, and one point per month if they do not.

Luck points can be represented by poker chips, life stones, or whatever the Storyteller wants. The player can pass one to the Storyteller when he wants to expend a Luck point. If the player roleplays his Nature and Demeanor well, consider passing another chip, stone, etc. to him.

Luck points can be spent to reduce damage taken from sources. The Storyteller has several options and can use his own judgment in determining the mechanics of that, but from the author's perspective, spending a Luck point to reduce an incoming wound by 10 hit points seems fair. Thus if a player takes a wound worth 30 points of damage, he can spend a Luck point to make it a 20 point wound. This gives players more of a fighting chance but does not interfere with the gritty darkness of *Tsukihime*.

If the Storyteller wants to run a more fantastical game setting such as *Fate Stay Night*, the Luck points can be spent to accomplish cinematic feats. Here are some suggestions:

Only a Flesh Wound. If the player spends a Luck point, the damage from in incoming attack is halved. He can then halve that wound's loss in life points again by spending an additional Luck point in the following round.

Plot Twist. For some reason, you happen to be in the right place at the right time while dramatic lighting is on you. Maybe the monster is full and doesn't feel hungry enough to eat your character. Or the killer dropped a vital clue at the crime scene. Once per session, a player can spend a Luck point to get a Plot Twist. If the Storyteller doesn't feel it's appropriate, the player isn't able to spend the Luck point but doesn't lose it either.

Combat High. If the player spends two Luck points, he can enter a state of righteous fury. If he is in that state, all attack rolls (including magic use and using Noble Phantasms!) he will make for an entire fight are at +5. After the fight is over, he will experience a powerful comedown from his Combat High. There must be a legitimate reason to evoke this Combat High. Being peeved about a parking ticket or global warming just isn't enough. Seeing your family gunned down is enough. Combat High is appropriate for non-heroic settings such as *Tsukihime*. In *Tsukihime*'s case, murderous rage can easily be represented by Combat High.

Back from the Grave. In a supernatural setting death isn't as permanent as it is in less fantastical environments. If the player expends a Luck Point, he can reappear in the following Story (not this campaign, but the next one). Reappearing in the next Chapter of the Story requires the expenditure of five Luck Points. There are many ways one can roleplay this:
Miracle at the ER. Surgeons got your heart pumping again. Because your character flatlined, he should probably have some profound mystical experience.

Dead Rising. Although your character died, he is back -- as an unliving thing. Ghosts, vampires, liches, etc. are all possible. If the Storyteller wants to equip the character with new Perks, the player will have to pay those down with experience points.

Twin Sibling. "*She's my cousin. But doesn't she look almost exactly like Laura Palmer?*" - The Man From Another Place, *Twin Peaks*.
Although it looks like you, it isn't. It's your clone, twin, reploid, etc. The Attributes and Skills must be adjusted somewhat to represent the different life lived.

And finally, an additional optional rule can be added for normal mortals without supernatural abilities. One might think that these types would end up getting the short end of the stick in this game, so here's an optional rule:

Put It All On The Line. If the character is doing something that directly relates to the drama of the Story, once per game session he can bet a point of Luck (same as spending it, but if the roll succeeds he gets the Luck point back). The key is that the situation must relate to overcoming a supernatural enemy. Trying to uncover information about the beast in the library, or disarming his security system, sneaking up on a target, rolls to interrogate or torture a henchman, or resistance rolls against evil magics, being tortured by a monster, and evil powers all qualify.

Rolls to save vs toxins, starvation, fatigue, and anything mundane does not qualify.

Rolls to use magic, hypertechnology, relics, or supernatural powers do not qualify.

If the roll does not earn any or enough successes , the Luck point is lost and it is treated as a Critical Fumble. There is a price involved for Putting It All On the Line. It is best used if the player thinks his character is between a rock and a hard place.

Conclusion: As shown here, Luck is an important part of any Story . Because player characters must expend Luck to activate Noble Phantasms and other particularly powerful knacks, Luck is also a way to manage Players' use of powerful items and special abilities. It is also a controlled way to keep the Cast alive within the confines of a storytelling environment.



Qualities and Drawbacks, or Perks and Flaws

At 30 a man should know himself like the palm of his hand, know the exact number of his defects and qualities, know how far he can go, foretell his failures - be what he is. And, above all, accept these things.
-Albert Camus

Now that we have figured out both Primary and Dervived Statistics, let us continue on to Qualities (also known as Perks) and Drawbacks (also known as Flaws). You may desire to buff up your Derived Statistics with certain Qualities, so read on for how to do that.

If you are planning on playing a supernatural character or a mage, you will need ranks in Magic Circuit and you might also want to buy levels of Extra Energy.

You might also want to buy some levels of Hard to Kill.

Also, if you are playing a human character, it's rather odd for you to have Supernatural Qualities. The default species to play is human, but you could play a half-demon, a freak, a homonculous, a familiar, or a Servant if your Storyteller is cool with it. Storytellers can mess around with these as they see fit; one might decide that the Webbing Supernatural Quality could be produced from the wrists or eyes for a particular nemesis of the players. Supernatural Powers may cost Mana to use (Quality cost x 2 to turn it on, quality cost in mana per round for auto-fire seems to be a good representation).

A long list is about to begin. If it's a Flaw, you can take it to add back Quality Points to your sheet (but you have to deal with it). If it's a Quality (or Perk), it costs points but gives you some kind of benefit.

Albinism (2 point Physical Flaw)
In Fate, it gives its possessors chalk-white skin which is easily sunburned. The pupil often looks reddish. Many albinos have poor vision, as they have no melanin or pigment in their eyes. This causes them to have difficulty filtering out light from their eyes, causing eventual retinal degeneration. For this reason, many albinos will wear thick sunglasses even on overcast days.

Antisocial Personality Disorder (4 pt. Mental Flaw)
People with this Flaw no longer follow societal norms - and they don't believe in guilt. Theare no lines seperating good and evil, right and wrong, and their conscience is non-functional. They are desensitized to unacceptable, reprehensible, and inappropriate acts. They are like automatons, emotionless and cruel. Morality is one light shade of grey to them, so they'll calmly lie, cheat, steal, and kill. The terms "psychopath" and "sociopath" can be used to describe a person with antisocial personality disorder.

The diagnostic criteria for Antisocial Personality Disorder are
† Failure to conform to social norms - repeatedly performing acts that are grounds for arrest.
† Deceitfulness - repeated use of aliases and deception, conning others for profit and pleasure
† failure to plan ahead and impulsivity
† increased aggressive response leading to repeated physical assaults
† disregard of safety for the self and others
† irresponsibility in sustaining work behavior and financial obligations
† total lack of remorse: the subject is indifferent to or rationalizes hurting, stealing from, or mistreating others
† tendency to violate the rights of others (includes sexual, physical, property, emotional, legal rights)
† intolerance of boredom; increased impulsiveness
† increased sense of entitlement
† Trivial, impersonal, and poorly integrated sex life

This is a dark Flaw to have as it allows its possessor to engage in atrocity and murder and feel no remorse for it.

Because the person is cold and distant to those they meet, they are at -2 to all social rolls. They also can never gain any successes on Empathy rolls, as they have none. Crossover Flaws include Borderline Personality Disorder, Histrionic Personality Disorder, Narcissism, Adversary, Depression, Generalized Anxiety, Addiction (alcohol or other drugs), Manic Depression, Paranoia, Reckless, and Schizophrenia.

Abusive Partner (2 pt. Flaw)
Your character is involved with someone who abuses them physically. Roll Constitution + Luck each day you play or suffer 1D6 x2 bashing damage (2D6 x2 if you botch). This can be combined with the Child Flaw if you want to RP a kid who is being abused by a family member.

Accursed (varies)
"*Looking through the family tree, all members of the Tohno household have died strangely.*
Madness. Accidents. Murder. Disappearances. Still births.

Not one of them lived a long life, or even died peacefully." - Shiki Tohno, Tsukihime

You have been touched by a powerful curse, one that will stay with you until your demise. The elements of the curse determine its point value. It cannot be removed by exorcism or standard magics. The curse is the result of a misdeed done in the past, and atonement is necessary in order to make progress towards removing the curse. The player may decide upon the details and history of the curse, or the Storyteller may decide to create it himself. *Geasa* can be simulated with this Flaw.

The curse is worth anywhere between 1 and 10 points. 10 points would destroy the chance for the character to live a normal life, or strike him down at any moment. Inconveniences like ever-present vermin and little accidents are worth 1 point. People always being angry and distrustful (-2 to -3 to Influence) would be worth 2 to 3 points. Perpetual poverty would be -3.

The curse can also be an area effect, contaminating all who are close to the Accursed.

Life-threatening curses are -5, and force the character to wake up every day knowing that something awful could happen.

If the reason for the curse is not known, add 1 to its final cost. If the cure involves complex or illegal activities, add 2. If it requires a long quest, add 4. Those that cannot be cured add 6 points.

Acute Sense (1pt. per level Perk)

+1 per level to all rolls involving selected sense. +1 to sensory Magick involving selected sense. Don't forget that this will make bright, noisy, smelly places very uncomfortable for you...

Addiction (1-6)

Imposes a penalty equal to the Flaw value whenever you are not able to have your substance o' choice. Habitual Drinking and Smoking is 1 point. Caffeine Addiction is 1 point. Heavy Drinking and Smoking, or Marijuana is 2 points. Heavy use of m.j. is 3 points. Alcoholism, cocaine, or barbituates are 4 points. Heroin is 5 points. Anything else (crack cocaine) is 6 points.

ADD (2 pt. Flaw)

You have a hard time sitting still and paying attention for more then a few minutes. Anything over 10 minutes requires a Will roll, with increasing penalties for longer periods. ADHD brings with it the need to hit people.

Adversary (varies)

Someone out there hates your guts. The point value you get for this Flaw depends on how powerful they are and how dedicated they are to making your life hell. A normal person is 1 point. A green beret is 3. A demon mage is five. A gang of thugs is 2 points, the police dept. of a city is four, and groups like the CIA are worth 6.

Ambidextrous (1 pt. Perk)

May perform tasks with either hand and suffer no dice penalty. This comes in very handy (bdum-*tish*) for John Woo action.

Age (2 pts. per level)

You need to be Immortal to take this advantage. For every level you have in this, add INT x 1 skill points to your character's pool. You must also take a level in Adversary or Secret, which does not add any points.

Aging (5 pt. per level Flaw)

You're getting old. Every 10 years over 40 represents one level of this Flaw. For every level of this flaw, reduce a Physical attribute by one. If you want it to affect your Mental attributes, just say so.

Albinism (2 pt. Flaw)

In Fate, it gives its possessors chalk-white skin which is easily sunburned. The pupil often looks reddish. Many albinos have poor vision, as they have no melanin or pigment in their eyes. This causes them to have difficulty filtering out light from their eyes, causing eventual retinal degeneration. For this reason, many albinos will wear thick sunglasses even on overcast days. Because of their susceptibility to sunlight, Albinos would make for terrible soldiers, but would be fine in support positions.

Allergy (1 to 4 pt.)

An allergy to a substance, the commonality and danger of which affects the value of the Flaw. This includes Asthma, Hay Fever, and other such Flaws.

Anemia (2 or 4 pt. flaw)

"*Dizziness assails me. I can feel my consciousness withdrawing. This isn't a normal spell. If it's this bad, when I collapse I won't be able to get up for a while. As expected, running here at full speed, including up that hill, was too much. I'm completely out of breath.*"

-Tohno Shiki, *Tsukihime*

Your blood lacks a sufficient amount of hemoglobin and/or red blood cells. This causes tissue hypoxia. You often feel tired or weak, either in general or during

exercise, suffer from ennui and poor concentration. Sometimes you feel short of breath. At times your heart has to increase cardiac output, leading you along the path of palpitations and sweatiness.

In the story of *Tsukihime*, Shiki suffers from this ailment but recovers in time with bed rest, or can spend a Luck Point to shift over to Nanaya Shiki, his evil side who is untroubled by the ailment. The Complimentarity he shared with SHIKI allowed SHIKI to "borrow" some of his life force, causing Shiki's anemia. Even after SHIKI was dusted, Tohno's body remained frail.

If you picked this Flaw, you most likely have the pallor issue that vampires often do. This Flaw is a wonderful one for Storytellers to use against you, and your character will suffer some reductions to Move, STR, CON, and Life Points during periods when this is noticeably evident. You might even get so tired you collapse. The 2 point version reduces STR, Movement, and CON by 2 points during a spell. The 4 point version reduces STR, Movement, and CON by 4 points during a spell.

If either STR or CON are reduced to zero during a spell of anemia, you'll have to pass a Stun check or you'll lose consciousness.

Anti-Luck (variable Flaw)
You get 1 point for each level you take. Your GM gets to use these against you to either negate a point of Luck you're spending or give you a -10 to one of your rolls. Not so fun.

Antisocial Impulses (1-3)
Cruelty: Works exactly like the Mental Problems drawback, but you can only take two levels of Cruelty- the third becomes the Anti-Social Personality Disorder Flaw.
Deceit: Your character loves intrigue. You craft convoluted plans against all of the people you know, even friends and allies. You must make a Will x 2 roll to avoid deceiving someone or
making a plan more complex than it needs to be.
Violence: Once you start, you don't stop until it's done. You are a berserker. To keep your cool in combat, you must make a Will x 2 roll. If you fail, you're not stopping till your foe is dead, and you can't run away either. This is not the same as the Mad Enhancement Class Advantage of the Berserker Servant Class.

Approachable (1 pt. Perk)
There's something very approachable and non-threatening about you. –1 difficulty to all Empathy rolls.

Attractiveness (1 per level, can be a Perk or a Flaw)
Attractiveness -2: This is starting to go into inhuman territory.
Attractiveness -1: Unattractive or unhealthy.
Attractiveness 0: Ordinary-looking.
Level 1-2: You stand out in the crowd.
Level 3-4: Professional model.
Level 5: Heart-stopping.

Positive or Negative Attractiveness gives you a bonus to particular Social rolls. Positive Attractiveness provides a boost to Seduction and other positive Influence rolls equal to the level you have in it. Negative Attractiveness boosts Intimidation attempts.

Balance of the Cat (new Quality, Supernatural, 2 points)
This costs 2 Mana to activate and 1 Mana per Turn to keep it running. When it's on, the character can run across ropes or rails, stand on top of posts, effortlessly climb ropes, and instantly recover from being thrown. The character's Movement is unhindered while doing these things.

Banality (Panzaism) (3 pt Flaw)
Your character does not believe in the supernatural, and has the instinctive reluctance to accept the idea that monsters and magic do in fact exist. This Flaw cannot be taken by characters with Bloodlines, Servants, or other supernatural powers for obvious reasons. Once your character has seen incontrovertible proof that the supernatural does exist, you can buy off this Flaw.

Until you get rid of it, have fun roleplaying this character. Mundanes with this Flaw have a great deal of trouble passing Fear Tests, because they automatically flip out (without looking totally sweet), run away, and try to rationalize and deny what they saw. People have been plagued by centuries of societal and cultural pressure to not recognize the supernatural and the inhuman. Thus if a person witnesses such a thing, he first flees, and then reinterprets what he saw to make it fit with what he knows about the world. This principle holds true for ghosts, werecreatures, the walking dead, demons, vampires, potent/obvious magic, and alien creatures.

What they do when they come across something like that depends on their WILLpower. Someone with a will of one either faints dead away or flees in sheer terror. WILL 2-3 people stand and watch blankly, gibbering

and disbelieving.
WILL 4-6 characters can walk away, pick up an item, and then leave and begin rationalizing what they saw. They cannot remain in the area for more than 4 Turns, though. And after they leave, they immediately block out what they saw and forget about it entirely.
Child characters below the age of 10 cannot have this Flaw.

Bloodline (supernatural, varies)

There is a demon lurking in the bloodline. And that isn't just a simple metaphor. Our ancestors were a mixed breed of "something nonhuman" and human. As their descendants, we also have this element of 'something nonhuman' in our blood.

In regards to that, there are those with strong and those with weak nonhuman blood. Those with weak nonhuman blood can live their lives as ordinary people, but those with strong nonhuman blood may never lead a normal life.

Those with strong blood of our ancestors are born with special powers. It could be a body that is resistant to death. It could be the ability to move things without touching them. Or it could be fangs used to take bodily fluids from other people.

If the blood becomes too strong, the person starts to gradually lose their sanity. The majority become ravenous demon cannibals that feed on human flesh.

-Excerpted from Tohno Makihisa's personal journals

Sometime in your past, your family welcomed the intrusion of something else into it. As a result, the family line is something other than human, and so are you. Not all heirs will react to the inhuman blood in the same way; some develop superhuman control over their destinies (many levels of Extra Lucky) , others lose their ability to remain humans and become killers, and some stay dormant and live normal lives. Sometimes people with the Bloodlines quality will snap and view other supernatural beings around there as a threat, as they have a tendency to rely upon their instincts more than their reason.

There are times when the blood of the character waxes more powerful, and times when that power wanes. That's up to the Storyteller to decide. Worse still, if the player picks Mental Problems , Inversion Impulse , Doomed, or Fading, the character's original soul may be completely subsumed by their heritage. This condition will be visible if the subject is viewed by Supernatural Senses, and is detectable by a genescan. As for why a family might have this Flaw, their ancestors could be cultists or people attempting to bargain with demons in exchange for something (material wealth, fame, etc.) In



Tohno Makihisa came from Old Money. *Really* old money.

Borderline Psychological Disorder (3 pt. Mental Flaw) (For a great treatment of this disorder, see the film *Fatal Attraction.)* Sufferers of this disorder have no consistency or framework for their actions, instead they are filled with chaos. What is black one minute is white the next. As a result, people with this Flaw vacillate wildly between judgments and evaluations - including their own self-image and perceptions of others. This can lead to suicidal and homicidal behavior. They can love a person, go to bed with them, and then stick a knife in them the next morning over breakfast. Think of them as dangerously unpredictable wildcards.

Sufferers with this disorder are at -2 to all Willpower-based rolls and are at -1 to -4 to all Social rolls depending on how bad their behavior is in that situation.

Born Behind the Wheel (2 point Perk)
If it's got an engine and a way to steer, you can fly or drive it. You are a natural behind the wheel of any vehicle, and can eek out that extra bit of performance out of any crate which the engineer's didn't even know the machine had. You gain a +2 to any Drive or Pilot roll. This doesn't help with any animal handling or riding rolls (which use Animal Ken); it only works with powered vehicles. If you want to be a drift racer, take this Perk and also take the Initial D specialization for Drive.

Catlike Balance (1 pt. Merit)
-2 difficulty to all balance-related rolls.

Catnapper (2 pt. Merit)
You need your usual amount of sleep—just not all at once.

Child (4 pt. Flaw)
You are pre-pubescent. No Physical Primary Statistic over 4; no knowledge based skill over 6 unless you have the Old Soul Perk. ½ movement rate of adults.

Chiurgery (new Quality,supernatural, 5 points)
The prerequisites for this power is Medicine at 4 or better, Magic Circuit rank 2 or better, and Occultism 1 or higher. The character can use accupressure and massage to concentrate the Mana in the subject's Magic Circuits, and then astrally jacks into them, causing them to send Mana throughout the targets' body - immediately healing Lethal damage (which ordinary First Aid could not treat). The character rolls WILL + Medicine. Each success restores 1D8+2 Life Points lost to a Lethal source. It is not easy to work on someone else's Magic Circuits, though - the user of this power loses 5 Mana per success he rolled. If used on an undead creature, the subject would regain 1D4 Life Points per success level.

Chiurgery is taxing to use. If it is used by the same person more than once per day, that character must spend a Luck point to use it the second time. The third time sets him back two Luck Points, etc. Divine Chiurgery allows the healer to roll the three times the amount of healing dice - but the healer only keeps 1/3rd of those dice (hint: keep the highest rolling dice.)

Chronic Fatigue (2 pt. Flaw)
You require 10 hours of sleep every night, not the usual eight. If you are denied this amount, you will be at -1 to all skill tests. You are always very tired after strenuous activity. This Flaw cannot be combined with Tireless.

Clown (1 point Flaw)
You believe that humor can help to improve all situations, even during inappropriate moments. You find it hard to avoid cracking wise, even when it works against you. You are truly one with the lulz.

Code of the Buddhist Monk (3 or 5 The 5 point pt. Flaw)
This represents the moral code of many Buddhist monks. The character vows to abstain from violence (though he can defend himself), to remain celibate, and to not eat red meat. The five point flavor of this flaw adds a vow of poverty , a strict vegetarian diet (no animal flesh), and a restriction against violence towards animals of any sort. Historically, many monks did not take this flaw.
It's not required for being part of the Buddhist clergy, but it is strongly recommended.

Code of Bushido (4 point Flaw)
This is the honor code of the Japanese warrior/retainer. It demands that the character die a good death with his honor intact -- one might say that being prepared for death is the ever-present theme of this philosophy. Other aspects include filial piety, rectitude, martial prowess, honor, methods of raising children, and caring for one's appearance and grooming.

But above all, the code demands absolute loyalty to one's lord, even if that lord orders the samurai to kill himself or destroy everything he loves. And if his lord forbids it, a samurai cannot avenge himself against someone who has insulted or dishonored him, leaving the samurai to suffer from the insult and loss of face, silently bearing the shame until he either kills himself or his lord rescinds the order. If someone else insults the samurai's lord, the samurai must answer that insult.

Code of the Chinese Knight (5 point Flaw)
The character must right any wrongs he witnesses, correct social injustice, keep any oaths of loyalty he swears, and honor all deals and obligations he accepts. He must honor good people. The five point value of this includes a vow of poverty, but that can be excluded and will bring down the value to 4 points.

Complementarity (2 pt. flaw)
"*The Nanayas are a family that produces killers. If that adopted son happens to stay alive, the link between him and SHIKI may corrupt SHIKI's mind.*"
-Excerpt from Tohno Makihisa's personal journals.
Sometime ago your character forged a link between your own consciousness and someone else's. Usually it's someone very evil. As a result, you sometimes witness their extracurricular activities. Because your character is witnessing the other party's memory, the vision is ultra-realistic, and your character may even believe they are his memories. If they make a WILL x2 (or Meditation) roll against you and score success levels, they have a general idea of where you are and may also use one Telepathy and Influence roll against you per success level . They can also use the Corrupted Visions power to give you fantastically horrible nightmares.

Compulsive-Aggressive (2 pt. Mental Flaw)
Day-to-day exposure to horrifying scenes, blended with your innate desire to dust the perpetrators, has caused you to lose sight of your moral and social perspective on violence. Naked aggression is your primary way to interact with others socially.

This Flaw forces you to react to social situations with a confrontational and violent manner. You treat Influence Skill Tests like you were rolling Influence (Intimidation). In any social Test, if you Critically Fumble you snap and attack the target, using whatever weapon you currently have available. You can avoid doing this by spending a Luck point.

Combat Incompetence (1-5 level Flaw)
Deducts 2 from Initiative rolls per level bought.

Combat Reflexes (1-5):
Adds +2 to Initiative rolls per level bought.

Command Rune (FSN, Supernatural, 5 points to have the Rune, Another 2 points per additional charge left in the rune)
Somewhere on your body (most likely the hand) you have an elaborate occult design. This design is visible to those with advanced supernatural senses. With it, you can order your Servant to do one thing he or she does not want to do. As an example, if Emiya wanted Saber to become his personal maid, he could sacrifice a shot from his Command Rune and zap, she'd be a moelicious maid. When a Command Rune is used, a part of it grows dark and fades. When all of it is used up, it is gone forever.

In *Heavens' Feel 4*, Saber's previous Master used a shot from his Command Rune to force her to destroy the current incarnation of the Holy Grail; she was adamantly opposed to doing so because she wanted to use the Grail's power to rewrite her own history.

The Command Rune has a number of uses before it is completely expended. If that happens, the player does not get back the points from the rune, and the Servant is a free agent who must find a new Master before they fade away entirely. Woe and grief to the one who was cruel and abusive to his Servant if it becomes free.

It is possible to transfer Command Runes from person to person; one way is if the person is willing, and the other is if the rune is physically removed from the person by nonconsensual surgery. Either case would require Chiurgery or a similar astral healing art.

Masters can use their Command Seal to forge a new contract with a Servant as long as they have some ranks in the Seal left and the Servant has not faded away. If a person received a Command Seal, he could form a contract with a Servant. Servants cannot break their contracts without risking non-existence as they are so heavily dependent on Mana to exist in our reality. If their Master is killed or their Master's Command Seal is completely depleted of charges, they are officially free agents. If the Servant has the Independent Action class ability, they can perform all manner of backstabbby behavior. Masters with Command Seals can also look at another Servant and gauge its power in relation to their own Servant, as seen in *Fate/Zero* Act 4 Part 3. The manner in which they perceive this information depends on the Master's own expectations and experiences; i.e., a roleplaying geek might see a "character sheet" for the other Servant.

Confidence (2 pt. Perk)
You posess an untouchable air of superiority that makes others instinctively realise you're in charge. -2 to all your Social difficulties. +2 to the difficulty of any Social attempt to mislead or intimidate you.

Con-Goer (1 pt. Perk)
You are jazzing on your hobby, allowing you to push your system for extended amounts of time; however, you will crash hard if you push yourself too much. With this Perk, for one night every three hours of sleep you skip translates into 1 Level of Fatigue. You can go days without sleeping, but when you finally do put your head down on the pillow, you must roll CON x2 + 1D10. This is opposed by Fatigue x 2 +1 + 1D10. Each success level removes one Level of Fatigue. If he has remaining levels of Fatigue, he *must sleep* eight hours and also sleep 1 additional hour per remaining level of Fatigue.

Contacts (varies)
Decide upon how highly placed the person is. The more important the person is, the higher the point value. Add in how much help they'll offer: protips plus letting you sleep on the couch is 1 point; backup in a firefight is 4 points.
Criminal: Stoolie, bartender, made man, gang member, fence, cat burglar, industrial saboteur.
Financial: broker, banker, money manager, office worker, software mogul.
Government: Beat cop, detective, Federal agent, bureaucrat, academician, politician.

Supernatural: demon, wizard, vampire, demon club owner, oracle, demon nobility

Conviction (variable Quality)
With this Perk, you are better able to face the forces of evil. Each Level of this Perk (maximum 5 Levels) adds +1 to rolls for your Fear Tests. Each level costs 1 Quality Point. Once per day, you can use your Conviction rating as a temporary boost to your STR for the purposes of escaping something very dangerous -- a zombie's choke hold, a tiny net, etc.

Corrupted Visions (4 pt. Supernatural Quality) - This power induces hallucinations in victims. Phantasmagoria, voices from God (but not really), mocking voices, and so on are all possible. To use the power, the demon must roll PER + Influence. Each success allows him to torment his victim for one turn. The success levels also dictate the potency of the vision -- one success brings whispers or glimpses of something otherworldly, five or more success bring a manifestation of a deity. The visions have no substance whatsoever. If the target believes someone is messing with his head, he can resist the effects with a WILL roll. A well-chosen illusion relevant to the target causes a penalty to this roll, and a ridiculous image (Mother Theresa turning into a bloody tentacle monster) might give the target a bonus to resist.

Covetous (1-3)
You know what you want. It can be greed (money), lechery (sex), ambition (power), and conspicuousness (fame and renown).
1: You won't break the rules of society or your own moral code to get what you want.
2: You must roll WILL x 2 at a -1 to -3 if the reward is great.
3: You'll stab friend and family to get what you need. -1 to -5 to resist the prize.

Cultural Snob (1 pt. Flaw)
You despise pop culture, and don't relate well to people that enjoy it. +2 difficulty to socialization rolls when dealing with such people.

Curiosity (2 pt. Flaw)
Your incredible curiosity and desire to learn new things gets you in trouble. Make a WILL check at -2 to avoid inspecting something new, interesting, mysterious, etc.

Cyclic Supernatural (2 pt. Flaw) Your supernatural power waxes and wanes with the phases of the moon. Do the work and submit it to your ST. Thanks.

Damn Healthy! (supernatural, not available to humans, 1 per level)
+10 Life Points per level.

Danger Sense (supernatural, 1 point per level)
"*The back of my head numbs. A horrible chill, as if my body freezes to my fingertips ... I try to catch my breath. In contrast my cold body, my throat is scorching. I put my hand in my pocket and take out my knife. I need a blade in my hand.* " - Tohno Shiki, Tsukihime

Some people know when things aren't right. If you have this power, your Storyteller must grant your character a simple Awareness test to notice something dangerous even if you aren't aware of it, with the levels of Danger Sense adding to the roll.

Daywalker/Shisou Kyuuketsuki (Supernatural, 2 pt. Perk)
Unlike most vampires, you don't burst into flames when you go outside. You are free to enjoy a better life of going to matinee showings and tanning. Unfortunately most of your vampire powers are knocked offline during that time, but your attributes remain superhuman.

Deep Sleeper (1 pt Flaw)
+2 difficulty to awaken during the day.

Dematerialize/Materialize (20 points, Supernatural)
Your character may move slightly out of phase with this reality, making him intangible. For as long as he remains intangible, he can walk through walls, bullets will harmlessly pass through him, etc. While he is intangible, he is also transparent. Norms who see him will have to make a Fear Test. While he is Dematerialized, he cannot touch or pick up anything, though objects he was carrying when he first Dematerialized are in the same condition.

He cannot take anyone with him when he Dematerializes. That would imbalance play.

While the character is intangible, he still partially exists in this reality. Therefore it is possible for the character to be targeted with magick, mental powers, and certain superscience effects ("who ya gonna call?")

The Materialize aspect of this power allows the character to turn solid again, allowing him the ability to interact with the world in full 3D once more.

Materializing a Servant requires the expenditure of Mana; determining how much it costs to

keep a Servant materialized per hour is largely a matter that should be left to the individual Storyteller.

Denial (2 pt. Mental Flaw)
This is not the same thing as Banality. Banality refers to an ongoing continuous reinterpretation of reality in order to make it conform to what is commonly considered "sane". A person with Denial has had exposure to a particular stressor, and the experience was so intense that he established mental blocks around it to protect his ego. As an example, a man who had his children bloodsucked by a vampire and then watched the children rise as The Dead might believe that his family is alive and well. Or some other child would "become" one of his own children in his mind.

If a person denies the existence of a supernatural creature, they may not recognize it even if using supernatural senses or superscience. With that aside, the enemy in question removes the first two successes in any mind-reading, hypnotization, or mind control Test when it uses them against the subject, so strong is this improptu psychic shield.

If confronted with irrefutable evidence of reality - the denier may roll WILL x 2, and they need at least two successes to remember the truth for 10 minutes. Past that, a person will need to spend Luck to remember the truth. If enough of these situations are overcome, XP could be spent to remove Denial.

