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Tis all a Chequer-board of Nights and Days Where Destiny with Men for Pieces plays: Hither and thither moves. and mates. and slays. And one by one back in the Closet lays. Omar Khayyám (11-12th century)





Preface

The Player's Guide, "Rumours" is dedicated both to Players and their Game Master.

The Players, will use this book to create, develop, imagine their Character, with or without help from the Game Master (but with his agreement).

The Game Master, even if "Rumours" is the Player's Guide, will find here all the elements to create Characters (PC's and NPC's), and some rules to run the game session.

But the Truth and the dark background of the world in which the Characters will live, will be for your eyes only "Beyond the Veil", in the Game Master Guide.

Whatever your choices in the game, we want to add that all this is merely the setting of this Role-Playing Game and nothing else. This is not a statement about our own religious beliefs, or a creed, which we, in any way desire to impart to the reader.



Ridgely's long slender fingers were wonderful for fine manipulation, even when she was 18 stories above the street suspended from a tiny harness and rope. They worked in a quick blur of activity as they used the glass cutter on the office window. There was a soft click, and a round piece of glass came loose. She pocketed it in the dark folds of her outfit, and reached a delicate hand through the hole to unlatch the window. It only took half a minute to open the window and crawl inside the cool interior of the office. A thin smile broke her dark lips.

Like a shadow, she stalked through the building; unseen by the guard doing his hourly rounds. She had honed her skills of infiltration to a razor fine edge; nearly unparalleled by anyone in the business of cat burglary. That's why she had been hired for this job. She still had to wonder just what a Supreme court judge wanted with files from a simple multimedia company such as Aluminium Entertainments, let alone being willing to hire someone like Ridgley. Ah, what the hell did she care anymore? The money was the best she had ever been offered. How could she refuse? Not like she had been given much of a choice. The man had information on her that he just shouldn't have been able to possess. With the choice of jail or retirement, she had decided on the easy life.

The door to the CEO's office posed no problem for her. Following instructions she had received from the judge, she was able to locate the hidden safe behind the one of the bookshelves lining the walls of the massive room. It was more instinct than real logic to solve the thing. The safe swung open. And revealed... nothing.

She was staring dumbfounded at it when she heard light clapping behind her. She whirled around on the ball of her foot, crouching into a defensive posture. A oriental woman now sat behind the desk in the middle of the room. Her features where hardened by the shadows making her appear almost cadaverous, but that somehow enhanced her stunning beauty. Ridgley was about to speak, but the woman raised a hand to stop her. As if answering her question, the woman spoke, a cobweb light voice.

"I am Ms. Nakamura, owner and CEO of Aluminium Entertainments."

"What are you going to do to me?", Ridgley asked; the power of speech finally within her grasp.

The woman smiled "Do to you, Ms.Levine?" The woman knew her last name! "Its what I want to do for you that I wish to discuss, Ms. Levine" Ms. Nakamura continued as the skyline outside started to change. Role-Playing Came

What is a Role-Playing Game?



As the name indicates, role-playing means that the participants play roles. Kult is a game where the players control fictional characters in a frightful world of shadows, secrets, cults and madmen. The characters are bewildered existences who chase knowledge, and fight powers from beyond death or from their own subconscious. The players act like actors in a radio theater.

But role-playing is not theater. The participants tell a story together. They don't actually walk around and do the things that happen in the game, but they tell the Game Master what their characters do, and they say the things that their characters say. Some players are contented to simply state what their characters do, others identify with their roles and try to act and speak like their characters. The choice is yours. Everyone plays in his own fashion and no way is better than another. The adventures in Kult will become more exciting if the players try to enter their characters' minds, so to speak, just like actors do. But they should not feel any pressure to perform; that detracts from the fun. And having fun is the object of playing the game.

All relevant facts about the characters are described on a piece of paper that each player has in front of him or her. This is a pre-printed form which is called a Character Sheet. If a player wants to know something about the character, e.g. if he/she is fluent in a foreign language, all that's needed is a glance at the Character Sheet. The players usually sit together around a table. Most of what happens is talking and rolling dice. Perhaps someone gets excited and waves his hands to underscore his words. Getting up and walking about is another way to enhance the illusion of reality and make it easier to identify with your character. Before the game starts, all players create their characters. This is done with the help of this booklet and a number of die rolls. All facts about the character are recorded on the Character Sheet which each player has.

8 000

The most important participant is the Game Master. He or she is the person who sets the scene for the action, moves the story ahead, brings the characters into the scene and interprets and applies the rules. The rules determine what a character can do in a given situation. For instance, they help the Game Master decide if the character scores a hit when he's shooting at something with a gun.

Most of the time, the Game Master alone handles everything that is connected to the rules and the mechanics of the game. Occasionally, the players roll the dice themselves, they may want to do this especially when the result may mean the difference between life and death. Some players prefer to roll all the dice for their characters themselves. Others think that the role-playing gets better if the Game Master relieves the players of everything that has to do with the game system, so that they can concentrate on what is happening in the story. This works well if the Game Master knows the rules well and is able to improvise. A novice Game Master may need help from the players.

The Game Master has no character of his own. Instead, he controls all the people the player characters meet in the adventures. These are called Non Player Characters (NPC's). They are seldom described in great detail like the player characters. The Game Master has relevant information about the most important NPC's in his notes. Others, he invents as the game goes along.

The Game Master also invents the story in the adventure that the player characters face. Before play starts, he or she must at least have some idea about what the story will be like. The events in the story are not determined in advance, and the acts of player characters can and will affect what happens around them. But in any story, there must be a plot and some goal that the characters may wish to reach.

Role-Playing Game

ACCESSORIES TO THE GAME

The Game Master describes to the players what happens, and plays the roles of the NPC's. The players improvise how their characters act. There is no script with pre-written lines for them to speak. The events unfold in a teamwork between players and Game Master.

In these rules, you will find some suggestions which may serve as a starting point for the Game Master's further ideas and developments. You can also buy adventure scenarios separately. You can use them as they are, in their entirety, or you can read them for inspiration and use parts of them, as you wish.

There are no winners or losers in a roleplaying game. The players usually feel good if their characters achieve their goals. But even if they fail, nobody really loses. The players have still gone through the adventure and experienced joy, excitement and friendship. One of the ideas with this game is that the characters should change when they are confronted with the dark powers of Kult. Some may become hurt, warped and even insane. This only creates an incentive for further adventures where they seek to mend the damage, expiate their evils and reach the light.

ADVENTURE SCENARIOS & SOURCEBOOKS

Ready-to-use adventures for Kult are available for purchase. They describe a basic plot, the people whom the characters will meet, the places where the action takes place, and the background of the events. Only the Game Master should read the adventure scenario before play. The events should come as a surprise to the players.

PAPER & PENCIL

You need to have note paper and pencils available during play. Players make notes on their character forms, e.g. when the character is wounded. In complicated detective stories, it may also be necessary to write down a number of facts, clues, names and addresses of people the players meet and other information. It may also be a good idea to draw a map in some situations.

PROPS

In order to create a suitable atmosphere, you can dim the light, use candles, and play suggestive music in the background. Film music from action or horror movies often has the right ring. Ambitious Game Masters can even make props especially for the game. If the characters find a blood-stained letter from a vanished friend, the GM can write the letter by hand and stain it with red ink. This is much more effective than just saying "You find a letter" and reading out the text. Only the GM's imagination limits the possibilities.





MINIATURES

Sometimes, it is important to know exactly where the characters are in relation to each other and their enemies. This is particularly true in combat. The current situation can be illustrated with metal or plastic miniatures. Dice, erasers, cookie jars and other common objects can serve as houses, doors and furniture. Miniatures are available at your game shop.

DICE

The only dice used in Kult are 20-sided. These can also be read as 5- or 10-sided dice. Dice are cheap and can be bought at your game shop.

If you have a 20-sided die with two series of numbers from 0-9, you must paint the numbers in different colors. One of the series is then 1-10 and the other is 11-20. If your 20-sided die is numbered from 1-20 and you need to roll a 10-sided die, you simply read the rightmost figure only (18 means 8, and so on).

To get a number between 1 and 5, you roll a number between 1 and 10, divide the result by 2 and round it up.

To roll a number between 1 and 100, you roll two 10-sided dice and count one of them as the first digit and the other one as the second digit. Use dice of different colors, so that you know which is which. If the black die is the first digit and it shows a 3 and the red die for the second digit shows a 5, the result is 35. A result of 10 on any die counts as zero. Two zeros equals 100.

In this book, we use abbreviations to describe dice. A twenty-sided die is called "d20," a ten-sided die is called "d10," a five-sided "d5" and a hundred-sided "d100." A number before the "d" indicates how many dice should be thrown; "3d10" means three ten-sided dice. This yields a result between 3 and 30.





What does your conscience say? "You must become who it is that you are." Friedrich Nietzsche (1844-1900)



"The cold November rain was pouring down, soaking the man's old trench coat. His hair laid plastered down along his cheeks and forehead, covering most of his worn face. He lifted his arm numbly and the cold steel head of the hammer went down hard on the nail, impaling a torn leaflet on the spongy wooden phone pole.

"Sleepers Awake!", its header shouted in large red hand scribbled letters.

The man took the last rusty nail he had locked between his teeth in his hand, carefully placing its point at the bottom half of the leaflet. He slowly raised the hammer again and brought it down, hitting his already sore thumb.

"God damned!"

The hammer and nail both dropped to the asphalt while the man bent in pain, cursing. He squeezed the wounded thumb with the other hand while trying to catch his breath.

Still bending, he watched closely as a pair of large scarred hands picked up the shiny allsteel hammer and rusty nail. He slowly raised his head and felt the cold point of the nail against his wet forehead. Then the stranger spoke, in a calm and soothing voice.

And brought down the hammer hard on the nail, fettering a leaflet with large red hand scribbled letters to the man's forehead."

The player characters are the heroes of the game. Their adventures are the story that the game tells. You create your own character, and he or she then struggles through the dangers together with the other player characters. Your character should fit into the world where the game takes place. The world of Kult is a dark place filled with terror and violence. The player characters lead their lives in a war between Heaven and Hell. The need to fight darkness brings out the beast within them and pulls them into a series of violent events. The light which also dwells in their hearts protects them from being engulfed by evil. They can be servants of darkness, full of pain and terror, or angels that the dark forces cannot touch.

Your character will probably be somewhere in between; a hero of the big city, walking the shadowy streets and alleys, or perhaps a disillusioned drug enforcement agent, a desperate anarchist, or a sentimental revolutionary.

The rules will help you create and describe the person you want to play. Chance does not determine what your role is like. You do. The rules only exist to help you describe the role. If you find that the rules are a hindrance and not an aid you can change them, though the Game Master is the final arbiter of such matters. The only important thing is that you get a role that you can play. Write down all the data about your character on the Character Form which is included with the game. It should contain information about the character's abilities, personality, appearance, background, skills and other facts that are helpful during play. These notes help you remember who you are playing, between games, and it also provides room for recording how the character develops.

Begin by giving some thought to what sort of person you want to play. It's easier to use the rules if you have some basic idea to work on. The archetypes provide a number of character outlines, packed with ideas for different player roles. Talk to the Game Master when you choose an Archetype. He may assign a special background or a particular key function to your character. It's best to talk it over. If you reach an agreement, the adventures will be better and the Game Master will not have any problems with trying to squeeze impossible characters into a story where they don't fit.

EXAMPLE

You want to play a man of action, a person who is used to handling himself in all situations. The Archetype "The Private Investigator" fits with your ideas. You name your character Harry Shephard, former vice detective in New York, and note the basic data about him on the character sheet:

Name : Harry Shephard Player : Thomas Birthplace : Pleasant Grove, Utah Home : New York, NY Address : Bronx Archetype : Private Investigator Profession : Investigator Living standard : Determined by the Archetype Employer : Self Age : 39 (born 13 February 1953) Height : 183 cm Weight : 80 kg Hair : Dark blond Eyes : Gray

BACKGROUND

Think about where your character comes from and what he or she has done earlier in life. Both good things and bad should be noted in the background story. It describes how the character

came to have a certain skill or knowledge. Where the character was educated, what subjects he studied, where he worked, who his friends and enemies are. Any important personal property or special events should also be part of the background.

With such things available, your past can easily be integrated in the story. You may say, "Well, in 1968 I lived in New York and worked as a police officer. I have probably met Colonel Smithers, though I don't remember him." The Game Master knows where you have lived and where you have worked.

The background of each character should be noted on the Character forms supplied with the game. If you want to make up characters quickly and get the game going at once, you can skip the backgrounds. But it is useful to have this information because it makes the characters part of the world they live in, and it explains any personal quirks, neuroses or special skills that they have.

EXAMPLE

You think through Harry's past. He is a restless soul, a desillusioned detective with many lives on his conscience. He's lived in the States for most of his life with his wife. But the marriage failed and he is now divorced. His family is Polish, and many of his relatives died in the war. There is a curse on his family, and Harry tries not to have any unnecessary contact with them.

You begin to write down those parts of Harry's background that you already know about, on the character sheet.

February 13, 1952

Pleasant Grove General Hospital. Harry is born.

July 15, 1955

Pleasant Grove General Hospital. His twin sisters Judith and Louise are born.

April 19, 1961

Pleasant Grove General Hospital. His brother Simon is born.

August 21, 1961 He is sent to boarding school in New York.

April 17, 1965

Pleasant Grove. His brother Simon is killed in an accident.

1969, New York

He enters the Military Academy.

1970, New York He leaves the Academy and joins the Foreign Legion.

1970-74, Chad He is promoted to lieutenant.

1974

He returns to USA and begins working as a policeman.

This is enough to start with. You can fill in the rest while you describe him. You note a few things about his family and personality. You can embellish it later.

Family

Father Richard, retired colonel, and mother Susan, both living in Pleasant Grove. Sisters Judith (fur seamstress) and Louise (TV producer), both in Salt Lake City. No family of his own.

Personality

Cynical and suspicious. Avoids close contacts and seldom shows his feelings.

THE GROUP

The player characters form a group who go through the adventures together. Very divergent characters may be difficult to use together in a group. It's not necessary that the members of a group love and support each other in everything, but they should have sufficiently strong common interests to keep them together and make them work towards a common goal. An event or a circumstance that brings the group together may be introduced.

If the adventure demands that the characters investigate something out of pure curiosity or because they simply feel like it, stronger bonds between them may be needed. The Game Master can provide a common background or something else that binds the characters together. They may be childhood friends, colleagues, business acquaintances or simply friends. If the characters are too different from each other, such explanations may become implausible and



unrealistic. The best thing is to think relations through before you create the characters.

It is usually an advantage to have characters which are closely connected to each other, like relatives or close friends. Spend a few minutes inventing plausible relations, common experiences, old conflicts, broken-up love affairs. These things provide a background for the playing, something to talk about that is not directly connected to the present adventure. It makes the characters seem more like real people and not just faceless packages of skills and abilities who suddenly popped into existence from nowhere.

EXAMPLE

To knit the group together, the Game Master decides that all player characters have some connection to French Intelligence. This is where Harry has met the other player characters. Their names are noted under "Friends".

Friends

Peter Nikolayev, Russian exile writer of children's books, French spy.

Cassandra Martinique, Haitian new-age consultant.

Jaques Renault, jack of all trades, police spy and fence in the underworld of Paris.

Alfred Eldridge, artist and art dealer in Paris.



CREATING YOUR CHARACTER

Use the QRT (Quick Reference Table, see below) to create a character. First, choose an Archetype that fits your role. Invent an outline background. Think about past experiences that may affect your skills, secrets, friends and enemies. The background is then merged with the story of your character which you will be writing continuously.

Next, you calculate the eight basic abilities, four physical and four mental. The physical abilities are Strength, Agility, Constitution and Comeliness. These also determine certain secondary physical abilities. The mental abilities which make up the character's personality are Ego, Perception, Charisma and Education. There are no secondary mental abilities.

Next, the personality should be furnished with a number of Advantages and Disadvantages. These are phobias, neuroses, psychic skills etc. The Advantages and Disadvantages control your Mental balance, which determines how well you cope with disasters and shocking events. Many Advantages make it easier to withstand mental ordeals. Disadvantages make you sensitive.

If you have a low Mental Balance, this is probably because you are carrying a Dark Secret, something that has happened to you which may explain why you have become the way you are. You will have to talk with your Game Master to decide which one may fit. Dark Secrets are explained in "Beyond the Veil", he Game Master Guide.

You also need to select a profession and some skills, to see what your character's occupation is and what type of knowledge he has. Some skills are described in this book, others are easily invented. For instance, an art director may have the skill "graphic design." This is not included in our list, but you can make it up yourself. Finally, decide how much money and property your character owns.

Some things are not controlled by the rules. The character's name, age, address, hair color, eye color, weight, height and nationality may all be chosen freely (within what is possible for human beings). Note all these things on the character sheet. Space is also provided for a sketch of the character. If you are good at drawing, this is the best way to describe what he or she looks like.

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THE QUICK REFERENCE TABLE

1 - Personality

Name, address, height, weight, hair color, eye color, age, birth date and any particular distinctive features are noted.

2 - Archetype

Choose an Archetype that corresponds to the role you want to play. Or create a new Archetype. Select an Archetype that is in keeping with the Disadvantages, Advantages, secrets, profession and Skills you want.

3 - Background

Briefly consider the previous history of the person you will play. This will be elaborated further later.

4 - Abilities

Start by distributing Ability Points among the eight abilities. You have 100 Ability points to distribute. Note down the start scores for the Abilities on your character sheet. Now calculate the secondary physical Abilities (maximum load, movement, number of actions, initiative bonus, damage bonus,



damage capacity and endurance), based on the four physical Abilities.

5 - Dark Secrets

Unpleasant facts from the character's past affect his/her personality. All characters with a negative mental ability score have a Dark Secret, others may choose to have one or not. Ask your Game Master.

6 - Advantages and Disadvantages

Choose Advantages and Disadvantages, and calculate their point value then note in the background data how the character came to have these advantages and disadvantages.

7 - Mental Balance

Subtract the total points for disadvantages from the total points for advantages to get the mental balance score.

8 - Skills

Distribute 200 skill points on your chosen skills. Add or subtract points depending on advantages and disadvantages. Note in the background data where and how the character got these skills.

9 - Standard of living

The Archetype you chose determines the character's living standard.

10 - Money and equipment

Calculate property and savings, depending on the living standard. Note in the background data when the character acquired any important property.

11 - Hero Points and Experience

All characters begin the game with 10 Hero Points.



SIMPLIFIED CHARACTER GENERATION

If you want to get started quickly, you can use the rules below to simplify things. Creating characters this way takes less effort than the standard method, the disadvantage being that you don't get to know as much about your character. These rules are for creating non-player characters (NPC), or if you think that an increased element of chance is a good thing. There is nothing to stop you from providing a simplified character with a full background story.

In the rules about character descriptions, we will also give information about the options for simplified character generation.

1 - The Archetype

Simplified characters are built entirely according to the Archetypes. Choose an Archetype. The character will follow it closely.

2 - Personal data

Decide on a name, address, height, weight, color of hair and eyes, age, birth date and any other special traits. Write them down on your character sheet.



3 - Abilities

Generate the Abilities randomly by rolling 2d10 for each Ability. This gives a score between 2 and 20. The average will be slightly lower than for an ordinary character, but if you are lucky you could get much higher scores than would otherwise be possible. Distribute the generated numbers freely among the Abilities (or, if you prefer, place them in the order they are rolled).

4 - Secondary Abilities

Load capacity, movement, number of actions, initiative bonus, damage capacity, damage bonus and endurance are calculated in the normal way, from Agility, Strength and Constitution.

5 - Dark Secret

If you want, choose a Dark Secret to explain your disadvantages. Your Game Master will help you !

6 - Advantages and Disadvantages

Roll 1d5. This is your number of Disadvantages. Choose from those listed in the Archetype. Roll 1d5 to get the number of Advantages, and choose them in the same way. The points for advantages and Disadvantages are only used to calculate your Mental Balance. You pay nothing for the Advantages and get no points for the Disadvantages.

7 - Mental Balance

Calculate your Mental Balance. The points from Disadvantages are subtracted from the points for Advantages, yielding the Mental Balance.

8 - Profession

Choose profession and note your living standard. Your living standard is the middle one of the three possibilities for your Archetype.

9 - Skills

You have two Skills with a score of 18, two with a score of 15, and eight Skills with a score of 10. You may choose the Martial Art skill with basic skill scores instead of one of the two score 15 skills.

Choose Skills according to the Archetype, and write them down on your character sheet together with the scores. Your Abilities don't limit your Skill scores, as they normally would. If the Archetype doesn't contain enough Skills, choose some more from the Skill list. You are also free to exchange some Skills from the Archetype if they don't fit your ideas about the person.

10 - Money and equipment

Calculate property and savings from your living standard. Determine what equipment you have.

11 - Hero points and experience

Your character begins the game with 10 Hero Points.

THE ARCHETYPES

Playing a role is challenging. Common, everyday people are the hardest roles of all. Caricatures and stereotypes are much easier. It's easier to play an alcoholic private eye than to portray a common industrial worker. That doesn't mean that the private eye will necessarily become just a bundle of platitudes. He has a personality of his own, but he is a well-known "standard figure" in fiction, and you only need to step into this. We call such roles archetypes. The other players will probably know pretty well how to respond to the archetype. An anarchist has his reaction ready and knows precisely what attitude to take when he encounters the police. Perhaps the anarchist will modify his reaction later, if something happens to make him realize that there is a person behind the truncheon. Nevertheless, the archetypes facilitate the role-playing in the beginning of the game. It doesn't take as much time to mold the characters into real personalities, as it would if you started from scratch.

The game will feel more realistic, like a film or a book, if the characters are all drawn from the same world. Decker in Blade Runner is an archetype from the 1930's acting in a futuristic cyberpunk world. Mixing styles is possible, but too glaring anachronisms and too jarringly out-of-place Archetypes may ruin the game's atmosphere.

Archetypes work as guidelines for the character's Advantages and Disadvantages, professions and skills. Suggestions for all of these things are given in each Archetype description. Don't choose all of them. Take a few which match the character's background. There are no rules about how to distribute the ability points, but think of the archetype when you do. A femme fatale with a score of 5 in Comeliness and Charisma is a contradiction in terms.

There is nothing to stop you from choosing other Advantages and Disadvantages than those suggested. The most important thing is that the character stays within the frames of the Archetype in his or her lifestyle and personality.

You may create your own Archetypes. We provide several which fit well into a dark big-city world. Many others are possible, particularly if you elect to play in a different environment. It's easy to find suitable role models in books and films.

You can also describe your character without using an Archetype. If you already have a good idea about your character, it may work just as well as the ideas we have provided. In that case, skip this chapter and go on to the Abilities.

SIMPLIFIED CHARACTER GENERATION

The Archetype determines a simplified character. Just apply the whole thing; lock, stock and barrel. The number of Advantages and Disadvantages are determined by rolling 1d5 for each, and you then choose from those listed in the archetype. You can choose a Dark Secret with your Game Master, but it's not necessary. Note profession as usual, and your living standard is the middle one of those you can choose between. Skill scores are not determined with points. Instead, you choose two Skills with a score of 18, two with a score of 15 and eight with a score of 10. Choose first from those listed in the Archetype. You may choose the Martial Art Skill with basic skill scores instead of one of the two score 15 Skills.

ARCHETYPES

The Archetypes follow below. Firstly, we provide a general description of the lifestyle and



typical activities of the person. There is no need to follow this to the letter, but it's best to stay within the framework of the Archetype. Under "personality" we suggest one approach for the Archetype. However, don't hesitate to make personal variations. Advantages and Disadvantages may be tied to a personal Dark Secret, or they can be typical for the Archetype. You can also choose some that fit with the environment of the adventures. We provide suggestions for Dark Secrets. Any such secret should be worked into the character's background. Dark secrets often arise from events that happened early in life, so they don't need to be tied to the Archetype.

The Archetype lists a number of professions which are in tune with the type of person. It is important that your work is congruent with your general lifestyle. Living standard indicates how much money the character has, relative to others. You may choose between three different levels. The lowest is free, the middle one costs you 10 skill points, and the highest costs you 20 skill points. If the Game Master thinks it is reasonable, he may give a character whichever living standard he likes, even one that is not noted down under the archetype. Living standards are described in a separate section later in this book. Some Skills are directly tied to a profession, others to an archetype. It is possible to choose other Skills, but remember to make them fit in with the character's background.

Example

Harry is a detective. You choose Advantages, Disadvantages, Dark Secrets and Skills, which fit your ideas about him. Write down those you think you might choose. Later, you will decide exactly how many Advantages, Disadvantages and Skills your points allow. Go back to the archetype again and again while you are describing the character. You don't have to decide everything in detail at this point. You choose a living standard of 6 and note this with his profession, intelligence officer.

Possible Disadvantages : Death wish, Oath of revenge, Phobia, Mental constriction, Nightmares, Curse, Drug addict.

Possible Advantages : Code of honor, Influential friends, Body awareness, Sixth sense, Endure torture.

Dark Secret : Family secret (Curse).



The Agent

"This problem has to be dealt with, said Chernow. Meaning, 'kill him'. Nikolai had become a security risk and was to be eliminated - and I was chosen to do it. There were no practical problems. Chernow arranged a watertight identity for me, one that would allow me to just walk past all the security, right into the room where they were hiding him. But I was terribly uncertain. After all those years we had worked together in the criminal department, I didn't know if I could go though with it. I had Nightmares before the job. I kept seeing Nikolai's face with bullet holes in it."

You work for a civilian or military intelligence organization. Your job is to infiltrate and gather information. You live a dangerous life with double identities, you perform assassinations and covert operations so dirty that no government would recognize them. You know that your knowledge may one day become a liability. Your own organization may suddenly turn against you and decide to remove you. Permanently.

Personality

Distrustful cynic. You can't trust anybody, least of all your family and close friends.

Disadvantages

Depression, Death wish, Mortal enemy, Oath of revenge, Mental constriction (crimes, terrible deeds), Paranoia, Habitual liar, Nightmares, Drug addiction, Rationalist, Reckless gambler

Advantages

Chivalry, Code of honor, Influential friends, Body awareness, Cultural flexibility, Sixth sense, Luck, Endure hunger/thirst/cold/heat

Dark secret

Forbidden knowledge, Victim of crime, Guilty of crime

Profession

Intelligence officer, officer in military special forces

Living standard

6-8

Skills

Arabic, Automatic weapons, Bugging, Forensics, Computers, Dagger, Dodge, Parachuting, Falling technique, French, Forgery, Interrogation, Disguise, Hide, Burglary, Information retrieval, Throwing weapons, Climb, Net of contacts: intelligence services, Cryptography, Drive car, Search, parry, Piloting, Handgun, Radio communications, Riding, Russian, Swimming, Seamanship, Shadow, Sneak, Gambling, Scuba diving, Demolition, Night combat, Martial arts (any), German, Man of the world

The Aristocrat

"I'd always wondered how our family came into its wealth. Father was vague with answers, and said that I'd learn one day, when it became important. Until then, wine, men, drugs-anything and anyone I needed or wanted were at my beck and call. Money is a wonderful thing. "

You came from a family of great wealth and some prestige, raised in the lap of luxury and rarely had to work for anything. Your lineage is one of good breeding and high tastes; critics would say that it is a decadent clan of spoiled brats. You were being groomed to manage the family finances, one day, but you weren't worried about it yet. Besides, that's what financial consultants were for, right?

Then mother and father had to have that messy divorce, and now everyone is in court. Your family's money is either frozen or going to the lawyers, and you can only hope that there is still some left after the whole thing settles down. It better be quick, too - your personal funds are running out, and you haven't the slightest clue how to work for money.

Personality

Bored, perhaps disdainful. You don't like consorting with hoi polloi. But you are still a gentleman, and





you will set a standard for them to follow. You must do everything with style and elegance.

Disadvantages

Curse, Drug addiction, Egotist, Intolerance, Reactionary, Sexually repressed, Sexually tantalizing, Vain.

Advantages

Chivalry, Code of honor, Gift for languages, Good reputation, Influential friends.

Dark Secret

Family secret, Forbidden knowledge, Guardian, Possessed and haunted

Profession

Typically no profession; may be businessman, or diplomat

Living Standard

8-10

Skills

Administration, Carousing, Dancing, Diplomacy, Drive vehicle, Estimate value, Etiquette, Gambling, Haut monde, Languages, Net of contacts: aristocrats, Seduction, Humanities scholarship, Style



The Artist

"What do you mean? It is not an attempt to shock. Its supposed to radiate love, comfort and warmth. Oh God, Where are my pills, where's Sarah? I can't take this..."

You are a painter, sculptor, writer, poet or free artist of some other kind. You probably live in a half-modern one room apartment down town. You spend part of your time in the chilly studio which you share with three other artists, and the rest in a bar where you penetrate life's great questions with your only real friend, Mr. Jack Daniels.

Personality

You are extremely sensitive, especially when it comes to your work. You don't trust anyone and believe everybody has a different motive with their doings and sayings than the one you believe. You probably are addicted to some sort of sedative. You need to keep them nerves calm.

Disadvantages

Depression, Fanaticism, Curse, Mental constriction, Touchy, Mania, Manic-depressive, Nightmares, Drug addiction, Schizophrenia, Mental compulsion.

Advantages

Artistic talent, Enhanced awareness, Intuition, Endure hunger/thirst/cold/heat.

Dark Secret

Any secret may have caused the character to become an artist. Perhaps his/her art is a subconscious attempt to exorcise the secret.

Profession

Artist, writer, musician

Living standard

3-5

Skills

Acting, Written report, Craft, Net of contacts: artists / cultural establishment, Painting / drawing / sculpting, Photography, Play instrument, Man of the world

The Athlete

"I worked hard to get where I am, and I don't care if you think I'm overpaid for my sport. I'll do what I've got to get to the top, and to stay there. And if anyone asks me again if I use steroids, I'll break their goddamn neck. "

You live for your sport and off your sportit is both a means of recreation and a key to your financial future. What happens when you're too old or out of shape to continue? You don't know; that's why you'll try to make as much money, get as much fame as you can now. Who knows, you might be a commentator in future Olympics, or a sportscaster if you're lucky. Until then, you'll collect the official endorsements and good pay.

Personality

You are disciplined and competitive, maybe even ruthlessly so. You spend hours each day training in your sport. It is the only way to be the best.

Disadvantages

Bad reputation, Brash, Drug addiction (steroids or other), Egotist, Greed, Mental Compulsion, Rival, Sexually tantalizing, Touchy





Advantages

Alertness, Body awareness, Driving Goal, Endure pain, Influential friends, Luck, Status :

Dark Secret

Family Secret, Guilty of crime, Victim of crime, Victim of medical experiments

Profession

Professional or Olympic athlete (boxing, football, ice skating, etc.), coach, personal trainer

Living Standard

8-10

Skills

Acrobatics, Climb, Dancing, Dodge, Drive vehicle, Gambling, Net of Contacts: sports world, media, Sport (any, possibly multiple sports), Throw, Unarmed combat



The Avenger

"It's etched into my eyes. The blood. Martin's screams. The look in his eyes when he died. I don't know what they did with me after that; it's a blank spot in my memory. But when I woke up in the hospital, I swore to track them down even if it takes the rest of my life."

Life has not been kind to you. Disaster has struck you or those dear to you. Perhaps your family was murdered, or you were beaten severely, your property was stolen, you were evicted and dumped in the street. In short, you have a serious grudge against someone. The object of your hate may be an individual, a gang of criminals, the mob, the IRS or perhaps a corporation. They wrecked your life, and the only thing that keeps you going is your wish to wreck theirs.

Personality

You are obsessed with revenge. It fills your whole existence. You are always planning, iterating the memories of your plight, blaming yourself, asking why and how it could happen.

Disadvantages

Bad luck, Bad reputation, Death wish, Maimed, Depression, Drug addiction, Fanaticism, Habitual liar, Mania, Mortal enemy, Mental compulsion, Paranoia, Schizophrenia, Sexual neurosis, Wanted, Oath of revenge.

Advantages

Code of honor, Sixth sense, Endure hunger/ thirst/ cold / heat / pain / torture.

Dark Secret

Family secret, Guilty of crime, Victim of crime, Victim of medical experiments

Profession

Your choice.

Living standard

3-5

Skills

Automatic weapon, Burglary, Climb, Dagger, Demolition, Disguise, Drive Car/motorbike, Dodge, Falling technique, Information retrieval, Handgun, Hide, Impact weapon, Interrogation, Martial Arts (any), Search, Shadow, Sneak

The Caregiver

"Nobody seems to care about the homeless, but we're there. Food, blankets, medication. I always manage to find ways to get these to the homeless. I don't do it for glory, and I certainly won't get any. I do it because I care."

Your life is dedicated to taking care of others. It began as a part-time interest, when you volunteered at the shelters. Now it is a full-time avocation of yours. You hear the homeless talk, though, and its beginning to scare you-they talk of things that move in the night, beasts that live in the sewers, creatures that feed off the vagrants.

Personality

You are a concerned, caring individual. However, you're starting to wonder why you even bother, and disillusionment is beginning to set in. There are always people in need; what good are the efforts of one person?

Disadvantages

Cynic, Debt, Dependent, Depression, Martyr, Mental compulsion, Paranoia





Advantages

Altruism, Empathy, Faith, Forgiving, Good reputation, Largesse, Motherliness.

Dark Secret

Guilty of crime, ,Supernatural experience, Survivor friend, Uprooted, Victim of crime

Profession

Social worker, Nanny/ Governess, Parent

Living Standard

3-5

Skills

Alternative medicine, Bureaucracy, City knowledge, Counseling, Scrounging, Net of contacts: police, Streetwise

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The Celebrity

"Oh, of course I have plans for the future. A television series is in development, and I'm negotiating with a publisher for my memoirs. There's a photo spread of me in Interview magazine next month. Yes, it's true, I posed nude for some of the photos. It was rather exciting, in a way. "

You are well-known in the public eye. Some people love and adore you, others despise you as a talentless opportunist. Your success thus far has been a fluke, and you're not even sure how you got this far, but of course you publicly attribute it to hard work and suffering on your part. You don't know when your 15 minutes of fame will end, so you intend to make the most of it. Celebrities may be anything or anyone thrust into the public light: authors, musicians, models, teen idols, etc. You may even be under appreciated, and only valued for something superficial and transitory. It is hard for celebrities to shake an image: teen idols may find it hard to become respected actors or singers, etc.

Personality

You live life to the fullest, trying to take advantage of your situation. You realize that much of your fame depends upon how well you parlay yourself, and you try to avoid falling into a rut.

Disadvantages

Bad reputation, Egotist, Greed, Manic-depressive, Rival, Sexually tantalizing, Touchy, Vain

Advantages

Artistic talent, Good reputation, Luck, Status

Dark Secret

Chosen, Guilty of crime, Occult experience, Possessed and haunted

Profession

Writer, pop musician, model, TV personality

Living Standard

8-10

Skills

Acting, Carousing, Creative writing, Driving, Haut monde, Net of contacts: celebrities, Play instrument, Rhetoric, Seduction, Singing, Style

Clergy

"We don't always understand God's plans for us, but we can't look to wealth or physical comfort as a sign of God's grace any more than we should look to illness is a sign of punishment. If you think your credit rating is a visible sign of God's blessing, then you're sadly mistaken. Judgment Day is near, and I fear that you will face a terrible verdict."

You have chosen a religious vocation. You may be a missionary, or a parish priest. You might serve a local congregation, or you might prefer a cloistered life of meditation and prayer. "Clergy", need not be ordained, they may simply have a religious calling. "Clergy" also refers to clergy of any tradition, and can apply equally to a Shinto priest and an Orthodox rabbi.

Of course, there are some out there who give other clergy a bad name: sexual deviants, greedy hypocrites, intolerant zealots, and others. But, thank Heaven, you're not one of those people.

Personality

Dedication, to your faith and your cause. Although these are not your only concerns, they are primary





for you. You might be disenchanted after a lifetime of service with no real tangible results.

Disadvantages

Depression, Drug Addiction, Haunted, Mental compulsion, Sexual Neurosis

Advantages

Altruism, Code of Honor, Empathy, Forgiving, Influential friends, Intuition, Motherliness, Pacifism

Dark Secref

Curse, Forbidden knowledge, Occult experience, Pact with Dark Powers, Supernatural experience

Profession

Minister, monk or nun, priest, rabbi, social worker, teacher

Living standard

2-4

Skills

Etiquette, Information retrieval, Languages, Meditation, Net of contacts: Church hierarchy/ organization, Rhetoric, Written report



The Company Careerist

"Jane tried to con Systems Development. She thought they wouldn't check their current files. That was a bad move. She managed to get about fifty thousand before that engineer guy, I believe his name was Mark, caught her in the act. It was madness. The week after she was fired he had an accident, paralyzing him from the chest down. He was going to spend the rest of his life in a wheelchair. They couldn't prove anything, but we all knew. Last thing I heard, she had gone into the media industry instead."

After high school or college, you started out as a trainee. At that time, your whole life was focused on climbing, getting into better departments, getting chosen for duty abroad, becoming an executive. You advanced quickly, stepping a few toes on your way. You invested your life in the company and no one is going to take that away from you. At least not without a fight.

You don't hesitate to use any means available in order to get what you want. I pity those who choose to stand, or accidentally gets in your way. Every useful thing you know comes from the company's internal training program. Your loyalty is unquestionable. A possible variation is the company careerist who left the company or was fired after some internal power struggle. He or she is disillusioned and has lost the firm ground he used to stand on.

Personality

Careerist. Your self-confidence depends utterly on the esteem you get from other people, and that esteem depends absolutely on your position, salary and function in the company. A laid-off careerist loses all his self-confidence and is driven by a blind hatred for his former employer or the person/s responsible for, or involved in his dismissal.

Disadvantages

Depression, Mortal enemy, Phobia, Mental constriction, Greed, Intolerance, Habitual liar, Drug addiction, Rationalist, Egotist, Reckless gambler, Mental compulsion.

Advantages

Good reputation, Influential friends, Intuition, Gift for languages, Luck

Dark Secret

Responsible for medical experiments, Forbidden knowledge, Victim of crime, Guilty of crime

Profession

Businessman, criminal, economist, engineer, lawyer, consultant, other well-paid professional

Living standard

6-8

Skills

Accounting, Computers, Diplomacy, Economics, Etiquette, French, Forgery, Information retrieval, Law, Net of contacts: business world/company, Handgun, German, Rhetoric, Estimate value, Man of the world

The Dealer

"Of course I can get you a gun, what do you take me for? Anything you want pal, you just name it. I can even get it in your favorite color! Just sit back and wait. Keep the money ready and I'll be back in no time."

You've got the contacts. It doesn't matter what people want; you can get them a brand new Lamborghini from Italy in one month, all paperwork done. A room or an apartment in the city? No problem, you always have at least ten different available. You are admitted to all the clubs, you get invited to all the parties that count, and you have all those unlisted phone numbers that go straight to the right people. You have contacts among criminals as well as among the top politicians and businessmen.

Personality

Charming, a bit shallow and very talkative. You don't have to worry about yourself, you're more interested in how others react to you.



Disadvantages

Bad reputation, Death wish, Mortal enemy, Oath of revenge, Greed, Touchy, Habitual liar, Drug addiction, Rationalist, Egotist, Reckless gambler

Advantages

Empathy, Influential friends, Cultural flexibility, Intuition, Sixth sense, Luck

Dark Secret

Family secret, Forbidden knowledge, Victim of crime, Guilty of crime

Profession

Jack of all trades, consultant, small businessman

Living standard

5-7

Skills

Computers, Diplomacy, Dagger, French, Forgery, Information retrieval, Italian, Net of contacts: at least three different, Drive car, Search, Handgun, Sneak, Gambling, Martial arts: Karate, German, Rhetoric, Man of the world, Estimate value



The Doctor

"Of course this drug has been thoroughly tested. Now please roll up your sleeve."

Medical school, internship, residence: you've more than earned your salary, in blood and hard work. People may criticize you for "playing God", but they're right; who else has the power to save or end lives like you do? You've seen so much death that it no longer effects you the way it used to. You only view it in terms of the cessation of biological processes, not the snuffing out of a life force.

Alternately, you may be a researcher, lost in the abstract worlds of hypothesis, scientific method, research and evaluation. You are learning the secret of life, and can't afford to be bothered with other petty details.

Personality

You find it harder and harder to maintain a "bedside manner," becoming more clinical with each patient. This is just another client, just another virus, just another gunshot.

KULT

Disadvantages

Egotist, Greed, Rationalist, Reckless gambler, Sexual Neurosis

Advantages

Good reputation, Influential friends

Dark Secret

Guilty of crime, Responsible for medical experiments

Profession

Physician, researcher, psychiatrist

Living standard

ighly 7-9

Skills

Forensics, Computers, Man of the world, Medicine, Net of contacts: Scientists, Poison & drugs



The Drifter

"Hell starts when you get to a new place, with cops and social workers and people who whisper and talk behind your back."

Early in your teens, you dropped out of society. You flunked school totally. The only jobs you could get were temporary and with lousy pay. The police harassed you for no reason; at least no very good reason. You drifted from town to town. It seemed that you couldn't stay in one place more than a week or two without screwing up so that you had to leave. You make a living from petty thefts and temporary jobs. The friends you may once have had are long gone. Perhaps you found some companionship among other outsiders, with anarchists who occupy condemned buildings. Or perhaps you prefer to sleep alone in a cardboard box under the railway bridge.

Personality

You don't need the rest of humanity. Let them keep their small, petty, intolerant society. You can get along without them. It's better among the dropouts and the homeless. At least they don't lie about the futility of life and they never try to make you do things you don't want to.