Dimensional Portal (supernatural, 2/3 per level)
This is a small Reality Marble, one not significant enough to be "corrected" by the World. The player can open a hole into another dimension, where he can store his stuff and take it out as needed. Alternatively, a dimensional portal can be permanently wrapped around the inside of something, forming a "tesseract" (it's bigger on the inside than it is on the outside). If the dimensional space needs to be furnished, it must be bought as Fresh Gear. The cost for the advantage is 2 points per level if it is in a fixed location and 3 if it is in a mobile location. If the player enters the dimension, he may only leave via the portal he entered from. Once the main power is set up, new gateways to the same dimension may be established for one point each.

Level 1 - the space is as big inside as a suitcase
Level 2 - the space is as big inside as a closet.
Level 3 - The space is as large inside as a room.
Level 4 - The space is as large inside as a house.
Level 5 - The space is as large inside as a city block.
Level 6 - The space is as large inside as a town.

To carry around her weapons, Ciel transformed her costume into this, and Nero Chaos transformed his entire body into this to house all 665 of his familiars (he was #666, completing his core concept as the Beast). In Higurashi, the inside of one of the locker's was a Level 3 Dimensional Portal, enabling the penalty game group to store all their various games inside.

Disgraced (1 or 2 pt. Flaw)
Your character is seen as a non-entity in most social situations. For one point, everyone knows about your screw-up, and they don't like it, and they don't like you. Social rolls will be at -2. For two points, your character effectively doesn't exist for others and they will ignore him, refuse to take his money, etc.

Dissociation (3 pt. Mental Flaw)
Instead of feeling horror, revulsion, or anger upon viewing something terrible, you simply feel nothing. The risk of life and limb has lost all meaning for you. Physical and emotional concerns no longer affect you. Your voice sounds distant and nonchalant, no matter if you are talking about the news or tearing through your enemies.

Dissociatives are so detached it's like they were playing an MMO. They don't evaluate the risks of a situation and are fearless to the point of suicidal. They'll let an enemy land a hit to ensure they'll get a killing shot, and they'll restrain a foe inside a burning building to make sure the monster dies.

At the beginning of a fight, Dissociatives must roll INT (not doubled) +1D10 and accrue 3 successes to remember to take defensive actions during the combat scene. An odd benefit to this blase outlook is that penalties from pain are always reduced by one.

Divinity: Epic Destiny (3 per level (max 3), FSN, Supernatural)
Adds 1 re-roll of a failed dice test per gaming night for each level bought.

Divinity: Epic Primary Statistic, Epic Derived Statistic, or Epic Skill (5 per level, FSN, Supernatural)
With this power, you automatically gain one success per level on any Test which uses that skill or statistic. This is the realm of godhood; Iskandar (Rider from the Fourth Holy Grail War) and Hercules (Berserker in the Fifth Holy Grail War) are examples of Epic Heroes who would have this Perk. Sometimes this can do far more than just add automatic successes.

Doesn't Like Horror Movies (2 pt. Flaw)
Your character has never read Lovecraft, Poe, Stoker, Shelley, or King. He doesn't watch *Buffy/Angel*, has never finished one episode of *The X-Files*, and thinks *Twin Peaks* and *Silent Hill* are too weird. He doesn't roleplay and has no interest in strange Japanese "cartoons".

Trouble is, that lack of respect for subculture is going to sneak up and bite you on the butt. You have no idea, for example, that zombies need to be shot in the brain to be killed. You will not think of staking a vampire in the heart. You cannot act in any sort of postmodern way around horrific sights. You are lacking in the cultural knowhow that lets you do so. You are the guy in horror movies who goes off alone by himself with a flashlight: "I'd better check this out. I'll be right back!" This is a great Flaw to pair up with Banality.

Dogged by Fringe Media (2 pt. Flaw)
You've attracted the attention of an amateur reporter. He follows you, trying to dig up dirt on your past.

Doomed (1-5 pt. Flaw)
Your character's life expectancy just got a whole lot shorter. This could be the result of an incurable life-threatening disease, a genetic condition, a curse, cyber-rejection, or something else entirely. There is no cure for this Flaw, and it can not be bought off with points. When his time comes, there will be no way for the character to cheat the Reaper. For one point, the character can live five more years. For 2, he can live 3 more years. For 3, he will die at the end of one year, 4 points reduces that six months, and 5 marks it down to just one month.

Double-Jointed (1 pt. Perk)
+4 to dice rolls involving body flexibility.

Dual Nature (4 pt. Perk)
You have two purposes to living - and this allows you to choose two Natures. You regain Luck for satisfying either one of them. They must be complimentary or neutral to each other. Diametrically opposed Natures are right out. And talk to your Storyteller before you take this Perk.

Ectoplasm Extrusion (6 pt. Perk)
The demon creates up to four ectoplasmic tentacles that can be used independently (sorry, no extra actions without high DEX) to reach out and grab objects, hit things, or envelop targets and smother them. The reach is 15 feet. To use the power, the demon must roll CON + Occultism to create the tentacles. The tentacles' STR is equal to the demon's WILL + 3. Attacking with them is done by rolling DEX plus Brawl. He can spend XP to specialize in them if he wants. Every WILL x 2.5 minutes, the demon must spend 3 points of Mana to maintain the Ectoplasm tentacles.

Eidetic Memory (1 or 2 pt. Quality)
You have an uncanny ability to remember visions, events, or impressions. With the one point level of this quality you can freeze an image in your mind and recall it with precision. You can do this for up to 3 images. You the player must write down the circumstances of your snapshot to help your Storyteller out. If you want to reproduce the scene for others, Intelligence + Art will let you sketch out what you saw.

For two points, you can memorize entire books. You have a +1 to any rolls involving memorization. Any rolls where remembering things matter are at +1 to +3. A battle involving trivia vs. this guy is about as smart as a land war in Asia.

Extra Actions (4 pts. per extra action, Supernatural)
When your initiative comes around, you get one extra action. This is an extremely rare Perk.
It is only meant for truly alien creatures that can warp time.

Extra Energy (Supernatural, 1 per level)
Adds 10 Mana per level bought.

Extra Limb (1 pt. per limb)
This does not give you extra attacks. Buy up your DEX if you want those. It does make it possible to have one extra arm or tentacle for carrying groceries, fumbling with keys, and so on.

If you are not visibly a demon, this will draw some stares. If you're a demon and others can see that you are one, you are probably already used to stares.

Extra Lucky (1 pt./level Perk up to maximum, then cost varies)

Your character is extra Lucky, and as such his characteristic Luck is increased by one per level taken in this Perk. He may only buy one level of luck for one Quality point up to twice his characteristic luck. Past that point, each level must be bought singly, and costs Desired Luck Level x 1.5 in unspent points. Thus for a character with a characteristic Luck of 2, buying it up to Level 4 Luck would be 2 Quality points. Increasing it to five Luck Points would cost an additional seven Quality points. Increasing that to six Luck Points would cost nine Quality Points. Seven Luck Points would set the guy back fifteen Quality Points. Players may use experience points to buy up more Luck, but cannot increase Luck more than one level per night.

If the character is hospitalized, Luck points can also be spent to maximize the character's recovery time, multiplying the Life Points restored by x 1.5. Once spent, Luck Points regenerate at a pre-determined rate (see Chapter 1: The Curtain Rises/*Kaimaku* pages 23-24 for more details on how fast Luck Regenerates and how to use Luck).

Emotional Anchor (2 pt. Perk)

"*You are the most important thing to me. If I had lost my memories of you over these eight years,I would not be who I am. Because you were here, I was able to be myself. You are more important to me than myself, so I wanted you to like me, always.*"

-Tohno Akiha to Shiki, *Tsukihime*

This advantage gives the character a way to center themselves emotionally, which can be useful in staving off Impulse Inversion and other Mental Problems. If the character has it, he receives a small bonus to saves vs those Flaws and they function at one lower level. If something happens to the Emotional Anchor, then these disadvantages worsen (the character has lost a vital link to his humanity).

Emotional Influence (2 + 1 point per addl. level)

You can change the moods of people around you. To resist, your target must make a WILL x 2 roll. If he fails, he must make a new Willpower roll each turn after that. Failure means he has little control over that emotion. Penalties are added to the roll if the user has a statistic that might influence it (positive attractiveness for lust, negative attractiveness for hate or revulsion). Penalties to the WILL x2 roll are granted per additional level in the power.

Enchanter or Superscientist (5 points per level).

To purchase this power, the person must have at least an Occultism of 5 or a Science of 5.

You can make magic swords, amulets, and wands with the Enchanter gift, and Superscientist lets you craft persocoms (robot girlfriends), destructo rays, freeze rays, heat rays, or spank rays.

You can not pick both Enchanter and Superscientist. They're just too different in philosophies. Remember that you normally cannot make any item with a Power Level greater than twice your Magic Circuit rating, however there are individuals who can over time craft items that are more powerful than twice their Magic Circuit rank. These individuals are called Alchemists, and they work together/in competition with the official Mage's Association in the Nasuverse. To play an Alchemical Enchanter or Alchemical Superscientist, simply add 3 to the Enchanter or Superscientist Perk cost. This increases the character's maximum craft capacity to three times his Magic Circuit rank. It also multiplies the time necessary to craft the item to twice the time listed, and the character must supply one extra rare item to help the item charge the necessary Mana. Mages often look down on Alchemists, seeing them as journeymen dabblers with terrible Magic Circuits .

Enhanced/Reduced Attribute (supernatural, variable)

1 point per level up to 5, then 5 points per level beyond that. Reduced attributes give you one quality point per level.

Fake Past (5, New Supernatural Quality)

This character is able to instantly create a new history for themselves by hypnotizing others around them. Most human beings will have no Resistance, making them viable targets for this power. Humans can resist this power with their Will + Magic Circuit + 1D10. If they fail, upon seeing the character for the first time, others "remember" him and reflect on the past they shared together. This is one way for a Magus or member of the Church to infiltrate an organization.

In all likelihood, if the Fake Past power is deactivated, the others will simply forget about the character, as if they never existed in the first place.

If bought as a spell, it's a Level 4 Mind-Altering Quick Cast technique (costs 12 MP, Will + Magic Circuit vs Will + Magic Circuit OR Will x 2 to save vs. it).

Familiar (costs 1 quality point to play)
Your character was actually built by either his current master or some other magician. He is a created being made from an animal cadaver and either an animal spirit, elemental, or a human soul. The cadaver is blessed and stuffed with enchanted herbs, and then brought to life through magic.

Using the ghost of a human being as a raw ingredient during the spell tends to create powerful familiars and guarantees high intelligence in the resulting creature. These beings are capable of shifting back and forth from their human to their animal form (they can turn into a living version of whatever animal cadaver was used in their creation) by expending 1 Mana, which they may do as a movement action. In game terms they would have the Dual Form Flaw. Once in beast mode, they can do anything the animal can do (crows can fly, dogs can bite, rats can hide in a narrow tunnel, etc.) Ren from *Kagetsu Tohy*a is an example of a familiar that had a human soul used in its creation. Ren was built from the body of a black cat infused with the soul of a dead girl. It may be possible to use an elemental or other nature spirit in the creation act, but the resulting familiar tends to be particularly chaotic and bizarre. Once created, Familiars have stats equal to those of the animal used in their creation, with the exception of their INT and WILL, which are equal to the Success Levels of the rite used to make them. Despite lacking human-like oral configuration, even animal familiars can communicate with their masters. If a human soul was used to create the familiar, it can take human form, for the economical cost of 1 Mana to go back and forth from animal to human.

The familiar must select at least three levels of Extra Energy to buy up their Mana Pool. Every familiar has the Immortal Perk. This is offset by how familiars all have the No Natural Mana Recovery Flaw, except for especially powerful and specialized familiars. If the familiar has No Natural Mana Recovery, for every day that goes by without it absorbing Mana from another source, the familiar's Mana Pool is reduced by 2D6 Mana. Once the familiar's supply of Mana is totally exhausted, it is instantly dusted. Every familiar is aware of this and tries to actively avoid it.
As they are supernatural creatures, they can buy supernatural qualities with their Quality Points.

The amount of Mana a familiar needs to consume every day is equal to the sum of its statistics +5. It is possible for an independent or even controlled familiar to enter into a pact with someone to perform service in exchange for Mana. In *Tsukihime*, the True Ancestor Arcueid made a temporary contract with Ren, employing Ren to give Shiki incredibly realistic erotic dreams as a reward for Shiki's assistance. As Arcueid was not a real human being, Ren could not form a permanent contract with Arcueid, and after Arcueid donated Mana to her for a time, Ren had to go on her way. Much later in the events of Melty Blood, Ren cut a permanent deal with Shiki, gaining the promise of a steady Mana supply.

The Storyteller is probably wincing inwardly at the thought of Player Character's whistling up many of these. The amount of Mana they must consume everyday mitigates this somewhat, but the Storyteller may decide to charge the caster XP equal to the value of the total of the familiar's Primary Statistics in order to "form the contract" with the Familiar). In order to establish contracts of their own, familiar PCs will have to take the Obligation Flaw. If the familiar PC wants to have several contracts or masters, he can take several levels of Obligation as separate, small Flaws. Familiars can make for interesting tragic heroes, and the example of Caliban from Shakespeare's The Tempest can give insights into the psyche of such beings.

Familiars are often very strange looking, and must take the Odd Feature Flaw in their human forms. Their ears may look elvish, they may not have pupils but can see normally, and they may have odd hair colors that dye can't produce. Many don't understand everything about the world around them, and have the therefore have the Misfit or Outcast Flaws. If the resulting creation looks very young, it has the Child Flaw as well. Familiars can eat normal food, but gain no benefit from doing so and will have to eliminate it normally later. Depending on the type of tasks they do, they can take Job Class Packages - but they obviously cannot use certain skills if they cannot turn human. Regardless of whether it knew how to or not, a cat familiar who could not turn human could not use a computer. It lacks fingers. Similarly, a dog cannot take levels of Wild Card (Juggle). Use common sense.



Fat or Obese (1 or 2 pt. Flaw)
At Fat, your character weighs 50 lbs. over your ideal weight and has his Movement reduced by 25%. If you are Obese, you weigh 100 lbs. or more over your ideal weight, and see your movement reduced by 50%.

Flashbacks (3 pt. Mental Flaw)
During exposure to something that reminds you of your traumatic event, you immediately flash back to your traumatic event. During your flashback, you are not interacting with the present in any meaningful way. Everything is for you as it was - which means when you come out of your flashback, you could be in a Bad Situation. You have to roll WILL at -3 to avoid the Flashback when it comes. The duration is subjective.

Focused Damage (1 per level)
Adds 2 points of damage to the rolled total for Brawl attack. Can be taken by human characters to show martial arts training. Humans may take up to three levels of this. Supernatural characters may take up to six levels.

Forgettable (2 pt. Perk)
People's eyes tend to pass over you and ignore you. Restricted: Your Appearance a can be no higher then 2 to take this Perk.

Frog Tongue (3 for the tongue, and then 1 point per level of increased length) - The demon may elongate his tongue and then make it stick to surfaces. It has a range of two yards and can be used to grab things and cause damage. To use it to hit targets up to two yards away, the demon must roll DEX + Athletics. Once the target is hit by the tongue, he can be grappled (use the grappling rules) or pulled towards the demon. Each level of increased length adds another 2 yards to the tongue.

Fugue (3 pt. Mental Flaw)
Characters with this flaw experience "blackouts" and loss of memory. If subjected to a particular stressor, the character begins a specific, rigid behavior set to remove the stressor. This is not the same as the Multiple Personality Flaw; the character has no alternates to toggle control over to. Instead it is better to consider it "autopilot". Your Storyteller must decide what kind of circumstance triggers this, such as the death of a helpless human, confrontation with a specific type of monster, or confinement.

If the character is exposed to the appropriate stressor, he must pass a Will check and accumulate at least two successes. If the roll fails, he lapses into his fugue state for 1D6 x10 or 1D10 x 10 minutes. While in the fugue state, the character will do whatever he can to eliminate the stressor. If the player isn't willing to roleplay this Flaw, he can pass over his character sheet to the Storyteller until the time has passed. At the end of the fugure, the character's consciousness "reboots" with no memory of anything that happened in the Fugue state.



Fresh Gear (2 per level)
You may begin play with an item, which may enhance your character or serve as a useful tool or weapon. The level of the advantage must match the desired items Power Level. The enchanter/superscience items from the Buffy RPG's Magic Box are a suitable start. You cannot acquire levels of Fresh Gear by destroying candles, so that's right out.
Level 1 offers a small advantage,
level 2 bestows a moderate advantage,
level 3 a good benefit,
level four a great benefit,
level five an extreme benefit,
and level 6 a primal advantage.
Fresh Gear beyond Level 6 offers cosmic benefits.

Funny (1 pt. Perk)
Your comic timing and sense of the absurd is second to none. -2 difficulty to any Social roll intended to boost morale.

Fuzion (demon advantage, 6 points)
With this power, you can form a spiritual link between yourself and a particular target, which must be touched. Once this is done, you inflict spiritual corruption upon the target as long as he remains on the same planet, represented by their developing the Complementarity Flaw. In addition to the mental problems caused by this connection, it also allows you to "borrow" things such as Life Points if they fail to resist your spiritual intrusion.

Over time your target will begin to suffer from the same Mental Problems you do, and it is even conceivable for you to give them your Inversion Impulse.

Only one target can be affected at a time. If you sleep, then the Life Points you stole are transferred back to the victim.

The victim will occasionally receive visions of the horrors you are committing as very realistic dreams. These dreams are so realistic that the victim might even believe he is the one responsible for the witnessed events.

Gaikokujin (2 pt. Flaw)
You are not native to this country, and has trouble with some of the finer details. +2 difficulty to Etiquette & Streetwise rolls.

Good Listener (1 pt. Perk)
You have a keen interest in people, and they open up to you. –2 difficulty to Social rolls when talking to people.

Good Night Vision (2 pt.)
Your night vision is excellent. -2 difficulty to Perception rolls at night.

Good Sense of Character (2 pt. Perk)
"To be honest, I don't like that girl one bit. It's not one thing in particular, but something about her doesn't sit right with me."
You have an innate instinct for reading a person. –2 difficulty to Empathy rolls based on assessing a person.

Good Taste (1 pt. Perk)
Your taste makes forging contacts with the upper class much easier. –2 difficulty for Social rolls intended to gain acceptance or impress in a high-society or business situation.

Hard to Kill (1-5 for humans, 1-10 for supernaturals)
Grants + 3 Life Points and +1 to ALL Survival Tests per level purchased. Each level of Hard to Kill costs 1 Quality Point. Cannot be recommended highly enough. If you have any leftover points, go ahead and get some.

Hikikomori (3 pt. Mental Flaw)
Your character has stopped interacting meaningfully with society. He may be a NEET (Not in Education, Employment, or Training). You feel like you have no clear mandate for your life, so you have shut out the outside world. The light of the sun, companionship, friendship - these are not for your character. As your character isolates himself, his mind turns within and erodes his ego - leaving him terrified social interaction will result in terrible humiliation. This could lead to years or decades of isolation. Worse still, other Mental Flaws are sure to develop during this period of self-imposed exile.

Hikikomori must make a WILL Test and accrue at least two successes to go outside. They also are at -2 to any Social Test.

Hollow Leg (1 pt. Perk)
"*Shiki-san does not have the same tolerance you do, Akiha-sama. Shiki-san, you should say no or you'll be in trouble. Akiha-sama does not get drunk no matter how much she drinks, so if you keep drinking with her until she's happy, you'll end up drinking until dawn!*"
"*Wait a minute, Kohaku! You make me sound like some sort of alcoholic!*"
-Tohno Akiha and Kohaku at Tohno Shiki's welcoming party.
Your character can drink like a fish. Any penalties for consuming alcohol are halved.

Homonculous (5 point Quality)

In the Nasuverse, a homonculus is an artificial being created by using sorcery to reformat sperm cells. This being then develops into a child who can be raised normally. Due to their incomplete genetic background, they sometimes have Physical Flaws such as Doomed, Odd Features, and so on. Albinism* is so common in homonculi that it is one of the requirements for the class. (Storyteller's note: If the Storyteller does not wish Albinism to be a common Flaw for Homonculi, he can simply require the player to take too Odd Features (Red Eyes, Snow White Hair).

A genescan on a homonculus, if performed, will reveal systemic abnormalities and gaps where magic has formed artifical dna to complete the organism's missing genes. In some cases their aging rate is affected by their condition; some remain as children for decades while others may become middle-aged in their teenage years. Due to their unusual biology, using gene therapy on one is highly discouraged.

Based on Illya's example, we can conclude that as organisms which are partially formed by magic, they are often virtuosos in the field of spellcasting. A homonculous character has +1 to any rolls to research a spell and +1 to the casting roll for any attempt to use a spell resisted by a living subject.

This is due to the fact that the person who donates the sperm for the creation of a homonculous is usually a wizard. If a spellcasting family's blood has thinned, and they are no longer able to produce children with high Magic Circuit ranks, creating a Homonculus to serve as the family's successor may be the only way to ensure the continuation of the family's sorcerous legacy.

In Fate, all Homonculi begin with a minimum Magic Circuit rating of 4 and two levels of Extra Energy. Unlike other beings, Homonculi are able to slightly improve their Magic Circuit ranks without the risk of overloading their systems. They may buy two new ranks in Magic Circuit without risk, after which their soul cannot be so easily modified. After this slight improvement, any further alteration will force them to check for a system overload just like any other living being. Each homonculus has also realized some control over their own destiny, which manifests in the form of one level in Extra Lucky. They may be skilled wizards and rich in magic, but homonculi are not supernaturally healthy or powerful, and as a result it is not possible for them to buy levels in Mega-Attribute or Damn Healthy. For Homonculi that are created by the Mages' Association or a powerful sorcerer family, they may begin play with levels in Enchanter or Superscientist.

Surprisingly homonculi are able to breed normally, however their children are always albinos. If one of their parents had a demonic Bloodline, then the child will probably manifest it as well. Any supernatural traits the parent homonculus had are not automatically passed on to their children, unless both parents are homonculi. In that unlikely case, the child is effectively treated as a a homonculus also. If one of the parents was a witch or wizard, it is highly probable the child will carry on the family's sorcerous heritage.

Certain spells and rituals require materials taken from homonculi, so homonculi PCs should lock their doors.

Playing a homonculus costs 5 points (4 for four levels of Magic Circuit, 2 for two levels of Extra Energy, 1 for a level of Extra Lucky, and all of these expensive alterations are partially offset by the two point Albinism Flaw or two levels of Odd Features (Red Eyes, Snow White Hair). If the player wants to explore the tragic element of playing artificially created characters, he can select Doomed, but that is an optional Flaw for the Homonculous Quality and is not required.



Irisviel Von Einzbern, a homonculus created by the Einzbern family.

Honorable (Variable Flaw)
This value of this Flaw depends upon the number of strictures taken by the character. Each level of the Flaw means that the character must take 2 strictures. Thus Honorable 3 would give the character 6 strictures.Here are some sample strictures:Always Keeps His Word, Accepts Any Challenge to Single Combat, Always Protects the Weak, Never Accepts Rewards for Service, Always Avenges Personal Insults, Never Allows Insults to Personal Organization/Government (etc.), Does Not Lie, Must Finish the Mission or Die Trying, Must Fight With Honor and Will Not Attack Weaker Opponents, Never Turns His Back on an Ally, and Must Oppose the Aims of [the Old Ones, the Dead Apostles, Heretics, etc.]

As an example, Saber would have Honorable at 3. Shiki would have it at 2.

Acting against your Honorable Flaw causes you to suffer a Skill Test penalty until you have atoned for it. Acting against your Honorable Flaw causes you to suffer a Skill Test penalty until you have atoned for it. Honor Codes are another item that can be included within the Honorable Flaw. Unlike the above strictures, these package deals are usually worth one or more drawback points in and of themselves. Here are some examples: Sworn to Celibacy (1), Oath of Humility (1), Oath of Obedience to [x](1), Oath of Poverty (2), Oath of Silence (2), Pacifism: Can't Kill (1), Pacifism: Can't Kill and Will Only Harm in Self-Defense (2), Pacifism: Will Not Harm Others Under Any Circumstances (3), Sworn to Love One Person Forever (1)

Hypnosis (5/10/20 pt. Supernatural quality)
Level 1 (Look into my Eyes): Your character can cause someone to hesitate for a few moments (enough for one rounds' worth of free attacks. the victim cannot defend). The user rolls WILL x2 and the defender does the same. If the defender loses, he fails to resist this power.
Level 2 (What do you See): The user creates illusions and muddles the senses. The character could rend himself invisible or appear to be someone else. The user rolls WILL x2 and the defender does the same. If the defender loses, he fails to resist this power. Level 2 grants a +1 to Look into my Eyes.
Level 3 (Come to Me): The being can command others to do particular things. The same resisted Willpower rolls are used. If the commanded person is ordered to do something against his moral code or will to survive, he receives a bonus of +1 to +5 to resist. This grants +2 to LimE and WdyS.

Hysteria (2 or 3 pt. Mental Flaw)
Hysterics are unable to control their emotions and will suffer severe mood swings and violent fits if subjected to stress and/or anxiety. Talk with your Storyteller and pick a trigger for this - the presence of children, voices from beyond, or fire.

To avoid the mood swings, your character must make a Will check with penalties varying on the level of the Flaw. If the stress is unusually severe or sudden, the Storyteller will adjust the difficulty of the Will check accordingly.

Immortal (0)
Not getting any older, here ... Unaging is the ability granted by this power. Time won't kill your character, but anything else still will.

Indecision (2 pt. Mental Flaw)
"*Thou shalt not ... hesitate.*" -Moltar, Space Ghost Coast to Coast

When it came down to it, you didn't make the call - or the call you made was wrong. You made the choice that got your friends killed. You missed the shot and hit the hostage. You cut the wrong wire and the bomb exploded. And when reminded of that bad choice, you become paralyzed, afraid of being wrong again. Sadly, in Fate most of the immediate choices you're going to face are life and death.

The Storyteller decides when a character might hesitate when confronted by an important decision that must be made instantly. The circumstances are usually reminiscent of past events - the monster looks like the killer from before, or the crowded streets remind him of being mugged, etc.

To determine whether Indecision kicks in a scene, the Storyteller rolls the character's WILL x2. If he fails to accrue at least two success levels, he does not roll for Initiative and his Combat Reflexes are knocked offline for the scene (about 10 minutes). If in combat, he just goes on his DEX + Alertness. Until he snaps out of it, he cannot coordinate his activities with others, advise others on what to do, etc. as he is wracked with conflicting ideas of how to proceed and tormented by how his previous call went so wrong.

Spending a Luck point will allow a person to snap out of it for a scene, and a person can spend a Luck point to snap out of it if something happens to rouse them out of their recollections. This Flaw does not prevent a person from making mundane, ordinary decisions, like Chinese or Italian, or whether to make a sharp turn while driving (*unless* something happens to

remind him of what happened before.) He can also make long range plans and carry them out as long as he isn't reminded of what happened during the action scene.

Infectious Touch (3, Supernatural Perk) - To use this power, the demon must first make physical contact with his target. Then his (CON x2) + 3 + the successes of his attack roll are matched against his opponent's CON (doubled). If the demon wins, the target takes 5 Life Points' worth of damage per success on the attack roll. The Life Points lost to Infectious Touch return at the rate of 1/2 the victim's CON per week, during which time the patient will be feverish, nauseous, weak, and otherwise miserable. There is a custom version of this power that only affects vampires.

Insomnia (2 pt. Mental Flaw)
Your character has an extreme amount of difficulty sleeping. Your character may even become so sleep-deprived he suffers psychotic episodes. In order to sleep in any given night, you must make a WILL x 2 roll and accrue two successes when your head hits the pillow. If you succeed, your character actually sleeps that evening - at least as well as he can. If the roll fails, he can not sleep that evening. The next day there is a -1 penalty, and that penalty carries over to the next night's Will Test to sleep. If that fails, the -1 penalty goes up yet another step. Once an insomniac goes four straight days without sleep, he becomes schizophrenic. Exhaustion-spawned schizophrenia includes visual and auditory hallucinations in addition to the difficulty penalty. The penalties do not stack -4, regardless of how many sleepless nights the character has.

A good night's sleep banishes the penalties, but subsequent bouts can begin almost immediately. The character can use alcohol or other drugs to treat the condition. After a month of game time, the character can spend an XP to remove Insomnia and replace it with a 2 pt. Addiction. Regardless of whether a character has levels of Tireless, he must still get at least some sleep sometime.

Internal Clock (1 pt. Perk)
You have perfect internal timing.

Internal Compass (1 pt. Perk)
You are never lost in any area you have been before. Once you get your bearings, you will be at a slight bonus to navigate in a new area. You may try once per area to roll PER + Alertness. 2 successes tells you where magnetic north is. This Perk does not work in alien dimensions or alternate realities.

Intolerance (1-2 pt. Mental Flaw)[Class Arrogance]
Just like any other prejudice but in this case you are bigoted about social class. If you're rich, everything on the frontier seems primitive and worthless. If you're poor, anyone with money is a probably a wastrel or a fat cat. This drawback shows up as a negative to Social interactions with the opposite class equal to the level of the drawback. The bracketed Class Arrogance can be replaced with other variables, such as a specific type of minority, non-humans, etc. The one point version brings a -2 to all Social rolls around the particular stressor. At 2 points, you have to make will checks to not act like asshole around the source of your -ism.

Inversion Impulse (2 or 3 pt. Flaw)
"*This feeling. It's as if my thoughts belong to an entirely different person. I can't resist the impulse flowing out of me. My mind is growing hazy ... My heart beats heavily, each beat telling me to kill. To kill.*"

"*I am terrified. When I come to, I find I cannot remember half the day. During that time, I'm forcing my inversion impulse on that child. If this keeps up, it's only a matter of time before I completely lose my sanity and turn into a beast. I don't even know how much time I have left to remain as myself.*"
-Excerpt from Tohno Makihisa's personal journals

If pushed past a certain point, or if introduced to the appropriate stimulus, your character's personality will undergo a drastic inversion. A loyal member of a team will suddenly only care about himself. A chivalrous and honorable person will become a back-stabber. Some strong point of the character's original personality may remain, such as loyalty to a cause or cunning intelligence, but even that will undoubtedly be used to ill ends. When a person has inverted, they look and act ... differently than they did before. This could be something as dramatic as Spidey's emo getup in Spider-Man 3 or it could just be a different physicality, vocabulary, and so on.