Disadvantages

Depression, Bad reputation, Death wish, Mortal enemy, Oath of revenge, Curse, Persecuted, Mental





constriction, Paranoia, Wanted, Touchy, Drug addiction, Bad luck, Schizophrenia, Sexual neurosis, Egotist, Reckless gambler

Advantages

Artistic talent, Enhanced awareness, Body awareness, cultural flexibility, Sixth sense, Endure cold/heat/hunger/thirst/pain/torture

Dark Secret

Family secret, Curse, Forbidden knowledge, Victim of crime, Guilty of crime, Insanity, Victim of medical experiments

Profession

Unemployed, criminal, general worker

Living standard

1-3

Skills

Automatic weapons, Dagger, Dodge, Falling technique, Seduction, Disguise, Rifle, Poisons and drugs, Hide, Burglary, Throwing weapons, Climb, Net of contacts: outsiders, car/motorcycle driving, Motor mechanics, Whips & chains, Handgun, Singing, Shadow, Gambling, Sneak, Night combat, Martial arts (any), Man of the world, Survival

nerves of the Game



La Femme Fatale

"Now I had Chris exactly where I wanted him. The next step was to make it look like he was responsible for the deals. It took only a little persuasion to get him to fetch the package for me. A few hours later I was on my way to Spain with all the money. Poor Chris. The police are after him. That's what happens when you don't look out."

You are beautiful, seductive and lethal. You want money and power, and go after it with all the means at your disposal. Your childhood was hell, either in the worst slum or as an oppressed little mouse of a girl in a conservative family. Now you break all the rules to get what you want. Other people have always treated you badly and tried to control every aspect of your life. Now you have found ways to make them regret it. In a world where men make the rules, you have become expert at using your female charm to control them.

Personality

Arrogant and seductive. Ruthless when anyone crosses you. You don't trust anyone and are careful not to get emotionally involved with people.

Disadvantages

Depression, Bad reputation, Death wish, Mortal enemy, Oath of revenge, Mental constriction, Greed, Touchy, Mania, Drug addiction, Sexual neurosis, Habitual liar, Egotist, Reckless gambler

Advantages

Artistic talent, Animal friendship, Empathy, Influential friends, Intuition, Body awareness, Gift for languages

Dark Secret

Family secret, Forbidden knowledge, Victim of crime, Guilty of crime, Insanity

Profession

Artist, criminal, journalist, private investigator, reenter

Living standard

6-8

Skills

Diplomacy, Dagger, Etiquette, French, Interrogation, Disguise, Poisons and drugs, Information retrieval, Net of contacts: jet set, Drive car, Handgun, Acting, Gambling, Martial arts: Jujitsu/Karate, Rhetoric, Man of the world, Estimate value



The Hacker

"Steve called me the other day and said his computer was crashing. He thought it might be a virus and wanted to know if I could check it out. "Not a problem," I told him. It wasn't a virus, of course; it usually isn't. He'd installed some conflicting inits and on top of that, he had some corrupt software he'd pirated. Pretty simple really, if you know what you're doingwhich most people don't.

After I fixed the problem and explained it to Steve, he asked me if I could hack a virus for him. Now, creating viruses in itself isn't illegal, and what Steve did with the thing was his own business. I said sure. It's not half as difficult as it might seem, though of course, to a computer ignorant it must be total Greek. I've charged as much as fifty grand for a particularly clever little bug (remember when the country's entire phone system went down a couple of years ago.?) but I gave him this one for only fifteen big ones-since he is a friend, and all."

You're a computer software genius, able to write programs like it was second nature. Programming or hardware and software consulting might be your main profession, but part of your work is writing programs out of the mainstream. You are also handy at constructing things; an electronic bugging device and receiver would be put together in an afternoon. You might not have done well at school, having wasted too much time on the internet or outsmarting video games. Nevertheless you probably have a degree in computer science. You could be a freelancer or





work for a huge corporation; with the latter you might have vast resources at your disposal while the former would give you more personal freedom.

Personality

You are calm and very patient as long as you are left undisturbed, and you therefore prefer to work during the at night since interruptions irritate you. You prefer dealing with machines and if you must interact with people, e-mail (electronic mail) is preferable to speaking in person or even over the phone.

Disadvantages

Depression, Phobias (static electricity, thunderstorms), Touchy, Night mares, Drug addict (stimulants), Bad luck, Rationalist, Health/Hygiene negligent

Advantages

Influential friends, Mathematical talent, Mechanically Inclined

Dark Secret

Family secret, Guilty of crime.

Profession

Computer programmer, technician, consultant.

Living Standard : 4-8 Skills

Computers, Electronics, Etiquette, Photography, Information retrieval, Code systems, Drive vehicle, Natural sciences, Written report, Languages, Security systems, Social sciences, Net of contacts (scientists, engineers, through the Web).

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The Henchman

"Hey if you can't pay, you shouldn't play. I don't make the rules, I just see to that they are followed."

You do the dirty work for criminal syndicates or shady companies without giving it a second thought. Its just a job for you. Skilled in Martial Arts and armed to the teeth, you are useful as bodyguard, hit man or general contractor. You like to dress boldly and you're keen about preserving your image.

Personality

Cool. You are lethal and you enjoy it. The world is a hard and cold place where only those who are harder than their environment survive. That's just the way things are.

Disadvantages

Bad reputation, Death wish, Mortal enemy, Oath of revenge, Greed, Intolerance, Wanted, Touchy, Habitual liar, Drug addict, Egotist

Advantages

Code of honor, Influential friends, Body awareness, Sixth sense, Endure hunger / thirst / heat / cold / pain / torture

Dark Secret

Forbidden knowledge, Victim of crime, Guilty of crime

Profession

Criminal, courier, bodyguard, security consultant

Living Standard

5-7

Skills

Acrobatics, Automatic weapons, Dagger, Dodge, Falling technique, Interrogation, First Aid, rifle, Hide, Burglary, Throwing weapons, Climb, Net of contacts: criminals, Impact weapons, Drive car, Search, Whips and chains, Handgun, Swimming, Shadow, Two-handed combat, Sneak, Night combat, Martial arts (any), Sword, Man of the world
The Muckraker

"We had a contact inside the Ministry who said he could arrange for us to meet the source in their garage. It seemed like we might be on to a big scoop. But when we got there and all those black cars came towards us, we knew we had been set up."

You are an investigative reporter of the old-fashioned sort. By using infiltration, disguises, illegal bugging devices and secret sources, you dig up truths that no paper dares print. You are specially interested in connections between politicians and big business, dirty deals in foreign politics, illegal export of arms, and things like that.

Personality

Somewhat arrogant. You consider yourself a champion of truth, and you make no secret of that you believe yourself to be morally superior to most other journalists.

Disadvantages

Depression, Bad reputation, Mortal enemy, Oath of revenge, Fanaticism, Wanted, Touchy, Mania, Drug addiction, Rationalist, Egotist.





Advantages

Code of honor, Influential friends, Intuition, Cultural flexibility, Sixth sense, Luck, Honesty

Dark Secret

Forbidden knowledge, Victim of crime, Guilty of crime

Profession

Journalist

Living standard

5-7

Skills

Forensics, Computers, Photography, Forgery, Disguise, Burglary, Information retrieval, Handgun, Written report, Shadow, Sneak, Rhetoric, Man of the world



The Parapsychologist

"Professor Fowler, just because you find my field of study dubious is no reason to deny my petition a chance before the Academic Senate. If you would just read the proposal one more time you would see that the citations are from perfectly legitimate sources."

You have a respectable education in a disreputable career. Your doctorate is in psychology, but few people are willing to respect your self-proclaimed avocation as "parapsychologist". You're still waiting for your college to accept your proposal to establish a parapsych program. Your colleagues tend to make jokes about ghosts and monsters when you're not around, and your most interesting phone-call in the past month turned out to be another practical joke.

Personality

You are serious about your career, and you are concerned that no one takes it seriously. You're out there to prove the validity of your profession and your studies to the academic world at large.

Disadvantages

Bad luck, Bad reputation, Haunted, Mental compulsion, Touchy, Unwilling medium

Advantages

Cultural flexibility, Enhanced awareness, Magical intuition, Mathematical talent, Sixth sense

Dark Secret

Occult experience, Insanity, Responsible for medical experiments, Supernatural experience

Profession

Parapsychologist; professor of psychology

Living standard

4-6

Skills

Computers, Electronics, Hypnosis, Information retrieval, Languages, Mediation, Net of contacts: university, Net of contacts: parapsychologists, Occultism, Parapsychology, Photography, Rhetoric, Writing

The Plainclothes Cop

"It really sucks that we can't charge them. We caught three for assault yesterday and had to let them go almost immediately. They break the law, you arrest them, and half an hour later they're back on the street. What is the legal system doing to stop the hoods? Nothing. It's all so pointless."

You are a plainclothes policeman in the narcotics or violence department. You and your partner drive around in a car, hit junkie hideouts, battle street gangs in the slum and move in on mob activities. You know the dregs of the city, every illegal club, brothel and casino, every drug dealer. You spend hours collecting valuable evidence which is then destroyed by incompetent investigators and district attorneys, or dropped because of legal technicalities. Most of the time, the guilty go free. You are incredibly frustrated about this, but all you can do is to go on and do your job.

Personality

You have rigid opinions about crime and punishment. Criminals are vermin who should be exterminated. You are sentimental about traditional family values and you care about the "ordinary" and innocent people who are victimized by criminals.





Disadvantages

Death wish, Mortal enemy, Oath of revenge, Fanaticism, Mental constriction, Intolerance, Touchy, Nightmares, Drug addiction, Rationalist, Mental compulsion

Advantages

Chivalry, Code of honor, Altruist, Sixth sense, Endure hunger/thirst/cold/heat/pain/torture

Dark Secret

Family secret, Victim of crime, Guilty of crime, Insanity

Profession

Police detective

Living standard

4-6

Skills

Automatic weapons, Forensics, Interrogation, Disguise, Rifle, Sport, Burglary, Information retrieval, Drive car, Handgun, Social sciences, Martial arts (any), Shadow, Sneak



The Private Investigator

"I would never have guessed how events were going to develop that morning, when a pretty blonde stepped into my office and asked, 'Are you Marc Boland? I have a small problem that I'd want you to help me with'. If I had known where it would lead, I would have thrown her out at once."

You are one of those few private investigators who always seem to stumble into really difficult and complicated cases. Sure, you do your share of shadowing unfaithful husbands to cheap motels, but you also get dragged into tragic family quarrels, grotesque murders and big drug deals. Not all private investigators work for private citizens; you may be hired by the police or by a big corporation. Anyway, you live in your office and only deal with colleagues, hoods, prostitutes and bartenders.

Personality

Constantly seeing all the worst sides of humanity has made you bitter and disillusioned. Goodness doesn't exist, only self-interest, cruelty, greed and brutality. Everything is pointless. Jack Daniels is your best friend.

Disadvantages

Depression, Bad reputation, Death wish, Mortal enemy, Oath of revenge, Curse, Mental constriction, Paranoia, Greed, Habitual liar, Drug addiction, Rationalist, Egotist, Reckless gambler.

Advantages

Chivalry, Empathy, Code of honor, Influential friends, Cultural flexibility, Sixth sense, Luck, Endure hunger/thirst/cold/heat/pain/torture

Dark Secret

Family secret, Forbidden knowledge, Victim of crime, Guilty of crime

Profession

Private investigator, security consultant

Living standard

5-7

Skills

Automatic weapons, Forensics, Dagger, Electronics, Photography, Interrogation, Disguise, Hide, Information retrieval, Drive car, Handgun, Shadow, Sneak, Night combat, Martial arts (any), Security systems, Rhetoric, Man of the world



The Scientist

"You shouldn't discard a result just because it looks impossible. It has cost me a fortune to build this lab since they threw me out of the Institute, but now it's yielding some results. There actually is a connection between the brain waves and the way these particles move. I will soon have enough facts to present the results publicly."

You are on the cutting edge of science, one of the scientists of the future. Your colleagues are bogged down by ancient paradigms and aren't getting anywhere. But you boldly explore new roads of scientific research. Unfortunately, most of your results are discarded by the scientific establishment as unsubstantiated drivel. But you strive earnestly to prove that your theories are right. Often this means using unusual experimentation methods.

Personality

Fanatically interested in your own area of research. Everything else comes second.



Disadvantages

Bad reputation, Death wish, Mortal enemy, Fanaticism, Mental constriction, Paranoia, Intolerance, Wanted, Touchy, Mania, Drug addiction, Rationalist, Egotist

Advantages

Enhanced awareness, Influential friends, Intuition, Mathematical talent, Luck

Dark Secret

Responsible for medical experiments, Forbidden knowledge, Victim of medical experiments, Insanity, Supernatural experience

Profession

Scientist (professor, medical doctor, engineer, psychologist, etc.)

Living standard

5-7

Skills

Computers, Electronics, Poisons and drugs, Humanities: psychology, Information retrieval, Chemistry, Net of contacts: scientists, Medicine: any specialty, Natural science: any specialty



The Student

"They say this curriculum should take four years, but then they're not counting the time you need for moonlighting and partying. I was knocked out all of last week. Then I took a job at Mazinsky's to get some dough so I could buy the books for the next semester. I really like this life and I'm gonna be a student for as long as I can."

You are a high school, college or university student. You're always short of money to pay for partying at the local bars and clubs, and for the cool apartment you had to rent as there were no vacancies on campus. So moonlighting takes a lot of time from your studying. But you enjoy this life and you're in no hurry to finish your exam. The adult life as a professional, working 9 to 5, seems incredibly dull.

Disadvantages

Depression, Mental constriction, Paranoia, Habitual liar, Mania, Drug addiction, Rationalism

Advantages

Cultural flexibility, Mathematical talent, Gift for languages

Dark Secret

Responsible for medical experiments, Family secret, Forbidden knowledge, Victim of medical experiment

Profession

Student

Living standard

2-4

Skills

Computers, French, Seduction, Sport, Information retrieval, Net of contacts: students and scientists, Written reports, Rhetoric, Man of the world, some Academic Skills.



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The Veteran

"It usually happens when I get angry. Everything turns black, and then it's there; the roar of the bombers, the explosions, the pain, the dead faces. That's when I lose control and start beating everything and everyone around me."

You are an ex-soldier and somewhat uncomfortable with civilian life. It's difficult to live without clear rules and commanders who tell you what to do. It breeds disorder. You probably fought in some small, dirty war in Africa, south east Asia or Latin America. Perhaps you were in the French Foreign Legion, the US Army (especially the Rangers, SEALs, or some unknown black ops organization), the Russian Army, or a mercenary outfit.

Personality

Violent, sentimental, you have an intense love-hate relationship with the military world. More or less mentally damaged by war experiences.



Disadvantages

Depression, Death wish, Phobia (afraid of sudden noises or the dark), Mental constriction, Paranoia, Wanted (for desertion or crime), Touchy, Habitual liar, Drug addiction, Mental compulsion

Advantages

Body awareness, Pacifism, Sixth sense, Endure hunger/thirst/cold/heat/pain/torture

Dark Secret

Family secret, Victim of crime, Guilty of crime Profession: unemployed, general worker

Living standard

3-5

Skills

Automatic weapons, Dagger, Dodge, Parachuting, Interrogation, First Aid, Hide, Throwing weapons, Climb, Drive car, Motor mechanics, Piloting, Handgun, Radio communications, Swimming, Sneak, Demolition, Martial arts: commando training, Heavy weapons, Survival

THE GAME MECHANICS

During play, you will often need to check if your character succeeds in what he is doing, and how well he succeeds. Whether he is using a Skill, such as Sneak, or an Ability, such as Strength, the same method is used to determine his success.

In the game, virtually all such things are settled by rolling a 20-sided die. The result determines if the character achieves his purpose, the difference between the roll and his Skill or Ability score shows how well he does it. We mention this here, before the rest of the rules, because it is the fundamental mechanism of the game.

THE SKILL ROLL

Skill and Ability scores are usually a number between 1 and 20. In exceptional cases they may be higher. A die result equal to or lower than the character's score means he succeeded with the action he was trying to perform. A character with a score of 20 or more only fails on a roll of 20, or if the situation is such that the chance of success is lowered by the Game Master.

THE EFFECT

When you know whether the action was successful, you need to find out how well the character achieved his purpose. This is determined by the difference between the roll and the Skill or Ability score. A higher effect means a better result. If the character failed his roll, there is no effect. For weapon skills it works differently. There the effect is determined by a second, separate die-roll.

Skills and effect are explained in more detail in the chapter "Skills," but here is a summary of how the effect should be interpreted:

EFFECT	THE RESULT WAS
0	Bad
1-5	Acceptable
6-15	Normal
16-20	Well
21-25	Very well
26-29	Exceptionally well
30+	Impossible things may happen!

Of course it is impossible to roll more than 20 with a 20-sided die, but there are modifications and bonuses which we will explain later.

It is also possible that someone else is trying to stop the character's action. For instance, if the character is trying to sneak past an alert guard, it is important how well the character manages to sneak, but also how well the guard succeeds in listening.

In this case, you first roll to determine the outcome of the character's attempt to sneak and calculate the effect. The Game Master then makes a skill roll and notes the effect for the guard's attempt to listen. If both succeed, the Game Master subtracts the character's effect from the guard's effect. The result indicates how much the guard will hear. If it is below "0" (zero) he hears nothing at all. A bad result means he hears something but is not sure of what. A good result means he detects the character.

The effect is used for all skills, to indicate how well the character's action went. There are also situations where the Game Master will demand a minimum effect for the action to succeed at all. For instance, he might determine that a minimum effect of 15 is required to scale a particularly difficult wall. A successful skill roll but a too low effect can mean that the character has gotten halfway up the façade, but finds no more footholds and must climb down and try to find a different way up.

ROUNDING NUMBERS

Unless otherwise specified, use standard procedures to round numbers; a fraction of 1-4 are rounded down, 6-9 up, and 5 to the nearest even integer.

THE ABILITIES

The basic Abilities describe your body and psyche. They determine how easy or difficult it is for you to learn various skills. There are four physical Abilities: Agility, Strength, Constitution and Comeliness, and four mental ones: Ego, Charisma, Perception and Education.

ABILITY SCORE

The Ability score is usually a number between one and twenty. A high score means a well-developed Ability. If your Strength score is one, you are so weak that you can hardly stand up. With a Strength score of twenty, you are unusually strong even for an athlete.

The Ability score determines how easily you can learn various skills. If your Agility is 15, you would have no problem with learning acrobatics. A person with an Agility score of 5 would need a lot more work to achieve the same level of skill.

ABILITY POINTS

The ability points are used to determine ability scores. You have 100 ability points to distribute among the eight abilities. Every ability point allocated to an ability increases that ability score by one. Ability points cannot be used for any other purpose than to determine ability scores.

You must have a score of at least one in each ability. You may choose to give your character a score of more than 18, but every step above 18 costs three ability points. For example, getting a score of 20 costs a total of 24 ability points (18+2x3).

It is also possible to increase your ability scores later on, as a result of experience and practice. All scores except Comeliness can be increased in this fashion. Comeliness can only be increased by plastic surgery or extremely diligent body care. The methods for increasing scores are described in the section "Experience and Practice". (Simplified Characters/: For simplified characters you roll 2d10 for every ability and distribute the scores as you see fit (or, if you should prefer that, in the order that you roll them). It gives a worse average, but if you're lucky you can get some really good scores. Otherwise the rules for abilities, e.g. aging, apply to simplified characters too. Simplified characters can not have ability scores above 20.

AGING

The ability scores will change as the character gets older, or if you choose to create an old person from the start. The initial scores apply to characters between 15 and 40 years.

When you pass the age of 40, your Agility, Strength, Constitution and Perception will drop one point each. Ego, Charisma and Education increase one step. The same thing happens when the character gets to be 50 years old.

At the age of 60, your Agility, Strength, Constitution and Perception will drop by two points each. No scores are increased. The same thing happens when you reach 70 and 80. If any ability reaches zero, the character dies of old age.

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The rules for aging are not compulsory. If the Game Master thinks players who start out with old characters will grumble about the low scores, it's perfectly possible to skip this rule. Just see to it that very old characters don't have incredible physical scores.

THE ABILITY ROLL

The Ability Roll is used to determine if the character can perform an action which depends on a certain ability. Your Strength determines if you can kick in a locked door. Your Perception determines if you will discover the woman with the razor hiding in the shadows.

Ability rolls are only used when there is no skill that affects what you are trying to do. If you are actively searching for women with the razor, your success is controlled by your score in the skill Search, not by your Perception.

You roll 1d20. If the result is equal to or lower than the character's ability score, the action was successful. If the result is higher than the ability score, the action failed.

When the ability roll has determined that an action was successful, you calculate the effect by subtracting the roll from the ability score. The effect shows how well the action succeeded. A high effect means that the action went as intended, or even better. A low effect means that you only barely managed it. In the section "Game mechanics" in the beginning of this book you will find a table that helps you interpret the results of the effect. The rules about good and perfect throws, and blunders, also apply to the ability throws.

If the action is particularly difficult, the Game Master may require a minimum effect for success, e.g. any effect lower than 5 may be a failure.

There are some situations where the Game Master should do the ability roll himself. For example, to determine if a character has discovered a hidden person. If the Game Master asks the player to roll, the player will understand that something is afoot, and may act differently because of knowledge that the character does not have, which is not realistic. It's better that the Game Master rolls without saying what the roll is for.

EXAMPLE

You have 100 points to distribute among Harry's abilities. He should be agile and bright, but not extremely strong and tough. He has a square face and isn't particularly good-looking. He has attended high school but has no university degree. You distribute the points.

Strength	15
Constitution	11
Comeliness	8
Ego	15
Charisma	12
Perception	10
Education	11

When Harry is 40 years old, his Strength, Constitution and Perception will drop one point, while his Ego, Charisma and Education rise one step. This affects his secondary abilities but not his skills.

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PHYSICAL ABILITIES

The first four abilities describe the physical aspects of the character. There is no need to divide them equally between physical and mental abilities. Your character can be big, strong, quick, beautiful and rather stupid, or small, weak, clumsy and very intelligent and well-educated. You have absolute freedom in allocating the ability points.

Each of the abilities comprises several traits and talents, which are explained below. In parentheses you will find the abbreviations which we will use further on when we refer to the abilities.

AGILITY (AGL)

The carnivore rises from its torn victim and pricks up its ears. A bullet strikes the wall behind it, but the beast is already gone with a leap into the darkness.

The burglar carefully slides along the air duct. He squirms like a worm, not to get stuck in the narrow passage.

A wave of heat and darkness penetrates the room as the demon materializes. The conjurer unwillingly takes half a step



backwards and almost stumbles across the lines of the protective pentagram. At the last moment, he recovers his balance and stands firm, facing the apparition.

Agility determines your ability to move and control your body; your speed, precision and balance as well as your nimbleness. If your Agility score is one, you probably have some disease of the nerves that almost paralyzes you. A person with an Agility score of 20 is able to dance on a tightrope and squeeze themselves through very narrow passages.

When to Roll for Agility

The carnivore rolls for Agility to see if it manages to leap away before the next shot is fired. The burglar rolls to see if he manages to get through the narrow air duct without getting stuck. The conjurer rolls for Agility to maintain his balance and not breach the pentagram.

STRENGTH (STR)

With a roar, the beast throws itself against the chain-link fence. It bends and falls down. The beast bares its fangs.

The burglar wedges himself against the walls of the shaft, slowly pulling himself up, away from the threatening blades of the fan that whirs below.

The Lupid grips the man's neck and slowly closes his fist. There is a cracking sound as bones break.

The Strength score determines your ability to use muscle-power to achieve a purpose. A Strength score of 20 means you have trained yourself to the limit of your capacity.

When to Roll for Strength

When the beast throws itself against the fence in an attempt to break it, a Strength roll is required. Any difficult action than requires brute force rather than technique or a specific skill, is resolved with a Strength roll. For example, when you try to lift a heavy boulder or climb a rope with only one hand.

CONSTITUTION (CON)

The beast is hit by a slug from somebody's handgun. The pain is excruciating, but it struggles on.

The Psychotic murderer's victim lies weakened by the massive loss of blood, fighting to survive.

The running man hears inhuman growls behind him and forces himself to keep running, mile after mile.

Your Constitution determines your ability to withstand pain and illness, exhaustion, hunger and thirst. A person with a Constitution score of one lives at the brink of death. The least effort saps all his power. A Constitution score of twenty means that you are incredibly tough and can endure terrible hardships and injuries without dying.

When to Roll for Constitution

When the beast is hit by a bullet from its pursuers, a Constitution roll is made to see if it manages to stay conscious. The man who lost a lot of blood needs to make a Constitution roll to stay alive. The runner rolls to see if he can keep on running.

COMELINESS (COM)

Comeliness is a measurement of your beauty. If your score is very high or very low, you attract people's eyes. Beautiful people usually have more success in dealing with the opposite sex. Rolling for Comeliness is unusual. It may be needed to determine the first impression you make when you meet other people. A successful roll indicates that they are interested. Of course, a good first impression may easily be ruined by bad behavior.

MENTAL ABILITIES

The mental abilities describe personality and psyche. Think of what your character is like, as a person, when you distribute points for mental abilities.

EGO (EGO)

The Archaeologist studies the faded signs that have been scratched on the mortar. 'It's the same signs as on the murder scene, but turned mirror wise,' he suddenly says.

The burglar is trying to remember the path through the winding labyrinth. He makes a wrong turn at an intersection, but notices it, retraces his steps and gets back on the right way. Finally he reaches the office where faint voices can be heard through the ventilation outlet.

Petrified, the woman stares into the jaws of the raging beast. She feels like she is fainting, but with a massive effort she manages to stay on her feet. Slowly, she creeps toward the unconscious baby near the monster's paws.

Ego measures intelligence, memory and willpower. It determines whether you can solve a difficult problem, recall a vague memory, or withstand fear and temptations.

When to Roll for Ego

The Archaeologist who studies the carved signs may roll for Ego, but it's usually better to let the player's intelligence determine such problems. The burglar rolls to see if he can find his way. The woman rolls to control her fear of the grinning monster.

CHARISMA (CHA)

The private investigator smiles and looks the police lieutenant in the eye. 'Surely it won't hurt if I have a look at the scene of the murder, lieutenant,' he says.

The priest looks out over his congregation. "And I tell you", he exclaims, "that it is the chosen of Exxus yea shall follow, and his words shall be your law."

She smiles at him across the table. "You're handsome", she says. He lowers his eyes and blushes.

Charisma is a measurement of your charm and ability to influence people. Characters with high Charisma scores can persuade others that they are right, incite a crowd to follow them, or seduce their poor fellow men.

When to Roll for Charisma

The investigator uses his Charisma to persuade the police lieutenant to let him look at the scene of the crime. The priest rolls for Charisma when he is trying to preach an inflammatory message to his followers. The woman uses her Charisma to seduce the young man.



The beast listens for the soft steps of the hunter. It crouches down and waits for the right moment to attack.

The burglar discovers the alarm wire at the last moment. He pulls back his hand and takes out the tools he needs to disarm it.

The investigator is talking to the policeman about the murder when his eyes suddenly fall on a weird sign, drawn in blood on the sidewalk.

The Perception score determines your ability to use your senses, discover things that aren't obvious, like a half-hidden object or a faint smell.

When to Roll for Perception

The Perception roll is made when the character is not actively looking for something, but has a chance to notice it by chance. The beast rolls to hear the hunter's steps, the burglar to discover the thin wire. The investigator isn't actively looking for signs written in blood on the sidewalk, but a Perception roll is made to see if he notices the one that is there.

EDUCATION (EDU)

"Cambrian", the student mutters silently to himself, "a geological era somewhere close to the Silur period, unless I'm mistaken". His friend suggests, "Let's look it up, so you won't have to go brooding about it".

Education is a measurement of your general knowledge. The Education roll determines what you know. If you have a high Education score, you are used to find information in libraries, databases and among people. Up to 15, the Education score is also equal to the number of years you went to school. Over 15 every step represents two years. That means most people have an Education score of at least ten, probably twelve or more.

When to Roll for Education

The student rolls for Education to see if he remembers what Cambrian is. It's part of his general knowledge. His friend rolls to see if he finds the required information about the Cambrian era in a dictionary or some other book.



SECONDARY ABILITIES

The secondary abilities depend on your physical abilities. They determine how much you can carry and how far you can run. They provide the players and the Game Master with guidelines to what the character can and cannot do. No ability points are expended on the secondary abilities.

Simplified Characters

Simplified characters calculate secondary abilities in the normal way.

LOAD CAPACITY

Walking at a leisurely pace, you can carry your Strength score in kilograms without risking exhaustion. It is not normally possible to carry more than three times your Strength score in kilos for any longer distance. When you run, you can only carry half your Strength score in kilos without significant encumbrance.

If you carry more than your Load capacity, your Constitution score is lowered by three points per hour for every kilo above your Load capacity. This is on top of what you lose through the movement itself (see Time and Movement later in this book).

The maximum weight you can lift is ten times your Strength in kilos.

EXAMPLE

Harry's Strength score is 15. He can carry 15 kilos without tiring. If he carries 25 kilos he loses 30 points of endurance per hour (3x10), one point per kilo above his Load capacity. After a little more than two hours he must rest. He can lift a maximum of 150 kilos.

MOVEMENT

During one combat round, any person can move a distance equal to one half of your Agility, in meters. A well-trained person can run up to six times as far in the same time (AGL x 3 meters). See Time and Movement later in this book.

EXAMPLE

Harry has an Agility score of 18. He can move 9 meters (18/2=9) in five seconds. At top speed, he can run 54 meters in five seconds (AGL=18x3=54).

ACTIONS

In one combat round, every person may perform a fixed number of actions. Your Agility controls the number of actions. Every character can perform at least two actions in one combat round. An Agility of 16-19 gives you an additional action. An Agility of 20-29 gives +2 actions. After that you can perform an extra action for every ten in Agility, up to a maximum of 9 actions. No creature can perform more than 9 actions in one combat round. The meaning of actions and the combat rounds are explained further in the Combat section.

EXAMPLE

Harry's Agility score is 18. He can perform three actions in one combat round

ACTIONS	
AGL	Number
1-15	2
16-19	3
20-29	4

INITIATIVE BONUS

When several people act in combat, some are quicker and others slower. Part of this depends on luck, part depends on Agility.

To determine who acts first, second, and so on, every participant rolls 1d20, with the highest result acting first. The Initiative bonus affects the die result. Characters with an Agility score between 8 and 12 have an Initiative bonus of zero. For every step above 12, the character adds one to the die result. For every step below 8, he subtracts one.

EXAMPLE

Harry's Agility score of 18 gives him a +6 Initiative bonus. He may add 6 to his initiative roll.

INITIATIVE	
AGL	Bonus / Malus
1	-7
2	-6
	-5
4	-4
5	-3
6	-2
7	-1
8-12	0
	+1
14	+2
15	+3
16	+4
17	+5
18	+6
19	+7
20	+8

DAMAGE BONUS

A character who is strong and fast does more damage in melee. To simulate this, a Damage bonus is added to the effect when you strike an opponent with your fist or a melee weapon. The Damage bonus is based on Strength and Agility. The table below shows what to add or subtract from the effect in melee combat.

The Damage bonus is only used in melee and with throwing weapons. It does not apply to firearms or any other missile weapons. For throwing weapons, the Damage bonus is halved (rounded down).

DAMAGE BONUS	
STR+AGL	Bonus / Malus
3-6	-3
7-10	-2
11-14	-1
15-20	0
21-24	+1
25-28	+2
	+3
33-40	+4
41-46	+5
47-54	+6
55-60	+7

For scores above 60, the Damage bonus increases with one for every ten points of Strength+Agility.

EXAMPLE

Harry's Strength plus Agility makes a total of 33. This gives him a Damage bonus of +4. It is added to the effect when he is fighting with melee weapons or his bare hands. With throwing weapons, +2 is added to the effect.

DAMACE CAPACITY

The character can stand a certain amount of injury without dying. Small and frail people die easier than strong, tough ones. Damage consists of four different types of wounds: scratches, light wounds, serious wounds and fatal wounds.

Scratches are abrasions, light cuts, small bruises and blisters. Light wounds are bigger incisions, big bruises and burns. Serious wounds are deep gashes, crushed or broken bones, lacerated muscles and sinews, or major burns. Fatal wounds are such that kill immediately or after a very short time.

When a character suffers a number of smaller wounds, these are added up and become one wound of a more serious type. Enough scratches count as one light wound, enough light wounds count as one serious wound, and enough serious wounds will add up to a fatal wound. This simulates that the accumulated pain, loss of blood and exertion from several lesser wounds may be as dangerous to the body as a more serious one. As you can see in the table below, the Constitution score determines how many wounds of any type that are needed to make up a more serious wound.

Fatal wounds always kill. This means that no one can have more than one fatal wound since the first one will kill him or her.

DAMAGE CA	APACITY & CONSTITUTION
CON 1-5	3 Scratches = 1 Light 2 Light = 1 Serious 2 Serious = 1 Fatal
CON 6-10	4 Scratches = 1 Light 3 Light = 1 Serious 2 Serious = 1 Fatal
CON 11-15	4 Scratches = 1 Light 3 Light = 1 Serious 3 Serious = 1 Fatal
CON 16-20	5 Scratches = 1 Light 4 Light = 1 Serious 3 Serious = 1 Fatal
CON 21-25	6 Scratches = 1 Light 5 Light = 1 Serious 3 Serious = 1 Fatal
CON 26-30	7 Scratches = 1 Light 6 Light = 1 Serious 4 Serious = 1 Fatal

EXAMPLE

Harry's Constitution is 11. Four scratches on him equal one light wound, three light wounds make up one serious wound, and three serious wounds will make up a fatal wound (killing him).

ENDURANCE

Endurance determines how long you can run, make love, or stay awake without collapsing. It is calculated as the character's Constitution times five, plus 30 (CON x 5 +30). Your endurance decreases by three points per hour for every kilo you carry above your Load capacity. It also decreases when you exert yourself.

Three minutes rest restores one point of endurance. That makes five points for 15 minutes and 20 points for one hour's rest.

EXAMPLE

With a Constitution of 11, Harry's endurance is 85.

ADVANTAGES & DISADVANTAGES

Advantages and Disadvantages represent the light and the darkness within a person. The Disadvantages make life difficult. They hinder and scare you, and take time and energy to struggle against. The Advantages make it easier for the character to make friends, learn things, understand and accept. Advantages and Disadvantages are balanced against each other by a system of points. Disadvantages give you points which can be used to acquire advantages. The points can also be used to acquire more skills.

There is no need to balance out Advantages and Disadvantages against each other. A surplus of points for Disadvantages may be used to get more skills. The drawback is that a surplus of points makes you more sensitive to terror and destructive forces. Your Mental Balance deteriorates.

It is also possible to get a surplus of Advantages, by using more points than you get for your disadvantages. Any missing points must then be taken from your skills. A person who is balanced toward the Light Side will have fewer Skills, but also a better mental balance and a better chance to withstand the powers of darkness. (The Dark Road is easier, but more treacherous.)

Both Advantages and Disadvantages should be played and used in the game. They aren't just words and numbers on a piece of paper. If you have a Phobia against darkness, you will collapse if you are shut in a dark room. If you have Chivalry, you will not harm a woman regardless of the circumstances.

There is no limit to the number of Advantages and Disadvantages any character may have, but remember that you are going to play this role. Too many and too powerful enemies may shorten your life span. Too severe mental problems may get you locked up in an asylum.

Begin by noting which Advantages and Disadvantages you want, and the number of points they cost or yield, respectively. Add up the scores, and subtract the costs for advantages from the points for Disadvantages. The result, if greater than zero, is the number of extra skill points you get. Try to choose skills that are connected to your advantages and disadvantages, that makes for a more coherent character. If the total is negative, you lose that number from your 150 skill points.

The result of this calculation is also used to determine the character's mental balance.

Simplified Character Generation

You have 1d5 each of Advantages and Disadvantages. Choose from those listen under your character's archetype. Note them and the points given with them. The points are used to calculate your mental balance. They have no effect on your skills. You pay nothing for advantages and get no points for disadvantages.

EXAMPLE

You have chosen some disadvantages for a disillusioned detective. All of them can be explained by Harry's curse. Sum up how many points you get for them.

The Death wish was sowed in Harry when his kid brother died. He has felt guilty ever since, and always sought danger. As a detective, he has developed a lack of respect for risks, which seizes him in pressing situations. Gives 10 points.

The Mental constriction began when Harry denied to himself that he ever had a kid brother. The family never spoke of Simon, and Harry denies that he ever existed. He has continued with this type of behavior as an adult. He cannot

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admit to himself that he ever killed anyone in cold blood. He either forgets all events where he caused other people's deaths, or he explains them away as accidents where he had no guilt. Gives 10 points

In his Nightmares, Harry is chased by his brother and hordes of large rats, through winding sewer tunnels. He wakes up trembling, in a cold sweat. Gives 5 points.

The Curse which is on Harry's family means that the eldest son always kills the youngest. Harry doesn't know about this, but he still harbors an irrational fear of having two sons. Gives 20 points.

Harry has become a Drug addict through the pressure of his work, and the strain of the curse. He suppresses all uncomfortable feelings, and the liquor is an efficient way to do so. Gives 15 points.

Harry also has made an Oath of revenge. Three of his colleagues and friends were killed by unknown assailants. Harry spends a lot of his trying to find the person responsible for the killings. Gives 15 points.

Harry has an irrational fear of rats and dark rooms, partially because of his nightmares. He can suppress his fear by a successful Ego roll. The two Phobias give him 2x5 points.

You get 85 points and note this under "Total points for Disadvantages".

Next, you decide how the Disadvantages are to be fitted into Harry's life story, and you make notes of this:

April 19, 1961 Pleasant Grove General Hospital. Harry's brother Simon is born. The curse is activated.

August 21, 1961

New York. Harry is sent to a boarding school in New York.

April 17, 1965

Pleasant Grove. Harry's brother Simon dies in an accident. The curse is fulfilled. Harry is seized by guilt and wants to follow his brother and save him. Death wish.

April 22, 1965

Pleasant Grove North Cemetery. Simon is buried.

August, 1965

Harry returns to school and begins to deny that Simon existed. Mental constriction.

September, 1965

New York. Harry starts having nightmares and is forced to sleep alone because he screams in his sleep. The headmaster forbids him to sleep with the lights on. Nightmares, Phobia: darkness.

Summer, 1966

Pleasant Grove. Harry locks himself in the basement and waits for the rats. When they come and sniff him, he panics. Phobia: rats.

Winter, 1981

Manhattan, New York. Harry is forced by blackmail to participate in a dirty mission involving torture and murder of prisoners. It shocks him, and he begins to drink. Drug addiction.

1983, Manhattan

New York. On a mission in Manhattan, Harry's companions are killed by unknown assassins. Oath of revenge.

DISADVANTAGES

These are part of what makes characters in Kult different from the average game. They also provide rich opportunities for role-playing. Work with the GM to come up with a list of Disadvantages which can be woven together to create a believable persona.

Animal enmity

Points: 5

All sentient animals hate you. Dogs bark, growl and bite, horses kick and throw you off, cats jump at your face, trying to scratch your eyes out. You do not throw animals into a rage, they simply try to get you when the opportunity allows. If you try to feed a pet or an animal in a zoo, they are more likely to go after your hand than after what you offer them.

Bad luck

Points: 15

The powers aren't on your side. Betting on horses or buying shares is a bad idea for you, it always fails. In situations where the outcome is determined by chance (as opposed to skills and abilities), the Game Master rolls 1d20. If the result is 5 or less, the worst possible thing will happen. A character with bad luck is either out of grace with the enigmatic deities of fortune, or they have a mental disposition that draws them into hopeless situations where they must fail. Characters with bad luck feel incompetent and usually suffer from an inferiority complex.



DISADVANTAGE C	OST SUMMARY
DISADVANTAGE	POINTS
Animal enmity	5
Bad luck	15
Bad reputation	10
Curse	10/20
Death wish	10
Depression	15
Drug addiction	15/20
Egoist	5
Fanaticism	10
Forgotten	10
Greed	10
Habitual liar	5/15
Haunted	10
Innocently blamed	15
Intolerance	10
Maimed	15
Mania	15
Manic-depressive	20
Mental compulsion	5/10/15
Mental constriction	10
Mistaken identity	5/15
Mortal enemy	15
Nightmares	5/10
Oath of revenge	5
Paranoia	15
Phobia	5/10/15
Persecuted	10
Rationalist	15
Reckless gambler	15
Schizophrenia	20
Sexual neurosis	5/10/15
Sexually tantalizing	10
Split personality	15
Touchy	5
Unwilling medium	15
Wanted	5/10/15

Bad reputation

Points: 10

You are not well liked. For some reason, people think badly of you. No one who knows who you are would lend you a cup of sugar or help you in any way. If you do anything foolish in public, people are inclined to start looking for ropes and trees.

Curse

Points: 10/20

You cannot escape your destiny. As in a Greek drama, you are inexorably driven to fulfill the prophecy. The more you try to avoid it, the more you are dominated. The Game Master or you should determine the exact nature of the curse you are suffering from. You get 10 points for a curse that does not dominate your life, or 20 points if the curse controls your entire destiny.

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Together with the Game Master, you should also determine if the character knows about the curse or not. If you want, the Game Master can invent a curse which not even the player knows the exact nature of. It may also be possible to lift the curse, but only with extreme effort. It is usually necessary for someone else to lay down his life unselfishly for the cursed person.