Inversion Impulse can be caused by spiritual corruption from an exterior source such as being possessed by an evil ghost. It may also be passed along inside a character's demonic Bloodline.

If the character has the 2 point version of this Flaw, then he may return to his normal state after an Inversion. During the time his personality has Inverted, however, the pc is effectively an NPC and his actions are governed by the Storyteller. If the person has the 2 point

version of this flaw, he may also be calmed and returned to normal by the appropriate stimulus.

At level 3, if your character has an Inversion Impulse, he might never return to his base state.

WILL checks to resist the urge for Inversion Impulse are possible, but are at a multiplier equal to the Storyteller's choosing. Conviction may add to the character's resistance roll.

Be warned: people with Inversion Impulse are often indiscriminately destructive to things and people around them. If the player has the three point version of this Flaw, he might also gradually suffer Inversion Impulse with increasing duration until there is nothing left of his original personality. To reflect the effects of Inversion Impulse, the Storyteller should pick new a new Nature and Demeanor for the PC during an episode. Deviant, The Beast, Monster, Plotter, and Engine are all appropriate choices. The Storyteller can also assign Mental Flaws (Cruelty works) if he chooses. with increasing duration until there is nothing left of his original personality. To reflect the effects of Inversion Impulse, the Storyteller should pick new a new Nature and Demeanor for the PC during an episode. Deviant, The Beast, Monster, Plotter, and Engine are all appropriate choices. The Storyteller can also assign Mental Flaws (Cruelty, Antisocial Personality Disorder, etc.) if he chooses.

Iron Mind (3 pt. Quality)
Your character is resistant to all forms of Telepathy and some Supernatural Senses as well as spells and powers that seek to read or control his thoughts.

Karoushi (2 pt. Mental Flaw)
The character is a workaholic who is on his way to working himself to death. This develops in salarymen and other clerical staff who work in excess of 70 hours a week. This Mental Flaw often results in the death of the character from overstress and total physical exhaustion. The condition occurs in Phases: the Storyteller may allow your character a WILL Test at certain points to stop working, but you must accrue enough successes to tear yourself away from the project. If you fail, you continue on to the next Phase of the process. Enough Phases in sequence will kill your character. As this goes on, your character will suffer aches, general fatigue, cramps, and muscle pain. Once you have gone through as many successive Phases as you have CON, your character has a stroke or heart attack and dies.

Limited Use (1-4)
Your power is limited in some way. If the conditions are not so terrible (the guy has to sing or only during the day), it's a 1 point drawback. Two or more points if it is very limiting. Having to roll over 8 on 3D6 to activate it is 1 point. Having to beat 13 on 3D6 to activate it is 2 points.

Light Sleeper (1 pt. Perk)
You wake quickly from nearby commotions.

Love (2 or 4 pt. Flaw)
2: You are in love with someone. If you have to follow your heart or your head, roll WILL x 2 at -3.
4: Tragic love. You fall for the wrong people, or you have epic romantic bad luck.

Icy (1 or 2 pt. Flaw)
You show no reaction to anything. Others may consider you a cold fish. Once you take this disadvantage, the only way to buy it off is with XP. If you take it at level 1, you still may show some emotion sometimes (Hisui, Agent Scully, and Egon Spengler).

Ignorant (1 pt. Flaw)
You tend to miss common cultural references that people take for granted, so people tend to think you slow or uneducated.

Immune to Falling / Flight (FSN, 3 or 6 points + var Supernatural)
Your supernatural character can never fall unless he is unconscious. If you jump off a building, you'll slowly float down to the bottom (at the economical cost of 1 Mana). If the Servant wants it, he can buy the 6 pt. version of this power, which will allow him to fly (3 Mana for every 12 minutes worth of flight at a Movement of 2). The player can buy extra Move ranks for Flight with extra quality points, at a rate of 1 point per 2 Flight Move.

Insensitive (1 pt. Flaw)
You have problems understanding how to gauge other's emotional reactions, and can be rather blunt as a result. +2 difficulty to Empathy rolls.

Mad Skillz (1 per level Perk)
"*Napoleon: What are your mad skills?*
You know, like nunchuck skills, bowhunting skills, computer hacking skills... Girls only want boyfriends who have great skills."
-*Napoleon Dynamite*

Your character has either received excellent training or is a natural at certain skills. This perk adds 2 skill points per level taken to his skill point pool at character generation. 2 skill points earned by taking this level can be converted into a Specialization. You can only gett one Specialization by taking Mad Skillz, regardless of how many levels you have in Mad Skillz.

Magic Circuit (New Supernatural Quality, 1 pt per level)

This grants you the ability to study and cast magic. It is common in supernatural creatures but relatively rare in humans. The number of these are determined at birth. Circuits are stretched throughout the body like nerves and are broken up into core points and bypasses that connect these points. The bypasses that link the cores are like the synapses of the brain and as such if cut or connected hastily, the core will not change. Strictly speaking, this core itself is the circuit. Also, the actual location of circuits is found in the soul rather than in the physical body. That said, the body's ability to actually express these is pretty important, apparently.

Lineages do what they can to tamper with their blood in order to birth a heir with even just one more rank in Magic Circuit. Once opened, these spirit paths can be turned on and off at will.

Trying to increase Magic Circuit rank (with XP or through other means) is dangerous because the human soul isn't meant to handle that kind of modification. Often it is done when the subject is a baby and therefore hasn't had time to build up spiritual resistance, and the parents will feed the baby crushed bone and herbs to force its Magic Circuit to strengthen. The eccentric Waver Velvet of the Mage's Association has had some luck using training to gradually raise a subject's Magic Circuit rank, but his methods are *slow* - assume it takes at least a year of steady effort to raise a Magic Circuit by one rank.

If the players go with Waver Velvet's methods, assume that it requires at least a Chapter's worth of concerted effort and several extended rolls with a certain threshold of successes to overcome.

If the impatient player characters want to just forge ahead and quickly increase their Magic Circuit rank, the subject must succeed in a WILL + Occultism and accumulate at least three successes. If he succeeds, he takes 1D8x2 Lethal damage and his Rank increases one step (and his XP is increased accordingly). If he fails, then he takes his 1D8 x his own WILL in Lethal damage as his system accumulates a massive store of Mana and then discharges it (Cruel Storytellers can require the invested XP on top of this, but I personally wouldn't. Don't tase him bro and then kick him while he's down.) If a person died from such an attempt, he looks like he was fried by a high amperage, high voltage electric current. Magic Circuit rank can only be increased one step at a time.

Having a decent Magic Circuit Rank often causes one to manifest a majutsu kokuin, a crest representing the person's sophistication as a magus. As the wizard family (hopefully) intermarries with families that have better Magic Circuit Ranks, the crest becomes more ornate and complex. It is not visible to people with Banality, but any Supernatural sense or magic detection spell will reveal its presence.

Some of these act as databanks of spells - living, portable libraries. In this case, the holder can simulate this by spending the points on Occult Library and then adding two points per level to have the spells located in their crest. Information from this kind of databank can be retrieved by the owner if he is in a state of meditation.

If the family of the mage has interbred with other races or species, then they may not be able to handle the strain of a crest because of their mixed genes. Mages with that in their history should take Old Wound as a Flaw, and their pain can be controlled with OTC medication.

If a character without any Magic Circuit casts magic, his own nervous system takes the place of the normal Magic Circuit - at the expense of his brain and nerves. Storytellers can feel free to cause the person to lapse into a state of shock or inflict damage if someone is foolish enough to try this. 1D6+1 Lethal damage (unsoakable of course) X Power Level of the spell would be about right. If he doesn't have enough Mana to power the spell, then he fails (but still takes half damage).

Transplanting circuits is possible, but carries the same risk of transplanting a foreign organ. In order to

be considered a mage, a player character must have at least a Magic Circuit rank of 2.

Each level of Magic Circuit grants +3 Mana and +1 to the Intelligence + Occultism casting roll for a spell. Humans need Magic Circuit Level 4, Occultism 3, and Enchanter 1 if they want to build any enchanted items. Every 3 ranks in Magic Circuit also increase the MP they get back during rest periods by 1 point.

The Magic Circuit Perk also provides passive resistance against Control spells that are designed to affect the victim's behavior, such as sleep and restraint. This comes from the paths of the victim's Magic Circuit, which are designed to reject Mana that originate from outside their own system. The level of resistance afforded to only those specific types of spells is equal to half the victim's Magic Circuit rank. To put it simply, Control type spells are not very effective against wizards and mages. This resistance does not protect against other types of magical attack, though. Caster could still blast a mage with lightning and have it be fully effective. The resistance also does not protect against abilities (such as Hypnosis [Look into My Eyes], psionics such as Telepathy, or any Mental Flaw the victim has. Also, if the Control magic was cast by a person with Epic Occultism, the victim's passive resistance doesn't apply to the Control spell.

1 Level of Magic Circuit must be taken if the character is to take any levels in Telekinesis and Telepathy, and their levels cannot be higher than twice the rank in Magic Circuit.

Several levels of Magic Circuit will be necessary to support onboard magical powers like Mystic Eyes, etc.

To donate Mana to your Servant (assuming you have one), if you have one, you must have at least Magic Circuit 3. If you do not have that, your Servant will not be able to use your Mana to replenish its own Mana Pool or heal its wounds.

Manic-Depression (2 pt. Mental Flaw)
Manic depressives suffer from severe mood swings, often resulting from trauma or severe anxiety. Characters may be upbeat and confident one moment but then pessimistic and lethargic the next.

Characters with this Flaw are on a hair trigger, never knowing when their next mood swing will strike. When the character fails a Skill Test, the character must make a Will check and accumulate 2 Successes. If the character fails the Will check, he immediately lapses into depression . If your character is depressed, the ST will roll 1D6 or 1D10, and then multiply that number by 10 - that's how many minutes your character will be affected. During this time, your Luck is also temporarily decreased by one. After that state passes, you will be obsessively cheerful, energetic, and upbeat for as long are you were depressed.

Manifest Millennium Castle (7 point Perk, only True Ancestors with the Rank of Brunestud)
Your character can manifest the Millennium Castle - a feat only the Brunestud can accomplish. As you might expect, it's a big house made out of stone. When it is summoned, it conforms to the hopes, dreams, and expectations of its owner. If the owner is depressed, the castle appears as a dismal chateau straight out of Fall of the House of Usher. Someone who just read the novel Dracula might whip up something very much like Brahms Castle. A Disney fan might conjure up something tacky and gauche out of the Magic Kingdom.

The castle is fully visible to other people - including those with Banality. Obviously it is best to use this power in an undisclosed location, otherwise they'll start wondering why they never noticed that singular piece of real estate before. Arcueid can use this Perk to conjure the embark and disembark from the Millenium Castle in various places - allowing her to easily travel from place to place on her missions. Within its throne room is her resting place, where she rests after her job is complete. Lately, however, Arcueid has simply decided that staying with Shiki is what she wants to do; perhaps this is part of her childish and impulsive personality.

When it appears the castle is fully furnished, but it is not staffed. The True Ancestor who called it up will have to make some kind of arrangements for finding help that not only will clean the castle, but will also do windows. Summoning the Millenium Castle costs 15 Mana and it can only be done on a night when the light of the moon is visible. If the current Lord of the Millenium Castle is defeated, it vanishes until it can be called again. This is a special type of Marble Phantasm that only True Ancestors with the Rank of Brunestud are able to perform.

Marble Phantasm (20 or 35 points)
As its Japanese name (空想具現化 */Kuusou Gugenka*) suggests, this power grants the user the power to realize a vision or phantasm. It is the power of an elemental or True Ancestor to merge their will with nature in order to influence probability and transform the world around them according to their wishes. As the user is a part of nature, he is able to alter the world, but

only may accomplish things within the scope of nature. A transformation outside of nature, such as transforming a human cannot be accomplished unless done indirectly.

In the story, to take on the Big Bad, Roa, Arcueid turned layers of the atmosphere in the school corridor that sliced him into fine pieces the way a paring knife would work a radish. Roa himself was not affected directly by the Marble Phantasm, but he had no way to avoid being chopped into pieces. The caster can target someone with a Marble Phantasm by rolling INT + Firearms, and the user's opportunity to dodge is at -5 if any successes were rolled on the attack.

This can also be used to create a dwelling for the person to reside in (although it can not be the Millenium Castle Brunestud - only Arcueid can manage that.) Although it would be created by magic, this dwelling would be completely mundane and visible to everyone, who might find it odd that suddenly a house has appeared on the scene.

It is worth observing that a Marble Phantasm can be used for more than simply hurting a person or doing dramatic effects with the lighting. When confronted with a seemingly immortal entity, Warachia no Yoru, Arcueid learned that he would only exist as information until the light of the Crimson Moon shone upon his body 1000 years in the future. She then used her Marble Phantasm to cause him to be bathed in the light of the Crimson Moon, which returned him to a permanent mortal body. Warachia, now mortal, was dispatched by Shiki using his Mystic Eyes of Death Perception ability.

The cost of a Marble Phantasm depends on how much damage a player wants to cause with one. A Deadly effect will cause (D8 x10)+ 8 damage and cost 20 points. A Massive effect will cause (D8 x10) + 70 damage and cost 35 points. A Deadly one will cost 12 MP to use, but a Massive one will cost 25 MP to fire. Anytime a Marble Phantasm is used, the user must expend 1 Luck point. If the user wants to burn twice the normal cost of MP and use two Luck Points, any damage this causes will be *doubled*.

Master of Unlocking (1 pt. Quality)
Your character is at +2 to open mechanical locks as long as he has the right tools. Electronic locks and Computer password cracking rolls receive no extra bonuses from this Perk.

Medicated (1-5 pt. Flaw)
"*Hey, Akiha. I wanna go back to my room and sleep.*"
"*No, I won't ask you any more about it, so you have to let me treat your injuries. So come this way. I can't help but worry if you go to sleep looking like that.*"
Your body requires daily medication to stay alive, from cholesterol medication (1 pt.) to insulin or worse (5 pts). Each level inflicts 1D6 lethal damage you take every 12 hours when you go a day without your meds.

Mechanical Genius (supernatural, 2 per level)
Your character has an innate ability to create, control, and modify machines. You may even use the Superscience talent to modify items as long as their Power Level remains unchanged.
Level 1 - character repairs things at 2x normal speed, + 1 to Technology and Repair skills
Level 2 - character repairs things at 5x normal speed, + 1 to Technology and Repair skills
Level 3 - character repairs things at 10 x normal speed, + 2 to Technology and Repair Skills
Level 4 - character repairs things at 20x normal speed, +2 to Technology and Repair Skills
Level 5 - character repairs things at 50x normal speed, +3 to Technology and Repair Skills
Level 6 - character repairs things at 100x normal speed, +3 to Technology and Repair Skills

Media Junkie (1 pt. Perk)
You are a voracious consumer of pop culture. –2 difficulty to any Social or Research roll involving pop culture.

Megaleap (supernatural, 4/6): Ordinarily, a person rolls STR +1D10 or STR + Athletics for a running jump. Each success you roll gives you 2 feet vertically or four feet horizontally ... but Megaleap replaces the feet part of the equation with yards. If the player wants to add on 2 more points, multiply his roll x 1.5, and tack on one extra foot per success level on the jump roll. Either version of this power allows the character can also fall up to the point value of this Perk x 15 feet without taking damage.

Megalomania (3 pt. Mental Flaw)
Characters with this Flaw are obsessed with accumulating wealth and power - to triumph over their insecurities by becoming the most powerful thing in their environment. Arrogance and extreme belief in ones abilities are part and parcel of this Flaw, as your character is convinced of his own inherent superiority. If you have this Flaw, you must rise to the top of power and influence by any means necessary. After all, there are only two types of people: those without power, and undeserving possessors of power who must be stripped of it. This belief stretches to everyone, including your immediate allies. If the character is using Luck against a "competitor", he receives an additional +2 to the total, because of his overwhelming sense of superiority.

Mental Problems (1-3)
Pick the level of the flaw. Mild is 1 point: your problem is controllable and seldom troubles you. Many people wouldn't guess you have it.
Severe (2): People suspect something is wrong with you.
Deranged (3): If you believe that you will be stopped or caught by a major threat, you will control yourself. Otherwise, it's time to rock.
Cowardice: Subtract this from rolls involving Fear. You cannot take levels of Conviction if you have this Flaw. Over time, you could buy off this Flaw and buy levels of Conviction.
Cruelty: "The scene at the end of the alley is awful. People have been torn apart like rag dolls. Their body parts like strewn about the area, and the walls are slick with blood. How dare she do those kinds of things without me!"
At Cruelty 2, you will torture and harm only those who have angered or attacked you. There is no level 3 for Cruelty - at that point it becomes a new Flaw: Antisocial Personality Disorder.
Guilt or Shame: an affective state in which one experiences remorse and conflict at having done something, or not having done something. It is mediated by the conscience. Freud described it as the conflict between the ego and superego. Guilt often leads to depression, as the subject beleives they are undeserving and thus they are less likely to assert their own rights and perogatives.

As Japan is a shame-based society instead of a guilt-based one, there is more of a sense of etiquette instead of Western ethics. Shame differs from guilt: in guilt, the person feels bad because of something done or not done. Shame is felt when the person believes something is wrong with them. In your tabletop games, the first level of guilt can be taken for low-level cases, which will allow the person to continue working and living. Past level 1, they must take another Mental Flaw such as Depression to go along with Guilt (real-life examples include survivor's guilt).

There is also a type of advanced shame called *Toxic Shame*, which must be taken at the 2nd or 3rd level. Toxic Shame is induced within children during child abuse. Incest or other types of child sexual abuse cause Toxic Shame. Victims dissociate the shame until it is possible to come with it, and Toxic Shame often creates severe trauma. Toxic Shame often is expressed with control, perfectionism, contempt, criticism, blame, envy, judgment, power, numbness, and rage. It may also require the sufferer to cover it up with addictions, rigid roles, reenactment, and other ego defenses. Toxic Shame is also associated with torture.
Delusions: You believe things that are not true.
Obsession: You'd do anything to attain your goal.
Paranoia: You are annoying and frightening to be around.
Phobia: Deducts value from Fear test in situations involving the offending thing.
Recklessness: You don't look before you leap. You are the poster child for impulsiveness.
Zealot: You are a fanatic, and you will sacrifice anything for your ideals. You'll defy the law if it conflicts with your objectives.

Mouth from Beyond (4 pt Perk, supernatural) - The demon may swallow objects as large as a medium-sized dog or a small person (anything as wide around as the demon's head, basically). If the target isn't dead when he is swallowed, he'll suffocate if he can't get out. The demon will digest the creature , and non-edible parts (glasses, fillings, bones, shoes) will be eliminated normally. To eat the target, the demon rolls CON + Athletics to attack. Once inside, the target is suffocating. If he has natural weaponry, he can cut himself free. If the demon loses more than half his Life Points from those attacks, the target cuts a hole in his stomach big enough to crawl away from. This can be taken by giant creatures such as dragons and the like, which would allow them to swallow people whole.

Minority (1 point Flaw, or 2 points for combos)

Motion Sickness (1 pt. Flaw)
You become queasy and nauseous easily on boats, cars, and the like. +2 difficulty to all actions when your sickness comes into play.

Misfit (2 pt. Flaw)
"*You don't understand yourself very well. You are a very kind person, but at the same time you are very cold. You make no distinction between people. You don't have anyone you feel that you like the most, no matter if you hate or like them. You like and forgive everyone. That is very cruel to those who want to be closest to you. For you, everyone is the same.* "
-Yumizuka Satsuki

You have a -2 penalty to Influence rolls and automatically attract cruel and abusive people.

Multiple Personalities (3 pt. Mental Flaw)
With this, the character's identity fragments and he becomes a different person - to deny his trauma, or place the blame on "someone else". A person in a desperate situation might become a tough survivor, or become a murderer to deny his powerlessness. Each personality is unaware of the others, and they appear in response to specific situations.

The Storyteller decides how many personalities you have, what kind of alternates you have, and the situations that trigger their appearance. Each personality has a connection to the trauma which originated it. If the Storyteller wishes it, they may have slightly different ratings in certain Skills.

Murphy's Law (2 pt. Flaw)
You have bad breaks all your life. Once per day, the ST can subtract ten from the roll of an important roll you make.

Mystic Eyes of Death Perception (5, supernatural)
Your character's vision incorporates a vision of the Akashik Record of an object into its normal view. As a result, your character can "cut along the lines" of an objects' Karmic path, inflicting great damage to it. Even Immortal and targets with the Unique Kill perks can be permanently destroyed with this talent.

Damage done with this power is lethal, as the character must use a knife or sword to cut along the path. It requires a Called Shot at -4, but damage done is x6.66 and compared against the targets hit points. If they are greater than the targets' Life Points, then the target falls apart into chunks like cut sashimi. Vampires are instantly dusted. If the total is not greater than the target's Life Points, then the target is not instantly killed and only suffers x2 aggravated damage. Even if they survive the attack, foes will instantly recognize the severity of their situation.

Objects are not immune to this power either, and the character can cut through things like steel doors as if they was a sheet of paper. Locks on doors quickly will become a non-issue. Note that this does not allow the character to cut objects in any location.

The patterns created by the Akashik Records are randomly distributed; the character must find a glowing line and cut across it or stab a point to use the power.With this power, things like zombies and ghouls are instantly identifiable because their spiritual signature is distinctly different from that of a living human.

If the character also has Chiurgery, he can accomplish medical miracles - curing AIDS, cancer, etc. by destroying the astral form of the disease by cutting along the right Karmic path. Even magickal diseases can be defeated thusly. The Storyteller determines how many success levels will be necessary to accomplish the task, and how many Phases it will take for the Extended Test to be finished. The character must use his Mystic Eyes during this entire time (check for damage if he is a human being), and every success level above the minimum required reduces the severity of the Physical Flaw by one level. Generally speaking, curing the Flaw requires first as many successes as the the Flaw's value in points to "lock into" the Flaw , and then additional successes cause it to be reduced by one level. If the Flaw is reduced to zero or negative points in terms of value, it is eliminated fromt he subject. If the healer fumbles, he slips and cuts along the lines of death in the subject, causing his weapon damage x 6.66 in Lethal damage to the subject. If the healer expires before the operation is complete, check how many successes he rolled. He may have been able to at least reduce the Flaw's severity.

This Mystic Eyes of Instant Death power is superhumanly strong, and potentially lethal to humans who have it. It requires at least a Magic Circuit rating of 3 to support itself. Every time the character uses the Mystic Eyes of Death Perception, he must make a CON roll. If he fails, he suffers between 2-4 d3 in Lethal damage. If he fumbles, he might suffer a heart attack, stroke, or aneurysm. He might also have to make Fear Tests. If those go badly, he might develop Madness Points and Inversion Impulse.

I can kill anything alive, even God.

Mystic Eyes (Variable cost Supernatural Perk)
These do not merely obtain information from the external world, but can affect it also. The color the eyes shine when they are used determines the designation of the eyes. Normal mystic eyes are red or green. Using them requires the expenditure of Quality Cost -2 in MP per use. If the ability can be used continuously on the same subject, the user must pay that MP amount each round it is used. Mystic eyes can be artificially gained through chainging one's eyes in a process similiar to lineage crests. Due to their concealability and power, they are also symbols of a first-class magus. Artificially-limited eyes are limited to

Charm (魅惑 - *Miwaku*). The user matches his WILL + Magic Circuit against the victim's opposed WILL x2 +(Magic Circuit x2). If the target loses, he comes to think of the other person as a friend, confidant, and even possible lover (if the gazer is of the appropriate sex). If used against another mage, the other mage gets to resist with his WILL x2 + Magic Circuit. 6 points.

Whisper [Suggestions] (暗示 - *Anji*). The user matches his WILL + Magic Circuit against the victim's opposed WILL+ (Magic Circuitx2). If the target loses, he will obey the next command uttered by the magus without question. If it is not in his self-interests or suicidal, he gets another WILL x 2 check to resist. 12 points.

Jougan (淨眼). Seeing what cannot be seen. These do not require the expenditure of MP to use. These can be simulated with Nanjin Adept, Telepathy, Mystic Eyes of Instant Death, Supernatural Senses, etc.

Binding (束縛 - *Sokubaku*). The user matches his WILL + Magic Circuit against the victim's opposed WILL x2. If the target loses, he can not move until he beats the success levels of the Binding (trying with his WILL x 2 once per round). 12 points.

Coercion (強制 - *Kyousei*). Works like *Whisper*, but the domination is longer-lasting. The user matches his WILL + 3 + Magic Circuit against the victim's WILL x2. If the victim fails, he most comply. This cycle continues until the user can beat the user with a resisted Will x2 vs Will + Magic Circuit contest. Dangerous commands and reprehensible ones allow the victim to resist with a bonus (+1 to + 3). 20 points.

Illusion (幻覚 - *Genkaku*). The user matches his WILL + Magic Circuit against the victim's opposed WILL x2. If the target loses, he is plunged into an illusory world defined by the user. The user could render himself invisible or appear as someone or something else to the victim. 10 points.

Flame (炎焼 - *Enshou*). The user rolls his WILL

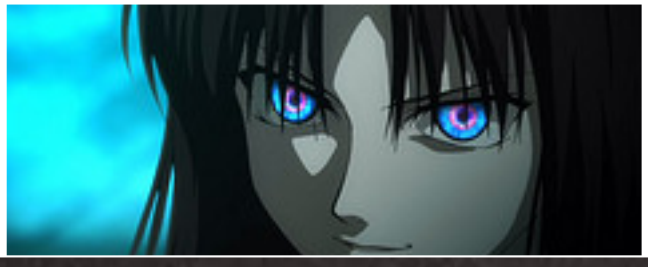
is greater). Thus a WILL 4 mage with Magic Circuit Rank 4 who rolled 4 success levels would cause sixteen points of fire damage. 7 points.

Jinx (凶運 - *Kyouun*). This curse-type power requires the user to match his WILL + Magic Circuit against the victim's WILL + Magic Circuit. If the user wins, every two success levels of the attack cause the victim to gain 1 level of Anti-Luck. This Anti-Luck is temporary, and is gone after being expended by the Storyteller at a time of his choosing. This can only be used on the same target once per day. 10 points.

Contract (契約 - *Keiyaku*). These eyes allow the user to enter into contracts with unaligned supernatural beings. Instead of a lengthy process of signing Blood Contracts, etc., the two can do business with a simple handshake. The *Contract Eyes* also give the user + 2 to all his rolls for negotiation with his client. 7 points.

Petrification (石化 - *Sekika*). These are only found in beings from the age of gods and holy spirits. The user matches his WILL + Magic Circuit against the victim, who resists with his WILL x2 + (1/2 his Magic Circuit). If he fails, he turns into a stone statue. If he resists, he is at -1 to STR and DEX for one scene. This can only be used on the same target once per day. 30 points.

Distortion/Torture (歪曲 - *Waikyoku*). This creates an axis of revolution around a target. Unlike many Mystic Eyes, using this requires the user to "aim" (Will + Firearms) at the target. If the target fails to get out of the way (he can Dodge, but is at -5 unless he has supernatural senses to see the attack), he is struck by a magical spiral and then twisted around. For each success level of the attack, the victim takes (1 x user's WILL + [1/2 Magic Circuit]) in Lethal damage as his body twists, contorts, and rotates. Limbs can be broken and torn off, backs broken, necks snapped, etc. The victims of this attack are often splattered across the landscape. Once the user connects with an attack, he can keep expending the same amount of MP each round to "play" with his catch. This attack will also damage regular matter. If the user spends a Luck roll to *boost* this power, he can double the amount of damage he does with his success levels. A variant of this power, *Refraction*, can be used to alter the trajectory of projectile weapons. 15 points.



Nanjin Adept (4 or 8 pt. Supernatural quality)
This gift allows the owner to "see with the heart", allowing him to avoid over-reliance on his eyes for seeing his environment. It is impossible to blindside a Nanjin Adept, as they have 360 degree "vision". Nanjin Adepts are immune to the effects of invisibility and darkness. They also gain +2 to all rolls involving Perception. They also receive 3 levels of Combat Reflexes (a fun +6 to Initiative rolls). Nanjin adepts also add +2 to their Brawl and Melee skills. If combined with the Blind Flaw, a Nanjin Adept can see a monochromatic world (though reading and close visual work are impossible). In a fast-paced combat, an immobile vampire would be invisible to a blind Nanjin Adept (no body heat, no heartbeat, no movement). The 4 point version of this power grants 360 vision, the +2 to Perception rolls, and immunity to invisibility and darkness, but does not give Combat Reflexes or increase combat skills.

Narcolepsy (2 pt. Mental Flaw)
Even at very inconvenient times, you have difficulty avoiding sleep. Every CON x2 + 6 minutes, you must make a CON test (with mods as the Storyteller decides) to stay awake if you are doing something that does not require you to be attentive or active, such as guard duty, driving for a long time, or listening to a boring lecture.

Natural Armor (supernatural, 1 pt. per level)
Your character subtracts this power's value from any damage he takes. The damage is reduced before any modifiers such as Lethal are taken into account.

Natural Born Killer (10 points, Supernatural)
Instead of getting your violent tendencies through a Bloodline, your darkness is inborn. This is the advantage built for assassins such as the Nanaya clan. Natural Born Killers begin with 2 levels of Hard to Kill, + 3 points to split between DEX and STR, at least 2 levels of Focused Damage, and at least 3 levels of Combat Reflexes. During generation they must also allocate five skill points between Melee and Dodge. Frequently Natural Born Killers begin play with the Impulse Inversion Flaw. NBKs also do not often get along well with "unnatural" beings, and if the Impulse Inversion Flaw kicks in while they are around one, they intuitively know what they have to do.

The Supernatural Form Flaw could be picked could be picked with this Perk; if the player does so, the pc has another side to himself that is stronger, faster, tougher, and far more violent.

Other optional and relevant Flaws and Perks include Mental Problems, additional levels of Hard To Kill, Natural Toughness, Secret, and Natural Runner.

Natural Born Leader (1 pt. Perk)
You have a knack for helping and inspiring others, and people look to you in a crisis. You are able to motivate those around you and encourage them to do what needs to be done. Once per game session you can give someone else a +10 to any one test. Best of all this can be done after the roll has been made. This costs the Leader a turn, and he must explain what he is doing to help or lead the other player along.

Natural Runner (1 -3 pt. Perk)
You enjoy running, therefore you're in good shape. Add +1 to your Move per level bought. Before a monster can purchase levels in Unnatural Runner, it must purchase all three levels of this Perk.

Natural Toughness (2 point quality)
Four points of natural armor vs Bashing attacks.