The curse is not always "operative" in the game. It may be triggered by specific circumstances, e.g. when the character comes to a certain place, reaches a certain age, gets to an important event in life (marriage, childbirth), reaches a certain mental balance, at full moon or a time dominated by a certain part of the zodiac.

Curses may be inherited, be caused by cursed objects in one's possession, or by the character breaking a pact with dark powers. Consult with the Game Master before selecting a curse, since there is every chance that it may affect the story of the game.

SOME POSSIBLE CURSES

- All your good intentions have evil results.

- You always hurt or kill the one you love.

- Doomed to lose all riches and become destitute.

- Friends and loved ones die.

- Cursed to go to hell after death (will do anything to stay alive).

- Wherever you go, wars / epidemics / natural disasters happen.

- Incapable of staying in any one place for more than a month or two

- Predestined to die at a certain event in life, e.g. at the birth of your first child or on your wedding night. Or to die in a certain way, e.g. a car accident, a plane crash, falling off a bridge, etc. (will avoid this at any cost).

- Evil alter ego, a character with a positive mental balance can have an alternate personality (with equally large negative mental balance) which surfaces at certain times: at night, full moon, emotional moments, etc.

- No merits. All glory and honor for what you have done will be given to other people.

- Your soul belongs to an Angel of Death, Azghoul or other creature which will collect it when your mental balance goes under -50.

Death wish

Points: 10

You don't know what fear is. Death is something that happens to others, not to you. But deep down, without wanting to admit it to yourself, you always seek out and challenge death. You are not the sort of person who willingly commits suicide, but you never avoid danger and you are careless with taking risks. A death wish may originate in the death of someone dear to you, or a severe disease that you suffer from.

Depression

Points: 15

You are always fighting against depression, often feeling down and gloomy. You have a tendency to see only the bad side of any situation, and you often want to quit when the going gets too tough. If life gets complicated, you anguish and resort to drink or medicines. Depressions may be caused by various adversities and unpleasant events in the past.

Drug addiction

Points: 15/20

You are addicted to a drug. It can be alcohol, narcotics or medicine. The drug makes you introverted and dulls your senses. If you cannot get the drug, you suffer withdrawal problems. Getting hold of (and using) the drug occupies a large part of your life and your thoughts. Everything else comes second. An addict who can't break out of his habits will eventually be destroyed. The section "Drugs and poisons" describes how the drug affects your ability and skill scores.

Choose which drug you are addicted to. Illegal narcotics are expensive and bring the added problem of having to cough up a lot of cash every day. When this is the case, the disadvantage gives 20 points.

Egotist

Points: 5

You always think of yourself first. Your own happiness is the most important priority. Compassion and helpfulness are only a put-on which smart people can see through and ignore. You cannot understand why you should stick your neck out for anyone else. Other people often regard you as an insufferable schmuck. But you fail to understand that your behavior harms yourself, and ought to be changed.

Fanaticism

Points: 10

You are fanatically committed to some idea, religion or ideology. You interpret everything according to this creed, which is always right. If reality suggests differently, reality is wrong. Those who disagree are your enemies and must be exterminated or at least indoctrinated until they understand the One and Only Truth. Fanatics have

a tendency to often erupt in long sermons, filled with slogans and platitudes. They rigidly refuse to re-evaluate their opinions, and desire to have an ordered, understandable world around themselves.

Forgotten

Points: 10

Your personality is so bleak that people never care about you or what you think. No one seems to remember you distinctly for more than a few weeks at a time. You can't get any close friends, everyone treats you as a stranger. Not even your own family (parents and siblings, of course you do not have a spouse) think highly of you or ever gets in contact with you. You must not have a Charisma score exceeding 5 to have this disadvantage.

Greed

Points: 10

You are dominated by an unending craving for money and wealth. You are prepared to sacrifice health, family and friends to get a large fortune. "Generosity" does not exist in your dictionary.

Habitual liar

Points: 5/15

The five point liar is not a mythomaniac. He just has a habit of telling a lie instead of the truth whenever it seems practical or provides an easier way out of a situation, at least for the moment. Of course, he usually has to lie again to protect his first lie from being found out, and soon he is entangled in a web of little untruths and finds himself unable to extract himself without being exposed. He is regarded with some distrust by other people.



The fifteen point liar is worse, a real mythomaniac who invents incredible stories about his own past, of imaginary relatives and friends, of jobs he claims to have had and events he says he experienced. The mythomaniac is a very convincing liar, because he wraps his whole life in lies so that finally, he comes to believe them himself.

Haunted

Points: 5/10/15

You are haunted by supernatural powers. It can be the souls of deceased people who want revenge or seek to urge you to do or finish something that is needed for them to rest in peace. It can be a poltergeist that has taken a liking to you, or even a demon or a beast from the abyss that wants to devour you. Haunting by small, harmless spirits gives five points. Bothersome and possibly dangerous spirits will give you 10 points. Serious hauntings by demons and other dangerous creatures gives 15 points, and a short life expectancy.

Innocently blamed Points: 15

Whenever anything bad happens near you, everyone thinks you did it. For example, when something falls down and breaks, everyone in the room immediately looks at you. In court, no hard evidence will be ignored, but witnesses will seem to remember you as the culprit and the judge will interpret all circumstantial evidence to your disadvantage. People around you will inevitably form an opinion of you as unreliable, clumsy, and/or malignant.

Intolerance

Points: 10

Most other people are wrong. Their opinions are wrong, they behave wrongly, or their background is wrong. An intolerant person is like the xenophobe, but his intolerance is not directed only against people from other cultures. He also disapproves of people of the wrong sex, age, economic status or profession. They all act and think stupidly. In short, most people probably regard you as a sort of fascist.

Maimed

Points: 15

Your appearance has been seriously distorted by some terrible event, (e.g. a car accident). Your Comeliness score is 3, no matter what it was before you acquired this disadvantage. You are, in other words, horribly disfigured. Your original Comeliness score must be 10 or higher for you to have this Disadvantage.





Mania

Points: 15

You are always in top gear and unnaturally cheerful. You make big plans and are often a workaholic, with a tendency to fix your attention on some detail in your work which you then think about unceasingly. You overreact to all impressions and rush off without thinking. Manic people have no sense of proportion, cannot distinguish between what is important and what is trivial, what is central and what is peripheral. They rush ahead on impulses without looking behind them or to the sides.

Manic-depressive

Points: 20

You alternate between deep depressions and manic cheerfulness. Each phase in this roller-coaster ride takes 2-3 months. The change comes suddenly; the hard-working enthusiast is suddenly a hopeless, dejected grumbler, unable to do anything. And this may just as suddenly turn into a fearless person who thinks he is capable of anything. Manicdepressive insanity is a very complex disease which usually demands perpetual medical treatment or therapy to make life bearable.

Mental compulsion Points: 5/10/15

You have a fixation with a particular idea or act. It can be anything from a small quirk, like always stepping in the middle of the tiles on the pavement (hardly worth 5 points) to really troublesome fixations like changing clothes once per hour or feeling that it is absolutely necessary to memorize the names on all street signs you pass. The Game Master determines how many points the compulsion gives. A mental compulsion does not need to have a direct connection to anything in your past. It can be a seemingly inexplicable result of tensions in your personality.

SOME POSSIBLE MENTAL COMPULSIONS:

- Anorexia/bulimia, food fixation.
- Cannibalism, fixation about human flesh.
- Cleanliness, you wash and tidy up all the time.

- Kleptomania, compulsive stealing.

- Clothing, always wearing a particular type of clothes.

- Collecting, an abnormal desire to keep everything forever.

 Mantras, you endlessly recite certain words and phrases.

Memorization, a compulsion to learnuseless facts
Numeromania, counting things and juggling numbers.

- Nymphomania, sexual fixation.

- Personal fixation, you identify with or worship a person, hero, idol.

- Pettifogger, abnormal attention to details

- Pyromania, a compulsion to set fire to things.

Mental constriction Points: 10

You have pushed some unpleasant event in your past into the subconscious part of your mind. It may be a crime or some horrible act that you have performed, witnessed, or been the victim of. It was so terrible that your mind could not handle it, and the only defense was to push the memory aside and refuse to acknowledge it. However, the memory is still there and affects your life. Only though psychotherapy, hypnosis or other extensive treatment can you get the constricted memories back and deal with them. While these thoughts are constricted, they surface as phobia and neuroses. If, as a child, you came down into the basement and saw your mother lying dead and swollen in a sea of snakes, you may become phobic against snakes and/or cellars, and you are unable to remember how your mother died. Any such phobia counts as a separate disadvantage and gives the normal number of points.

Mistaken identity

Points: 5/15

People you meet always mistake you for someone else, e.g. a celebrity or a criminal, and treat you accordingly. You do not necessarily have to resemble a specific person, but your personality type makes people think they've seen you on TV.

5 points is a mistaken identity of a popular personality, 15 points means people are wary and scared, thinking you're some sort of a terrorist they've seen pictures of in connection with demands for the re-introduction of the death penalty. Inevitably, people will keep calling the police to report they have seen you, and whenever you enter a bank office everyone, and most definitely the guards, will be tense as a coiled spring.

Mortal enemy

Points: 15

Someone is out to get you. This is a ruthless person who will do anything to get his hands on you. Your enemy may hire assassins, send letter bombs, tamper with your car, frame you for a crime, try to ruin your business, or lay in ambush. The enmity is mutual, and you are doing everything to get your foe before he gets you.

Nightmares

Points: 5/10

Your sleep is disturbed by terrible dreams, probably originating in a dark secret. You wake up screaming, soaked in sweat. You are constantly tired because of lack of sleep. In serious cases, the dreams may glide over into reality and provide a path for inhuman creatures to move into our world.

Oath of revenge

Points: 5

You have sworn a sacred oath to avenge some evil that was done to you. Determine who is the target of your vengeance, and the reason for it. You cannot avoid trying to get back at the hated person or persons if there is an opportunity. A substantial part of your time is consumed by your constant planning for how to execute your oath.

Paranoia

Points: 15

You believe that people are secretly in league against you. There is a conspiracy to harm you. Individual people, groups and powers are out to get you. Your telephone is bugged. Your letters show clear signs of having been opened before they reach you. Your home is full of hidden microphones. The



car in the street outside is full of people who are watching you. It is best not to go out. But on the other hand, while you are at home they know where to get you. Anything bad that happens to you has been engineered by the conspiracy. Anyone who tries to tell you there is no conspiracy thereby proves himself to be part of it.

Paranoid people have usually been exposed to abandonment or misunderstanding early in life. Perhaps the character's parents disappeared mysteriously, or he was persecuted.

Phobia

Points: 5/10/15

You are unreasonably scared of something. It may be a certain type of object, or a situation. The phobia may be insignificant in most situations, e.g. if you are afraid of heights. Or it may make your life a constant hell because it relates to very common things (e.g. fear of animals, people of the opposite gender, or germs).

A slight phobia (5 points) can be overcome by making a simple ego roll. A successful die roll means you control your fear. An uncontrollable phobia gives 10 points. In this case you cannot confront the object of your fear without fainting, breaking down, or running away. A 15 point phobia is one that is not only uncontrollable but also dominates your life, e.g. a fear of the opposite gender or of being outdoors.

A phobia was usually caused by some unpleasant event when you were confronted with that which later became the object of your terror.

SOME POSSIBLE OBJECTS OF A PHOBIA

- Altitude (acrophobia)

- Animals, choose type: dogs, rats, etc.
- Blood

- Closed rooms (claustrophobia)
- Crowds (demophobia)
- Darkness (skotophobia)
- Daylight
- Death (necrophobia, corpses, cemeteries, skulls, symbols of death)
- Dirt (rupophobia)
- Fire (pyrophobia)
- Germs, viruses, any conceivable infection
- Holy places (hagiophobia)
- Insects (entemophobia)
- Loneliness (monophobia)
- Modern technology (technophobia)
- Music
 - Noises, sudden or loud (brontophobia)
 - Occult events
 - Open places (agoraphobia)
 - People of the opposite gender
- Plants, choose kind, e.g. mushrooms, creepers
- Sex
- Snakes
- Spiders (arachnophobia)
- Strangers and strange habits(xenophobia)
- Subterranean places (troglophobia)
- Supernatural beings
- Water surfaces, deep water

Persecuted

Points: 10

For some reason, you are persecuted by people in general and the authorities in particular. You may belong to an oppressed minority (homosexual, immigrant, political extremist) or you may have done something that caused the persecution. You are subjected to repeated arrests, your house is searched, you have difficulties getting the necessary paperwork done at public agencies, foreign countries refuse to give you a visa, and if you ever speak out publicly, you are ridiculed or criticized in the tabloids.

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Rationalist

You firmly refuse to believe anything that is not acceptable to modern science. Magic and religion are just superstition or humbug. Demons and creatures of darkness cannot exist. There has to be a natural explanation. You also find it very hard to believe that there are secret societies which sacrifice to dark powers, they are just a few crazed lunatics who should be taken care of by the police. In other words, your outlook is pretty much that held by the authors of this game, and most other modern, secularized people. The problem is that the world isn't quite as you think.

Reckless gambler

Points: 15

Points: 15

You are a compulsive gambler and simply cannot pass a casino or a horse track without entering. Once inside, you cannot stop until you have gambled away all your money. Determine if the character has a favorite game, such as horses, roulette or poker. This disadvantage may not be combined with the advantage "Luck".

Schizophrenia

Points: 20

You have an uncontrollable ability to see through the veils of reason which most people surround themselves with to fend off madness.



Points: 5/10/15

You have a weird sexual behavior. Perhaps you are mortally scared of any contact with the opposite sex, or you may be grossly oversexed. Often the two are combined to make up a truly screwed-up personality. Characters with sexual neuroses may be frigid, nymphomaniac, abnormally frightened of sex, sado-masochists, or have some other aberration that affects their sexual functioning. The Game Master decides what is permissible. Sex murderers and pedophiles should not be allowed as player characters.

Sexually tantalizing Points: 10

Persons of the opposite sex (or same sexual persuasion) are so fascinated by your beauty or personality that they cannot stop thinking about how to get in bed with you. All communication is disturbed by their infatuation, they keep losing their concentration when you speak to them, and keep their gaze fixed at your breasts/groin.

Eventually, all persons of the opposite sex with whom you meet more than a fleeting moment will try to make advances if the situation so permits. A Comeliness or Charisma score of 15 or more is demanded for you to have this disadvantage. Note that this really is a disadvantage, even though everybody of the opposite sex will be favorably disposed towards you, they will not care a whit about what you want or say.

Split personality

You have two (or in extreme cases more) different personalities within you. It is usually opposite aspects of your personality which have split and are kept apart. One of the personalities may be strong and active, while the other is feeble and ineffective. Or perhaps one is violent and the other is peaceful. The player and the Game Master should decide together how the two personalities get together in the character. A usual way of doing it is to let one personality be active under normal circumstances, while the other one comes into action in crisis situations, when the character has been shocked. Or one personality may be active at work while the other comes out in leisure times.

People who have committed evil acts may develop split personalities to protect themselves from the guilt and the dark secret.

Points: 15

Touchy

Points: 5

Wanted

Points: 5/10/15

You have a short fuse. The least irritation is enough to make you furious and ready to use force. Anything that can be interpreted as criticism of you or your actions is particularly sensitive. In situations of stress, it is probable that you will lose control.

Unwilling medium

Points: 15

Your disposition makes you vulnerable to possession. You are an open vessel for spirits and demons who desire a channel of communication, or a body that they can use for their purposes. Your resistance against possession is only half of what it would normally be. In addition, spirits of various kinds have an uncanny ability to sniff out people like you.

If you are chased by a single person or some nottoo-powerful enemies like a small coven of cultists, the disadvantage gives 5 points. 15 points are given if your enemies are powerful, well-organized, armed and determined to pursue you relentlessly. The Game Master decides how many points the disadvantage gives in every individual case.

You are sought by powerful enemies. It may be

dark cults, industrial leaders, cannibals from the

forgotten cities, or others. Even the police may be

after you. Your enemies are probably armed. They

are out to capture or kill you, and they will appear

when the Game Master decides it is appropriate.



ADVANTAGES

The Advantages are of course fewer than the disadvantages. There are more things out there which threaten your balance than things which can restore it. Advantages are things that help you understand the world and people, and make it easier for you to learn things.

Some of the Advantages may not be obviously useful to a character. For example, a Code of Honor, Honesty and Unselfishness may sometimes have a negative effect on your economy or limit your options in a struggle against enemies. But they will help you preserve your mental balance. They are traditional virtues which give you self-confidence and a sense of being a good and decent person. Since darkness comes from within, you will become evil only when you feel guilt. These virtues also make it easier for you to make, and keep, friends, maintain favorable business contacts, and be a respected citizen. So they have their values, too.

EXAMPLE

You have chosen some Advantages that are suitable for a detective. We sum up the points and get 65.

Harry has acquired his Code of honor in the line of work. It's a way to stay sane in a job where innocent lives are sacrificed. Harry never kills unarmed people or children. He doesn't use



painful interrogation methods and refuses to carry out missions he feels are morally questionable. The cost is 5 points.

Harry has also acquired some Influential friends through his work. He knows people in the New York administration, the army general staff and the criminal world. The cost is 15 points.

Body awareness is a thing Harry was born with. Cost: 20 points.

In his work, Harry has developed a Sixth sense. He needs it to survive in a harsh, unpredictable reality. It costs 15 points.

Finally, Harry has learned how to Endure torture. This costs 10 points.

You now note how and where Harry got his advantages, on the character background sheet:

New York 1970

Heroes of the Game

The Military Academy. Harry shares a room with the future New York Chief of Police. They remain friends after Harry leaves the academy.

Chad 1972

The Foreign Legion. Harry makes friends with Bertrand Bonneville, who came to work for Interpol from the end of the '70s.

New York 1974

Harry is tortured by gang members and drug dealers.

New York 1975-77

In active service. Harry develops a sixth sense.

Manhattan 1975-77

In active service. Harry gets to know Colonel Momba Quest, influential gang leader.

New York, 1983

After a period of heavy drinking, Harry makes a silent promise never again to take part in any dirty operations. Code of Honor.

Manhattan, 1984

Harry begins to work undercover to infiltrate extremist movements and organized crime. He meets and befriends Mary Savvy, an influential dealer in illegal weapons.

ADVANTAGECOSTAltruism5Animal friendship15Artistic talent10Body awareness20Chivalry5Code of honor5Cultural flexibility10Empathy15Endure cold/heat10Endure cold/heat10Endure pain15Endure torture10Enhanced awareness10Forgiving5Gift for languages10Good reputation10Honesty5Influential friends15Luck20Magical intuition20Mathematical talent10Motherliness5Pacifism5Resistance to illness15Sixth sense15	ADVANTAGE COS	ST SUMMARY
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Altruism

Cost: 5

True unselfishness is a rare virtue. You help those who are in need, you give up your own advantages, abstain from pleasure and gain in order to do good to others.

Animal friendship Cost: 15

control over their animal instincts.

You are a natural talent at handling animals. They become calm and friendly when you are near. No carnivore will attack you except in self defense. No mount attempts to throw you out of the saddle. All the nasty bloodhounds around the bandit's headquarters become docile like lambs. Animal

friends are also good with humans who have lost

Artistic talent

Cost: 10

You have a flair for drawing, painting, dancing, singing, playing musical instruments, or some other artistic pursuit. You only expend half the normal number of skill points to acquire such skills.

Body awareness

Cost: 20

Your body and your mind are one. Most people have inhibitions, tensions and hang-ups which separate body and mind. Not you; the unity between your body and your mind is total, and it gives you an unusually precise control over your body. People with body awareness only expend half the normal number of skill points to learn meditation and martial arts.

Chivalry Cost: 5

You are a true gentleman who always aids ladies in distress, regardless of the situation. Who qualifies as a lady is of course up to the player, but the definition should encompass at least half of the females in the world. A chivalrous character finds it almost impossible to harm or insult a woman, and will gladly expose himself to mortal danger in order to save a woman.

Code of honor Cost: 5

You believe in, and follow, a strict code of honor. It may originate in a religion which prohibits you from harming others, from lying and acting selfishly. It may be a chivalrous code that says you must be upright, bold, never deny yourself or yours, always avenge an insult and help family and friends. Write down which rules you mean to apply.

Cultural flexibility Cost: 10

You are the opposite of a xenophobe. You are easily compatible with people of any race, creed, social status or cultural background. You can mingle with them without feeling uneasy and without feeling any desire to criticize their ideas, traditions or habits. This does not mean that you automatically have any special knowledge of foreign cultures (that belongs under the skill "Man of the world"). You simply have a basic humility and respect for others which help you avoid any conflict based on cultural differences.

Empathy

Cost: 15

The ability to know what other people and even animals feel. You always know what others think about you. Empathy also means that others find it easy to like you. It doesn't mean that everybody loves you, but in normal circumstances you make a favorable impression.

Endure cold / heat Cost: 10

You are unusually good at coping with extreme temperatures and only take half the normal losses from cold or heat.