Natural Weapon (1-8 point quality)
Think horns, barbs, fangs, tentacles, movable hair, or claws. If it does Bashing instead of Lethal damage, reduce the cost by 1 point. If it is retractable, increase the cost by one point. If it is detachable and throwable or launchable instead, multiply its cost by two.

They have normal thrown or pistol ranges. If they can be used like a rifle, attack damage is halved before being modified.

Use the appropriate maneuver. Claws would use Brawl (Punch), Horns would use Brawl (Head Butt), and serrated shins would be Brawl (Kick).

Small weapon: 1D4 x STR.
Medium: 1D6 x STR.
Large: 1D8 x STR.
Huge : 1D10 x STR.

Negotiator (1 pt. Perk)
Your character is good at helping resolve things by sounding out situations and analyzing problems with the cooperation of others. He can reroll an Influence test while in a critical or diplomatic situation.

Nervous Condition (2 pt. Mental Flaw)
Your soul has been scarred by trauma. The damage manifests as physical ailments that impact your life daily. You suffer nervous tension and muscle tremors that affect routine tasts. Your hands and feet tremble almost constantly, and shake even faster when you experience stress. All DEX-based skills are at -1 in these situations, but in extremely stressful situations, they are at -2. You also suffer a -1 penalty to Fear Saves.

No Natural Mana Recovery (2 or 3)
Your character will not regenerate Mana on his own. If the character has the 2 pt. version of this Flaw, he can recover 1D6 Mana from either the charitable donation of Mana from a Magus (a person possessing 2 or more points of Magic Circuit) or through killing and/or sucking the blood/eating the soul of a sentient being. He could also use a spell to absorb Mana from a willing or unwilling subject.

At level 3, the character may only regenerate Mana through contributions from a Magus. If the character has the Honorable flaw, he will not kill others to regain Mana and thus may be even more dependent upon the Magus.

No Natural Healing (Supernatural, 4 Pt. Flaw)
Sadly you do not have any way to biologically recover from damage you take. As a result, wounds you take are there to stay unless you are undead or a robot. If you are undead, you can use the blood you steal (in Life Points stolen with Blood Suck) to heal your own Life Points at a 3:1 conversion rate. You may also use Plunder if you have it. If you are a robot, other people can use Repair and Technology to recover 2 Life Points per Success Level on their repair rolls (but they must have an INT of 4). Unfortunately, examples of advanced technology like robots require expensive parts: every 5 Life Points restored to a robot requires an investment of 1D6 x $20 .

Non-Confrontational (1 pt. Flaw)
You have a hard time bringing up difficult subjects with others, and avoid fights. +2 difficulty to any roll that involves debating or arguing with someone normally friendly with you.

Odd Feature (Variable Flaw, 1 pt. per Feature)
There's something about you that doesn't look right. You might have elf ears, eyes that are an unusual color (neon blue or red), eyes that don't have visible pupils, anime hair, etc. These can be concealed with effort, but they are inconvenient to have. They will certainly attract the attention of onlookers. This is a Flaw, not a Perk. It does not bestow any benefit whatsoever. If you got small horns from this Flaw, you could not use them to do extra damage with a Head Butt.

Obligation (variable)
First off, the nature of the relationship between the group and the character can determine the point value of the Flaw.
1 point: obey the dictates of your group, don't betray the members. You can walk anytime you want.
2 points: you must risk yourself for the group, and must go above the basic precepts of membership.
3: The organization is more important than your character. You are on call all the time. Disobedience is severely punished by imprisonment or death.
4: You are totally devoted to the group. You must die for the organization if asked. Missions are extremely hazardous. Servants begin play with this because of their duty to fight in the Grail War , the Complementarity they share with their Masters, and the fact that they must obey their master no matter what if he sacrifices a point of his Command Seal.

Obligation can also represent the amount of time consumed by the organization:

A Nine-To-Fiver usually has Obligation 1 - it's a regular job.

Soldiers have Obligation 2, as the job is their life and they are on-call 24/7.

If Soldiers are deployed into a combat zone, that Obligation rises to 3. There is no break from the job.

A Government Agent or a Cop has Obligation 1, as they can go home at the end of the day.

A Government Agent working as a Spy has Obligation 2, but a NOC or Deep Cover operative would have Obligation 3.

Students and Teachers have Obligation 1, as what they have is just another job.

Battle Clerics would have Obligation 3, for what they do is a Calling and a way of life, not a mere job.

Most National Guardsmen would have Obligation 1 even though they're on-call. In theory, they only need to respond to emergencies.

To reflect the fact that people have multiple duties, characters can take Obligation more than once. However, they may not have more than 4 points total in Obligation, as they can only spend 24 hours out of a given day. If the character has 1 points of obligation, the job consumes 30 or so hours per week. 2 points brings that total up to 50. If virtually all of the character's time is being used, it's worth 3 points.

Occult Library (Varies)
This Perk allows your character to have access to a valuable collection of books on the occult. Within them, he can find spells and information on magic and monsters. The level bought determines how good the Occult Library is.
Point Value
1: You have one book on the occult. It might have some spells. Research rolls at the library are at -3.
2: Several books on various subjects. It has some spells. It gives no bonus to research rolls.
3: You have a good collection including some rare tomes. +1 bonus to all research rolls.You have quite a few spells in the books.
5: Monster research rolls are at +2. Any number of spells can be found there. You must have an Occultism of at least 3 to assemble the library.
7: Monster research rolls are at +4. Any number of spells can be found there. You must have an Occultism of at least 6 to assemble the library. This Occult Library can only be found in specialized organizations. Putting together a collection of this size grants at least Adversary 2 to its owner, as others will come to steal it.

Obsessive/Compulsive (1/2/3 Mental Flaw)
Guilt, trauma, and inner conflict forces the character to focus attention on repetitive behavior and actions. Obsession relates to the desire to control the environnment - keeping clean, keeping an area silent, or keeping away undesirables. Compulsions are actions or a set of actions that individuals do to soothe their anxiety: placing everything In Order, checking their gun to make sure it is loaded, or praying every few hours.

Characters with Obsessive/Compulsive must make Will checks to avoid engaging in the behavior - they believe they must act in keeping with this illness, to the exclusion of all else. They'll even follow this flaw when it would be suicidal to do so (such as an action scene). Characters who fail their WILL save and want to avoid giving in to the behavior can spend a Luck point to refrain from it for WILL x 3 minutes (or 10 minutes, whichever is greater). If a character is forcibly restrained and prevented from acting out his Ob/Con, he'll attack whoever is restraining him.

Old Injury (1 or 2 pt. Flaw)
Your body was hurt long ago, and you feel the pain. +2 difficulty to Athletics rolls. The 1 point version of this disadvantage only gives +1 difficulty to Athletics and flares up when the Storyteller decides it will.

Old Soul (2 pt. Perk)
Despite whatever biological age you are, you're far more mature than others might assume. You
may add 3 more points to your Skill pool during character generation. This is a required Perk to pick up if you want to play the sorts of mature children you see in anime shows. Note that there may be some raised eyebrows if your Campus Detective busts out with some Sherlock Holmesian analysis.

Organization (Variable Perk or Flaw)
Organizations can be formed using the following rules.

Organizations are not just mere companies, they must have a connection to the larger game world. Examples of Organizations are covens, demon cults, hierarchical orders, personality cults, questors, groups based on mutal aid, religious orders, and monster-hunting associations. The player must always ask the Storyteller if he can join an Organization. While the Organization's Perks are shared by the player character if he is a member, often Flaws connected to the Organization (such as Adversary, Watched, etc.) stay with the character even if he quits or is booted out. Sometimes the Perks associated with the Organization will even revert to their opposites on the character sheet if the parting is not a friendly one.

If the Storyteller is willing, the player can even take on just a few of the restrictions in order to gain access to a limited amount of Perks. This is still rare, and most people try to take on Flaws to prove their loyalty. The most apparent example is the status of "made man" in the Mafia, wherein the petitioner gains full acceptance into the organization upon the taking of a life.

Demon Cults: These are oriented to satisfy the needs of a demon or group of demons. In return for sacrifices in the form of ritual offerings, the demon or group of demons provide Perks to their followers. These Perks can include things like Extra Lucky, positive levels of Resources, Immortal, and so on. Demon Cults are almost without exception designed to promote evil. Fortunately their scope is limited, so as long as an outsider doesn't do anything to get on the Cult's radar or appear to be a viable sacrifice, he's probably ok. Most Demon Cults don't want to destroy the world. Instead they want to get a lot of stuff and not share.

Questors: These groups have a particular goal. Often they are composed of a wide mix of people and creatures with a shared desire. Many Questors are willing to die in order to achive the goal - in fact, that is usually the primary requirement for membership.

Hierarchical Orders: Old magical groups (such as the Masons) usually take this form. Degrees and secret rituals are the norm. They are rigid and exclusionist, often uninterested in outsider petitioners.

Mutual Aid: These organizations play fast and loose, with an informal group that likes to work together. This group is also likely to have a wide mix of participants.

Personality Cult: These are like Demon Cults, but with a human in charge instead of a demon. Whatever weirdness the Cult is up to depends upon its leader.

Religious Order: This could be a group of Jewish Kabbalists, Gnostics, Catholic mages, Taoist sages, or a Wiccan coven. Often these are self-contained groups, but larger examples exist. Religious Orders may have monster-hunters in their midst, and they are their own category even though they may overlap with monster-hunting groups.

Monster-Hunting Association: These groups are often, but not always, without a unifying religious ideology. Instead the group agrees to support each other in purging evil monsters from the Earth. In Fate, the Church takes the approach of "If you don't have to shoot it, recruit it" for the Burial Agency, which places it in this category. The Burial Agency comprises not only superpowered freaks whose humanity is highly questionable (like Ciel), but even includes certain Dead

Apostles in its monster-hunting ranks.

Determining the Point Cost for an Organization is done by adding up the Perks it bestows access to and then subtracting the value of the Flaws it requires its members to shoulder. See the following page for examples.

Organization Perks:
Levels in Occult Library [As long as the member toes the party line, he can read the group archives],
Regular Perk or Supernatural Perk (Suggestions include Extra Lucky, Rank, Dual Nature, Emotional Anchor, Forgettable, Resources, Fake Past, Immortal, etc.)
Regular Flaw or Supernatural Flaw (Suggestions include Adversary, Watched,
Complimentarity, Negative Levels of Resources, Inversion Impulse, etc.)

Organization-Specific Perks include:
Tutor [members get time with a teacher, who can teach them spells or instruct them in a particular Skill](1),
Group Spellcasting (members will help each other cast magick) (1),

Organization-Specific Flaws include:
Must Help Members in Trouble (-1), Obey the Leader(s) (-1), Cannot Leave Without Permission (-1), You Can't Leave the Mafia (-2), Members Must Perform Criminal Acts (-1), Strictures (-1 per 2 requirements), Must Perform Human Sacrifices (-3), Obligation [varies]

Paranoia (2 or 3 pt. Mental Flaw)
The player character's misery and insecurity stem from persecution and hostility. Paranoids build extensive persecution complexes which manifest in intricate conspiracy theories. These theories explain who torments them and why. Someone who is perceived to be one of or an agent of THEM may suffer violence from the paranoid character.

Obviously, being paranoid about vampires and other walking dead does not mean your character has this flaw. Only by taking that fear and "kicking it up a notch - BAM" grants it . The new obsession will force the character to sacrifice everything he has and everyone he knows to fight THEM. Any cost of human lives is worth it - the chance to strike against THEM must be taken.

Paranoids suffer during Social rolls: their difficulty increases by at least one. If your character has Paranoia, he is distrustful of everyone - even his friends. A tiny hint of suspicion provokes a Will check, with difficulties relative to the degree of the behavior.

Post-Traumatic Stress Disorder (3 pt. Mental Flaw)
Your character has gone through a tremendous ordeal, and sometimes flashes back to a scene in the past where something momentous occured. It does not only exist in soldiers - other stressors such as sexual abuse may also create this Mental Flaw.

It is very likely to affflict characters who witness horrible things or suffer terrible losses. It cases a person to experience the stressor over and over again. The flashback is triggered by a common stimulus. A veteran might relive a firefight when the transformer for his street explode. Someone who was tied to a chair and tortured might flash back if he sits down in a recliner. Singed hair would trigger a person who watched his friend burn to death.

If a trigger appears, the sufferer must roll WILL x 2. If he fails to accrue a success level, he recalls the event (the player can spend Luck to avoid the flashback). During this time, he reacts as if the event were happening in real time. A veteran might dive for cover. A torture victim might writhe in agony. While living through the memory, the character cannot do anything to invalidate it, and thus he cannot use an object he has now he didn't have then.

A flashback lasts for either a few seconds or up to 10 minutes, depending on how traumatic the original event was. If one of your teammates is there, he can try to help you snap out of it. Your character will get one extra WILL roll to snap out of it.

Physical Disability (Flaw)
Blind (8): All vision-based skills are at -4. Perception + Alertness + Acute Sense (Hearing) to find others by sound.
Missing Hand (2): -3 to all rolls involving two hands to manipulate something. Prosthetics can halve these penalties, reducing the flaw cost to 1.
Missing Leg or Foot (3): Your movement is 1/3rd normal. Combat is at -2. Prosthetics can halve these penalties, reducing the flaw cost to 1.
Missing Arms (4): You have no arms. You cannot use tools.
Missing Legs (4): Sans a wheelchair, you must crawl or roll on the ground.
Quadriplegic (8): Your arms and legs do not work. A motorized wheelchair can be used.

Plunder (10 pt. demon ability)
This grants the power to share and steal life energy (Life Points) from other beings. The energy can be used to restore the demon's own Life Points at a 2:1 conversion rate. The energy unfortunately cannot be stored for long, and must be used as soon as it is taken. A Plunder attack requires a successful Brawl attack, but can be performed at a distance through tentacles and the like. Once it hits, it steals (demon's WILL + 2) Hit points from the target per success level on the attack roll, and half of those are added to the demon's total. This attack does Lethal damage.
If the demon is glutted or does not need the life, he can also just "burn" the target with this power and allow the stolen energy to dissipate immediately. Such attacks do WILL + 3 damage instead.

Demons can use this ability even if they are "full", metaphysically stuffing themselves and tormenting their prey. This attack will do full damage against the undead, though their life essence is less than palatable and cannot be used by the demon or half-demon to regain its lost Life Points. When this attack is being used, the demon's nature manifests itself (hair and eye color changing, fangs extruding, etc.) The nature of the attack changes upon who wields it, and the special effects involved vary as well. Akiha's hair turned red and extended like wispy tentacles towards her opponent, who said he lost "heat" even though he seemed to be burning *(continued on the adjacent column)*.

In truth the loss of heat caused instant freezing and vaporization, making the tissues look burned. Other characters might manifest this power in other ways. If the character adds an extra Quality point, he can increase the range for this power by one square. He can keep doing so to increase the maximum range of the attack.

If the demon PC wants to be able to grab a target and keep Plundering it, the ability costs 15 points. As long as the demon is touching the target, the target can still be Plundered. The demon PC still has to roll for an attack to yield success levels and reveal how many Life Points are being removed from the target.

This stolen life cannot be used to heal beings other than the Plunderer. Such manipulation of life energy is the parlance of the Synchronizers.



Puppet (3-point Perk)
Dolls being enchanted to come alive or people turning into inanimate anthropomorphic objects may sound like an odd event, but it can happen. Poor cursed souls can turn into anything from Ventriloquist Dummies to Felt and Foam puppets. This Quality also works for people who find their spirits trapped in small stone statues, Chucky dolls, porcelain dolls, department store mannequins, voodoo dolls, or carven wooden tiki . Basically any inanimate object that has a human shape can use this quality.

The Puppet quality is in many ways similar to the Robot quality, as both determine their life points normally but do not heal damage on their own like normal creatures. Either an Art and Crafts or Repair roll is required to mend a Puppet after it is damaged. Each success level in an Art and Crafts or Repair +

Intelligence roll restores one Life Point per Constitution level; each repair attempt takes one hour. When a Puppet falls "unconscious" the puppet is inactive until it makes its own roll to recover consciousness.Puppets can be killed normally if they take enough damage as per normal death checks. If the player wants to play a Puppet that heals, he can take the Regeneration Perk.

On the brighter side Puppets take damage in a different way then normal folks: bash damage does little to a sock puppet, bullets and knives mean little if your internal organs are made of foam or wood, and even severed limbs (or Noses) can be reattached or sewn back on. As a result Puppets have Reduced Damage (All) Level 1 and Natural Toughness. They're also Immortal (0), but they're also puppets so it's a trade off. The tastes and personality of a Living Doll tend to influence its behavior in this regardThe dolls tend to also wear clothes in the same style that their designers saw fit to equip them with. As these dolls do not sweat, nor need to excrete (unless they have eaten something), their clothes last for a long time. It is likely that most of them are also immune to poisons, whether injected, inhaled, or swallowed.

[lol sleep]

Small puppets have STR -2 because of their small size, but can take levels of Mega Attribute (Strength) to buy this off. Their small size also makes it harder for them to open doors or climb into chairs on their own. The point value of Puppet can be increased by Unique Kill, Natural Armor, etc. Puppets that have been around for a while have Age. Puppets also have -2 Attractiveness, but can offset that buy buying 2 levels of Attractiveness to bring the value to zero. All Puppets are at -1 to Willpower rolls to avoid intense emotion. Experienced Puppets will no doubt have a suite of supernatural powers.

Puppets can be enchanted with the Create Living Doll spell, detailed below:

Create Living Doll
Very Lengthy Ritual (Several Hours) (-2)
Scope One Target (+1)
Duration Permanent (+3)
Difficult Use (-1)
Conjuring (Severe [Create an Artificial Spirit]) (+2)
Transforming (Strengthen Base Materials) (+3)

Create Living Doll is a Level 7 spell unless the caster has an Art (Crafting Dolls) skill of 10 or better, in which case the spell is only Level 4. Transforming a normal creature into a Living Doll is possible, but is always level 7. Oh, and imprisoning someone within a small doll body? Pretty evil.

The Living Doll created by the spell is free-willed, but if the soul of an evil creature was used to create the doll, or if an evil creature was transformed into a doll, then the resulting doll is guaranteed to be 100% evil. Funny, that.

Pyrokinesis (3 pt. quality)
Your character can use his psychic powers to set things on fire. Roll Will + Pyrokinesis levels. Each success level does his Willpower x1 in damage. Thus a person with 7 WILL who rolls 3 successes will do 21 points of Lethal damage.

Flammable objects only require 3 or fewer points of burning damage to catch fire. Dry wood requires 5 or 6 points. Clothing or wooden furniture requires ten or more points. Synthetic furniture requires 20 points. Used on a human, this power does damage and sets his clothes on fire. Once it is on fire, it continues burning unless something exhausts the flames.

Psychic Visions (1 pt. Quality or 3 pt. Flaw)
Your character can see the future in visions or dreams. Interpreting the visions may be very difficult. The Storyteller should cloak the dreams in allegory and metaphor. Think *Twin Peaks* and you're good. If you have no control over this, it only costs 1 point. Having Complementarity is different; look up that power if you have any questions.

At 3 points, you've supercharged this power, directly linking your mind to the Akashik Records. This is excruciating and when the visions come (which they do with increased regularity), it causes you to collapse for at least four rounds, during which time you cannot do much other than writhe in agony. Humans with this level of the power will eventually die from it.

Psychometry (4 pt. Quality)
Your character can sense energies others leave behind when they touch an object. To "read" an object, you'll have to roll Perception + Alertness. The result depends on the roll and the history of the object being touched.

Successes Result

1 Feels the strongest emotion of the holder in the past (one day or less). Gets a quick glance of the villain (no full-face views) and some passing detail of him/her/it (shoes, perfume, etc.)

2 Can read up to a week before. Visions are more precise, and if they are frightening, require a Fear Test. Reveals hints about the uses or powers of a supernatural

item.

3 Can read up to a month before. Can detect more than one wielder /owner. Events of extreme emotional intensity will always be remembered. This could be used to reveal a knife was used to make a human sacrifice 20 or 3000 years ago, but not where it was used or more than a glance at who did it.

4 Impressions go back one year or less. Visions are granted of every owner of it or those who came in contact. Reveals most of the uses and powers of a supernatural item. Reveals aspects of the user and place, might also grant glimpses of the victim's face and an understanding of why the ritual was carried out.

5-9 Impressions go back up to 50 years. The visions are very detailed. The visions can be revisited even without the object being present. Clues from beyond that time are also more complete.

10 Covers up to 100 years ago. The visions are as realistic as those scenes on the holodeck in TNG and can be freeze-framed, zoomed, entered, and walked-around in. Your Storyteller may only withhold plot-destroying info or mystically classified data.

Quick Learner (3 pt. Perk)
Your character can learn the basics of a new skill very quickly. As a result the first level of a Skill always costs half the normal amount of XP to purchase. After that, additional levels are purchased at normal cost.

Rank(variable quality or flaw)
-1 Rookie Cop, Private
0 Corporal, Beat Cop
1 Agent, Sergeant
2 Detective, Senior Agent, Sergeant First Class
3 Agent in Charge, Lieutenant
4 Bureau Chief, Captain
5 Commissioner, Major
6 Lt. Colonel
7 Colonel
8 Major General
9 General, Shogun

When applicable, Rank can give a minus or plus to Social rolls involving that agency. Of course maintaining the Rank requires the Obligation Flaw.

Rat Head (Supernatural, 4 pt. Perk) -- The demon can squeeze through holes as small as one 1/20th of his circumference. A human-sized demon can fit through holes smaller than a quarter. The effects of the power are good for one slide, but the demon must roll DEX + Athletics to fit through the hole. If he fails, he is stuck.

Reality Marble (Varies!)
Using one always requires the expenditure of a Luck point. These innate bounded fields (固有結界 */koyuu kekkai*) are the "common sense" of reality and the spirit world that unnatural beings such as demons possess. This is a common ability among the Dead Apostle Ancestors. As humans became more advanced in the sorcerous arts, they too began able to achieve these.

This is a sub-category of the Marble Phantasm type of sorcery, but Reality Marbles far exceed them. Within one of these fields, it is possible to accomplish something unnatural. It is a type of magecraft that comes close to being a real miracle.

This type of power does not allow you to accomplish a variety of tricks the way a Marble Phantasm can, instead its only purpose is to express one particular thing that defines the practicioner. It creates a world which follows a set pattern of its own rules, which has limitations on how it functions. Ordinarily, only demons and spirits can make these, but it is possible for one to be created by a powerful mage. The World will react if a mere mortal tries to create one, and in time the mortal-made Reality Marble will crumble beneath the World's crushing grasp. The amount of people capable of realizing a Reality Marble is also few indeed. Dead Apostle Ancestors do not suffer a time limitation when using a Reality Marble.

Unless the power is one that only directly affects the user, once activated most Reality Marbles exist for the user's WILL in minutes. Here are some examples of Reality Marbles.

A Reality Marble could be used to boost one or more statistics of the user (raises two Statistics by two per success level, or four Attributes by one per success level). This would be worth 15 points.

A Reality Marble could leech out all the ambient Mana of an area, leaving mages and spirits which depend on that Mana to use their abilities shit out of luck. That would be worth 10 points.

A Reality Marble could be used to create a mystical forge where any sword, even Noble Phantasms, could be quickly replicated. These would disappear after the Marble collapses. This would be worth 20 points.

A Reality Marble could whistle up an entire army of soldiers ready to do what the caster wants. That would be worth 40 points.

A Reality Marble could be used to conjure up a horde of demonic beings which would go after whomever the caster wants. That would be worth 40 points. Remember that while a Reality Marble can not

do anything and everything. This is a specific power, not a magical Swiss Army Knife. The effects and title of the Reality Marble must be defined when it is chosen. Whenever a limited

When used by a powerful demon or Dead Apostle Ancestor, the effects of Marble Phantasms are more long-term. The following are some sample DAA Reality Marbles that should **not ever** be selected by players. No point value is given for them.

Nrvnqsr Chaos, the Beast of the Apocalypse, defined his Reality Marble (*Lair of the Beast King*) as his own body, where he kept all 665 of his familiars (his main body counted as one for reckoning the number of the Beast). His Reality Marble also allowed him to send out his menagerie, re-summon a slain familiar, and regenerate damage almost instantaneously, making him impossible for any mere mortal to triumph against. The only way to permanently kill him was to defeat his hidden point of origin which linked the life force of his main body and all his familiars. *Lair of the Beast King* is an example of a permanent Reality Marble.

Michael Roa Valdamjong, the Serpent of Akasha, used his Reality Marble (*Overload*) to amplify the effects of all his spells with his special Square talent, which gave them the capacity to cause EX Class damage (220 points). It wasn't active all the time, but woe to his opponents if he uses *Overload* against them.

Zepia Eltnam Oberon, the Night of Wallachia, possessed a unique temporary Reality Marble called *Night of the Blood Liar*. Casting this first required an area to first suffer an influx of disturbing rumors (unfounded assumptions, urban legends, fright stories, etc). Once this condition was met, Zepia could manifest himself and use the *Night* to manifest as a horrifying illusory reality which would spread across an entire city. The junk data of this illusory reality is of such a magnitude that it can even suck the blood across an entire city.

While *Night of the Blood Liar* was in effect, victims faced their own inner fears. While many of these were illusions without substance (similar to how you might "perceive" a bag of garbage as a human body out of the corner of your eye after you watch a horror movie), during the *Night* he also was able to create *Tatari*, fully real copies of people with their worst traits amplified which shared Zepia's love of violence and murder. Examples of these *Tatari* included an evil Arcueid (Warcueid) who had succumbed to her bloodlust, the psychotic assassin side of Tohno Shiki, a merciless "Executioner" Ciel, and the memory of Nrvnqsr Chaos. These *Tatari* also had all of the Statistics, Perks, and Flaws of their originals.

Reduced Damage [Improved Soak] (supernatural, variable cost)
This helps to reduce the damage your character takes from exterior forces.
It has three levels. The first level reduces incoming damage to 1/2. The second level reduces incoming damage to 1/5. The third and final level reduces damage to 1/10.

At least one point of damage is always caused, no matter what the reductions are.
The final cost of the trait depends on what is blocked:
Everything: 5, 25, or 50 points.
Specific Attacks: Examples include only magic, attacks that do Bashing damage, etc. 3, 10, or 20 points.
Limited: This only protects against very specific attacks such as bullets, falling damage, etc. 1, 5, or 10 points.

Regeneration (1, 3, or 6 pt. supernatural Perk)
Your character heals quickly. The amount of Life Points you heal every interval is equal to your CON. For 1 point, you heal every hour.
For 3, you heal every minute.
For 6, you heal every round.
Regeneration does allow the regrowth of limbs.

Reinforcement (10)
This allows the caster to thoroughly analyze an object just by touching it, gathering an understanding of its composition and any damage to it.
He could then use the power to know what to replace or mend if the object was broken. Each success level made with a Reinforcement check (PER + Occultism) gives a +2 to any Repair or Craft rolls intended to fix the item.

He could also strengthen an item, granting it 4 extra points of armor and 4 extra Life Points per Success Level on his INT + Occultism. A blade could be sharpened, giving it the ability to cause extra damage equal to the Reinforcement success levels.
Reinforcement can also be used to temporarily strengthen a particular aspect of a living being, such as their Movement or Senses. In this case, half of the success levels of a Reinforcement check become levels of Movement or quality points for Acute Senses. Another example would be when Illya tied him up and confined him: Shiro attempted to reinforce his arms (boosting his STR) to escape the bonds. These modifications last for the Reinforcer's WILL + Success Levels in minutes. After this, the being or item reverts to its natural state.

Tracing is the more advanced form of this

power. With it, you could reshape a wooden branch into a sword, pick up a twig and reshape it into an arrow, or even create something out of thin air. Tracing requires a substantial amount of Mana and WILL to set up, and replication is usually limited by the raw materials available in the environment. (Mana cost depends on what is being copied. Ordinary objects are about 8 MP to whip up, but add +4 to that figure for each grade of Noble Phantasm (E-Rank NPs are 12 to conjure up, D-Rank are 16, etc.,) and figure 1/4th that +2 per round to maintain their existence). This replicated object suffers from degradation, requiring the Mana replenishment to continue existing.

Emiya's talent with this is considerable, though. He does not need raw materials to create an object, nor does he need to supply Mana to maintain the object. Shiro learned that he could replicate any object as long as it was a sword or other bladed weapon. By simply visualizing the weapon, Shiro can recreate it. This was vital to his overcoming Berserker, and in order to do so, he recreated Caliburn after seeing it in a dream.

This is a vital power which one must have to use the Reality Marble known as Unlimited Blade Works. UBW. Shiro's Reality Marble provides him with a world where all the components needed to facilitate tracing exist, allowing the recreation of any object Shiro has ever seen. In contrast to normal tracing, he can create objects from nothing, without having to modify an existing element. All of his virtual objects are at one quality rank below the original object. Thus Copy-Caliburn is one rank below Caliburn for determining damage.

Players need Magic Circuit 5 to safely use this spell/ability. If they don't have that, every Magic Circuit rank below 5 causes them to take 1D6+1 Lethal (yes, mod the damage like ordinary Lethal damage) from overpowering their frame.

NOTE: Shiro has Tracing and Reinforcement as abilities, not as spells.

If taken as a spell, Reinforcing an Item is a quick-cast (+2), noticeable scope (+1), long duration [one hour per success level] (+1), Major manipulation (+3) spell, making it Power Level 7. If cast on an item such as a blade, the edge could be sharpened, giving it the ability to cause extra damage equal to the Reinforcement success levels.

If taken as a spell, Reinforcing a person to boost their Primary or Derived Statistics is a quick-cast (+2), noticeable scope (+1), medium duration [one minute per success level] (+0), major effect [boosts one statistic or derived statistic by two per success level] (+3), making it power level 6.

requiring Mana replenishment to continue existing. Tracing requires a substantial amount of Mana and WILL to set up, and replication is usually limited by the raw materials available in the environment. (Mana cost is equal to half the life points of the desired item to create it, and 1/4th that +2 per round to maintain it).

Players need Magic Circuit 5 to safely use this spell/ability. If they don't have that, every Magic Circuit rank below 5 causes them to take 1D6+1 Lethal (yes, mod the damage like ordinary Lethal damage) from overpowering their frame.

If taken as a spell, Tracing is a spell that can be cast in a couple minutes (+1), has a severe scope (+2), lasts a medium duration (+0), and has an Awesome scope (+5). Storytellers can feel free to require a substantial amount of Mana and WILL to set it up, and replication is usually limited by the raw materials available in the environment. (Mana cost is equal to half the life points of the desired item to create it, and 1/4th that +2 per round to maintain it). This replicated object suffers from degradation, requiring the Mana replenishment to continue existing. Tracing is considered ineffective by the Mage's Association because of how much energy it requires.

Rejuvenation (1 point per level, Supernatural)
Rejuvenation may only be activated during an intense period, such as during combat or immediately afterward. Taking damage will negate the Rejuvenation attempt, but it may be re-attempted the following round. Rejuvenation only heals Life Points up to the characters' normal amount. Rejuvenation cannot be used more than once per battle. Being able to use Rejuvenation on someone else increases the Quality cost by two points, but that variation of the power can only be used once per day on the same subject. If used on the undead, it causes damage instead of healing it.
Level 1 - Heals 12 Life Points.
Level 2 - Heals 20 Life Points.
Level 3 - Heals 30 Life Points.
Level 4 - Heals 40 Life Points.
Level 5 - Heals 50 Life Points.
Level 6 - Heals 80 Life Points.

Recurring Nightmares (1 pt. Flaw)
Every night your Storyteller will have you check to see if you suffer nightmares that night. On any night you cannot sleep, you suffer -1 to all rolls the next day because of exhaustion.

Resistance (1 pt. per level)
NOTE: Magical resistsance stacks with any modifiers from the subject's Magic Circuit rank.
Magickal: Subtract your level from all spells and psychic powers that target you.
Pain: Adds to WILL + CON rolls to stay conscious. Reduces penalties caused by wounds.
Poison and Disease: Add your levels to any CON rolls against poison and disease.
Powers: you resist the mystic attacks of demons. Add your resistance level to any attempt to resist being controlled or dominated through supernatural means, including Bela Lugosian hypnosis.

Resources (Perk or Flaw)
Depending on the amount of money and materials available to you, you
will get back or have to spend Quality Points/Experience Points.

Destitute (-10): You have 1D10 dollars, the clothes on your back, and a shopping cart. You earn 1D10 dollars a month.

Miserable (-8): You have 8D10 + 4D6 dollars. You are homeless. You earn
8D10 + 4D6 dollars a month.

Poor (-6) : You own $500 in property and live in low-income housing. You earn $500 a month, or whatever you get from welfare.

Hurting (-4): You live in a small apartment and make $1000 a month before taxes. You own $1,000 in property.

Below Average (-2): $5,000 in property (including a used car), an apartment, and pre-tax income of $1,500 a month.

Okay (0): $15,000 in personal property, and you earn $2,500 a month before taxes.'

Middle Class (+2): $50,000 in property (a mortgaged house, a new car), and income of $5,000 a month before taxes.

Well-Off (+4): $300,000 in property, pre-tax monthly income of $10,000 a month.

Wealthy (+6): $700,000 in property, pre-tax income of $40,000 a month.

Stinkin' Rich (+8): $2,000,000 in property. $50,000 a month in income.

Ye Gads (+10): $5,000,000 in property. $200,000 a month in income.

Additional Levels add $5,000,000 in property and $200,000 a month in income.

Resurrection (35 points, Supernatural, +2 Quality points for bonuses to the roll)
You can bring someone back from the dead. You must roll INT + PER + Occultism and accumulate a

number of successes on your roll equal to the following formula: 1 success for every day they have been dead + 1 success for every -10 Life Points below zero. If the character is unable to match or exceed the number of successes, he will never again be able to raise that person. If the character rolls a critical fumble, the end result is an evil undead being.

This power is dangerous to use. The user must have at least a Magic Circuit rating of 6. If the character does not, each success on the roll removes 6 Life Points from his body (this is Lethal damage).

Self-Mutilation (2 pt. Mental Flaw)
Your character feels he must suffer, so he inflicts it on himself in order to keep going. Perhaps he punishes himself for not doing enough before when it counted. Whenever he's alone, he inflicts pain on himself. This is usually mild, such as snapping rubber bands against his skin or biting his nails. As things grow seriouser, he may decide to burn himself with cigarettes, cut himself with razors and knives, and many other things. Your character may begin a scenario with Bashing or Lethal damage.

If you take this Flaw, you and the Storyteller must decide upon what events would cause extreme mutilation. Common triggers might include innocent people suffering, teammates being killed, etc. You can spend Luck to avoid hurting yourself for a scene, but the craving will return later on. Those around you are eventually going to notice.

Schizophrenia (4 pt. Mental Flaw)
The character's unresolvable feelings and conflicting impulses may lead him to develop Schizophrenia, which manifests as hallucinations, violent changes in behavior, and a withdrawal from reality. This is the classic sort of madness, causing victims to talk to lamps or receive murderous instructions from their dogs. A player character who tells everything he knows to an unbelieving authority figure may be diagnosed as schizophrenic. Player characters may have a hard time recognizing Schizophrenics, as they see walking evil and recognize a reality that's very different from the mainstream perception of it.

Roleplaying this behavior is tricky because the player must first devise a series of behavior relevant to the trauma which originated the condition. Bizarre behavior, hallucinations, and disembodied voices stem from terrible inner conflict which is impossible for the character to resolve. First establish what the conflict is, then rationalize what
behavior it causes.

Secret (1-3 pt. flaw)
What happens if others find out?
1: damage to your reputation and loss of job.
2: arrest and deportation.
3: you'll lose life and limb.

If people find out what the Secret is, this Flaw is replaced by a Flaw or arrangement of Flaws equal in total point value to the secret.

Selective Amnesia (2-3 pt. Mental Flaw)
The mind of this character chose to react to trauma by compartmentalizing it. This was done so thoroughly the conscious mind isn't aware the event happened. This is often done in order to protect the sanity and optomism of hte original personality. By forgetting the pain, they are able to go on. Such amnesiacs will not remember the events unless forced to do so, and will gloss over the memory gap.

He might think he went on a picnic when he was being tortured, for example. Only direct physical evidence or the testimony of trusted friends will force him to acknowledge that moment, and even then he cannot remember it fully - causing him to want to distrust his friends and discount the evidence.

Any trauma powerful enough to create this Flaw is significant. The side effects of the Amnesia can be severe as the mind trips over details and reminders. Innocuous things associated with the event,

such as the part of town where the attack occured, the music in the club,
etc. may cause panic attacks and nausea. If exposed to these stimuli, the Amensiac suffers a -2 penalty to all actions. He can spend a Luck point to deactivate the Flaw for ten minutes.

It is possible for the memories to be unlocked, but this is not without risk and the requisite amount of psychotherapy. If the memories suddenly re-emerge, the character may become so upset that he commits suicide.

Servant or Epic Hero (Variable Point Quality)
Summoning a particular Servant is a very difficult task.
" *Let me ask you something: do you believe you could defeat your own Servant? They are supremely powerful. Even other Servants have trouble defeating them, so their Masters go without saying.*"
-Tohsaka Rin

Servants/Epic Heroes were originally champions selected by the *Throne of Heroes,* a special location which exists outside the circle of transmigration. In this location the souls of heroes "reside". Within the Throne, they have knowledge of every other Servant/Epic Hero, thus if they are summoned to a Grail War, they'll recognize another one as "Caster", "Archer", etc.

Though there have been other Holy Grails, there has only been one series of Grail Wars when Servants were summoned, and those were the Fuyuki Grail Wars, the *Heavens' Feel*s. Therefore there are no other oppportunities for Servants to be summoned into a Grail War, regardless of the setting. Servants are transcendent beings, with statistics and capacities far above those of mortal men. Yet they are simultaneously crippled, for they are dependent on a mortal magus, termed a "Master", who can supply them the Mana they need to continue existing in our reality once they



are summoned to our plane. The Grail itself dictates the terms; officially there are only seven Classes of Servants that can be summoned. Please remember the gigantic difference in scale between a mortal and a Servant when planning out their statistics (take stats and skills at Epic level!). Servants will have at least level five in HTK , and some levels of Damn Healthy. They must have a Magic Circuit rank of at least 3. As Servants are quick healing, they often have Regeneration and/or Rejuvenation. Servants are like a bank account for Mana, and while they can store infinite amounts, if their Mana hits zero they will vanish until they can be summoned again in the next *Heaven's Feel*. All Servants take only 1/10th normal damage from unenchanted sources and then heal that damage at CON Life Points per round. Servants may take over 20 levels of Extra Energy to power their Abilities and Phantasms. Many of them seem capable to survive lots of damage, which comes in the form of Natural Armor and Damage Resistance. Their Class abilities will be defined in the [x] section of the book.

Saber, the knight. They possess the Class ability *Magic Resistance*. They have good strength and decent overall stats and often use a sword. Sabers can pilot or ride almost anything.

Berserker, the insane soldier. Has the Class quality *Mad Enhancement*. Known for their superb defense, and overwhelming strength. Berserkers will not stop fighting, and in order to be eligible for this Class, they must have gone mad during their lifetime at least once. They are specialized in destruction through rage. There are no stat requirements. Materializing Berserkers is expensive in terms of Mana cost. Berserkers are difficult to control and may even end up killing their summoners.

Caster, the mage. Possesses the Class quality *Territory Creation* which allows them to make a powerful magical laboratory. They also have Fantastic Magic Circuit ranks and are capable of powerful sorcery and true miracles. They also have terrible physical stats.

Assassin, the hunter. While the Assassin class has difficulty fighting the other Servant Classes, they are specialized in eliminating the Masters who control the other Servants. They have the class ability *Presence Concealment*, and have other abilities such as stealth and great senses. Unlike the other Classes, they are always the same hero, Hassan-I-Sabah, although Assassin can split into separate bodies which share a group consciousness, though each body must talk to the others to pool their knowledge. Each has a different *Zabaniya* [Assassination] Noble Phantasm technique. Each body of Assassin wears the same skull mask, beneath which they have no face. The Assassin summoned in *Heavens' Feel 5* was a fluke, as he was summoned by Caster, and he had the form of Sasaki Koujirou, a fictional rival of Miyamato Musashi. Had the Grail not been malfunctioning, this false Assassin would never have appeared and a Caster Servant would not have been able to conjure up another Servant.

Lancer, the spearman. Lancers are known for their incredible agility and outstanding battle skill.

Archer, the ranged fighter. Archers possess the Class ability *Independent Action* which allows them to act without the assistance (or consent!) of their Master. They specialize in ranged attacks, have supernatural senses including clairvoyance, and while they may have average to low stats they possess excellent skills and powerful Noble Phantasms.

Rider: the fleet-of-foot soldier. Has incredible mobility and speed. They need a mount of legendary quality.



Assassin's many bodies.

They have wildly varying skills. Rider is a Servant Class whose candidate must have stats no less than standard, excluding Will and Magic Circuit, to qualify. The Riders of the *Heavens' Feel* 4 and 5 also had powerful and unique Noble Phantasms.

Avenger: The 8th Servant Class. Not playable.

Servants often show up with **Noble Phantasms**.

"*... Hey, Rider, Servants usually have just one Noble Phantasm, right?*"
"*Generally, yes. Sometimes, there are heroic spirits who managed to get two or three. I myself, for example, meet that description.*"
That's right, the night he arrived in the present world, Rider showed Waver a Noble Phantasm and said it wasn't his only trump card.
"*Eh, there's no sense in considering the number of Noble Phantasms. As you must know, Noble Phantasms are the crystallization of the historical facts and anecdotes that made the heroic spirit famous, but that doesn't have to be a weapon; it can be a specific ability or a unique mean of attacking.*" - Nitro+ and Kinoku Nasu, *Fate/Zero*, Act 2 Part 4

Noble Phantasms are relics which have become the stuff of legend over the years. They have existed for centuries and are quite capable of standing up against magic. If a Noble Phantasm is in the form of a weapon, it adds extra damage to damage rolls if the person uses it as a normal melee weapon. Noble Phantasms also tend to damage mundane weapons and armor when they are matched in contact with them. People who watched the *Fate Stay Night* anime will remember that after parrying Lancer's spear a few times with magically-reinforced sheet metal, Emiya's makeshift club was torn into glittering dust.

Weapon-type Noble Phantasms are in the form of swords, bows, and lances. Noble Phantasms are always able to cut ghosts as if they were materialized.

A *Rank D* Noble Phantasm adds (user's STR x 0.5) to the normal amount of damage rolled and adds +1 to the user's chance to hit with it.

A *Rank C* Noble Phantasm adds (user's STR x 1) to damage rolls and adds +2 to his chance to the user's chance to hit with it.

A *Rank B* Noble Phantasm adds (user's STR x 2) to damage rolls and adds +4 to the user's chance to hit with it.

A *Rank A* Noble Phantasm adds (user's STR x 4) to damage rolls and adds +6 its user's chance to hit with it.

A *Rank EX* Noble Phantasm adds (user's STR x 6) to damage rolls and adds + 8 to the user's chance to hit with it.

Each "+" adds another (STR x 0.5) to the damage rolled for the weapon but does not add any bonuses to hit with the weapon.

Noble Phantasms also take the form of *Support Items* such as magical crowns, spellbooks, scepters, and rings. If these are designed to directly augment the user, these support items can provide bonuses to the holder's statistics in an amount equal to the equivalent NP weapon's bonus to hit. If it is an item designed to be used in conjunction with a skill, it can also provide automatic successes if used with that skill. *Rank EX* items give 4 automatic successes, *Rank A* items give three automatic successes, *Rank B* items give two automatic successes, *Rank C* items give one automatic success, and *Rank D* and Rank E items give no automatic successes.

As an example, the Caster in *Heavens' Feel 4* had an *Rank A+* Noble Phantasm, *Prelati's Spellbook (The Text of the Spiralled Sunken Citadel)* [aka The R'lyeh Text]. Caster used this as a tool to summon beings from another reality which did not conform to our physical laws. Whenever he used that to bring over Those Who Should Not Exist, he accrued three automatic successes to his summoning and control tests before his player even picked up a D10.

There are other kinds of Noble Phantasms which are simply nifty things the Servant or a NP Item can do. These are usually attacks, restorative, or defensive projections, and they are supremely powerful. These always cost 1 Luck point per use. Adding a + to a Rank for an attack would make it cause or block an additional 25 points of damage. Some examples of Noble Phantasms last a while, so they require Mana each round to maintain. Double the listed cost to fire a blast, but keep the listed cost for maintaining the energy. *Rank C* costs 5 Mana to maintain, *Rank B* costs 10, *Rank A* 15, *Rank E* and *EX* cost 20.

Let's assume that a *Rank C* attack would do about 50 points of damage and cost 25 Mana points.

Rank B would do about 100 points of damage for 50 Mana points.
Rank A would cause or block 150 points for 100 Mana.
Rank E and *EX* attacks do 220 points of damage for a whopping 110 Mana.

If the Noble Phantasm is Anti-Unit, it targets one thing. If it is Anti-Army, its area of effect is the Servant's WILL x10 in yards. This area is doubled per level of Epic Will the Servant has or per plus the attack has. If it is Anti-Planet, its area of effect is the Servant's WILL x 20 in yards. This area is doubled per level of Epic Will the Servant has or per plus the attack has.

Let's take a look at their stats. Unlike human beings, the average physical statistic for a Servant is quite high. Here's how to convert from their shorthand in the games/books to Unisystem.
END becomes CON.
AGL becomes DEX.
LUCK becomes WILL.
INT is a matter of conjecture for the GM. Careful, plotting characters will have at least INT 4, and may go up to 8 in that stat.
PER is also a matter of guesswork, although some guesswork can be done from the anime.

Appearance is again a matter of personal opinion, though the appearance of these beings is usually taken to extremes (awesomely beautiful or hideously ugly).

Rank/Equivalent Unisystem Characteristic Score
E = 4
D = 6
C = 8
B = 12
A = 15
A+ = 18
A++ = 21
EX = 25

If the Servant is noted for having god-like attributes, add another +2 to the stat and a level of Epic Attribute to it.

To sum up, the notes on determining a Servant's actual cost to play will appear in the Storyteller's section later on. It will probably cost all the Quality points the player has and then some. Certain factors, such as the quality of the summoning and the proficiency and personality of the mage will affect the summoning of the Servant. A weak summoner might weaken a Servant or just attract a weak servant. A serial killer who performed the summoning might attract a truly twisted soul. The act of summoning a Servant itself is aided by the Holy Grail, meaning the traditional summoning act for a Servant is largely bells and whistles. What is most important in the rite is having the proper artifact to attract the attention of the appropriate Servant. Thus to attract Hercules as her Berserker Illya took a piece of one of his temples from Greece and used it to call him. If the magician has no artifact then he can trust in fate to help him find the optimum Servant.

Any Servant can be summoned, but only the Berserker and the Assassin Servants must intentionally be selected by the Grail's petitioner. Trying to summon a Servant without the assistance of the Holy Grail would would cost hundreds of Mana points - and the mage would have no Command Seal, so the magician would have to form a contract with the Servant as if it were a mere familiar. For starters, keeping the Servant as a familiar would require keeping it supplied in Mana, which is no easy task. One must also bear in mind that Servants are Epic Heroes like the King of Conquerors Iskandar or the King of Heroes Gilgamesh. Do you really want to have a proud, ancient, and supernal being like that around you if you are going to treat it like a common gofer? How do you think they might feel about being ordered around by some pimply-faced *Harry Potter* wannabe? Is that a scenario that will be long-lasting and lead to happy feelings all around?

Yeah, I thought not.

Servants can be built with the amount of points available to the character during character generation. Players can take levels in Divinity: Epic Attribute and Divinity: Epic Skill if they will play one. Noble Phantasms are Level 5 or Level 6 Fresh Gear items, but each rank adds another +2 to the quality point cost for the item. Thus a D rank weapon or support item Noble Phantasm is eight quality points. Noble Phantasm attacks or defensive moves cost 4 quality points per Rank level (thus a Rank C attack would be eight Quality points). If the player has his heart set on playing a Servant from the game, book, or show, and you the Storyteller are cool with it, just charge him an even fifty Quality points (dock his XP until he pays it off).

Severe Dysmenorrheic Psychosis (2 pt. Physical Flaw)
This disorder has been known to manifest in female characters with a Bloodline. During their menstrual cycle, they suffer from severe cramps and phases of extreme depression and paranoid delusions until their period has ended. If they fail a CON x2 Test, they become hysterical, convinced they are going to die. They also lose two points of Luck until their period has ended.

Shadow Snap (4 point Supernatural Perk)
If you can impale the shadow of a target with a blade (a called shot at -3 or -4), you can pin that person in place (his Movement would be reduced to zero). Holding a bright light near the shadow or using a flashbulb against it would shift the shadow's position, freeing the person. Removing the blade would also do it. The pinned character can still use firearm attacks or sorcery, and could produce a light from his own person to use against the Shadow Snap. Some Mages can manipulate their own shadow to hold down the shadow cast by their target; this requires them to use DEX + Occultism against the other character's DEX + Dodge. The range for this a shadow attack Shadow Snap is the creature's WILL x 2 in yards.

Slow Mana Recovery (2 point Mystical Flaw)
Your character does not regenerate Mana every hour; instead he generates 4 points per day. As a result, if your pc's Mana reserves become critically low it is vital that he avoid action for a few days.

Soft-Hearted (1 pt. Mental Flaw)
Your character is nice and naive, and believes that other people are basically good. Alternately, he might be one of the most vocal grouches but he possesses a gruff but kind personality. Reluctantly kind actions are appropriate for the others. Social rolls to appeal to your good nature are at a +2 bonus.

Spider-Climb (4 pt. Perk, Supernatural)
You can run up sheer vertical surfaces at your full Movement, or can crawl upside down on ceilings at 1/4 your Move. Combined with Megaleap and Immunity to Falling, you've got all you need to run up the side of a building while simulataneously engaging in a high-pitched swordfight.

Spiritual (3 pt. Perk)
Your character strongly believes in his religious doctrine. This belief gives him comfort and strength in trying times. When you are in a severely challenging situation, and are tested, you may roll WILL + Conviction. Every two successes you roll (or fraction thereof) give you a temporary point of Luck that you must use in the next ten minutes. After that time the temporary Luck is gone. These point(s) must be spent in ways that support and affirm your religious philosophy. Below are some suggestions:
- lifting a car off of someone
- driving away a vampire from its victim
- leaping in front of someone to take a bullet for them

If you use this gift inappropriately, you run the risk of angering The Folks Upstairs - and they'll react by shutting down this Perk and/or permanently reducing your Luck Pool. This Perk only works once per game session.

Supernatural Attack
If the user wants to use this as a melee attack, the range can be extended by one square if the player tacks on an additional quality point (telescopic Brawl ftw). If the attack is very strange, it may make sense to create a new skill for using it instead of Brawl or Firearms. Ranged attacks go as far as a pistol, increasing the range to that of a rifle causes half damage.

Minor: (D6x5)+ 3 damage. 4 points for melee , 8 points for ranged attacks.

Major: (D6x8) + 4 damage. 7 points for melee, 12 for ranged attacks.

Deadly: (D8x10)+ 4 damage. 15 points for melee, 20 for ranged attacks.

Massive Damage: (D8 x10) + 50 damage. 35 points for melee, 40 for ranged attacks.

If you want your Supernatural attack to continue to do damage after it hits (acid, fire, ice, toxic waste, etc.), it costs another 6 points and causes half the damage listed, but it inflicts that same damage again each round until it is removed. If this Supernatural Attack is something that can be *boosted*, it costs an additional 2 quality points to get and you have the option of sacrificing Luck when you use the attack. Each Luck point your burn after you fire it will cause it to inflict an additional 25 points of damage.

Supernatural Form (1 or 2 pt. Phsycial Flaw)
Your character is not human and has a negative Appearance score. He might even cause Fear checks (Attractiveness -2). You can buy positive appearance to help counteract the problem of having your supernatural side always up front. This is the 2 point flavor of this Flaw. If you have Dual Shape, you can toggle back and

forth between a human form and your supernatural one. This lowers the cost to one point unless your statistics and powers are diminished or knocked offline by switching to human mode.

Supernatural Senses (variable supernatural quality)
By sight, smell, or sound, you are able to detect things about the subject that other observers cannot. Perception + Alertness rolls are required to "sense the auras", get a "feel" about a place, etc. Sometimes the input is overwhelming and can't be overlooked. Caren Ortensia had this talent in *Fate Hollow Ataraxia*.

Basic: 1 point. You can determine a subject's basic nature (mage, vampire, demon).

Empathy: 2 points. You can tell what someone is feeling.

With Strong feelings or a great Perception roll, you learn exactly what the target is feeling.

Enhanced Senses : 3 points for each sense. You can track by scent or hear whispered coversations up to 100 feet away. You must have the Acute Sense quality to use a sense in this way. Your Perception must also be at least 5. It also doubles the bonuses of Acute Senses for skill tests, but most of the time these won't be needed.

Fortune Telling: 5 points. You can see the past and future of someone by looking at them. It can work like Psychometry (but for the future!)

Insight: 5 points. You can see detailed info (including Qualities and Drawbacks and their innermost emotions) by looking at someone. You can see possessing entities or other spiritual abnormalities. You can also use it to lock onto the spiritual energy signature of a particular being and track it.

The Sight: 3 points. You can see magic and traces of supernatural power. You can tell if someone is chargin' their lazer (getting ready to cast a spell or use a supernatural gift). You can see if an item is magical..If you take a minute to look at someone and make 3 successes on a Perception + Investigation test, you'll tell if the person is a normal human or if he is a psychic, vampire, demon, or something else. You can't see an unmaterialized ghost, but you will see something in the vicinity. With enough Success Levels, you can tell if someone is possessed.

Synchronizer (2 pt. Perk)
You are able to heal and give life energy to other beings. The easiest way for you to do this is through intimate physical contact (fluid exchange through sex) or by donating some blood to them. To simulate this, the synchronizer may heal his targets injuries by sacrificing his own life energy (Life Points), healing the other person at a 1:1 exchange rate. This can even heal Lethal and Aggravated damage. The synchronizer can also help to calm down their unquiet minds, and if he gives the person regular sessions the patient will have a bonus to any saves vs Inversion Impulse and other mental disorders. A patient attending regular sessions can also use XP to buy off health and mental illness-related Flaws. It is also possible for the Synchronizer to secretly afflict the patient by worsening his Flaws, making their condition worse.

Synchronization can even bring a person back from near death or allow them a temporary respite from terminal illnesses. It works best if the Synchronizer is of the opposite gender to the person treated. If they are of the same gender, than the only way for the Synchronizer to heal the other person is through blood transfers, which are inefficient (3:1 exchange rate). Note that not all conditions are treatable; those with high concentrations of demon blood and Inversion Impulse at 3 may find that their degenerative disorder is not arrested, only slowed down.

Suppress Imperfection (6 pt. or 12 pt. Perk, FSN)
This Perk cannot be taken by someone without the Tracing Perk or a Science (Alchemy) equal to 7 or better. With it, a subject can be enhanced, leading to either the suppression of a Flaw or boosted characteristics. The character must first determine what he wants to suppress or enhance and then roll for the appropriate perk or skill. The successes rolled equal the equivalent points in Flaw or bonus value given to a characteristic. The effects last for the caster's skill level in days (for suppressing a Flaw) or minutes (for boosting a characteristic). Naturally only Physical Flaws can be suppressed - "*Mein fuhrer, I can valk!*", but Mental, Financial, and Social ones cannot.

If the character took the 12 point flavor of this perk, the Suppression lasts twice as long.

Boosting a characteristic is very dangerous, as it amounts to overclocking the user's body. Once the enhancement wears off, the target must roll CON x 2. If he achieves five successes (totally sweet), he only takes 1 point of Lethal damage. If he rolls below that, remove 1D6+2 Life Points per success below five

from the target's Life Points. This damage is Lethal. If the target botches his CON check (snake eyes), he loses 1D8+3 Life Points per success level below five/totally sweet. The user is also going to be particularly woozy and light-headed from the experience, and so is at -1 to all skill tasks until he rests for at least 12 hours. If the character was using the 12 point version of this power, any damage his target sustains is halved.

Assume that it is a level 7 spell if the player wants to have it as a spell instead of an ability.

Telekinesis (3 pt per level Supernatural Perk)
Roll Willpower and add in your Telekinesis levels. The result is the STR of your levitation. Thus 5 success levels grants a STR of 5. If you want to toss people around, the damage is 1D6 x Telekinetic STR in Bashing. The STR must be enough to lift a guy off the floor, though. Precision work (playing a piano or picking a lock) must be down with Perception + Telekinesis. Attacks with weapons also use Perception + an appropriate skill (Melee or Firearms). Remote tasks are at a -1 penalty. Damage is as per weapon type and the Telekinetic STR.

Telekinesis requires effort and Mana to operate. After a number of turns equal to your character's WILL, he must make another roll to maintain the power at a cumulative -2 penalty. This penalty applies to all TK rolls until the psychic gets at least 3 hours of rest.

Telepathy (5 point quality)
Your character can read and speak into the minds of others. He can also build a virtual network with a number of people equal to his rating in Willpower. The duration in minutes and range in 10' increments depends on the Success Levels of a WILL x 2 roll. Exceptions exist for those your character knows well. In that case, your character can communicate with them at any distance as
long as he can see them or knows where they are.

If a telepath touches someone or looks into their eyes, he can listen in on what they are thinking. In this case the subject will make an opposed WILL x2 : WILL x 2 roll. If the telepath wins, he
can spend success levels in minutes probing the mind. Eye contact for mind probles only work if
the target is less than five feet away.

Mind Probe Chart

Success Levels/ Effect

1 Basic emotions.

2 Surface thoughts.

3 A simple question can be asked, and a one sentence answer can be granted. Each success level grants one Q&A.

4 Can get a clear picture of the target's personality, sort through it for memories, or get any information available (if requested).

Technophobe (2 pt. Flaw)
You are severely intimidated by computers & technology. +2 difficulty to Computer, Repair, & Technology rolls.

Teenager: (2 pt. Flaw)
Removes your ability to legally smoke, drink, or vote. You are a ward in the care of another person. If you want to supersize this, its value rises to 4 and you get to have Mental Problems: (unable to control anger, severe resentment at the world) and Covetous (Lechery) at -1 or -2.

Teleport (10 pt Supernatural, FSN, plus var)
With this, you are able to Bamf out of one location and then reappear somewhere else instantly. The first level gives you the ability to teleport your (WILL/2) in miles. Every point spent after the first 10 adds 2 miles to that range. Teleport requires line of sight or that the Servant or demon know the area well. Teleporting into solid material or reappearing underwater is impossible; this isn't *Leprechaun: The Screwing Over*, so please don't be looking for ways to pwn players because of a simple power like this. Teleport's Mana cost is the ability total price plus 3.

Trademark (1 pt. Mental Flaw)
You feel you must leave an identifying mark symbol or token of yours wherever you go and when you do something important.

Trapmaster (2 pt. Perk)
Your character is unusually skilled at setting up and concealing traps. He receives a +2 to the roll to make a trap and +2 on the Stealth roll to hide it.

Uncontrollable Power (5 pt. drawback)
During times of stress, your powers go wild, striking things and people at random. If you are angry, scared, or stressed, roll WILL x2 with a penalty of -1 to -6. If the stress is extreme, the power is overclocked to twice normal effect.

Unique Kill (5 pt. quality)
Unless specific preparations are made in the disposition

of your remains, you will not stay dead. This could be your being beheaded, or your body burned to ashes. If you aren't destroyed in just the right way, you will eventually recover from all your injuries and rise again. This power can only be taken if there is but one specific way to kill the being. Vampires have lots of ways including massive damage, so they can't take this power.

Unnatural Runner (supernatural, 1 to 3 pt. quality)
This Perk cannot be taken unless the person already has Natural Runner at 3. Unnatural Runner stacks on top of that, granting an additional +1 to Movement per level. This is a handy Perk for simulating supernatural creatures that are inhumanly fast, such as Nanaya Shiki and the zombies in *28 Days Later*.

Vulnerability (variable Flaw)
Officer Palumbo: "Bullets, my only weakness. How did you know?" -
Harold and Kumar Go To White Castle
This is worth a number of points ranging from zero (you take damage from something very rare) to lots of points (if it is common and does massive damage).

Minor: 2 points. A rare object or substance does double damage after armor, or bypasses armor and defenses, or which can destroy you permanently if you are reduced to zero Life Points.

Major: 3 points. Something common that will do constant damage, or a special form of attack that does x5 damage.

Multiple Vulnerabilities: 5 points. There's a laundry list of things that'll kill ya.

You Fail At [x] (1-2 pt. Flaw)
"*For some reason, Hisui-chan is poor at cooking. But she is really great at cleaning and arranging things.*" -Kohaku
For some reason, you are less than capable at a specific task. For one point, one potential specialization field of a skill will forever be beyond your ken. For two points, an entire skill will always be beyond your capacity. If you pick this Flaw, any roll you make on that specialization (or in the case of the 2 point version, the entire skill) is treated as a failure. On a roll of a 10, you somehow end up with one success out of sheer dumb luck. You may never use XP to improve that specialization (or skill in the case of the 2 point version). You can only take the 1 point flavor of this Flaw three times for three different skills. You probably don't want to be a character who Fails at Life.