Endure hunger/thirst Cost: 10

You are better than most people at enduring hunger and thirst. You only take half the normal losses from starvation and thirst.

Endure pain

Cost: 15

You can endure terrible pain without flinching. You never need to make a constitution roll to avoid fainting, but you are just as easily hurt or killed as anyone else.

Endure torture

Cost: 10

You can stand an unusual amount of pain. You only need to roll under half your Constitution not to faint. You also have a psychological resistance to terror, confusion and humiliation which makes it possible for you to endure torture without breaking down.

Enhanced awareness Cost: 10

You have an ability resembling that of schizophrenic people, to see into other dimensions, see fragments of the past and the future, and speak to the dead. The difference is that a person with an enhanced awareness knows how to handle this ability, and will not be damaged by it.

This does not mean that you can switch this ability on and off like a radio, and say "I am now trying to see into the future." The visions appear without asking, but you aren't terrified by them. The Game Master decides what form the visions take and when they appear. You may be able to provoke them into appearing, but you have no control over them.

Forgiving

Cost: 5

A forgiving person is the opposite of the vindictive type who takes an oath of revenge. You are prepared to forgive and forget insults and even very evil deeds against yourself. Other people perceive you as exceptionally magnanimous.

Ciff for languages

Cost: 10

You have a flair for languages, and only expend half the normal number of skill points to learn a foreign language. You also learn it twice as fast as other people.

Good reputation

Cost: 10

You are generally liked and known as a nice person. You find it easy to get bank loans, make contacts and get recommendations and praise.

Honesty

Cost: 5

In the long run, it pays to be honest. You always speak the truth and have a reputation for trustworthiness and truthfulness.



Influential friends

Cost: 15

You have friends with power and influence. They can be businessmen, politicians, civil servants, celebrities or others who can get you in touch with the right people or help you out of a fix. Make a list of friends you could plausibly have, considering the character's background. Few people have more than 2-3 close friends, but you may also have some important acquaintances.

Intuition

Cost: 15

You have an ability to "read" other people's body language, choice of words and other minute, subconscious signals, and understand what their real purpose is. It is impossible to lie to a person with intuition. With this advantage, you are also able to interpret the signals from several people and foresee what will happen in a group. You can feel when a riot is about to start, when a robber is going to attack and when you can frighten him off with a scream. It is even possible to interpret large bodies of people and feel when a war is about to start and when a political upheaval is coming.

Largesse

Cost: 5

All my things are yours. Material possessions are unimportant, people are the only thing that really matters. You willingly part with your possessions to those who need them better. You give to charity and invest in beneficial foundations. Generous people make friends easily.

Luck

Cost: 20

Destiny is on your side. In situations where the outcome is determined by chance (not skills or abilities), you are usually lucky. The Game Master rolls 1d20 in such situations. If the result is 10 or lower, you escape the falling brick/don't fall into the shaft/aren't recognized by the assassin/ whatever.

The advantage "Luck" does not work in combat or when skills and abilities are used, except for gambling.

Magical infuition Cost: 20

This is a knack for controlling the inner and outer forces which are used in magic and occult sciences. Magical intuition is required for learning any ritual Magic that may work. This is described further in the chapter "Magic", in "Beyond the Veil".

You also work like a sort of magical compass needle and are able to sense the power of people, places and objects. You often notice small arcane events that other people's minds just rationalize away. You can literally see Kirlian auras with your naked eyes. The color of an aura tells you something about the nature of the man or beast. See the table below for how to interpret the colors. To choose the advantage "magical intuition", the character must have a Mental Balance of lower than -25 or higher than +25.

KIRLIAN AURAS*

Bluish white	Dead material
White	Purity, high positive balance or life near death
Yellowish white	Weak life
Yellow	Fear, terror
Orange	Life, positive balance
Red	Aggression
Dark red	Sex, sensuality
Violet	Psychosis, confusion, negative stability
Blue	Rage, Negative Balance
Turquoise	Jealousy, hatred, envy
Bluish black	Sadism, evil
Gray	Sickness, fear
Black	Rage, extremely low balance (-100 or lower)
Gold	Extremely high balance (+100 or higher)

* Surrounds all people and creatures.

Mathematical talent

Cost: 10

An unusual knack for numbers and logic. You work like a living calculator and are able to do difficult mathematical operations very quickly, in your head. You only need to expend half the normal number of points for the skills mathematics, statistics, logic and physics.

Motherliness Cost: 5

You have a knack for making children, younger women and all men feel safe and cared for. Crying children become silent and smiling when you are near. Worried, frightened or irritated men grow calm and contented. This has nothing to do with sex; rather, everyone tends to think of you as his mother. No man except the most callous or mentally warped will attack you or insult you.

Pacifism

Cost: 5

Violence is evil and never leads to anything else than more violence. There is no right use of force, only uncontrolled outbursts of vindictiveness and aggression. A pacifist does not use force even in self defense, regardless of what he or others are subjected to. It is a virtue which inspires awe, admiration and sometimes, angered frustration.



Resistance to illness Cost: 15

Your health is unusually strong. You virtually never become ill. You only take half the normal losses from poisons and drugs.

Sixth sense

Cost: 15

You often have a feeling about things, and it usually turns out to be right. Your premonitions are both about good and bad things. There is a cold running along your back if someone is hiding behind the door with a large axe. You sense that you should not take this particular plane (and for good reason: it later flies straight into a mountain). A sixth sense only applies to what happens to yourself. It is not the same thing as the general feeling a person with intuition has.

NEGATIVE BALANCE

MENTAL BALANCE

Your Mental Balance determines how well you stand up to terrible experiences and what happens if you are shocked. The Mental Balance depends on your advantages and disadvantages.

Mental Balance is the sum of all points for Advantages, minus the sum of all points for Disadvantages. If the result is a negative number, you have a negative Mental Balance.

When a character experiences a terrifying event, he or she makes an ego roll. If this fails, characters with a large negative Mental Balance are in trouble. They may lose control over their feelings, and their actions are controlled by their Disadvantages. The lower Mental Balance, the more time it takes for the character to get a grip on himself and start acting rationally again. A very low Mental Balance increases the risk of incurable psychosis. Below -75, a severe shock will contort the character's body.

A high Mental Balance protects the character against terrifying events. He or she will not lose control easily, even if a shock results. Characters with a very high Mental Balance are hardly affected at all by terrifying events.

Rules about terrifying events, possession and mental illness can be found in the chapter "Meeting With Terror", in "Beyond the Veil", dedicated to Game Masters.

Simplified Characters

You calculate Mental Balance in the usual way, by subtracting the points for disadvantages from the points for Advantages.

A very low Mental Balance changes your personality. Your body and your psyche deviate from the firm, balanced personality that all "normal" people try to maintain. Below we will describe these effects briefly. In the section "The Awakening", Game Master will find more details about very low stability (under -100). We recommend that no player starts with a balance lower than -25.

-15 You emit a weak negative aura which makes children and animals uneasy in your presence.

-25 Disturbed. You may have the Advantage Magical intuition. You are so ill that a mental examination would single you out as abnormal.

-50 You are so warped that a mental examination would classify you as mentally ill.

-75 Psychotic. When shocked, your body changes. These effects are described in the chapter "Meeting with terror." You may begin to get Limitations as well as Disadvantages. You are getting problems with maintaining emotional contact with other people and will break off any relationship that gets too intimate.

-100 Your Advantages drop by one point for every balance point under -100. You are permanently losing control of your Disadvantages, just like you could do temporarily at higher balance levels. Your light sides take the form of a light shadow that follows you and attempts to contact you (see The Awakening).

POSITIVE BALANCE

A very high positive Balance also gradually changes the character away from what is normal among humans. The effects of high positive balance levels are described in "The Awakening".

+15 You emit a weak positive aura which makes children and animals feel comfortable in your presence.

+25 You may have the Advantage Magical Intuition. You are known to be a harmonious and stable person, whom everybody likes.

+50 You have a natural empathy. People feel safe in your company.

+75 Beings with a negative Mental Balance down to -100 avoid you if they can. You cannot be possessed by creatures with a higher Mental Balance than -250.



CHANGES IN MENTAL BALANCE

The Balance will change during the game, as the character gets new Disadvantages or gets rid of old ones. The Balance may also change as a result of events that the characters experience, or you can change them by expending experience points. This is described in the section Experience and Practice, in "Beyond the Veil" for Game Masters only.

EXAMPLE

Harry has paid 65 points for Advantages and received 85 points for Disadvantages. 65 -85= -20. You write down -20 under Mental Balance on the character sheet. This means that Harry is a rather unstable person. In a terrifying situation he may lose control of his Disadvantages. If his Balance drops another five steps, he will no longer be in acceptable mental health.

Background

If you look at when Harry got his various Advantages and Disadvantages, you will see that his Mental Balance was dangerously low in his youth. At the age of twelve it was down to -40. It then gradually improved up to the 1980s, when it was close to zero about two years before his divorce. Then it dropped again, to the present level. It's good for the Game Master to know this because it tells him what kind of an impression Harry made earlier in life. People who met him in his teens probably thought he was wacko. Those who knew him in the late 70s or early 80s saw a stable and harmonious man.



"I am not young enough to know everything." Oscar Wilde





SULT POINTS IN

"Light and information flickered over Mariah's tender face in the darkness of her bedroom. Her fingers moved across the keyboard with nearly blinding speed. Her crimson lips curled into a smile. She was in her element, practicing the art that had made her infamous. Ever since her parents had given her the computer and modem, she had rarely ever left her room except to eat. Hacking had intrigued her from the start and after only a year, she was one of the best out there. Though no one know who she really was, her handle was talked about everywhere. She was respected and loved by her community, a fact she relished, even if the adoration only was from afar and never to be fulfilled.

The screen flickered again, bringing up a menu for the company she had just broken into. It was a small one, she didn't want to risk ever hacking into something large from home. Mariah's parents might be a little upset if the federal police came knocking on the front door looking for their daughter. So, she spent her time with the small stuff, basically just wasting time and honing her abilities for the big league endeavors that she did now and again. The current company in question was Front Edge

Technologies. It was a small software company that had just opened up in town. She was curious about them since their web page had been so vague in its descriptions. After studying them for a few weeks, she had finally discovered a back door into their system.

Menu after menu of information flickered before her. She was surprised by the complexity of the selections and displays. This was a high-grade system she was playing around in. Indeed, some of the stuff she saw just shouldn't have been there. Suddenly personal files started to scroll over her screen. The files seemed to contain everything on them and their lives. Their weight, family members, where and when they worked and ate. Quickly she realized what they all had in common. They all shared the same strong political view and were active in politics in their respective countries. It struck her as the screen went blank, this was a hit list. She blinked in shock. What had she done wrong? Her blood ran cold. Thinking she was being traced, she hit the off switch to her computer. The room fell into complete darkness, and she sighed softly to herself."
Skills

There are three kinds of Skills: basic, general and academic. Everyone has a chance to succeed with basic Skills. The default score is 3. General and academic Skills are such that you have learned in your profession or otherwise trained earlier in your life. To get academic Skills, you must have an education score of 13 or more. Choose the Skills that you want, and that are appropriate for your character's background, and note them on the character sheet. The basic Skills are already noted, and all you need to do is write down if you want higher scores than 3 at some of them.

NEW SKILLS

We have provided a selection of possible Skills. If you want to create new Skills, feel free to do so. The Game Master decides what abilities control the new Skill. You then expend Skill points to acquire them in the regular way. A profession often demands the creation of new Skills. Jobs like game designer, computer hacker or sect leader will call for Skills, which do not appear in our list.



8kills

The skill points are used to determine your Skill scores. You have 150 skill points to distribute among the Skills you choose, plus or minus any modifications for Advantages and Disadvantages. That is the sum recommended for ordinary characters. If you and your Game Master want to create weaker or more powerful characters, you may agree on distributing more or less points. An average "non-heroic" character has 100 Skill points, a very experienced and skilled person gets 200 points, and a truly powerful and knowledgeable character may distribute 250 points. If you and your GM so wish, you may have even more powerful characters.

Every Skill Point expended increases your score in the Skill by one. However, every Skill is controlled by one of the basic Abilities. You cannot raise your Skill score above your score for that ability. Example: By expending 15 Skill Points, you may get a score of 15 in the skill "Climbing", but only if you have a score of at least 15 in its basic Ability, in this case "Agility". The description of each skill states which ability controls it.

If you want to increase the Skill score above your score in the controlling ability, every step costs 3 Skill Points. Thus, for a person with a score of 15 in Agility to get a score of 20 in "Climbing", he or she needs to expend $(15 + 5 \times 3=)$ 30 Skill Points.

This reflects that it is very difficult to learn something you lack the natural talent or physical requirements for. Someone with an Agility of 20 will easily learn acrobatics to get a Skill score of 20. But a stiff-jointed person with an Agility of 7 will have to practice and work a lot more to become equally skilled. This takes time and energy, and detracts more from that person's chances of learning other things, i.e. it costs a lot of Skill Points.

We recommend that no character start the game with a score over 20 in any Skill. It is possible to increase Skills to over 20, however, and specially trained scientists or elite athletes may, as an exception, be allowed an extremely high score in one Skill.





Simplified Characters

You have two Skills with a score of 18, two with a score of 15, and eight Skills with a score of 10. You may choose the Martial Art Skill with basic Skill scores instead of one of the two score 15 skills. In every academic Skill, there are various specialties. These cost one Skill point per step. But in order to learn a specialty, you must have a score of at least 5 in the basic field of Skill to which it belongs. For example, to learn Physics, you must first learn the academic field "Natural science".

Choose Skills according to the Archetype, and write them down with the scores. You don't have to worry about which Abilities control the Skills. You are free to choose a score of 18 in a Skill where your controlling Ability score is only 12. But later, when you want to improve your Abilities, you will find this more difficult when your controlling ability score is lower than the Skill score. Nothing stops you from having academic Skills that do not fit in with your profession. You might have attended evening classes or studied some subject as a hobby.

WEAPON SKILLS

BASIC SKILLS

Even if you haven't spent any Skill Points on basic Skills, you still have a chance to succeed with them. All characters automatically have a Skill score of 3 in basic Skills. If you want a higher score, you expend Skill Points from 3 and up (not for the first 3 steps). Make a note of the score of 3 for all basic Skills that you haven't increased.

ACADEMIC SKILLS

To get any Academic Skill, you must have an education of 13 or higher. That approximates having at least begun a university education. In all other respects, academic Skills work like other Skills.

Every type of weapon belongs to a separate Skill, e.g. the Skill "Handgun" contains any type of firearms designed to be used with one hand (revolver or pistol). Skills with weapons for melee, and with throwing weapons are governed by Strength. The weapon types for melee and throwing weapons are: Dagger, Throwing Weapons, Impact Weapons, Pole Arms, Sword, Whips and Chains, and Axe. Skills with projectile weapons are controlled by Agility. The types are: Automatic Weapons, Rifle and Crossbow, Bow, Handgun, and Heavy Weapons. A special type of Weapon Skill is for natural weapons such as fists and feet, which are governed by either of the skills Unarmed combat or Martial arts. If you have skill with a type of weapon, you can use all weapons belonging to that type without penalty.

All Weapon Skills are basic Skills. This means all characters automatically have a score of 3 with any weapon.



WEAPON MANEUVERS

Weapon maneuvers are specialized weapon skills that require that you can handle a weapon. For instance, they can allow you to shoot twice during an action or draw a gun unusually fast. The weapon maneuvers are not basic Skills and are treated like general Skills.

THE SKILL SCORE

The Skill score is your chance to successfully use a Skill. It is normally a number between 1 and 20. When you use the skill, you roll 1d20. A result equal to or lower than your skill score means you managed to do what you were attempting. If the result is higher than your Skill score, you failed.

LANGUAGES

All characters speak their mother tongue fluently. They are also able to read that language. Your chance of successfully deciphering or producing a difficult written message in that language is equal to your education score.

All other languages are separate Skills. Speaking, reading and writing a language are all part of a single Skill, if you can speak a language, you can also read and write it. If, for some reason, you decide to be illiterate, you simply decide that the character cannot read and write. This does not affect any points or scores.

THE EFFECT

If you succeeded with the Skill roll, you subtract the roll from your Skill rating to see how well you succeeded. The result is called effect. An effect of 0 means you only barely achieved the desired effect, or only a part thereof. If the effect is 20, you did great!

The effect is used to create suspense in the game. If you get a result of 30, you may have achieved something you hadn't even thought possible, like looping a helicopter. A result of 0 is a narrow escape, e.g. if the roll is for flying a helicopter, you barely avoid crashing.

The GM may prescribe a minimum effect that you must get in order to achieve what you wanted. For example, if you are searching for information, some of the facts you might have found out will remain unknown if you don't get a sufficient effect. Or your elegant acrobatic maneuver with a rope between the roofs in Paris ends on the wrong house. Or your disguise might pass the first tests, but is revealed when you reach the inner circle of the Azghouls, if you didn't get a sufficient effect on your die roll for the Skill "Disguise".

There are seven levels of quality, which determine how well you succeed. The GM uses them as a guideline, not a firm rule. If you are uncertain of how much it takes to achieve your aims, you can see in the table below how three different types of Skills work with the effect. Determine how difficult the task is, and set the minimum required effect accordingly.

The examples below are for three types of Skills:





Investigative

E.g. Forensics, History, Information retrieval, Computers, Occultism.

Mobility maneuvers

E.g. Dodge, Sneak, Swim, Acrobatics.

Creative

E.g. Disguise, Crafts, Journalism, Sketching/ painting/sculpture, Acting.

When two Skills are pitted against each other, for example the Nepharite's "Search" against your "Hide", the GM will subtract your effect from your opponent's. As a rule, the GM subtracts the effect of the "passive" Skill from that of the "active" one.

EXAMPLE

Harry sneaks across the roof toward a sentry at the headquarters of the German arms smugglers. He has a score of 15 in Sneak. You roll 1d20 and get 8. The difference between 8 and 15 is 7. Harry's effect is 7, a normal result. The sentry senses that something is wrong. The Game Master makes a Perception roll for him. His Perception is 12 and the roll gives 11, so he only just makes it. The difference between 12 and 11 is 1. That is the sentry's effect. But Harry had an effect of 7, which is now subtracted from the sentry's effect, giving -6. The sentry does not notice Harry. Harry gets all the way up to the sentry and makes an attempt to knock him down with a blow to the head.



EFFECT	QUALITY LV	L INVESTIGATIVE SKILLS
0	Very poor	Almost no information found.
1-4	Acceptable	Some interesting facts. You sense that there is more.
5-15	Normal	You find the most important data, the things that you really need
16-20	Good	You find most of the sought information, and you know if there is anything more to look for.
21-25	Very good	You find almost everything there is to know, and you know where to look for the rest.
26-29	Extraordinary	You find everything there is to know.
30+	Outstanding	On top of finding all existing knowledge, you also uncover some new facts that nobody knew about.
EFFECT	QUALITY LV	L MOBILITY MANEUVERS
0	Very poor	You stumble and make a fool of yourself.
1-4	Acceptable	Small obstacles are no problem. With a little help, perhaps you can do something heroic.
5-15	Normal	Most obstacles are overcome. You can do a heroic act.
16-20	Good	You overcome all normal obstacles, and heroic deeds are no problem.
21-25	Very good	You overcome even very difficult obstacles. Heroic deeds are routine.
26-29	Extraordinary	A world-class performance. Anything that is at all possible for humans is within your reach.
30+	Outstanding	You are simply the best. Nothing is impossible, no obstacle too difficult.
EFFECT	QUALITY LV	L CREATIVESKILLS
0	Very poor	Not even your friends will praise you for this one.
1-4	Acceptable	Looks good to most ordinary people. Your friends approve.
5-15	Normal	Even more qualified people are fooled/impressed. Your friends love it. A professional piece.
16-20	Good	Many professionals are fooled/impressed. Your friends are ecstatic.
21-25	Very good	Even the professionals are impressed. It is very difficult to unmask/ understand / copy your work.
26-29	Extraordinary	You fool everyone or impress all except the very best in the world.
30+	Outstanding	You are unique. Nobody can unmask/understand or copy your work.



AUTOMATIC SUCCESS

In most ordinary situations, there is no need to roll a die to determine whether you succeed. Anyone with 5 or more in car driving is able to handle a car without steering into the ditch. It is only when you have to zigzag between freight trucks while simultaneously defending yourself from the axe murderer in the back seat, that you need to do a Skill roll to see if you manage to stay on the road.

This applies to a lot of Skills, particularly professional ones. Skill rolls are only made in special, demanding or critical circumstances. For example, most people are able to cook a meal if they have a stove and some ingredients, but what it tastes like might be a different matter.





The GM should use his common sense to determine when a die roll is called for. Too much die rolling only interferes with the role-playing.

PERFECT & DISASTROUS THROWS

Very high and very low results of the Skill roll will modify the effect. With a very low roll you succeed better than expected. A roll of 20 means that something has gone wrong.

If you roll an unmodified "1" you have achieved a perfect throw. You may add +10 to the effect.

A roll of 20 always means that something has gone completely wrong, e.g. the driver crashes the car, the climber falls. The GM uses his imagination to decide what happens.

SPECIALIZATIONS

Each Skill may be broken into a variety of sub-skills, or discrete portions of closely-related knowledge. For example, the skill Dagger can have sub skills of fighting knife, hunting knife, kukri, etc. Players who earn a score of 13 or more in any Skill may choose to specialize in a particular sub skill.

Successes earned using the area of specialization earn a +5 to the effect. In some cases, this will simply result in "better success" as narrated by the Game Master; in other cases, a more tangible result will follow. For example, a greater success on a knowledge-related throw would indicate a keener understanding of a subject.

Players are encouraged to create their own sub skills, but they should remain moderate and try to not create sub skills that are too inclusive. For example, the sub skill "single-edged weapons" or "double-edged weapons" is a little too broad for the Dagger Skill. Of course, Game Masters should approve the sub skills.

EXAMPLE

Harry has 170 points to distribute on Skills, 150 basic Points, and 20 Points for having a mental balance of -20. You consult the Archetype and choose some Skills that seem appropriate. Note Harry's scores for the Abilities that control these Skills, and choose how high his Skill scores should be. Then you write them on the character sheet, and describe in the character background where and how Harry acquired them. Remember to note a score of 3 in those basic Skills on which you don't expend any points. The Martial Arts Skill costs 10 points for Harry since he has the Body Awareness Advantage.

Skill	Ability Score	Max Score	Skill Cost
Arabic	15	15	15
Automatic			
weapons	18	15	13 (basic)
Bugging	15	10	10
Dagger	15	14	11 (basic)
Spanish	15	10	10
Interrogation	12	10	10
Hide	10	3	0 (basic)
Burglary 10	10	10	
Throw	15	3	0 (basic)
Climb	18	3	0 (basic)
Net of contacts:			
Intelligence			
services	12	12	12
Drive car	10	10	10
Search	10	3	0 (basic)
Read/			
write French	11	11	0 (basic)
Melee &			
throwing wpns	15	3	0 (basic)
Handgun	18	18	15 (basic)
Swim	11	3	0 (basic)
Firearms	18	3	0 (basic)
Unarmed			
combat	15	3	0 (basic)
Sneak	18	15	12 (basic)
English	15	5	5
Dodge	18	3	0 (basic)
Man of the world	15	15	15
Martial arts		(body av	wareness) 10
Strike	9	0	
Kick	15	3	
Block	9	0	
Dodge	9	0	
Stick	7	7	

Background : All of Harry's Skills are clearly connected with his profession as secret agent, or his previous career in the French Foreign legion. You note approximately when he learned the various skills, the military ones in the Legion and the agent ones while in Intelligence.



BASIC SKILLS AGL-BASED

Climb Projectile weapons Automatic weapons Rifle and crossbow Bow Handgun Heavy weapons Sneak Dodge STR-BASED Throw Melee and Throwing weapons Dagger Throwing weapons Impact weapons Pole arms Sword Whips and chains Axe Unarmed combat CON-BASED Swim PER-BASED

Hide Search

EDU-BASED

Read/write your native language

BASIC SKILLS DESCRIPTIONS

Climb

The GM decides what effect is needed, taking into account that it's more difficult to scale a smooth wall than to climb up a scaffolding. A long climb may mean that you have to roll several times. An insufficient effect means you hang where you are without getting either up or down. You can make a new attempt, but each attempt takes ten minutes. A disaster means you fall down. The GM consults the section on Falling Damage.

Climbing equipment such as ropes and pitons will add +5 to the Skill score when appropriate.

Ability: AGL

Dodge

The art of not being where the attack hits. You step out of the way, and your opponent misses. You must decide to dodge or not before the attacker rolls to hit. To dodge, you roll a die and compare the result with your Skill Score. If your die roll is higher than your Skill Score you failed to dodge, else deduct your die roll from your Skill Score, this is your Dodge Score. Compare your Dodge Score to the attacker's to Hit Score. If yours is equal to, or higher than the attacker's Hit Score, you Dodge the attack and no damage is dealt. If the attacker's is higher you receive damage as normal. You may not dodge a perfect hit! Dodging takes one action.

Only unarmed attacks, melee weapons and throwing weapons can be dodged. When dodging throwing weapons, you have half your normal Skill score.

Ability: AGL

Hide

In order to avoid being seen, you must have somewhere to hide. The more open the terrain, the higher effect is needed to avoid detection. If the player rolls higher than the required effect, subtract the extra points rolled from the effect of any pursuers looking for him (i.e. using the Skill Search).

Ability: PER



Melee Weapons & Throwing Projectile Weapon Weapons This is the Skill to hit

Not all weapons are controlled by the same Ability. You must acquire knowledge about every type of weapon separately. There are six different types of melee- and throwing weapons: daggers, clubs, pole arms, swords, axes and throwing weapons. A Skill means you can handle all weapons belonging to one type. Since all these Skills are basic, everyone has a small chance to succeed with a weapon, regardless of training and weapon type.

The weapons and Weapon Skills are described in detail under "Weapons" in the Combat chapter.

Ability: STR

This is the Skill to hit things with some sort of projectile-launching weapon. There are five types of such weapons, and each type is a separate skill, which must be learned by expending skill points, and is not affected by any other projectile Weapon Skill you may have.

The types are: Automatic Weapons, Rifle and Crossbow, Bow, Handgun, and Heavy Weapons. More details about Weapon Skills will be found in the Combat chapter.

Since these are basic Skills, everybody has a basic chance to hit. But in order to be able to fire the weapon at all, someone must have shown you the basic mechanics, such as how to release the safety catch, or where to put the arrow on the bow. There are technics about all projectile weapons,



which are not obvious to a person who never handled one. If you must figure out by yourself how the weapon works, you need to make an Ego roll. This takes a few minutes, so it's not a very good idea in a combat situation.

Ability: AGL

Read/Write Native Language

In this Skill, all characters begin the game with a Skill score equal to their EDU.

A good effect means you manage to read/write without errors, or that you express yourself well, or that you interpret a difficult text. You do not normally need to roll any dice in order to read/write or speak. It is only when you need to do something difficult involving the language that you must roll. It might be to read a very old text, or a complicated one, or to produce a literary text that meets high demands.

If you fail to decipher a difficult text, you can try again. How long it takes depends on the length and difficulty of the text. It can take hours, days, months.

Ability: EDU

Search

The GM decides how high an effect you need to find something. If you are looking for someone who is hiding, the effect is modified by how well your target manages to hide. If he rolls over the minimum required, the extra points rolled are subtracted from your effect.

A high effect means you find everything there is. A low effect may mean you only find parts of what you might have found.

Ability: PER

Sneak

For every two kilos of load the character is carrying, subtract one from the effect. The GM decides what effect is necessary to avoid detection. The difficulty depends on many external circumstances such as creaky floors, darkness, debris on the floor, background noise, and so on. If you roll higher than the required effect, the number you rolled above the limit are subtracted from the effect for all those who are actively searching for you.

A high effect means that not even mice and birds notice your passage. A low effect means you make some noise, but not enough to be spotted directly.

Ability: AGL

Swim

If your score is 5 or higher, you can normally swim for a number of minutes equal to your CON+STR, without having to roll any dice. After that, you must roll under your skill score not to sink. A successful throw means you stay afloat for another CON+STR minutes.

For every throw you make, your Endurance drops five points. When it reaches zero, you begin to sink. You are totally exhausted, and the GM nastily consults the rules about drowning. If you get ashore before that happens, you can be on your feet after half an hour. Characters with a score of less than 5 must roll immediately when they get into the water to determine whether they stay afloat.



It is normally possible to swim five meters during one combat Round, provided that your effect is at least 5. A lower effect indicates that you missed a couple of strokes. An effect lower than 3 means you took an involuntary gulp of cold water. The effect is reduced one step for every kilo you are carrying.

When there are high waves or very cold water, the GM may demand a higher effect for the swimming to be successful.

Ability: CON

Throwing

This Skill entails throwing an object as far as possible and hitting what you are aiming at. How far you can throw depends on the size and weight of the object. No character can throw anything that weighs more than his load capacity.



A high effect indicates a long and wellaimed throw. A low effect may mean that the thrown object has too little power when it hits the target to do any effect. Throwing weapons are controlled by separate Skills, not "Throwing".

Ability: STR

Unarmed Combat

The art of boxing, kicking, throwing and wrestling. "Unarmed combat" is the type of Skill you might find in a person who has often been in fights, but has received no formal training, simple punches and kicks. The Unarmed Combat Skill includes kicking, punching and wrestling. Damage for kicks, punches and wrestling techniques will be found in the weapons tables in the Combat chapter. Unarmed combat is counted as a Weapon Skill, and dealt with accordingly.

Ability: STR





GENERAL SKILLS	
AGL-BASED	EGO-BASED
Acrobatics	Accounting and bookkeeping
Body artistry	Administration
Craft	Alternative medicine
Falling technique	Area Secrets
Martial arts	Astrology
Parachuting	Bugging
Play instrument	Computers
Riding	Creative writing
Scuba diving	Cryptography
Sport	Demolition
Weapon maneuvers	Electronics
PER-BASED	Erotica
Burglary	Estimate value
Counseling	First Aid
Drive vehicle	Haut Monde
Forensics	Hypnosis
	Information retrieval
Forgery Gambling	Languages
Night Combat	Man of the world
Photography	Meditation
Piloting	Motor mechanics
Shadow	Numerology -
WITHOUT ABILITY BASE	Occultism
	Parapsychology
Two-handed combat	Pictorial arts
	Poisons and drugs
	Radio communications
	Seamanship
	Security systems
	Streetwise
	Style
	Survival
	Written report



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Acting	
Bargaining	
Carousing	
Diplomacy	
Disguise	
Etiquette	
Fortune telling	
Instruction	
Interrogation	
Net of contacts	
Rhetoric	
Seduction	



GENERAL SKILLS

Accounting & Bookeeping

You have knowledge of how to manage the ledgers and other accounts of a company. The skill can be used to check that a company's books are in order, and detect any frauds or fishy numbers. The lower you roll, the more you understand about the company's business deals, or the better you manage your company's accounting.

Ability: EGO

Area secrets

You know the dark secrets of any particular city or city-area. You know who bribes the city officials, where the secret entrances to the sewers are, the best places for drug deals, who might be good contacts, and where to leave the body so no one will find it for at least a decade. If need be, you could probably go into hiding for a long time and not be found.

Ability: EGO

Acrobatics

You can do somersaults, climb ropes, swing in trapezes and do other acrobatic feats. A high effect means you move perfectly, a low effect means you risk losing control over your muscles.

Ability: AGL

Acting

You can play a role convincingly. You are used to learning lines and improvising. The Game Master can require a minimum effect if the part is particularly difficult. A high effect indicates that you make an outstanding performance. You really are the person you play. Low effect means that your interpretation is okay, but less convincing. A total failure occurs when you forget your lines, enter the stage at the wrong time, and stumble over your own feet.

Ability: CHA

Administration

You know the theories, techniques, and principles of business administration. You can manage employees, increase efficiency, and otherwise handle the various facets of running a business. This can apply to businesses of various sizes or natures.

Alternately, this can be chosen for Public Administration, which deals with leadership in public society.

Ability: EGO

Alternative medicine

You are skilled in alternative healing techniques. This Skill covers the spectrum of nonstandard ("standard" meaning contemporary scientific) medical Skills, which vary in efficacy of treating illnesses or wounds. Possible forms of medicine include acupuncture, ayurveda (an ancient Hindu healing method), homeopathy (a system based on the application of small does of drugs that in larger doses cause symptoms of the disease being treated), qigong (a Chinese method of controlling the flow of natural energy throughout the body), shiatsu (traditional Japanese massage therapy), etc. The skill should be taken for each form of treatment known.

Game Masters should determine the medical efficacy of each form of medicine on a case-by-case basis, if alternative medicine is being used for long-term treatment of wounds. Suggested effects include lowering the healing time by onethird to one-half: healing from a light wound, which normally takes one week, would take three to five days. Some forms of treatment may be fruitless, or even counter-productive; this, again, is for the Game Master to decide.

Ability: EGO

Astrology

The art of interpreting astronomical phenomena in relation to events on Earth. The astrologer can make horoscopes to see the future of a person, and can calculate an individual's possibilities and personality from the time of birth. He believes there is a correlation between astronomical constellations and events in the past and the present. An astrologer automatically has some knowledge of astronomy; 1/4 of the skill score for astrology.



A high effect means that the astrologer believes himself to see correlations and truths. Astrology in this game does not work like magic. It normally doesn't "work" at all. The GM can allow the astrologer to make a true prediction, if this serves the plot. But normally, astrology is very bogus and has little or no relevance for reality (even though the astrologer may believe in what he is doing).

Ability: EGO

Bargaining

You are skilled at the art of bargaining. This Skill is good in markets when haggling over the price of tomatoes, or in the boardroom when discussing business deals.

Ability: CHA

Body artistry

You are skilled in artistically altering the human body, through body piercings, tattoos, scarification, and branding. People may desire this for any number of reasons: personal statement, ritual significance, or sexual stimulus.

Ability: AGL

Bugging

Knowledge of how to plant hidden microphones, cameras, receivers and other equipment for secret surveillance of other people. You can use and repair such equipment. A high effect means that you hear and/or see everything clearly in the place you have bugged. A low effect may mean that reception is poor, or the devices are detected after a short time.

Ability: EGO

Burglary

You can get past fences, doors, windows and even walls without raising an alarm. You know the best ways of getting into various buildings, and what tools are required. You also know where to look for surveillance cameras and alarm sensors, but you have no special Skill at disabling them.

High effect means you quickly and silently get into the desired place. At lower effects it takes a bit longer, and you make some noise.

Ability: PER

Carousing

This is not simply the ability to party; anyone can do that. It is the ability to party purposefully and successfully: to overhear important facts, catch the interesting rumors, negotiate yourself into a position of being introduced to the right people, successfully pretend to be drunk (when it would be useful), get others intoxicated enough to do your bidding, etc. You should describe what you are trying to do at a particular party, and not just throw the die. Good role-playing can modify the effect.

Ability: CHA

Computers

Knowledge of how to use computers. You are familiar with the most common operating systems and can use some programs. With a high score, you are able to write your own programs. Here are some guidelines for the GM:

Ability: EGO





- **1-5** Use a personal computer, write text, play games. Use simple software/applications.
- **6-9** Use a personal, mini, and to some extent a mainframe computer. Use most applications that do not require special knowledge. Write some useful programs in C, Pascal and possibly one or two other languages.
- **10-12** Use all common types of computers. Use difficult programs like CAD and complicated spreadsheets. Write large programs in most common languages. Write simple routines in Assembly language.
- **13-18** At this level, you are something of a hacker. You are able to use all computers, use, modify and write advanced programs, even in Assembly language. Repair some hardware.
- 19+ You can do almost anything with computers. Write and modify programs in any language, debug binary core dumps, bypass copying protections and passwords, etc. Repair hardware.

Counseling

You have ways of easing the distressed and mentally disturbed. You can, after sufficient conversations with people, determine what their probable psychological problems are, determine possible methods of recovery, and aid them through the process. This can simply be a keen insight into the human spirit, or it might indicate professional clinical training.

Ability: PER

Craft

Determine which craft you have mastered. It can be anything from sewing to jewelry or bookbinding. This Skill is used primarily to control things you have learned as hobbies. If you are trying to make something of professional quality or difficulty, the GM may demand a minimum effect for success. A high effect means you managed to make exactly what you had in mind, a low effect indicates a less sensational result.

Ability: AGL



Creative writing

Words drip like honey from your gilded pen (or keyboard). Poetry, essays, short stories, novels, and other forms of the written arts are all covered by this Skill. This is the more graceful and enjoyable form of Written Report.

Game Masters who require more realism may ask that Creative Writing be taken separately for each form of writing that is used.

Ability : EGO

Cryptography

A cryptographer is trained to solve codes and puzzles. He knows the most common techniques for encrypting information. He can tell which type of code system that has been used to encrypt a coded message. Certain codes cannot be broken without a key, but the cryptographer will have a good idea of what sort of key is needed. High effect means the code is quickly solved, or the cryptographer quickly realizes that it's useless to work with it unless the correct key is supplied.

Ability: EGO

Demolifion

You can make and use explosives. You can make signal rockets, smoke bombs, time bombs, and you know how to apply the explosives to get maximum effect.

ind you know how to apply the explosives to get naximum effect.

A high effect means that you achieve the blast effect you wanted. A lower effect can mean that the blast became stronger or weaker than you intended. You can probably imagine what a total failure means.

Ability: EGO

Diplomacy

The diplomat is a professional negotiator. Diplomacy is the art of getting everyone as satisfied as possible and solves conflicts that may seem insoluble, through compromises, power pressure and skillful lying. These things cannot be simulated with die rolls in the game; you must act them out between the players and the Game Master. Good role-playing may give a bonus to your effect.

High effects indicate that you managed to convince your opponents of the solution you wanted, or that you reached an acceptable compromise for both parties.

Ability: CHA

Disguise

You can dress like someone else, apply make-up and imitate someone's pattern of movement and speech, to avoid being recognized for who you really are. It is much more difficult to imitate a specific person than just disguising your real identity, or pretending to belong to a certain category. The more difficult a disguise you attempt, the higher effect will be needed.

Ability: CHA

Drive Vehicle

This Skill applies to either cars or motorcycles; you choose which. They are separate Skills, and if you want to drive both, you need both Skills. If your skill is 5 or more, you don't need to roll for normal everyday driving. Only in difficult situations and when you need to make a dangerous maneuver will the dice be necessary.

A high effect indicates a smooth and safe ride. Particularly difficult maneuvers may require a minimum effect.

Ability: PER





Electronics

You can repair, assemble and handle electronic systems and machines. You understand how electric machines work and can build simple devices.

High effect means a good repair or construction. A low effect means some small errors have crept in.

Ability: EGO

Erofica

You have learned a number of the ways to enhance libidinous experiences: you know the tools, toys and techniques to heighten the sensory experience, and you know all about the various locations on the human body that are particularly sensitive to erotic stimulation. Perhaps more important, you can quickly and intuitively know what will most stimulate a particular partner.

Ability: EGO

Estimate Value

You know what things are worth. This is an advantage when bargaining. Decide which type of goods you primarily want to master, real estate, jewelry, cars, antiques, art, or something else. Your knowledge is full in one field only; when estimating the value of other goods you have half your Skill score.

When you get a high effect, your estimate is very close to the real market value, and you may be able to tell whether the goods is worth more or less in other places around the world, and what the prospects are for future values.

Ability: EGO

Etiquette

The art of behaving correctly in polite society. You can take part in dinners and cocktail parties with Nobel laureates, old-fashioned European nobility, rich and powerful people anywhere in the western world, and you will know how to handle yourself. Etiquette is to dress right, eat and drink at the right time and with the right tools, bring presents when expected, and generally melt in with the cream of society. High effect means you make no mistakes and appear to have been born among the upper classes.

Since cultural traditions are so different, it may be wise to specify in which areas your etiquette applies. Japanese nobility or African-American city culture can be separate etiquette skills.

Ability: CHA

Falling Technique

If you fall or are thrown, you can roll with it and get back up on your feet without getting hurt. In this respect, the Skill is identical to falling as taught in various martial arts (see the martial art skill below). But "falling technique" is a little more. You also have the ability to slow a fall from high altitude, if there is a wall or something nearby to use for breaking. Your effect is subtracted from the effect of the injuries you receive from such a fall.

Ability: AGL

First Aid

You can apply bandages, put an injured person in the right position so that he can breathe, prevent shock, and perform resuscitation (mouthto-mouth, etc.). If the injuries are severe, the Game Master can require a minimum effect for your efforts to do any good. Success means you stop the bleeding, restart respiration in someone who almost drowned, etc.

High effect means you have done as much good as first aid can do. Low effect means you barely prevent the damage from becoming worse.

Ability: EGO

Forensics

The skill of knowing what to look for at the scene of a crime. You can handle fingerprint powder, you know where to look for fingerprints, you can identify fibers from a person's clothes, and examine a bullet to see if it matches a certain weapon (i.e., ballistics), etc. You must describe to the Game Master what you are doing, but he may give you hints about which things to examine and what you should avoid. The higher effect, the smaller and subtler traces you will find.

Ability: PER



Forgery

The art of making faithful copies of documents, bank notes, identity papers, contracts, or whatever. You know where to get the right sort of paper and ink, and how to use copiers, reproduction cameras and such equipment. It takes rather a long time to make a good forgery, and you must have access to good equipment.

High effects yield a perfect copy, which can only be exposed by a thorough testing. Lower effects mean there are flaws in your forgery, which may turn up upon close inspection. Combined with computer skills, this could allow the sophisticated reproduction of documents.