Watched (1-3 pt. Flaw)
An agency or organization is keeping tabs on your character. The character could have gotten in trouble with the law, might have a high security clearance, or may practice sorcery. Having this Flaw means that your character's actions are constantly under silent review. Purchases will be recorded, books borrowed from the library will be accounted for, and your privacy rights will be actively curtailed. To truly do something anonymously you must go to great lengths. It may be harder for agencies and organizations to track entities that can travel great distances at speed and don't use ATMs or credit cards, but they seem surprisingly adept at locating missing beings. The reason why the Occult scholars out there suffer this Flaw is that the Mages' Association wants to contain magic so that ordinary people don't know about it. Certain intelligence agencies may want the same thing, for various reasons. An Occult scholar with a good Occult Library is also like a loaded firearm; keeping tabs on people who can summon demons and throw curses is just good policy. If the Storyteller thinks it is a good idea, then demon PCs can pick this up as they experience surveillance from the agents of the Church. As long as the demon toes the line, he probably won't be purged. Probably. Then again, allowing heretics to exist is not a good thing ...

The bonus points granted by this Flaw depend upon how seriously the observation of the character is:

1 - Casual Observation. Someone on bail or probation for misdemeanor(s), an agent with a security clearance equal to Classified, someone with a recorded Bloodline, or someone who has bought a few Occult items. An Occult Library of 2 or less bestows this Flaw.

2 - Tracked. Someone on bail or probation for non-violent felonies, an agent with a Secret security clearance, a Church Battle Cleric, your average vampire or non-vampiric bloodsucker, or an occult scholar with a 4 or higher Occultism. An Occult Library ranging in point value from from 3 to 4 bestows this Flaw.

3 - Scrutinized. Someone on bail or probation for violent felonies up to and including murder and/or manslaughter, an agent with a Top Secret security clearance, a Church Executor-class agent, a Servant/True Ancestor/Dead Apostle, or an Occult Scholar with a 6 or higher Occultism. An Occult Library of 5 or greater bestows this Flaw.

Webbing (5 point Supernatural quality)
The character has a special gland near his abdomen, with an orifice above the navel. The gland can create massive amounts of webbing akin to spider silk. Webbing is a Wild card skill. The demon can use it to seal off openings, bind opponents, and lower itself from high positions. The webbing has 12 points of armor and 18 "Life Points". It is extremely strong and sticky.

Trapped victims may escape the web if they can match their STR against the webbing's STR of 8. The webbing is thicker than a spider's (about 1" in diameter, but still hard to see from a distance without a PER + Notice roll).



Chapter Three: "White Dream" / *"Shiroi Yume"*(白い夢) (Character Class/Job Packages)

Character Class/Job Packages

These are sample packages that characters could take using Quality points during character generation. These package deals represent the training he has received by doing his profession. If the character is playing a human being, then regardless of what packages he takes he may not raise an attribute above 6. These are meant to be suggestions; players are free to suggest new ones or take a package and then adjust it to fit his character concept. The Detective package wouldn't need much retooling to be a Homicide Detective. Perhaps some levels in Medicine (Autopsy) would do it. The points listed for a profession have the Flaw factored in. If you want to take the Package without the Flaw, it'll end up costing your a little bit more. Sometimes a Job Package requires you to spend some extra quality points as part of the background. And you can take more than one Job Package to represent your training. For example, Tohsaka Rin has both Student and Witch.

Artist (2 pt. Package)
Your character is talented and creative. He begins play with +1 to any two mental Statistics and +1 to Arts and Crafts.
Flaw: He is also at -1 to Willpower rolls to avoid losing his temper or resisting fear.

Backpacker (5 pt. Package)
These are granola-munching outdoorsmen who are at home right there in the woods. They've been trained in survival and can live on very little supplies for months, even years, at a time. Sometimes in the media they are presented as a little eccentric and/or sybaratic, but that's just something they have to deal with.

Backpackers begin play with +1 to STR, +1 to WILL, and +1 to CON. They also start play with +2 to Survival, +1 to Animal Ken, and +1 to Arts and Crafts. The player must use skill points to buy one one level of Athletics. Frequently these types will buy levels in Wild Card (Archery) or Firearms (Rifle).
Flaws: (2 points total, choose from the following) Obsession, Addiction (Alcohol or Marijuana), Honorable, Misanthropy, and negative levels of Resources.

Blogger or Journalist (5 pt. Package)
The truth is out there, and you will either put it on your blog or the news. You begin play with +1 to Intelligence and +1 to Perception, +1 to Alertness or Investigation, and +1 to one skill related to your specialty. They also begin play with 2 points in Contacts. If the character is playing a Blogger, he must have Computers at level 2 or better.
Flaw: The character must make a Willpower roll to avoid doing something dangerous in order to gain knowledge.

Bounty Hunter (4 pt. Package)
Bounty Hunters track down those who don't want to be found and bring them kicking and screaming back to the welcoming arms of the Law. As such they are often very harsh and brutal types who only pay lip service to the laws of the
land as they kick in doors, rough up suspects, etc.

Bounty Hunters begin play with +1 to DEX, +1 to PER, and 1 level in Drive, Sleight of Hand, Security, and Firearms. The character must also spend skill points to buy one level of Investigation and one level of Influence.
Flaw: Often Bounty Hunters have at least two points total from disadvantages such as Watched, Addiction, Reckless, etc.

Criminal (3 pt. Package)
Your character is violent and at home in the darkness of night. He begins play with 1 level of Combat Reflexes, 1 level of Danger Sense, +1 to Streetwise, and +1 to Firearms or Brawl.
Flaw: The character must also roll Willx2 to avoid being distracted by the chance to make a lot of money very quickly. He must also take 1 level of Adversary (Rival Criminal or The Law). Other possible disadvantages include Compulsive Aggressive, Addiction (Alcohol), Cruel, Covetous (Greed), and so on.

Decker (3 pt. Package)
These computer-lovin' types believe that information should be free, and that it needs to be liberated. They can break through firewalls, decrypt databases, etc. to help free information. They can also work as corporate saboteurs, altering records and crashing systems as they will.
Deckers begin play with +1 to INT, +1 to PER, +2 to Computers, and +1 to Technology.

Flaw: All begin play with either a 1 point Adversary (Government) and 1 point in Honorable or 1 point in Addiction (Caffeine being a common drug of choice).

Dilletante (4 pt. Package)
You grew up among the rich and the powerful, and you received a proper education. You get +1 to one Mental Attribute, +1 to one Knowledge type skill, +1 to Etiquette, and +1 to one science type skill to represent your education. You were also taught proper manners as part of that education which gives you a +1 bonus to Social rolls when dealing with high society types. Conversely your manners and bearing give you away as a high class, moneyed individual regardless of your current circumstances. This can rub some people the wrong way giving you a -1 to Social rolls when dealing with the lower classes. You must use remaining quality points to buy at least 3 levels of Resources.
Flaw: At least one level from one of the following disadvantages: Fat, Addiction, Bad Temper, Covetous, Cultural Snob, Intolerance (Class Arrogance), or Adversary.

Driver (3 point Package)
Drivers begin play with +1 to DEX and +1 to PER. They also begin play with 2 levels in Drive (specialized in Heavy Traffic or Initial D). Riceboys will have levels in Repair and a specialization in Racing Modification.
Flaw: They must also take 1 level in Intolerance (Local Police) or Adversary (Local Police).

Government Agent (5 pt. package)
Your character begins play with law enforcement powers and the backing of a powerful agency. You receive +1 to two physical statistics and +1 to intelligence. You also get +2 to Law and +1 to Investigation. He must also use skill points to buy another level of Investigation, 1 level of Academics, and one level of Alertness. He must also buy at least two levels in Contacts with his remaining Quality Points.
Flaw: The character must take one level of Adversary and either two levels of Obligation or one level of Obligation and one level of Watched to take this package.

Holy Man/Woman (4 pt. Package)
You may be able to call on the help of your particular religious organization but if you are out on the frontier that kind of help is often unavailable or slow in coming. You gain +1 to Perception, and a total of 3 levels split between any to any Social, Knowledge or Language skills. Also most people will treat you with a little more respect if you advertise the fact you're a Holy Man. Then again some folks might take a dislike to you for the same reason. The character must use remaining Quality points to buy Spiritual and at least two levels in Occultism.

If the character wants to play a **Battle Cleric**, the point cost of the package rises to 7, and the character begins play with all of the above and +1 to Firearms, +1 to Brawl, +1 to Melee, and +1 to Dodge. Battle Clerics are the people who do the dirty work for their respective organization, such as purging heretics and hunting monsters.
Flaw: You also posses some type of Honor flaw, such as Code of the Buddhist Monk, or the character can use the Honorable Flaw to outline just what his limitations are. Other Flaws can include Obligation. Remember you don't have to take the Flaw with Holy Man or Battle Cleric. One of FSN's clergy certainly did not.

Librarian (5 pt. Package)
The character begins play with +1 to INT, +2 to Research, and 3 skill points to place into Academics or Science. The character must also use skill points to place 1 level into Arts and Crafts (Creative or Academic Writing) and 1 level into Occultism.
Flaw: Impaired Eyesight (Glasses or Contacts).

Mercenary (4 point Package)
You were always good in a fight, you finally figured you might as well get paid for it. You've done just about anything violent for a quick pile of yen. Maybe you picked up some sort of Code of Honor that you follow, or you perhaps you will do just about anything provided the money is good enough. You gain +1 to any two Physical attributes and +1 point to Investigation and two other Combat skills. It is suggested that the character use remaining points to buy up his derived statistics, but not required. Flaw: Mercenaries also have either one level of Honorable or Covetous (Greed).

Monster Hunter (4 pt. Package)
Maybe the monsters got your favorite second cousin Frank. Maybe you read something you shouldn't and can't ever let it go. You begin play with +1 to three attributes, and +1 to 2 combat-related skills, and 1 level of Occultism.
Flaw: You must take 2 levels of Adversary. Your character might also have Mental Flaws.

Maid or Butler (3 pt. Package)
The character is skilled in the domestic arts and is in the employ of a rich person. The character receives +1 to any Statistic, +2 to Domestic, and +1 to Etiquette.
Flaw: He must take 1 level of Obligation to the family he serves.

Nerd/Braniac (3 or 4 pt. Package)
Your character gets +1 to any two mental Statistics, and +2 levels to one of the following skills: Science, Technology, Computers, or a Knowledge skill. Braniacs (souped-up Nerds) cost 4 pts. to play, but get an additional level of Intelligence and another skill level in the above categories.
Flaw: He is also -1 to all Social rolls. Braniacs must take one level of Obsession in addition to that.

Noble (6 pt. Package)
The character gets 1 level in Academics, Melee, Animal Ken, Bureaucracy, Etiquette, Influence, and Leadership. The character also gets +2 to any one statistic of his choice. The player must also spend skill points to buy another level of Melee and one level of Dodge. If the player wants to play a rich noble, he can use Quality Points to buy levels of Resources.
Flaw: Nobles often begin with 2 levels of Obligation and 1 level of Honorable.

Nine to Fiver (3 point package)
Call them desk jockeys or corporate gofers. You work in an office with other people doing clerical work or data entry. It's boring as all hell, but when it's not busy you can update your blog, edit that Wikipedia article on Star Trek, or read the news. These types begin play with +1 to one statistic (WILL helps you whether the boredom, if you want a suggestion) and 3 skill levels to put in the appropriate skills.

Frequently these types are the ones who have Wild Card specialized in something bizarre, such as Japanese Animation Lore or who have dropped experience points into Melee or Firearms (for gun nuts or SCA enthusiasts).

If you want to play a CEO, take this package and then add levels in Resources, Academics, Leadership, and Influence.

If you want to play a politician, then take levels in Law and Bureaucracy.
Flaw: Choose something worth at least one point. Suggestions include Addiction (Caffeine or Alcohol), Delusion (Persecution Complex), Covetous (Conspicuousness or Lechery), and Intolerance (Class Arrogance).

Nomad (4 pt. Package)
Nomads travel the roads, taking what is coming to them and intentionally not establishing a home base. They have established a pack mentality, and travel together in groups.

Nomads begin play with +1 to STR, +1 to CON, 2 levels of Hard to Kill, 1 level of Brawl, and 1 level of Drive (specialized in Motorcycle).
Flaw: Nomads often have at least two points, taken from the disadvanages Obligation (Loyalty to the Gang), Adversary (the Law), Negative Resources, or Addiction (Alcohol).

Occult Investigator (4 pt. Package)
These are the classic Lovecraftian characters. You begin play with +1 to any two mental Statistics and 2 levels in Occultism. You also are at +1 to all Fear Tests because you have some inkling of what's out there.
Flaw: Occult Investigators love to learn about the supernatural, and if they must avoid doing so in a drastic situation, they roll at -1 to -5 depending on how important the find is.

Occult Expert (5 pt. Package)
Though you have some training in how to hunt the supernatural, you usually let the toughs on your team handle that. You get +1 to any one physical attribute and +2 to Melee. You also receive +2 to any roll for learning about a given supernatural creature.
Flaw: If the character is in the employ of a larger agency, the package cost is 4 but he begins play with 1 level of Obligation.

Policeman (5 pt. Package)
The character begins play with law enforcement powers. They begin play with +1 to any physical Statstic and +1 to Streetwise, Investigation, and Drive or Firearms. With reasonable suspicion, they can stop a person, search him, detain a suspect, etc. The character must buy 1 level of Law and take the Obligation flaw to have this Package. Detectives cost 8 points to play, and have 2 points in Contacts and 2 points of Rank. If the character is dismissed from service, the point cost for each package goes down by 2 points, and their law enforcement powers are gone.
Flaw: Policemen take Obligation 1. Detectives must take Obligation 2.

Raver (2 point Package)
This sort of person is a clubbie, party-goer, or trendoid. Small-time entertainers such as dancers or DJs will fit in here as well. They are in tune with the pulse of the city after dark. They begin play with 1 level of Streetwise, 1 level of Influence, and 1 level of Contacts. They must take the Reckless Flaw at the start of play. If you want to play someone who is in touch with the dark underbelly of the world, take levels of Occultism and levels in Contacts (Supernatural).

Private Eye (3 pt. Package)
This is a natural for any horror roleplaying setting. They stick their noses where they shouldn't, and take on jobs too unbelievable for any other legal investigator. They begin play with 1 level of Contacts, 1 level of Streetwise, 1 level of Investigation, and 1 level of Security. The character must also buy at least 1 level of Brawl, Firearms, or Melee before play begins.
Flaw: They must also take 1 level of Adversary or 1 negative level of Resources. Mental Flaws can include Cruel.

Sawbones (4 point Package)
You are a fully trained and qualified doctor or nurse. You have a lot of education and knowledge and given the right equipment and medications you can perform minor miracles with the sick and injured. You get a +1 to Intelligence and +2 to the Medicine and Science skills.
Flaw: Doctors also must take a 1 point Honorable Mental Flaw (Hippocratic oath to treat the ill to the best of one's ability, See that no harm comes to a patient under their care).

Smuggler (3 point Package)
Whether it's guns, people, parts, or just about anything else, you're the person that folks come to see about transporting anything illegal or quasi-legal through restricted space. Not only do you know who has the goods to sell, you also know who's the most likely to buy the goods you're selling. You gain a level of Intelligence, one level to the Streetwise and Pilot skills, and four levels of Contacts (which may be split up into multiple contacts).
Flaw: You have also attracted the attention of the Authorities even if you have never been caught red handed they're pretty sure you're dirty, giving you 3 levels of Adversary and/or Watched (The Law).

Soldier (3 point Package)
You are a trained soldier or crewman. You automatically get +1 to any two Physical Attributes, and +1 to the Firearms skill, and a soldier or sailor also gains +1 to any specialty skill to represent their advanced training.
Flaw: Soldiers on Active duty have a 1 point Obligation to their Chain of Command.
Ex Soldiers and Deserters have a 1 point Adversary in the form of whoever fought on the other side during the War. It is recommended for the character to buy up their Derived Statistics.

Student (4 point Package)
The character spends his time at a university or studying under the tutelage of an adept. He begins play with +1 to Intelligence and +1 to Academics. He may also place +1 in 3 different Knowledge skills.
Flaw: The character must take 1 level from one of the following categories: Mental Problem (Lazy), Mental Problem (Reckless), or 1 level of Negative Resources.

Superscientist (8 point Package, 11 to play an Alchemical Superscientist)
The character seriously researches arcanotechnology (superscience based on occult principles) and the occult in general. He may be seen as a quack, but loneliness is something he is used to. He begins play with one level of the Superscience Perk and +1 level each to Technology, Science, and Occultism. The character could also take the Nerd or Braniac combination to further sharpen his mind. The character must also buy ranks in Magic Circuit to use his talents effectively. If you want, you can play an *Alchemist* , as they work together/in competition with the official Mage's Association in the Nasuverse. To play an Alchemical Superscientist, simply add 3 to the Enchanter or Superscientist Perk cost. This increases the character's maximum craft capacity to three times his Magic Circuit rank. It also multiplies the time necessary to craft the item to twice the time listed, and the character must supply one extra rare item to help the item charge the necessary Mana. Mages often look down on Alchemists, seeing them as journeymen dabblers with terrible Magic Circuits.

Teacher (4 point Package)
The character begins play with +1 to any one Mental Statisic, and 3 levels of +1 to put into Knowledge-based skills (Languages, Academics, Science, Research, Technology, and Bureaucracy are all natural choices).

Flaw: Potential disadvantages include one level in Cultural Snob, Addiction, Intolerance, Honorable, etc.

Witch/Warlock (5 point Package)
The character is able to study, learn, and cast spells. He begins play with a Magic Circuit of Rank 2 and 1 level of Occultism. He also has +1 to Intelligence and +1 to Willpower. The character must buy 1 level of Occult Library to justify having this skill. Note that a Magic Circuit Rank of 2 is not enough to participate in a Grail War. If you want to play a Magus who can, you must have at least a Magic Circuit Rank of 3.
Flaw: If the character wants to get the package for only 3 points, he can take the Flaw Demonic Tutor, which means his instructor was a demon who expects to be paid his tribute. For all intents and purposes, you are his thrall.



Chapter Four: "Elegance Under the Moon" / *"Gekka Ryuurei"* (月下流麗) (Skills and Specializations)



Skills and Specializations

If I had more skill in what I'm attempting, I wouldn't need so much courage

-Ashley Brilliant

Skills represent the training you've had to help you perform particular tasks. Sometimes a single quick Skill Test isn't enough to determine what happens, leading to the usage of Extended Tests. Extended Tests take place over a period of time and are divided into Phases. At the end of each Phase, the character rolls his Statistic + Skill and accrues successes (hopefully he doesn't accrue failures). At the end of the last Phase, the Storyteller looks at the result and determines whether or not the character gathered enough successes to accomplish the task. Examples of Extended Tests are things such as tracking a suspect in the woods or climbing a mountain.

Occasionally a Test is not just of the standard Resisted variety (Brawl [Punch] Vs Dodge, for example) because of the complexity of the action and how long it takes to complete. These types of tests are Extended and Resisted Tests. In these situations the two opponents roll at the end of each Phase and acquire successes. The one with the most successes at the end of the final Phase, or simply the first to gain a predetermined number of successes, is the winner. Examples of this IRL are police interrogations between detectives and suspects.

Skills can be specialized by adding an extra point during creation. Whenever he rolls for something related to his specialization, he receives a +2 to his roll. The only way to improve the specialization is to improve the base skill. Adding an additional specialization to a skill costs six points for the second, eight points for the third, and ten points for the fourth and last (you cannot specialize more than four times.) Your Storyteller is free to insist that you cannot Specialize in a skill more than twice during character generation.

Specializations make critical successes (which we call Bullseyes in Fate) fun. If you are attempting something related to your specialization and roll a natural 10, you have rolled a "bullseye". Keep that 10 and add it to the total of your roll, and you then get to roll a D8 and add that to the total. If you roll an 8 on your D8 roll, you get to add that 8 to your total and then roll a d6 and add that to the total. No matter what you roll on the D6, you're finished rolling. If you are _not_ specialized in that task, then the Bullseye dice are D6 and D4. Suggested Specializations for Skills are provided in parentheses.

Certain skills such as Arts and Crafts, Wildcard, and Science force you to specialize when you take the skill. These skills always use D6 and D4 for the Bullseye extra dice. Comment: The opposite of a Bullseye is a Botch, which is called a critical fumble in other games. The rules for Botches are listed later.

Academics (Foreign Culture, Anthropology, Archaeology, Appraisal, Geography, History, Literature, Politics, Psychology, Social Work, Sociology, Urban Legends, Medieval Europe,
History of the Catholic Church, Modernist Writers)
This skill represents your general familiarity in the "humanities". With this, you can know general info about these areas without having to do any research. You have to pick a specialization for this skill, and you can only attempt this skill for that specialization. Penalties and bonuses to skill rolls depend on the obscurity of the material. The Storyteller is within his rights to say you don't know something and have to research it. The exception to that rule is your area of study, which can always be rolled for.

Alertness (Bodyguarding, Finding Traps, Detecting Concealed Items, Ambushes, Forests, Crowds, Urban Areas, Noises)
Unlike Perception, which can help you find particular clues, Alertness measures how
much attention you pay to your physical surroundings. Awareness lets you take in everything in an instant, then your Perception sifts through it. The Initiative Roll is 1D10+ Alertness + Dex + Combat Reflexes.

Animal Ken (Dogs, Cats, Horses, Parrots, Farm Animals, Attack Training, Guard Training,
Calming Down, Retrieval Training, Communication)
Animals don't dig being around by demons, and they can't easily distinguish between good and bad. They can also sense a character's Bloodline, and being around the near-divine or infernal Servants will spook them. Therefore this skill is necessary. With this, you can empathize with (and meld to some degree) animal behavior. You use this skill to train animals, calm them, and sometimes understand what they are trying to say.

Art and Crafts (Oils, Opera, Pencils, Fletcher, Carpentry, Leatherworking, Metalworking, Plumbing, Pottery, Tailoring, Woodworking, Writing, Appraisal, Art Criticism, Sewing, Ballroom Dancing, Ballet)
Unlike a lot of other skills, you are required to pick a specialization for this one. This allows you to make and

repair certain things with your hands. It does not and will not replace the Repair and Technology skills.

Athletics (Swimming or other sport, Climbing - Natural Surfaces, Poles, Vegetation, Walls, Team Play, Tumbling, Distance Running, Acrobatics, Swinging)
How well your character may jump, run, throw, pursue, and flee. It also covers adeptness at
sports.

Brawl (Wrestling, Throws, Blocking, Boxing, Armlocks, Martial Art (), Dirty Fighting)
Conventional weapons aren't always around when you need them, and sometimes
they jam and break. You believe there's nothing about other people you can't fix ...
with your hands. This can represent either formal training or painful experience. Great
if paired with the Focused Damage Perk.

Bureaucracy (Accounting, Banking, Executive, Fraud, Government, Marketing, Military Teamwork, Real Estate, Negotiation, Small Business, Stewardship, Bypass the System, Stalling Tactics, Bribery, Police Paperwork, Forgery)
You know the real people who are behind the system and push papers. This is the skill for getting by red tape, making sure that something damaging is misfiled, or gaining access to classified information.

Computers (Artificial Intelligence, Databases, Networks, Programming, Viruses, 31337 H4xx0r, Internets and Web Design)
This skill grants you a general familiarity with all aspects of computer operation. If you want to break into other systems or set up safeguards around your own, 31337 H4xx0r is the specialization to pick. This skill does grant familiarity with computer components and is enough to let you make simple repairs.

Dodge (Leap, Sidestep, Duck, Cover, Dive, Firefights, Fistfights)
The fine art of getting the hell out of the way. Just about anything can be dodged, from
punches to bullets (-2) to demon claws. This helped Han Solo get out of the way when Greedo shot first.

Domestic (Cleaning, Cooking - [Ethnic, Exotic, Fast Food, Gourmet, Home], Decorating, Home Budgeting, Gardening - [Floral, Lawn, Market, Ornamental, Vegetable])
These are the arts necessary to organize and run a household, and even pretty it up. It is necessary for would-be cooks and maids to have this skill, and high levels are suggested.

Drive (Armored Fighting Vehicle, Big Rig, Bus, Car, Motorcycle, Mecha, Small Truck, Reverse, Heavy Traffic, Off-Road, Getaways, Ramming, Initial D)
Most folks know how to drive a vehicle, but you can do some Initial D type stuff when you're behind the wheel. If you don't have this skill, you can only handle automatic transmissions and you have a -2 penalty.

Empathy (Emotions, Truth, Personalities, Backgrounds, Pain, Motives, Confidence, Lies, Hidden Motives, Quirks, Affairs of the Heart)
You can intuitively understand other people's emotions -- and the motives they're hiding. This
is very useful for detecting lies. The information you have concerning a person and the
depth of communication you have with them will aid or hinder your skill check.

'It seems you've convinced yourself that you're a bad person, Tohno-kun', she answers simply.

Sempai grasped the truth lying deep within me. 'But that just shows you have no

confidence in your own actions. You know you made a mistake, but you don't understand

whether it's good or bad. That's why you have no choice but to drive yourself into a corner

until things become clear to you.'

- Ciel, Ciel Route Near Side

Etiquette (Nobility, Business, Lower Class, Middle Class, Upper Class, European
Customs, Asian Customs, Sycophancy, Networking, Wining and Dining)
Your character is familiar with the formal behavior and expectations of society. Typically
you only roll when you're in your own element, but if you're polished you can pick up
multiple specializations. If formality is paramount, roll this skill.

Finance (Accounting, Corporate, Leveraged Buyouts, Investing, Appraisal, Business Management, Stock Market, Economic Trends)
You understand how to make money through the stock market or appraising fenced goods. With a skill roll, you can size up the assets and liabilities of various enterprises and then maximize operational efficiency. This skill isn't just for white-collar dweebs; mafiosos, pimps, and drug dealers need this skill as well.

Firearms (Crossbows, Pistols, Scatterguns, Rifles, Auto-fire, Solid Slugs, Called Shots, Sprays, Sniping)
While melee weapons are vital in the struggle against the forces of the night, firearms can be very handy for subduing all-too-human prey. This covers everything from derringers to machine guns, and carries with it how to repair, clean, unjam, and recognize them -- even shoot 'em. Firearms does not include familiarity with antitank guns or other examples of heavy portable ordnance.

Influence (Mimicry, Intrigue, Ventriloquism, Seduction, Deception, Flirting, Intimidation, Interrogation, Persuasion, Veiled Threats, Air of Authority, Inspire Fear)
This skill grants you the ability to talk to people and get them to see things your way. It can be matched with Leadership to better influence the target. With this skill you can pick up someone at a bar or shake someone down.

Investigation (Forensics, Ballistics, Criminology, Motives, Searching, Fingerprints, Interview Witness, Intuitive Deduction)
"*This was no boating accident!*"
This combines CSI procedure with common sense. With this skill, you are good at understanding the scene and following (or covering up) leads. You are also familiar with clever ways to perform tasks such as hiding clues or killing people, and you can figure approximate times of death, pick up fingerprints, interview witnesses, etc.

Languages (proficiency with 1 language per level)

Law (Civil, Criminal, Customs, Family, International, Political, Criminal, Police Procedures, Litigation, Courts, Loopholes, Corporate Law, Trials, Civil Rights)
Laws are a way of life -- and like spinal cords, they're made to be broken. This knowledge lets you know what you can and can't do, and how to get away with what you do. It gives you the ability to file suit, dismiss lawsuits, and get out of jail (legally).

Leadership (Orate, Friendly, Noble, Military, Experience, Planning, Noblesse Oblige, Combat Readiness, Commands, Experience)
Through the force of your personality, you can motivate other people. To do so, you aren't tricking them -- you're becoming a worthy example they can follow. You can lead by fear, example, planning skillz or just through experience.

Medicine (Acupuncture, Design/Neutralize Poisons [can further specialize in occult, natural, and synthetic], Dentistry, Diagnosis, First Aid, Homeopathy, Obstetrics, Pathology, Pharmacy, Surgery, Veterinary, Prevention, Pediatrician, Cardiosurgery, Autopsy, Oncologyetc.)
This skill entails knowledge of the human body. Using it, you can treat wounds, diagnose diseases, assess the seriousness of a wound, prescribe medicine, defeat poisons, and other things. You also get a working knowledge of hospital gear and procedures.

Melee (Axe, Baton/Club, Improvised Weapons, Spears, Sabers/Broadswords, Staff, Fencing Blades, Kenjutsu, Cleavers/Hatchets , Whips, Knives , Stakes)
This involves hand to hand fighting with weapons, such as spears, swords, staffs, or stakes (very handy vs. those damn vampires). If you want to bust out with the Patrick Swayze Roadhouse, then pick up Improvised Weapons for all your chair leg swingin', glass bottle breakin', table-throwin' needs. Throwing a weapon is DEX + Melee - 2.

Navigation (Air, Highway, Sea, Space, Undersea, Urban, Wilderness)
Your skill at finding your way with maps and other equipment. Navigation is used to help you find the fastest or safest route to where you want to go.

Occultism (Astrology, Channeling, Numerology, Rituals, Unquiet Spirits, Tarot, Theology, Voodoo, Witchcraft, Vampires, Werewolves, Demons, Curses, Infernalism, Hidden Worlds, White Magic, Things Man Was Not Meant to Know)
This skill gives you access to several centuries' worth of dark myths. If you can separate speculation from just the facts, it'll give you a world of insight. If your skill is high enough, it'll grant you familiarity with nearby yet hard to reach alternate worlds and dimensions.

Politics (Neighborhood, City, Congressional, Elections, Dogma, Radical, Fundraising, Royal Hierarchy)
Not just knowing who are the players, you understand political systems. You can be very effective when you are trying to persuade elected officials because you know what they want to hear. This and Bureaucracy are great at finding the right man who can get things done.

Research (Rare Book Collections, Government Archives, Specific Topic, Police Documents, Internet Searches, Public Libraries, Academic Databases)
Research is the default skill for gathering information on particular topics. It is the Library Use skill in this game.

Repair (Computers, Cars, Consumer Electronics, Wood, Engines, Electrical, Mecha, Gunsmith, Locksmith, Set/Disarm Trap)
Your character understands what makes things work, so when things break you are the guy people turn to to fix them. This skill does not allow you to build items from scratch; that would be Technology. Repair also tends to cover mechanical things more than Technology. This skill does allow you to modify existing systems somewhat; if you are yearning to turn your toyota into a ricer, this is the skill to get.

Security (Sensors and Surveillance, Breaking and Entering, Safe-Cracking, Pick Locks, Combination Locks, Escape Artist, Electrical Systems, Hot-Wiring, Burglar Alarms)
With this skill, you can secure an area or a person, and bypass others' preparations. It entails the mad skillz necessary to break into and out of buildings, hot-wire cars, and crack safes. IT also allows you to set up your own security systems and identify the weak points in a defensive system.

Science - Biology (Bacteria/Viruses, Botany, Ecology, Genetics, Physiology, Mycobiology, Zoology), Electronics (Communication Systems, Computers, Consumer Electronics, Robotics)
General (Astronomy, Chemistry, Engineering, Geology, Mathematics, Physics)
This is another skill requiring you to specialize in an area and then pick one of its divisions. Science itself is a systemized study of a particular subject.

Sleight of Hand (Card Shark, Pick Pocketing, Stage Magic, Thievery)
This is a skill which depends upon manual dexterity. With it, you can set up simple illusions, palm objects, or plant an item on someone. It is not designed for long term concealment of materials; use Stealth instead for that.

Stealth (Tracking, Hiding, Object Concealment, Move Quietly, Trailing Prey, Taking Point)
You can avoid detection whether or not you're on the move. It gives you the ability to shadow other people and hide stuff on your person. It is often rolled against an opponent's Perception.

Survival (Aquatic, Arctic, Desert, Forest, Jungle, Ocean, Mountain, Plains, Food-Gathering, Tracking, Shelter-Building, Hiding)
You can survive in a friendless environment for up to several months. If you pair this skill with Stealth, you can also elude government search teams.

Technology (Bomb Disposal, Bomb Preparation (Timers, Triggers, Everyday Chemicals)Computers, Electronics, Customizations, Surveillance Devices, Invention)
This skill grants understanding of how devices work and the ability to build them. You do not know how to fix mechanical devices; that's part and parcel of Repair. Computer programming and hacking is part of Computers.

Wild Card (Archery [Mounted Archery, Fast Draw Arrows, Bowyer, Snap Shot, Called Shots])
This skill represents a person's competence with bows and the maintenance thereof. People with shorter arms won't be able to fully draw a bow designed for a longer-armed person, which effectively reduces the poundage of their shots. Long-armed people who draw a bow designed for a person with short arms are likely to over-draw the bow, either damaging it or breaking it.

A Skill Test on Archery skill is required to determine the proper length of draw for an unknown bow. As we are focused on keeping things simple, assume that the maximum range for a bow is equal to the person's STR x 12 in yards (though distant, moving targets are going to be harder to hit). I could break out all kinds of rules for long, short, high-quality, and improperly maintained bows, but I'm not going to. Kyuudo enthusiasts will need to take this skill. Crossbows can be fired either with Firearms or with Wild Card (Archery).

Wild Card (Graphoanalysis)
This Wild Card Skill would probably work better as a Science. Handwriting is as unique as a person's fingerprints; it is their personal stamp on the world around them. This Skill is based on the idea that that the brain unconsciously sends signals to our hands that reveal our thoughts when we are writing. The size of our loops, the position of our t-bars, and the lsant of our lines are only a few details that can be studied to reveal information. This is not the same as a document examiner (who studies documents to reveal forgeries or legal issues), but for roleplaying purposes we'll include those tasks under this skill as well.

Different traits about a writer can be observed by the Graphoanalyst from a sample of their handwriting, including the writer's physical and mental health. Sometimes a graphoanalyst will be consulted for career evalutions or psychological assessments. If successful, Graphoanalysis Skill tests can also grant bonuses to Science (Psychiatry/Psychoanalysis) Skill rolls.

Depending on how much sample material is available, the analyst will be able to discern more or fewer traits. A diary is good, a single letter less so. A writer's mood varies from day to day and throughout the day, so a single letter will only reveal what the person was feeling that moment. A single letter takes only 1D4+3 hours to study.

Dr. Smelrich and co. go to the apartment of a woman who has recently disappeared. He locates a letter she wrote and gets cracking; he later finds (after a successful Skill Test) that she was feeling strong anger, agitation, and traces of depression.

A diary or stack of correspondences is much better; these will reveal passions, moods, and significant events. Studying such a work will require 1D3 days.

After locating her diary, Dr. Smelrich goes to work again. This time he reveals that overall she is an optimistic and generous person. Thus he concludes that she was upset about something, perhaps adverse conditions that recently appeared.

If a Graphoanlyst rolls over 5 successes, each Success thereafter shaves 10% off the rolled time.

After studying the samples for the required time, the user can roll his Science (Psychiatry/Psychoanalysis) at half and and gain 1 Insightful Fact (up to four) about the subject per success level. The Storyteller should determine what these Insightful Facts are in advance and may even decide, ala Dale Cooper's "Red Room" dream from *Twin Peaks*, to avoid revealing the information until the right time. When he sees the woman on the street, the player rolls half his Science (Psychiatry/Psychoanalysis) and scores two Success Levels. He realizes that the change in her handwriting over time indicates that she is troubled with a weak heart and mild senility.

Wild Card (Intuition [Gambling, Hunches, Bad Feelings])

It is not the eastern shore that worries me. A shadow and a threat have been growing in my mind. Something draws near. I can feel it.

-Legolas, The Fellowship of the Ring

Your character has an "unconscious logic", a sort of sixth sense. He's a good guesser, and multiple-choice exams never were too much of a problem for him. He's escaped from more than one situation by relying on his gut feelings. Your Storyteller will secretly roll your WILL + Intuition at the appropriate times. This Skill allows you to sense mundane possibilities, not otherworldly ones - and there are far more powerful Supernatural Perks you can choose if you want to play an actual seer. Your Storyteller will not spoon over the whole story , but the more successes you earn, the greater the amount of information you'll receive. When this Wild Card Skill appears in movies, it's usually the parent of the kid who mysteriously senses their kid is in trouble.

Wild Card (Streetwise [Gang Activity, Locate Playaz, Seduction, Territorial Divisons by Region, Fencing Items, A Specific Metropolis, Smuggling, Drug Deals, Homeless]
If you speak in vernacular and carry coin, the streets are bountiful indeed. You are able to mix with the local scene, find contraband, skim rumors, and keep your nose clean -- most of the time. You may roll at a penalty outside of your own city.

Wild Card (Torture - [Torture Devices], [Psychological Warfare], [Bashing], [Lethal],)
Torture as a means of information extraction has a long

and ignoble history. It has been practiced by the CIA, Nazi Germany, and the Inquisition. Coercion using physical, and often emotional and mental pain is a staple of just about any civilization - and it's not always done just to gain information. Particularly twisted individuals have been known to do it for the pleasure of inflicting pain on others.

Individuals with this Wild Card skill know how to inflict damage with the skill without killing a subject. With the skill, the user knows not only how to hurt, but how to prepare for it and use the tools of the trade - to terrify, to intimidate, to puncture, to slice, to burn, and to crush. It is about causing and prolonging pain.

Using the skill requires a roll of Intelligence + Torture. The victim gets to roll Willpower x2 and adds in Resistance (Pain) if he has it. For long sessions, torture Skill Tests can be a series of resisted actions to determine how long a subject can last before he breaks.

During every significant questioning session, the victim suffers 2D6+3 Bashing or Lethal damage (whether or not he breaks or not) or loses 1 temporary Luck point if the person is undergoing mental torture. Blending mental and physical torture can be devastating to a victim. Botched Torture rolls can kill, cripple, or drive a victim insane.

For every Success Level the torturer accumulates, he gets one piece of information. If the accumulated Success Levels from Torture are greater than the subject's WILL+2, the subject breaks and gives up anything the torturer wants. Using this against a monster might require a Research or Occultism check to reveal what exploitable weaknesses the monster has - if it have any at all.

Specializations reveal what kind of torture the torturer can unleash - Torture Devices are old-school items such as the rack, the iron maiden, crucifixion, etc. Psychological Warfare is used in Rendition - urinating on the subject's sacred objects, scaring them with angry dogs, extended sleep deprivation, etc. Bashing damage is the favorite of policemen in interrogation centers. Lethal is good for Mafia-style hijinks.







Chapter Five: "Garden of a Cradle" / *"Yurikago no Niwa"* (揺籠の庭)

(A Quick Guide to Skill Use, Determining Initiative in a Game Round, Common Rolls, Fumbles, And Experience Points)

How Long Does It Take?

This section is for players who want to know how long it will take to finish a particular task.

Fixing a simple electronic device	5 minutes
Fixing a complex electronic device	2D8+13 minutes
Fixing a gun	5 minutes
Fixing a laser, taser, or maser	2D6 hours
Fixing a tire	1D4 +2 minutes
Fixing an engine	2D4 +2 minutes
Rebuilding an engine	at least 2 days
Looking for your car keys	1D4+1 minutes
Picking a simple mechanical lock	1D3 minutes
Picking a complex mechanical lock	3D3+1 minutes
Picking a simple electronic lock	2D2 minutes
Performing research in a library	3D3 hours
Looking in an electronic database	3D10 minutes
Building a computer	1 day
Putting on a disguise	2D3 minutes

Critical Fumbles (Botches)

Fortunately these will still be very rare. When a 1 comes up on a Skill test, the player rolls again and subtracts that from his Skill + Statistic. If he rolls *another* 1, he has achieved "Snake Eyes", which brings about a Botch. For Botches, the Storyteller should roll a D10 and then check the following results.

Skill falls Under DEX (Non-Combat)
What Happened (Roll 1D10)
1-4 No fumble. You just mess up.
5-7 Fall down. Take 1D4 Bashing damage (sprain).
8-10 Major screw up. Take 1D6+1 Bashing damage.

Skill falls under DEX (Combat)
1-4 No fumble. You just screw up.
5 You drop your weapon. If you are trying to kick or punch something, you must roll DEX x2 or fall flat on your butt or face.
6 Your weapon discharges and hits something harmless. If you are using Melee or Brawl, you swing and miss wildly.
7 Weapon jams or embeds itself in something. If it jams, a PER + Repair will or PER + Firearms roll will unjam it (takes a number of turns equal to five - success levels on the unjam test, minimum 1).
8 Ricochet time. You just shot/hit yourself. Roll for damage. If it's a punch or a kick, then you overstrain your muscles for your own STR in Bashing damage.
9-10 You just hit a member of your own group. Roll to determine which one, and then roll damage. If fumble was for a Brawl or Melee attack and the other PC is out of range, then disregard this option.

INT (Repairing, Building, Creating)
1-4 No fumble, but it isn't any good.
5-7 You messed up pretty badly. You dropped the tools you were using or damaged the thing even worse than before. The character needs two additional success levels on his next repair/build skill test for the gadget.
8-10 You damaged the thing beyond repair. Buy a new one.

INT or WILL (Influence, Leadership)
1-4 No fumble. They just don't buy it.
5-7 They don't buy it, and you need two additional successes on your next roll to convince them of something.
8-10 You just offended them. Roll 1D10. On a 1-4, they will try to hurt you.

INT or PRE (Figure Stuff Out, Alertness, Investigation)
1-4 Out to Lunch. No fumble. You just aren't paying attention.
5-7 Baka . You don't know what to do, and everyone can make an Alertness check at +2 to notice what a moron you are.
8-10 Really big screw-up. Everyone sees what a moron you are.

Determining Initiative in a Round

The player rolls his Initiative (DEX + Alertness + Combat Reflexes + 1D10). Figure out how many Success Levels the character rolled and subtract that number from 5. That's his first Strike Rank, which is when the character's first attack and first defensive action take place (if he needs to, he can 'save' that defensive action until he is actually attacked.)

His second Strike Rank can be determined by adding 3 to the first Strike Rank. And his third Strike Rank can be determined by adding to 3 to the second.

Example: Ciel rolls 22 (Combat Reflexes + DEX + Alertness + 1D10). That's Total Sweetness (6 Successes). So her first Strike Rank is -1, her second is 2, her third is on 5, and her fourth is on 8.

Once the Storyteller has figured out the Strike Ranks for all his NPCs and the players have for their PCs, they must go around the table in order from lowest to highest, with the lowest going first. Once everyone has finished their actions, they must all roll again for Initiative.

A Guide to Skill Use: Common Rolls

How do I shot web?
-famous 4chan meme

Initiative: Dexterity + Alertness + Combat Reflexes
Shooting something: Dexterity + Firearms
Aiming: Wait until the end of the turn, but add your success levels from a Perception + Firearms roll to the attack roll.
Clean a Gun: Intelligence + Firearms
Hitting something with an object: Dexterity + Melee
Hitting something with your fist, head, or foot: Dexterity + Brawl
Dodging: Dexterity + Dodge
Gymnastics: Dexterity + Athletics
Figuring out the worth of an old oil painting: Intelligence + Art and Crafts
Picking a lock: Dexterity + Security
Picking a combination lock: Intelligence + Security
Memory ("See if you remember..."): Intelligence + Alertness
Notice something: Perception + Alertness
Utilizing scientific knowledge: Intelligence + Science
Bandaging someone's wounds: Intelligence + Medicine
Searching a room: Perception + Investigation
"Surprise roll": Perception + Alertness
Noticing someone sneaking up on you: Perception + Alertness
Sneaking around by being lightfooted: Dexterity + Stealth
Fast-talking or convincing someone :Intelligence + Influence
Providing a shoulder to cry on: Intelligence + Empathy
Reading someone's emotions: Intelligence + Empathy
Seduction: Intelligence + Influence + Appearance Levels
Shaking someone down: Willpower + Influence
Using one's appearance to one's advantage: Intelligence + Influence + Appearance Levels
Use your own internal knowledge to improve your research: Intelligence + Academics, add success levels to your next research and identification rolls.
Research monsters: Intelligence + Occultism
Identify a monster: Intelligence + Research
Research Your Subject for a Report: Intelligence + Academics (if applicable), then Intelligence + Research
Cast a Spell: Willpower + Occultism
Treat a Wound: Intelligence + Medicine
Identify a disease, determine cause of death: Perception + Medicine
Hacking into a system, write programs, search databases: Intelligence + Computers
Diagnose computer problems: Perception + Computers
Sneaking Around like a Silent Film Villain: Dexterity + Stealth
Driving Something: Dexterity + Drive
Find a Problem with a Machine: Perception + Repair
Build/Disarm a trap, fix something: Intelligence + Repair
Build an awesome gadget: Intelligence + Technology
Spot a scientific detail: Perception + Science (or Technology).
Use Alien Machines: Occultism + Technology + 1/2 Intelligence
Calm an Animal ("Nice Doggy") : Willpower + Animal Ken
Ride a Horse: Dexterity + Animal Ken
Cook a 4-Course Meal: Intelligence + Domestic
Explosives Disposal: Intelligence + Technology
Shooting an Arrow: Dexterity + Wild Card (Archery)
Jack Bauer Style "Interrogation": Intelligence + Wild Card (Torture)
Throw a Rock at Someone: Dexterity + Melee -2
Cut the Right Wire to Disarm the Alarm System: Perception + Security

Experience Points and Improvement

It's survival of the fittest. They sucked, therefore they're dead.
-roleplayer quote

Player Characters accumulate XP for adventuring and surviving dangerous encounters with the enemy. These XP are the little gold stars we rpgers earn to show we care.

1 pt for showing up.
1-2 pts for roleplaying your Nature and Demeanor.
1 pt for teamwork, creative thinking, and heroism.
1 pt. for the end of a Chapter.
2 pts. for surviving a Book, and possibly more.

Special Rewards include Learning Curve: The Storyteller asks what the player what his character did over the course of several sessions. If the Storyteller likes the answer, the player accrues an extra XP. Or the Storyteller can simply give the guy who does the "last week on [x]" duty a bonus XP for his trouble if he does an especially good job.

Players can use these XP to improve their stats and skills. Improving an attribute costs 5 points

nd skills. Improving an attribute costs 5 points per level . Thus to go from STR 1 to STR 2 is ten points. Humans can improve each attribute up to two levels, but no more. Humans have a maximum of 6 in any given statistic, Natural Born Killers have a maximum of seven, and supernatural creatures can go up to their species maximum. Epic Heroes can go way beyond this level.

Skills can be raised infinitely, but can only go up one level at a time. To raise a skill to the next level, you must spend the desired level x 4 in experience points. Thus to go from Level 3 in Melee to Level 4 is 12 points. After a while Specialization can be a bit cheaper to improve your performance in one aspect of your skill. Specialization is 2 XP for the first, but is always 6 XP thereafter. Storytellers should probably put a limit on extra specializations at 3 per skill. Developing a Specialization should also require an extended period of training.

Perks cost 1 XP per level of the Perk. Unfortunately there must be some sort of Story justification for the Player Character suddenly manifesting this new talent or power.



Even Arcueid had to learn from someone. Taking lessons from a good teacher is a great use of downtime.



Chapter Six: "Fresh Blood Shrine"/ *"Senketsu Shinden"* (鮮血神殿)

(Types of Damage, Combat, Weapons, and Attack Maneuvers)

Types of Damage

"*The fear of blood tends to create fear for the flesh.*"
-Silent Hill

Life Points are lost from three types of damage, which are categorized as Bashing, Lethal, and Aggravated. The nature of the damage helps determine what side effects the character experiences and how quickly the damage may be healed. Bashing damage is taken from punches and clubs, falling, and minor attacks such as ravens pecking at your head (while slashing/piercing, the wounds aren't significant enough in and of themselves to be Lethal). Life Points lost to Bashing are regained at 1/2 the human's CON per day; they can also be regained through medical attention (Intelligence + Medicine, each success gives back two Life Points). As long as an attack cannot do more than crack a rib, it's Bashing damage. Electricity causes Bashing damage, but it tends to paralyze.

Lethal damage is caused by knives, bullets, claws, explosions, and chemicals, and Lethal is always x 1.5 before being subtracted from Life Points. If a person has lost half his maximum Life points from (mostly) Lethal damage, he'll begin bleeding out and will lose 1D10 Life Points every hour until his wounds are bandaged. One success on a Medicine roll will staunch the outflow of blood. Lethal damage can not be healed except with time; however, medical attention in the form of painkillers and bandages can help to reduce dice penalties suffered from Lethal wounds (Int + Medicine to give the appropriate aid). Humans heal back Lethal damage at the rate of CON/4 per day of bed rest. If the victim is in a hospital, they regain CON/3 Life Points from a Lethal wound per day.

Aggravated damage is often caused by acid, fire, cursed weapons, dark magics, and the like. Certain supernatural creatures take Aggravated damage if their weak spots are exploited. It heals *slowly*. Aggravated damage is healed back at the rate of CON/6 Life Points every two days.

Rejuvenation and Regeneration work equally well on Bashing and Lethal damage, and may be used to recover lost Life Points from either type. They are half as effective on Aggravated damage. Supernatural creatures also atuomatically heal back their CON in Life Points every day of Bashing and Lethal damage, and one-fourth their CON in Life Points lost to Aggravated damage. Magic potions or spells will heal all 3 types of damage.

When the character's Life Points fall below certain levels, they begin taking penalties to their skill rolls and other checks, as seen on the Fate character sheet. This can be alleviated by healing the damage (Bashing) or administering painkillers (Lethal).

If reduced to zero Life Points, a character must roll (WILL + CON) to remain conscious.
If he fails his Stun save he will lie unconscious on the ground. Anyone unconscious can be killed with a *coup de grace*. Characters can be beaten to death if they are at zero Life Points and continue to take Bashing damage.

At -10 Life Points and beyond, a character must roll (WILL + CON) to avoid dying whenever he passes a -10 marker (one check at -10, one check at -20, etc.). The penalty to the roll is -1 per -10 Life Points. Hard to Kill does provide a bonus to this roll. If he passes the test, he lives. If not, he passes on. If he survives but does not receive medical help, he must make another survival test at a -1 per minute after the first. Resuscitation is an INT + Medicine test, followed by a survival roll. The victim takes a penalty of -1 per five minutes since his demise.

Weapons

Listen up, you primitive screwheads! This *is my boomstick!*
- Ash, Army of Darkness

The type of damage caused by a weapon depends on its type. Slashing, cutting, and piercing weapons cause Lethal damage. They can be used for decapitation or cutting off limbs. Bullets also cause Lethal damage. Crushing and smashing weapons cause Bashing damage. Bashing damage is the only kind that can be used to knock out someone.

Targeting vital spots will significantly increase any damage lost to an attack. Some of these are best used with the Improvised Weapons specialty for Melee.

Punch D4 x STR.
Kick D4 x (STR+1).
Head Butt D4 x STR.
2 x4 D6 x STR. [2H]
Hatchet D6 x STR. (L) [2H]
Axe. D8 x STR (L). If used with 2 hands, add +1 to the user's strength score for determining damage. If it is thrown, remove 1 from the user's strength score for determining damage. [2H]
Archery Attack D8 x STR. (L)
Barbed Wire Wrap Adds +1 to the multiplier for determining damage.
Bedpan D4 x STR. [2H]
Bone D4 x STR [2H]
Boombox D8 x STR [2H]
Bowling Ball D10 x STR

Branding Iron D6 x STR [2H]
Brass Knuckles +1 to Multiplier for Punch attacks.
Brick D6 x STR.
Bullwhip D4 x (STR -1).
Cement Block D10 x STR. [2H]
Chain D8 x STR. [2H]
Club (Baton, Pool Cue, Cane) D6 x STR. [2H]
Club (Baseball Bat, Mace, Sledgehammer) D8 x STR. [2H]
Cookie Sheet D4 x STR (breaks easily) [2H]
Golf Club D6 x STR (breaks easily).
Cowbell D6 x STR. [2H]
Knife (Small) D4 x (STR-1) (L).
Stake D4 x (STR-1) (L).
Knife (Large) D4 x STR. (L)
Cast-Iron Skillet D10 x STR. [2H]
Stop Sign D8 x STR. [2H]
Fencing Foil D6 x STR (L).
Halliburton Suitcase D6 x STR (can be weighted). [2H]
Horseshoe D10 x STR. [2H]
Kitchen Sink D12 x STR. [2H]
Ladder D6 x STR. [2H]
Shovel D8 x STR. [2H]
Loaded Boot D4 x STR.
Tennis Racket D6 x STR (breaks easily) [2H]
The Good Hardback Book of Your Choice (Volume of Sutras, Bible, Koran) D4 x STR (does Holy damage ... not designed for Parrying)
Megaphone D8 x STR. [2H]
Tire Iron D8 x STR [2H]
Trash Can D6 x STR. Lids do D4 x STR. [2H]
TV Camera D10 x STR. [2H]
Nunchaku (D6 +1) x STR.
Polo Mallet D6 x STR (breaks easily).
Riding Crop D4 x STR.
Fire Extinguisher D8 x STR. [2H]
Folding Chair D6 x STR. (breaks easily) [2H]
Broadsword D8 x STR (L) [2H].
Bastard Sword D10 x STR (L) [2H]
Greatsword D12 x STR (L). [2H]
Katana D10 x STR (L). [2H]
Spear D6 x STR (L). [2H]
Spear Charge D8 x (STR+1) (L) [2H]
Staff (Jab) D6 x STR. [2H]
Staff (Swing) D8 x STR. [2H]
Mace D10 x STR. [2H]
Large Mace D12 x (STR+1). [2H]
Chainsaw D10 x STR (L). [2H]
Broken Bottle 1D3 x STR (L). (breaks easily)
Funereal Urn D6 x STR. [2H]
Wrench D8 x STR. [2H]
Guitar D6 x STR (breaks easily). [2H]
Stun Gun (5 points Bashing from the charge, (CON x2) +1D10 - (5 + Success Levels of Attack). With no successes, the target is KO'd. If he is not KO'd, for the next 4 rounds he is at -2. Multiple Tasings increase penalties.

Weapons of Asia
Note: if the STR bonus is already added in to a 2H weapon, it means it must be used two-handed.

Balisong D4 x (STR-1) (L)
Dai Choy (D4+1) x STR
Dao D8 x STR [2H] (L)
Darn Do D6 x STR (L)
Fong Bien Chan D10 x STR (L) [2H but STR bonus is already added in]
Fu Chow D10 x (STR+1) (L) [2H but STR bonus is already added in]
Fu Tao Seung Ngao D8 x STR (L)
Fung For Lung D4 x STR (L)
Gao Jie Bien D6 X STR
Gim D8 x STR
Jo D8 x STR [2H]
Kama D4 x STR (L)
Katana D10 x STR (L) [2H]
Kozuka D4 x (STR -1) (L)
Kusari (D4+1) x STR
Kusari-Gama D6 x STR (L)
Kwan Do D12 x (STR +2) (L) [2H but STR bonus is already added in]
Kyoketsu Shogi D6 x STR (L)
Li Kwei Fu Tao D8 x STR (L) [2H]
Naginata D8 x (STR+1) (L) [2H but STR bonus is already added in]
Neko-Te D4 x (STR-1) (L)
Ninja-To D6 x STR (L) [2H but STR bonus is already added in]
No Dachi D12 x (STR+2) (L) [2H but STR bonus is already added in]
Nunchaku (D6+1) x STR (Botches are amusing)
Olisi D6 x (STR-1)
Sam Jie Kwun D8 x (STR+1)
Shuriken D4 x (STR -1) (L)
Tetsubo D12 x (STR +1) [2H but STR bonus is already added in]
Tonfa D6 x STR
Wakizashi D6 x STR (L) [2H]
Wah San D6 x STR [2H]
Yawara (D6+1) x STR

Ranged Weapons

The weapons are harder to throw or aim accurately at longer ranges. Every number after a slash after the first is at a cumulative -1 to hit.

Thrown Rock, Range 3/7/10/13/20, STR damage in Bashing

Thrown Knife, Range 3/5/8/10/13, D4 x (STR-1) in Lethal

Short Bow, Range 5/13/40/65/100, D6 x STR in Lethal

Long Bow, Range 10/30/50/100/200, D8 x STR in Lethal

Crossbow, Range 7/40/65/150/250, D10 x STR in Lethal

Explosions

Explosions are defined by their area of effect. Most do damage from the center of the explosion to the edge of the area it affects in yards. Directed explosives such as shaped charges and claymore mines do cones of damage instead. Use the notes below but figure the area of effect as a cone instead for those.

Most Grenades have a Ground Zero of 2 square radius, a General Effect of 6 square radius, and a Maximum Range of 10 square radius. Shaped Charges and Mines have a Ground Zero 2 square explosion, a General Effect of 6 squares in front, and a maximum Range of 10 squares out.

At Ground Zero, these do D6 x 8 Lethal damage. In the General Effect area, they do D6 x 6 Lethal damage. At Maximum Range, this is D6 x 3 Lethal damage.

Combat Maneuvers

Living for combat, in search of the supreme opponent, and in pursuit of the title of 'The Most Powerful'!

- Aoshi Shinomori

Brain Shot. - 4 to roll. If successful, it modifies the damage caused by the attack. Bashing is doubled, and Lethal is tripled.



Neck Snap. Must Grapple first. Roll Strength + Brawl + 1D10. The defender rolls Strength + Constitution + d10. If the attacker wins, the damage is his STR x 4 Bashing. If the defender is reduced to -10 Life Points, he must pass a survival test with penalties equal to the attacker's success levels. With a failing roll, the defender's neck snaps like kindling. Crunch. Vamps can die from this attack but only if they fail an unmodified survival test. If they fail, their head is twisted off, leading to dusthood.

Back Kick. The character kicks behind him to attack an enemy - without turning around. This requires a DEX + PER test. If the character fails, not only does his Back Kick fail, but he is at -2 to all his attacks that round because he became uncentered.

Catch Weapon. Dexterity + Brawl - 5. If the roll is equal to or greater than the attacker's roll, the character intercepted the weapon. If he fails, he is struck by the weapon and takes an additional 5 points of damage.

Choke. Must Grapple first. The attacker rolls STR + Brawling. The defender rolls STR + CON. If the defender fails, he begins suffocating. The defender is also at -2 to all actions.

Disarm. Dex + Brawl/Melee -2 vs Dex + Melee.

Dodge. One dodge may be done per round without penalty. If you have remaining defensive actions,

you can choose to Dodge with them at the usual penalties.

Double Jump Kick. The character launches himself forward and then kicks forward with both legs, hurting two enemies at once. Needs at least 4 DEX to attack. The roll is at -4, but two opponents can be targeted with one attack.

Drawing a weapon: Usually takes a round unless it has a spring-loader.

Ear Pop. Dex + Brawl -2.This nasty move is considered to be dishonorable under many tournament rules. The attacker cups both his hands and slaps them against his opponent's head. This causes air pressure to surge into the opponent's ears, stunning him and temporarily knocking his hearing offline. Characters with Honorable 3 or an elaborate Code of Honor should not use this Maneuver. If the attack connects, the victim must roll CON x2 + 1D10 and match it against 9 + the success levels of the attack + 1D10. If the victim loses, he is stunned for the next round and is then at -1 for as many rounds as the attack had successes. If he resists, he was unaffected by Ear Pop.

Feint. INT + Brawl/Melee vs the target's Perception + Brawl/Melee. If the attacker succeeds, his next action will have the success levels of the feint added in.

Grab and Toss. First the victim must be Grappled, and the attacker must have at least a STR of 4. Then the attacker uses STR x2 -4 + 1D10 , and the victim rolls STR x1 + 1D10. If he loses, the defender is tossed one yard for each Success Level in the throw, and is knocked down, taking Bashing damage equal to the thrower's STR. If the victim was thrown into someone, they also take damage and are knocked down.

Grapple. DEX + Brawl. This allows your character to grab someone. The victim can avoid with the Dodge skill. The attacker must choose what to grab: limbs, the whole body, or the neck. While being Grappled, the victim is at -2 to any actions which use the held limb, and -1 to all actions if his whole body is Grappled. If both (or all) of his arms are grappled by multiple actions, he is at -4 to all actions and cannot Dodge. Grapple is essential to many attacks such as Neck Snap, Choke, Joint Break, etc. Victims can escape from a Grapple by beating the success levels of the Grapple attack with a STR x 2 roll.

Groin Shot. -3 in addition to whatever other combat maneuver the attacker wants to throw. If the victim is male, he must roll at least one success level with a Will x 2 test, with a penalty equal to the success levels of the attack x 2. Female victims roll at only - 1 to their Will x2 test. Each turn after that gives them a +1 chance to recover. In any case, the victim will take normal damage from the Groin Shot attack.

Head Butt: Dex + Brawl -2. Awesome for grapplers or grapplees.

Joint Lock. The attacker uses pressure on a joint, nerve bundle, or wounded area to cause pain in the subject. The attacker must first have succeeded in a Grapple vs the target. Next, the attacker rolls Strength + Brawl, which is resisted by the subject's CON x2 + Resistance (Pain). If the maneuver succeeeds, the target gains -1 per success level to all physical actions for as long as the Joint Lock is maintained. This penalty carries over to escape attempts. If the target wrenches free from the Lock, he takes his own Strength in damage, +1 point of damage for every success on the escape roll.

Jump Kick. Dex + Athletics to get airborne, then DEX + Brawl - 3. Damage is as per Kick, but the attacker's STR is counted as STR + 1 for this attack. There are no multiple attacks possible in a round for a person attempting a jump kick.

Kick. Dex + Brawl - 1. The attacker's STR is counted as STR + 1 for this attack. If the Kick is parried, the opponent can Grapple the leg.

Knockout. Needs a Bashing attack. Roll with a -2 to the roll. The damage for the attack is halved. The defender must make a CON x 2 roll with a penalty equal to the success levels of the attack roll, or else he is knocked out.

Off with his Head. Needs a large-scale slashing weapon. Roll Dexterity + Melee (or Brawl if the attacker has huge claws) at -5. Damage is Attack + Success Levels (unmodded by Lethal) x5. If the victim is reduced to -10 Life Points, his head comes off.

Parry. DEX + Brawl for natural attacks, DEX + Melee to block weapons. Thrown weapons are parried at -2. Arrows and crossbow bolts are parried at -6.

Rising Uppercut: Dex + Athletics to get airborne, then DEX + Brawl - 3. Damage is as per Punch, but the attacker's STR is counted as STR + 1 for this attack. There are no multiple attacks possible in a round for a person attempting a Rising Uppercut.

Roll with the Hit. This requires the character to roll DEX + Dodge. If he scores successes, every success he rolls removes five points from the rolled damage. This move counts against the number of attacks a character can do in the round - if he has no attacks left, he cannot Roll with the Hit.

Slam Tackle. Performed with Strength + Athletics. If the victim fails a STR x 1 roll, he oges down hard. At the end of the Slam Tackle, the attacker can grapple the victim's legs or torso without rolling. Slam Tackles do not allow for multiple actions.

Spinning Punch. DEX + Brawl - 1. Damage is per punch, but STR is at +1.

Spin Kick. DEX + Brawl - 2. Damage is as kick, but STR is at +2.

Sweep Kick. DEX + Brawl -1. Damage is half that of a normal kick, but the victim must roll DEX + Athletics to keep his feet.

Takedown: STR + Brawl. All manner of wrestling moves, judo throws, trips, etc. if the target doesn't parry or dodge he hits the mat, taking the attacker's STR in Bashing.

Target Limb. -2 penalty to attack roll. Damage over half the target's max life points cripples or severs the limb. Excess damage is lost.

Through the Heart. - 3 to combat roll. Non-vamps take x4 damage.If using a stake for this maneuver, vamps take x 5 damage from this attack, and if they are reduced to zero or fewer Life Points, they are killed instantly. Otherwise the vamp takes x 1 damage from the attack instead.

Tied Up. If the attacker's hands are bound, he can still use Kicks and Head Butts. If the arms are bound in front of him, he can punch at -2. Getting free requires a DEX + Athletics check.

Wall Flip. DEX + Athletics at -3, then DEX + Brawl at -3. With a success, the character just ran up the wall and is behind the opponent. He can enjoy a -3 to all attacks against him that round.

Wall Smash. Introduce your opponent to a broad flat surface. First employ a grapple roll against the target, then swing. The swing needs a STR + Athletics roll. If the victim doesn't defend, he takes Bashing damage.

Whirling Sword. DEX + Melee -4. Anybody who steps in front of the character will be hit, and the character automatically parries any close attack. Each turn it is maintained gives a -2 to the manuever from fatigue.

Wooden Stake. Use DEX + Melee. Characters can critically succeed with this if they have specialized in Melee (Knife). Damage caused is Lethal.

Wrestling Hold: Grapple. Then the attacker makes a STR + Brawl -2. The defentder resists with a STR or DEX (use the higher value) plus a Brawl roll. If the attacker wins, the defender suffers a - 1 to each action for every success level in the Wrestling hold until he is let go.

Other Modifiers

Obi-Wan: Don't forget they have to dodge the trees.
GM: Yes, that's how you stayed ahead of them for the last mile. They fire!
Obi-Wan: While steering their hover-bikes and avoiding trees.
GM: Yes, yes. The guns are turret-mounted.
Obi-Wan: Visibility in the forest is poor. And I'm dodging. And wearing a brown cloak.
GM: Make a Dodge roll.
Obi-Wan: And I have brown hair.
GM: Just roll *already!*
-Darths and Droids

Attacking from Behind: The victim cannot defend unless he has Situational Awareness; in that case he rolls at -2.

Full Defense. The defender can get a +3 to all Dodges and Parries in a round he goes on Full Defense No attacks are possible that round.

Full Offense: +2 to all attacks that round, but no defense rolls are possible.

Knockdowns: All actions the character makes are at -4. Getting up in an action requires a DEX + Athletics. Otherwise it takes a turn.

Invisible: The attacker must roll a 10, and then if he rolls 9 or 10 on the second turn he hits the invisible character out of luck. Invisibles close to their combatants can be spotted if the opponent concentrates for one turn then rolls Perception + Awareness (Acute Senses helps oodles here). Then the next attack can be made at a -4 penalty. After that,the bonus is lost.

Two-Gun John Woo Action: The character incurs a -2 penalty to his primary hand and a -3 penalty with his off-hand (unless the character has the Ambidextrous Perk). The character must also split his skill pool between the two attacks as best he can. If his DEX + Firearms total was 7, he could hope to have 3 for one gun and 4 for the other. Successive attacks would be at the normal penalties. Clearly this is a stunt best performed by characters with large Dexterity + Firearms pools. It can result in a lot of damage very quickly, but it can also result in a lot of wasted ammunition.

Ambushed: The character cannot use a defensive action against the first attack from the ambusher -- instead, he eats the result of the damage roll if the attack hits and hopes that he has enough Life Points to weather the storm.

On Guns

Guns don't really appear very often in the Nasuverse, with the exception of Fate Zero, in which one Mage climbed to the winner's position by taking out most of the other Mages mafia-style. With that exception, I'd say that in the Nasuverse that guns cause more problems than they solve.

An obvious problem with using guns in the setting is their limited availability in Japan. Policemen and government agents can get away with carrying guns, though often what they carry are simple 6-shot revolvers (in .32 ACP and .357 Magnum flavors). Ordinary civilians cannot easily gain access to handguns, submachine guns, or machine guns. Rifles and shotguns are a slightly different matter, and with the proper license (and the mandatory annual government inspection of it) the character can probably own one for hunting. These will be mostly higher-gauge shotguns designed for small game and the like, though it's not inconceivable for someone to have a lower-gauge shotgun for protection against bears and boars. My previous observation is not meant as an excuse for the character to go out and purchase "cop-killer" teflon-coated slugs.

Yet many Storytellers are going to want to move the action away from Japan and tell a story in the rest of the world. This is perfectly acceptable. Keeping this in mind, I'll make a few points.

Guns tend to make a lot of noise. Hand to hand action typically doesn't generate enough loudness to generate a 911 call. When bullets are flying, the authorities get involved. The Investigation specialty (Ballistics) is fairly common among police investigators, meaning that your gun essentially leaves a fingerprint on every bullet that it fires - which can be traced. Gunpowder leaves a residue on hands and clothes. And unfortunately many police departments may have commanding officers in league with Them -- an unhappy prospect to consider. Where monsters themselves cannot live, they send out humans to act as their sensors and feelers. Politicians are possessed. The police are under the sway of the living dead. Television studios broadcast messages prepared statements by psychic demons. Telling the police that you are protecting the World is not a good option -- They might hear.

If the player characters have their heart set on getting illegal guns, they can do so with a Streetwise Skill Test, but the guns will almost always have a dark history.

Finally, guns don't do much against undead and demons. These beings soak bullet damage like a sponge does water. Sometimes demon hide is so thick a bullet can't get through it. Hand to hand seems to work better in these circumstances - so be careful when using firearms.

Further Notes on Guns

Certain players will want to get a gun magazine and say their character "bought this gun". This guide will let you build weapons for your games based on IRL data. If you are using cinematic unisystem, the damage per gun is half the maximum roll of the die times its multiplier. Thus a .25 would do 9 Bullet (Unisystem) or 9 Lethal (Fate).

The listed ammo capacity of the gun in the source you're getting it from becomes the the same in-game.

Firing a gun requires the acceptance of a **Range Penalty** depending on how far the shooter is from his target. Close Range is -0. Medium Range is -1. Long Range is -3.

Short Range is 5 yards for pistols and submachine guns, and 20 yards for rifles.
Medium Range is 20 yards for pistols and submachine guns, and 100 yards for rifles.
Long Range is 50 yards for pistols and submachine guns, and 300 yards for rifles.

Here's where scopes come in handy: they divide the range for a rifle by their multiplier. Thus a shot from 400 yards (Extreme Range which is -5)using a rifle with a x2 scope would be figured as though it were a shot from Long Range (-3).

Special ammo like hand-packed bullets, hollowpoint, and wadcutter bullets can add +4 to the final damage caused by a round. Armor-piercing rounds halve the armor protection given by any armor worn (if any), but do half damage when they connect with the target's flesh.
Laser targeting gives the shot a +1 in addition to any other mods.

Recoil (add this to the other -2 for the second action, -4 for the third, etc.)

Small Handguns deduct -1 from successive attacks.
Medium Handguns deduct -1 from successive attacks.
Large Handguns deduct -2 from successive attacks.

Small Handguns/Submachine Guns: .22 (all kinds), .25 ACP

Medium Handguns/Submachine Guns: .28, .31, .32, .35, .36, .38,
.380, .41, .42, all calibers ranging
from 7mm to 9mm

Large Handguns/Submachine Guns: .357 magnums, .44, .45, .455, anything
greater than .455 or 9mm

Rifles are always at -2 to successive attacks, but your Storyteller may decide you only get 1 shot per Turn (in the case of a bolt-action rifle).

Machine Guns and Assault Rifles can fire 3 or 5 round bursts. Successive bursts
in a round are at a cumulative -3. Each success level on the roll means a bullet from the burst has found itself a fleshy home to move into. Critical successes only add to the damage for the first bullet.

Reload Time
How long does it take you to reload your gun?

Firearms Skill 4 or Less:

Clip 2 turns to insert

Magazine 2 turns to change

Drum 3 turns to change

Speed Loader 2 turns to change

Side-Loading 2 cartridges a turn

Swing-Out 2 cartridges a turn

Break-Open 2 cartridges a turn

Tip Up 2 cartridges a turn

Percussion (cap and ball) Eight turns per cartridge

Percussion Breechloading Four turns per cartridge

Flintlock 9 turns per cartridge

Firearms Skill 5 or more:

Clip 1 turn to insert

Magazine 1 turn to change

Drum 2 turns to change

Speed Loader 1 turn to use

Side-Loading 2 cartridges per turn

Swing Out 2 cartridges per turn

Break-Open 2 cartridges per turn

Tip Up 2 cartridges per turn

Percussion (cap and ball) 7 turns per cartridge

Percussion Breechloading 3 turns per cartridge

Flintlock 8 turns per cartridge

Damage Caused by Caliber and Gauge

Handgun Bullets

.22	D4 x 2
.25	(D4+1) x 3
.32	D6 x 2
.38	D6 x 3
.380	D6 x 3
.40	D6 x 3
9mm	D6 x 4
5.7 x 28 mm	D6 x 4
10mm	D6 x 5
.44	D6 x 5
.45	D8 x 4
.455	D8 x 4
.50	(1D6+2) x 4

Magnum

.357	D8 x 4
.44	D6 x 6
.475	(D6+1) x 6

Submachine Gun Bullets

4.6x30mm	D4 x 3
5.45mm	D4 x 3
7mm	(D4+1) x 3
7.5mm	D6 x3
7.6mm	D6 x 3
7.62mm	D6 x 3
7.63mm	D6 x 3
7.65mm	D6 x 3
8mm	D6 x 4
9mm	D6 x 4
10mm	D8 x 4
10.35mm	D8 x 4
10.4mm	D8 x 4
10.6mm	D8 x 4
11mm	(1D6+2) x 4

Rifle and Machine Gun Bullets

.22	D4 x 4
.220	D4 x4
.22-250	D4 x4
.222	D4 x4
.243	D4 x4
.25	(D4+1) x4
.25-06	(D4+1) x4
.25-20	(D4+1) x4
.25-35	(D4+1) x4
.25-36	(D4+1) x4
.250	(D4+1) x4
.256	(D4+1) x4
.257	(D4+1) x4
.264	D6 x4
.270	D6 x4
.275	D6x4
.280	(D6+1) x4
.30	D8 x4
.30-06	D8 x4
.30-30	D8 x4
.30-40	D8 x4
.303	D8 x4
.307	D8 x4
.32	(D8+1) x4
.32-40	(D8+1) x4
.338	(D8+1) x4
.340	(D8+1) x4
.348	(D8+1) x4
.35	(D8+1) x4
.351	(D8+1) x4
.356	(D8+1) x4
.358	(D8+1) x4
.375	(D8+1) x4
.378	(D8+1) x4
.38-40	(D8+2) x4
.38-55	(D8+2) x4
.38-56	(D8+2) x4
.38-70	(D8+2) x4
.38-72	(D8+2) x4
.38-90	(D8+2) x4
.40-50	D10 x4
.40-60	D10 x4
.40-65	D10 x4
.40-70	D10 x4
.40-82	D10 x4
.40-90	D10 x4
.40-110	D10 x4
.401	D10 x4
.404	D10 x4
.405	D10 x4
.44	D10 x4
.44-40	D10 x4
.44-77	D10 x4
.44-90	D10 x4
.444	D10 x4
.45-60	D10 x5
.45-70	D10 x5
.45-90	D10 x5
.45-100	D10 x5
.45-120	D10 x5
.450	D10 x5

.458	D10 x5
.460	D10 x5
.470	D10 x5
.50	D10 x6
.50-70	D10 x6
.50-90	D10 x6
.50-95	D10 x6
.50-100	D10 x6
.505	(D10+1) x6
.55	D12 x6
.56	D12 x6
.58	D12 x6
.60	(D12+1) x6
4.73mm	(D8-1) x4
5.45mm	D8 x4
5.56mm	D8 x4
6mm	(D8+1) x4
6.5mm	(D8+1) x4
7mm	D8 x5
7.5mm	D8 x5
7.51mm	D8 x5
7.54mm	D8 x5
7.62mm	D8 x 5
7.7mm	D8 x5
7.92mm	D8 x5
8mm	D8 x6
11mm	D10 x5
11.5mm	D10 x5
12.7mm	(D10+1) x5
13mm	D10 x6
14.5mm	D10 x6
15mm	D10 x7
15.5mm	(D10+1) x7
20mm (cannon)	D12 x 7
Shotguns	
8 gauge, shot	D10 x5
8 gauge, slug	D12 x5
10 gauge, shot	D8 x5
10 gauge, slug	D10 x5
12 gauge, shot	D6x5
12 gauge, slug	D8 x5
14 gauge, shot	D4 x5
14 gauge, slug	D6 x5
16 gauge, shot	D3 x5
16 gauge, slug	D4 x5
18 gauge, shot	D3 x4
18 gauge, slug	D4 x4
20 gauge, shot	D3 x4
20 gauge, slug	D4 x3
22 gauge, shot	D3 x4
22 gauge, slug	D4 x3
28 gauge, shot	1D4 x2
28 gauge, slug	1D6 x2
32 gauge, shot	1D3 x2
32 gauge, slug	1D4 x2
.410 guage, shot	1D3 x2
.410 gauge, slug	1D4 x2

Other Modifiers

Bracing. This only applies to long guns. The shooter receives a bonus of +1 to hit.

In a Moving Car. The shooter is at half his skill to hit.

Stationary Target. + 2 bonus to hit.

Close Range. If the target is 2 or fewer squares (6 yards or less), add +2 to hit.

High Winds. The stronger the wind, the greater the penalty to the shot.

Flying Targets. Targets in the air are harder to hit. The shooter's skill is at half.

Target is much higher than attacker. -2 to -6 to the shot, depending on the angle.

Auto fire. The shooter first decides how many bullets he'll fire. Critical successes only increase the damage of the first bullet. Successes determine how many bullets strike home. If the user wants to target multiple opponents, 1 bullet is always lost between targets and the attack roll is made against the named targets (who can defend with defensive actions like Dodge).

Fate

Chapter Seven:
"Blue Sin Mark"/
"*Aoi Kyuuseki*" （蒼い咎跡）
(Healing the Mind)



Healing the Mind

"*Damage done to the Flesh*
What they Said in the Name of the
Damage done to the Heart
It's the start of the End
Damage done to my Soul
I know it goes with my
Damage done to my Life
Cursing loud, at the Chaos"
-Silent Hill Homecoming Title Song

Many entities are capable of shattering an unprepared observer's mind. Some are so horrible they damage the mind of an onlooker just with their awful appearance (Fear Test modifiers and the like were covered on pages 24-25). Others are so vicious that the mental damage (and the Mental Flaws) they cause in an attack lasts years after the physical damage of their attack has healed. Even powers, such as Mystic Eyes and Supernatural Senses, force their holder to develop an inhuman perspective in order to assimilate the chaotic and insane data he perceives. As you already know, every time a character's Madness Points total a multiple of his Will, he acquires 1 point of a Mental Flaw.

That players would want to remove these Flaws goes without saying. Trouble is, that isn't as easy as just saving up the XP for it. First the character must locate a counselor, social worker, or psychiatrist. Once this is done, treating the problems can be done by two methods: *talk therapy* and *chemical therapy*. Talk therapy can be done on anyone, but a supernatural player character may have a biology so removed from humankind that chemical therapy cannot be used to treat him.

Talk Therapy involves getting tot he roots of a conceptual, emotional, or intellectual problem and remove it through cogitation. The most obvious advantage to this is the complete avoidance of chemical side effects. This treatment is also personal and thus has less of a chance for misdiagnosis.

Talk therapy is *slow*. The character must spend months in game time going to weekly or biweekly sessions before he can use XP to buy down or buy off his Mental Flaw. Talk therapy offers rich roleplaying possibilities as the character has a chance to examine his neuroses and reveal their origination. The treatment also tends to consider separate problems as part of a central whole. For example, drug addicts are prone to fugue states or insomnia (and insomnia worsens as the character builds up tolerance to the drug he used to sleep). Schizophrenics have a great deal of trouble dealing with reality every day. The therapist first separates the condition into treatable parts. If a character's problems are associated with addiction, he treats the chemical addiction first before going on to treat the other behavioral problems. As schizophrenia and multiple personalities are the most entrenched, they are usually treated last. In game terms, separate rolls are made for each Flaw.

A roll for treatment is made [INT + Science (Psychiatry/Psychotherapy)] at certain Phases in the treatment to see how the patient is progressing. Without the Science (Psychiatry/Psychotherapy), there's only so much good a "good listener" can do. Someone who offers too much unsolicited advice or never calls bullshit will be at a big penalty at the end of a treatment Phase.

When a therapist is rolling at the end of a Phase, each success level removes 2 Madness points. Each drawback point in a Mental Flaw is "worth" 10 Madness Points, so even if a character has no Madness points (and started with Mental Flaws), there is still a way to gauge how well the doctor is doing. The character can also roll WILL x 2 during this end of a Treatment Phase to remove one extra Madness Point for every 2 success levels he rolls. The results of each Phase carry over to the next one. If the therapist Critically Fumbles, the order is reinforced (roll 3D8 and keep the highest rolling d8, and then add that to the Madness Point value of the Flaw.) Once a Flaw is reduced to zero points, the character can undergo a cathartic event (depends on the nature of the disorder), and if catharsis successfully happens, he may spend as many XP as the Flaw's original point value and then remove it from his sheet.

When to roll for a Phase of treatment depends upon Flaw's point value. A 2 point flaw would have Phases that conclude every two months. Combinations of Flaws are added together, then averaged, and then the total number of Mental Flaws is added together. If I had a 4 pt. Mental Flaw, a 2 pt. Mental Flaw, and a 3 pt. Mental Flaw my treatment Phases would end every six months. Certain modifiers can help or hinder the therapists' Skill Test at the end of a treatment Phase:

Patient skipped a lot of sessions (-2)
Patient didn't tell the therapist about the supernatural (-1)
Therapist is untrained (-0 to -2, depending on roleplaying)
Patient was brutally honest (+1 bonus)
Therapist understands the paranormal (+1 bonus)
Patient never missed a session (+1 bonus)

Treatment is not without risks: if the character botches his final Will test, he *relapses* - perhaps he decided to have a beer since he finally "got over" his alcoholism, or something happens to renew his paranoia. In this case, all the Madness points removed by the therapist are back on the character's sheet and the Flaw is back and in force.

Chemical Therapy

"*Reality is a crutch for people who can't cope with drugs.*"
-Lily Tomlin

As some mental problems are caused by faulty brain chemistry, the therapist may be tempted to use chemical therapy to correct the patient's problems. The best therapists say that pharmaceuticals are supplements for talk therapy, not a replacement for it. Unfortunately there is such a need for mental health care that there are more patients than there are therapists - and the drug cure often works. For example, schizophrenics respond well to drug therapy. Some doctors also believe in a genetic basis for schizophrenia, and that the illness can lie dormant until a stressor causes it to manifest.

Unfortunately abuses can and do happen. Ritalin is grossly over-prescribed for ADD because it works perfectly for only a small percentage of patients, and for them it is a wonder drug. A doctor prescribing it might think it'll work well for everyone he treats with ADD. Does it work? No? How about Xanax? Prozac? Lithium?

The chance of success with chemical therapy depends on the Skill Level of the psychiatrist. An uninspired therapist might have one or two levels of Science (Psychiatry) and a 2 Intelligence - who has a litany of prescriptions he tries until one of them works. Searching hard for the best therapist means the character can find one with a Science (Psychiatry) equal to the character's Resources level.

If the doctor knows his game, he can blend chemical and talk therapy, and shorten the length of time for each Treatment Phase. Each Phase ends after only four weeks. No catharsis is necessary at the end of the therapy. If the treatment reduces the point value of the Flaw to zero, the patient can remove it from his sheet and need no further sessions or drugs. With a less proficient doctor, the Storyteller must roll his Science (Psychiatry) test in secret after a month of game time. The difficulty will be 8 or 9, depending on whether the doctor actually cares or is just pushing pills. If he succeeds, the patient can control his Flaw as long as he takes his medicine.

Of course there are side effects, but the most nasty symptoms are often suppressed. A critical fumble on the roll causes the character to manifest another Mental Flaw (addiction, hysteria, manic-depression, or schizophrenia are great choices) until he has gone without the drug for a month - which of course returns the original Flaw to its full value.

Doctors who are not trained in Psychiatry can prescribe medication such as psychotropics, but there is a reason why doctors have to specialize. A broken mind and a broken leg are two very different problems. If the doctor has Medicine (Psychopharmacology) as a specialization, he can roll an unmodified INT + Medicine Test for treatment. If he has no such specialization, he can roll INT x1. Naturally such a doctor would not be a great talk therapist.

An unlicensed therapist is a terrible choice. If the doctor has no Science (Psychotherapy) or the relevant Medicine specializations (such as Psychopharmacology), then his Skill Test is an automatic Critical Failure.

Take the Blue Pill

"*A miracle drug is any drug that will do what the label says it will do.* "
-Eric Hodgins

Here is a list of the most commonly prescribed psychotropics along with what they treat, and what side effects they cause. Not everyone suffers from side effects. Rarely does a drug create more than one side effect. If a character suffers from side effects, the Storyteller can assign penalties to Tests. Drowsiness is a -1 to all Perception and Intelligence-based Tests. Depression works as the Flaw. Dizziness is a -1 to Dexterity and Perception-based Tests. Should the PCs require require them, getting a nonrecreational perscription drug requires an INT + Wild Card (Streetwise) roll with two successes. If the character has the Criminal Contact advantage, each level reduces the Streetwise test penalty by one.

Paranoia: PTSD, Obsessive/Compulsive, Hysteria - These are anxiety disorders. They are treated with Librium, Xanax, or Valium. Xanax and Valium are for lower levels of the Flaws. Valium is a sedative which causes mild drowsiness. Xanax is a SSRI (selective serotonin reuptake inhibitor) which causes drowsiness, light-headedness, or depression. SSRI's also negatively affect a person's ability to experience orgasm.

Schizophrenia: Thorazine is a low-powered drug for schizophrenia, for those whose hallucinations

are infrequent and/or mild. It causes dizziness or blurred vision. Lethargy is common. Extreme cases are treated with Haldol, which causes unfocused anxiety, muscle stiffness, and tremors.

Alcoholism: Valium is often used to take the edge off withdrawal.

Insomnia: Self-medication is used (which grants a shiny new Addiction Flaw), but the smart folks can get a prescription for Halcion. Halcion causes dizziness, exhaustion, or headaches.

Depression: Prozac, the most widely prescribed depression treatment in the world. Side effects include insomnia and sexual dysfunction (the character cannot climax). Serious side effects can include hysteria and worse symptoms. Other SSRIs can cause sexual dysfunction, a dull headache, or emotional numbness. SSRIs can take several weeks to kick in. Alternatives are Wellbutrin, which causes sleeplessness and nervousness.

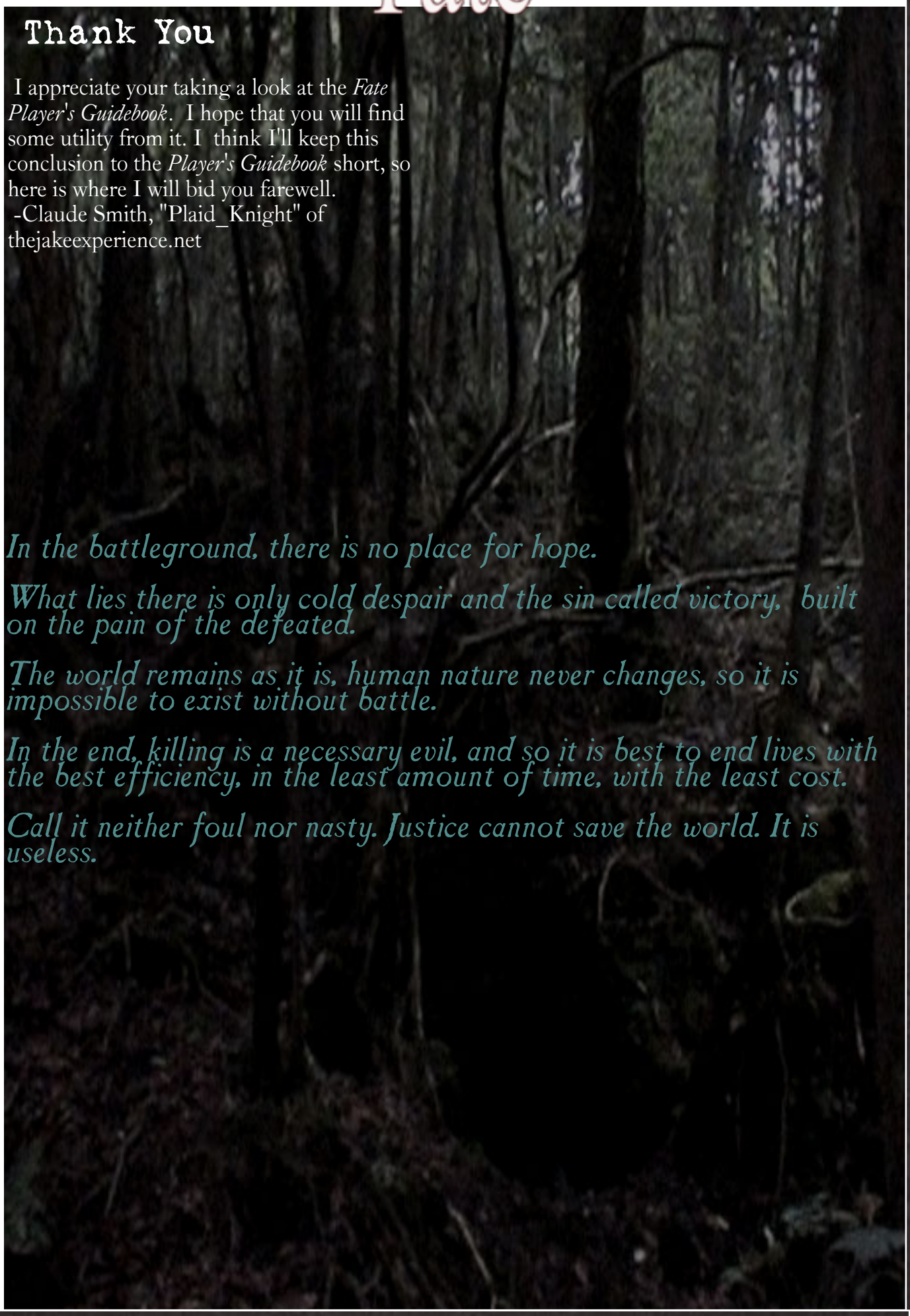
Manic-Depression: Lithium is a "cure" for bipolar disorder. It is effective, but causes diarrhea, dizziness, lethargy, nausea, and physical tremors.

Notes on Madness in a Roleplaying Game

Roleplaying a character in the Nasuverse requires you to approach a fantastical and horrific setting as though it were fully realistic, and it deserves a mature roleplaying approach. Your character may have superhuman abilities and be able to fling about bolts of sorcerous energy, but he is still vulnerable to the same stressors and pain that plague everyone else.

Someday your character could go mad forever. If his Madness points ever equal his Will x 7, he is *permanently insane* and must be removed from play. Institutionalization is probably the best thing for him. During this time, your Storyteller will run him as if he were an NPC. While it's true that many villains are insane, your character will probably not become a black hat if he goes mad.





Thank You

I appreciate your taking a look at the *Fate Player's Guidebook*. I hope that you will find some utility from it. I think I'll keep this conclusion to the *Player's Guidebook* short, so here is where I will bid you farewell.
-Claude Smith, "Plaid_Knight" of thejakeexperience.net

In the battleground, there is no place for hope.

What lies there is only cold despair and the sin called victory, built on the pain of the defeated.

The world remains as it is, human nature never changes, so it is impossible to exist without battle.

In the end, killing is a necessary evil, and so it is best to end lives with the best efficiency, in the least amount of time, with the least cost.

Call it neither foul nor nasty. Justice cannot save the world. It is useless.