Ability: PER

Fortune Telling

You are familiar with the most common methods of fortune telling; tarot cards, astrology, palm reading, mirror looking, crystal ball and such. You can read people's faces and interpret their questions much in the same manner as a person with natural empathy, and you can produce answers that seem plausible. This does not mean that you otherwise function as a person with empathy. You have specifically learned to interpret people's questions and anxieties over their future. High effect means you make a correct interpretation of the person whose fortune you tell. You can tell him something about himself that he thought you didn't know, and make a plausible guess about his future.

Ability: CHA

Gambling

You can play most common games of chance; poker, roulette, blackjack, craps, baccarat, etc. You know how to devise simple systems, and to estimate the probability of winning. You also have some experience at detecting people who try to cheat. You know the most common tricks. High effect means you win a lot of money, unless of course you are not playing to win a lot (you might attract attention). If several people are playing against each other, cards for example, the highest effect wins. Player characters always have 25% chance to win in a game of chance, regardless of their effect.

Ability: PER

Haut Monde

You know the high life. You can name the best coffees, and identify the best wines. You know the most chic fashions, and where the best (or at least the trendiest) restaurants and vacation escapes are. You have an unerring knowledge of the finer things of life, partially through experience and partially through what you consider good "common sense."

Ability: EGO

Hypnosis

The hypnotist can place a willing person in hypnotic trance, a state of mind where subconscious thoughts and images rise to the conscious level. This can be used to reveal memories, which the person has constricted. It's not possible to hypnotize anyone against his will. High effect means the person quickly goes into deep trance and you find what you were looking for.

Ability: EGO

Information Retrieval

You are skilled in using libraries, books, databases, catalogs and registers to find out something you need to know. Of course, you can only find such information that really exists in a place to which you have access. The Skill only means you know where to look.

A high effect means you find the information quickly. Lower effects indicate that the search takes longer time, and/or you may not find exactly what you were looking for.

Skills

Ability: EGO

Instruction

You are good at teaching others. You make dull topics interesting, and you have a good speaking style. You can be a grade-school teacher, a professor, a private tutor, or someone who is just good with explaining things.

A variant of this Skill is the Skill Education, a Social Sciences specialization, which means you know the theories and principles of educational development. That specialization does not make one a good teacher; it only means you have "studied it."

Ability: CHA

Interrogation

This Skill is not equal to "torture"! Interrogation means you are skilled at manipulating, fooling or threatening people into revealing things they don't want to tell you. It usually takes a lot of time to break a person's resistance. You try to make him gainsay himself and entangle himself in a hopeless web of lies. Or trick him into thinking that revealing the desired information is going to be of benefit to himself, that it will not be treachery against his friends at all, and so on. The level of success is determined by subtracting the victim's effect on an Ego roll from your effect on the Interrogation roll.

A successful test (5 or more) means that the interrogated person quickly reveals everything he knows. Lower effects (0-4) may mean that the interrogation takes a long time and perhaps the victim keeps something back.

Ability: CHA



Martial Arts

There are three different Martial Arts in Kult. In reality, there are many more, but several of them are so similar that it serves no purpose to describe them separately here. For instance, taekwon-do is so similar to karate that it can be represented by Karate only. Aikido and Judo are related to Jujitsu. Begin by deciding which Martial Art your character has practiced. Each Martial Art costs 20 Skill points (10 if you have the Body Awareness advantage). Every Skill within the Martial Art has a basic score. For example, the Jujitsu grip Skill has a basic score of 9, which you automatically get when you "buy" the Jujitsu Martial Art.

Apart from the basic Skill score, you have the opportunity to select your specialty within the martial art. One point raises your score by one in any of the Skills listed under your Martial Art. However, you cannot take basic points from one skill to increase another.

Reduce your Skill Points by 20, the basic cost of the Martial Art Skill. Note the Skills, which are part of the art in the Skills section of your Character sheet, If you like you may now spend extra Skill points to increase your score in any one of the Skills listed under your Martial Art style.

Ability: AGL

Limits On Skill Scores

There is a limit to how high your skill score can be in martial arts. Your score in any Martial Art Skill can never exceed your score for the Ability that controls that Skill. Strike and kick are controlled by Strength, all other Martial Art Skills are controlled by Agility.

EXAMPLE

Harry has practiced Karate. This only cost him 10 Skill Points instead of the normal 20, since he has the advantage Body awareness. He notes the basic values for the various skills. Since his Strength is only 15, he cannot have a higher score than 15 in strike. Instead, he elects to raise his score for kick from 12 to 15, using three extra skill points. Again, this is the maximum since kick is controlled by Strength. As weapon skill he chooses stick and spend 7 skill points to get a score of 7 in that skill. So Harry have used a total of 20 points on Martial Arts, 10 skill points for the basic Karate skill and an additional 10 to increase the Kick and Weapon (Stick in his case) Skill scores within the Martial Art.

Strike	9
Kick	15
Block	9
Dodge	9
Stick	7

Practice & Experience

Martial arts skills can be improved in the same way as other skills. Every skill in a martial art is separate and points must be expended for each skill. Martial arts do not count as a single skill.

Jujitsu: The Soft Way

Jujitsu, like Aikido, consists of defensive techniques, but jujitsu is more concentrated on the practical defense against attacks with or without weapons. This doesn't mean you are unable to hurt attackers. "Defensive" means you practice not to attack, but to turn your opponent's power against himself.

BASIC SCORE
9
9
9
9
0

Karate

The Empty Hand/:Karate is an offensive sport where the emphasis lies on attacking with strikes and kicks. Sticks and nunchaku are used.

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SKILL	BASIC SCORE
Strike	9
Kick	9
Block	9
Dodge	9
Weapon	0

Commando Training

Commando training is a versatile training at Melee combat. Kicks, strikes, throws and grips are taught. Daggers and knives are also used.

SKILL	BASIC SCORE
Strike	6
Kick	6
Throw	6
Grip	6
Block	6
Falling technique	6
Weapon	0

Strike

Hitting your opponent with the fist or the side of the hand.

Kick

Some sort of kick. Flying kicks are a special maneuver.

Throw

When successful, you throw your opponent to the ground. If he doesn't know falling technique, it takes him a whole combat round to get back on his feet.

Grip

The grip doesn't do any damage. Instead, the tables show how well you have immobilized your opponent.

A scratch means a loose grip; the victim breaks loose if he rolls under twice his Strength with 1d20. A light wound means a half-good grip. The victim can break loose by rolling under his Strength with 1d20.

A serious wound means a good grip; the victim must roll under half his Strength with 1d20 to break loose.

A fatal wound means a perfect grip; the victim cannot break loose at all.

Block

You parry an attack with your arms or legs (no weapon), so that you lead the force of the attack away from yourself. It is only possible to use this skill against unarmed attacks. You must decide to block or not before the attacker rolls to hit. To block, you roll a die and compare the result with

your Skill Score. If your die roll is higher than your Skill Score you failed to block, else deduct your die roll from your Skill Score, this is your Block Score. Compare your Block Score to the attacker's to Hit Score. If yours is equal to, or higher than the attacker's Hit Score, you block the attack and no damage is dealt. If the attacker's is higher you receive damage as normal. You may not block a perfect hit! Blocking takes one action.

Dodge

The art of not being where the attack hits. You step out of the way, and your opponent misses. You must decide to dodge or not before the attacker rolls to hit. To dodge, you roll a die and compare the result with your Skill Score. If your die roll is higher than your Skill Score you failed to dodge, else deduct your die roll from your Skill Score, this is your Dodge Score. Compare your Dodge Score to the attacker's to Hit Score. If yours is equal to, or higher than the attacker's Hit Score, you dodge the attack and no damage is dealt. If the attacker's is higher you receive damage as normal. You may not dodge a perfect hit! Dodging takes one action.

Only unarmed attacks, Melee Weapons and throwing weapons can be dodged. When dodging throwing weapons, you have half your normal skill score.

Falling Technique

The art of falling without getting hurt and without losing control. A successful use of falling technique reduces the effect of the fall, by -5. You get back on your feet in one action, instead of a whole combat round, which is what it usually takes.

Weapon Skills

Numerous weapons are used also in Martial Arts, which are basically unarmed. In Jujitsu, you train with jo-sticks, swords and daggers. Karate uses sticks and nunchaku. Commando training contains quite a lot of knife practice.

The player chooses one Weapon Skill, which belongs in his Martial Art. It's possible to acquire more Weapon Skills, but your special Damage bonus will not apply to more than one.

Attacking with a Martial Art skill

A Martial Arts trained character is stronger and faster and does more damage in melee. To simulate this, an additional Damage bonus is added to the effect when you strike an opponent using a Martial Art attack. The score you have in the skill you used for the successful attack shows what to add from the effect in combat (see the table below). For throwing weapons, the Damage bonus is halved (rounded down). Ability: AGL



SKILL SCORE DAMAGE BONUS

+1
+2
+3
+4

This bonus is cumulative with the normal Strength/Agility damage bonus.

Man of the World

You are a man of the world and know how to handle any situation you can expect to get into among strangers and in alien environments. You aren't panic-stricken if you suddenly find yourself in the Chinese countryside where nobody speaks English and nobody can tell you where the nearest city is. You melt into the social environment and are at home in luxury hotels as well as in the slum.

High effect means you instinctively know how to behave among strangers. Low effects mean you are less certain and behave more like an ordinary, but adaptable tourist.

Ability: EGO

Meditation

You have learned some technique to meditate and regain your strength and endurance. A person who meditates regularly can get along with only 3-4 hours of sleep per night. To do this, you need a skill score of 10 or more. Successful meditation can also be used to restore your balance after being shocked. If your mental balance is negative and you fail your Ego roll in a terrifying situation, meditation can help you cancel the effects of the shock. Meditating successfully for at least 2 hours, increases the chance to succeed with this by 1d5 steps.

Ability: EGO

Motor Mechanics

You are interested in motors and mechanical things. You can fix motors and simple machines. Specify to the Game Master what type of motor or machine you are used to working with.

A high effect means you can repair a complicated breakdown, or work out how a complicated machine works. A low effect means you only succeed if the device is really simple, otherwise it just gives off a cough, but won't work.

Ability: EGO

Net of Contacts

This is the art of knowing the right people in the right places. Net of contacts is a common headline for several skills, one for each group where you have contacts. For example, "Net of contacts: criminals" means you know whom to get in touch with if you need a hit man, an illegal weapon, or drugs.

Other Nets of contacts can be scientists, politicians, businessmen, etc. A high effect indicates that you happen to know precisely the right person. A low effect may mean that you only know vaguely who might be able to help you, and you may need a go-between to get assistance from that person.

Ability: CHA





Night Combat

The art of fighting in bad light conditions, from twilight down to total darkness. You are guided by senses other than sight (i.e. sound, smell and vibrations). For unhindered combat in weak light, you need a minimum effect of 5 or more. If the effect is lower, 5 is subtracted from your skill score with your weapon. The same thing applies in total darkness, except that a minimum effect of 10 is required, and 10 is subtracted at lower effects. This skill is also helpful if you are temporarily blinded for some reason.

Ability: PER

Numerology

This is an occult tradition, which is related to mathematics and cryptography. A numerologist can look for connections by comparing figures and equations. He might compare the measurements of a building with the years or dates for large disasters, or the birth dates of certain one-egg twins, and arrive at amazing coincidences. Sometimes his conclusions are right, this is a good source of ideas for adventures. High effect means the numerologist has found a plausible connection between different numbers and mathematical formulas.

Ability: EGO

Occultism

You have theoretical knowledge of various occult practices and teachings; Kabbalah, spiritism, magic, demonology, tantrism, Satanism, occult societies and theories. For more on Occult traditions, see the chapter "Magic".

High effect means that your knowledge of some theory, occult object, ritual or group, is helpful in the present situation.

Ability: EGO

Parachuting

You know how to use a parachute, jump, land, and fold the chute. A high effect means you manage to land exactly where you want, and do it quickly. If your score is 10 or higher, you are able to perform tricks and patterns with others.

Ability: AGL

Parapsychology

You have knowledge of the hidden forces which modern science denies, telepathy, telekinesis, Kirlian auras, pendulums, divining-rods, ley lines and different types of clairvoyance.

You recognize these phenomena and you can perform parapsychological experiments and measure various kinds of non-measurable energies. Parapsychology does not cover occult phenomena. At high effects, you discover whatever phenomena there are to discover, and you are able to give some sort of explanation.

Ability: EGO

Photography

You can handle a camera and develop films. With a high score, you can choose different lenses and arrange artistic pictures or make special effects. You can also do retouching and editing.



The more difficult the motif, and the worse light conditions, the higher effect will be required for a good result. Otherwise, a high effect simply means the picture turns out like you wanted it.

Combined with computer skills, this could allow the analysis and sophisticated editing of photographic images.

Ability: PER

Pictorial Arts

You can create objects of art with various techniques. Most people specialize in one type of technique, and only have a basic knowledge of the others. Decide if you are a painter, sculptor, textile artist or something else.

High effects mean that the object is original, thought-evoking, beautiful or whatever you wanted it to be. Lower effects indicate that it may be technically well made, but not artistically perfect.

Ability: EGO

Pilofing

This skill applies to gliders, propeller planes, jet planes, fighter aircraft or helicopters. Choose which type you can pilot. You then have half your skill score with all the other types. If your piloting score is 5 or higher, you can fly under normal circumstances without having to roll the die. High effect means a smooth and safe ride. Particularly difficult maneuvers and air combat will require a minimum effect.

Ability: PER

Play Instrument

The player chooses which instrument to play. Every instrument is a separate skill, though of course anyone who can play the piano can also play other keyboard instruments (organ, synthesizer, cembalo) almost as well, a trumpeter will probably be able to handle other brass instruments reasonably well, and so on. The skill also means you can read music and you know some pieces.

A high effect means you play well and the audience wants to hear more. A low effect means you only manage to play without obvious errors, but without feeling.

Ability: AGL

Poisons & Drugs

You can recognize, make and use poisons and drugs. You are also able to make and use antidotes and serum, when possible, and identify a drug from the symptoms it has caused.

High effect means that you were right; the drug or poison works as you expected. Total failure can produce interesting results if (for instance) someone is exposed to the drug you just made. Poisons and drugs are described in a separate chapter.

Ability: EGO

Radio Communications

You can use advanced radio equipment. You know common frequencies and call signals. High effect means you quickly and smoothly send and/or receive a message.

Ability: EGO



Rhetoric

You can speak before an audience and argue convincingly in a debate. You never lose your tongue and always find the most brilliant arguments. High effect means you managed to say exactly what you meant in a convincing manner. Lower effect means there were some flaws in your argumentation. Successful Rhetoric doesn't automatically mean that you convince those who hear you, this also depends of what you are saying, and what your audience knows. Convincing a group of astronomers that the sun is an enormous lemon will not succeed simply because the dice went your way.

Ability: CHA

Riding

Choose which animal you can ride. Most people ride horses, but in some cases it might be a camel. If your score is 5 or more, you only need to roll in extreme situations like jumping a difficult obstacle or hanging on to the mount during a chase over rough terrain. The higher effect, the more complete control you have over the animal.

Ability: AGL

Scrounging

You have an unerring knack for finding useful implements and objects among what other people would consider junk. While some objects may require repair, others will be perfectly suitable. Weapons, clothing, and even food may be found this way, but within reasonable limits. Game Masters may provide bonuses or penalties for your Scrounging Skill based upon where you are using it. A high Effect in this Skill can occasionally produce amazing discoveries.

Ability: PER

Scuba Dive

You know how to handle all normal diving equipment. You know how fast you can ascend without getting the Bends, how to find your way under the water, and where it is dangerous to dive. A high effect means you swim fast, know where you are and can do whatever you set out to do underwater. A lower effect may mean that you get problems, the work takes longer than you anticipated, etc. Ability: AGL

Seamanship

You can handle a sailing boat or motorboat of normal size. You can read sea charts, navigate, and assess the weather so that you know if it's good enough for your vessel. Maneuvering a submarine, or large vessels like oil tankers, are separate skills. If you try to handle a large vessel, you have half your score in Seamanship.

High effect means you safely control the vessel and quickly get where you are going.

Ability: EGO

Security Systems

You can install a security system, e.g. to protect a house from intruders. These systems consist of TV cameras and various sensors, alarms, human guards and schedules, codes, locks and types of construction materials. You are also able to analyze an existing security system and find any weak spots. If you want to get into a place, "Security systems" is the theory; "Burglary" is the practical reality.

Ability: EGO

Seduction

You know how to be charming to the opposite sex, and you lack the natural shyness that most of us have. Your chance to succeed depends on how interested the other party is. If the victim is just waiting to be seduced, your throw may be modified. If the object of your desire is completely indifferent, you need a very high effect.

If the Game Master wants, your chances may be modified by the quality of your roleplaying. The environment and circumstances may also affect your chances, and so can your age and looks. A high effect may indicate that the victim becomes madly in love with you. A lower effect may mean that he or she accepts your dinner invitation, but will not go further than that.

Ability: CHA

Shadow

The Skill of following someone without being noticed. It may involve such things as spending eight hours in a hotel lobby or hanging around outside a building without arousing suspicion. If the person you are following turns



around and suspects the presence of a follower, your effect for shadowing is subtracted from the effect of the followed person's Perception roll.

High effect means you don't lose the object of pursuit and you are not detected.

Ability: PER

Sleight of hand

You are good at holding things without their being seen, palming objects, taking, or replacing them quickly and covertly (if they are within easy reach), producing them unexpectedly, etc. Both stage magicians and criminals to great effect use this.

Ability: AGL

Sport

Determine which sport you are good at. Every sport is a separate Skill.

AGL-based sports are e.g. sprint running, jumping, wrestling, golf, alpine skiing, gymnastics, ice hockey and all ball games except American football.

STR-based sports are e.g. weight lifting, discus and other throwing sports, tug-of-war, American football.

long distance running, rowing.



Any sport that involves riding on animals is based on AGL. Motor sports are based on PER.

A high effect means you achieve something good, exactly what depends on the sport; you score a goal, jump very far, run fast, etc. The GM must determine from case to case what you can achieve.

Ability: AGL/STR/CON

Streetwise

You know the ways of the streets. Gangs are more likely to accept you, you know a few good informants, and you don't come off sounding like a poser when you use street slang (chances are, it comes naturally to you). You know a few of the prominent locations for drug deals and other criminal acts. Naturally this Skill is more effective in a city the character is familiar with.

Ability: EGO

Style

You look good. You know just the right clothes to wear, what will probably come into fashion and what is just a bad mistake. If you aren't already good-looking, you are at least dashing in that tailored suit; if you are already handsome, you can dress to kill. While it helps to be rich (clothes designers don't just give away their apparel, after all), you can throw together just the right ensemble to catch someone's eye.

Conversely, you can use your style sense to blend with certain groups (e.g., you can dress collegiate preppy and look like you've done it all your life).

Ability: EGO

Survival

You know how to survive in hostile environments, deserts, Arctic areas, the polluted wastelands of Eastern Europe, etc. You know the edible plants, how to find water, trap small game, find edible insects, and protect yourself against storms and cold. The worse circumstances, the higher effect is needed to survive.

Ability: EGO



Two-handed Combat

This is a special Skill, which enables you to fight with one weapon in each hand, or to switch if one hand is injured. A character that fights with one weapon in each hand gets one extra attack action per combat phase. The Skill costs 10 points and has Skill score. You can use either one of your hands or both at the same time.

Ability: None

Weapon Maneuvers

The term maneuvers refers to special tricks and techniques you can learn to use in combat. You can only use one maneuver at a time unless you have the maneuver Combine. To succeed with a maneuver you must first succeed with your Weapon Skill roll, and then with the maneuver. Each maneuver is a Skill, which is bought in the ordinary way.

Ability: AGL



Change targets

Normally it takes an action to change the target of your attack. If you know Change targets it takes no action at all; you can attack your new opponent at once.

Double shot

You can fire so rapidly with your handgun that it only takes one action to fire two bullets without any extra penalty.

Fast load

You can reload a gun in half the time it normally takes. This time is indicated under the LOAD column on weapon tables. If two figures are listed, the second figure includes the use of speed-loader. Regardless, a successful use of this skill cuts the reload time in half. This skill must be taken separately for both bows and crossbows.

Feint

You are able to fool your opponent with a feint. Feints work against all kinds of weapons. Your opponent gets +5 on his attack throw and you get -5 on yours.

Combine

You are able to do several things simultaneously. You may perform one extra action in an action phase than you normally are allowed to. However, this action is deducted from those available to you in the combat round.

Quick draw

You are able to draw your weapon extremely fast. This takes no action, you can attack immediately from having the weapon sheathed/holstered. The maneuver is valid for handguns, melee and throwing weapons. Note that the weapon must be within easy reach and not, e.g., in your bag.

Written Report

You are skilled at expressing yourself in writing. You know various styles of written expression and can write formal letters, speeches, magazine articles and simple prose. The higher effect, the better text you produce.

Ability: EGO

Languages

All characters speak their native tongue fluently, but foreign languages must be learned. Every language is a separate skill, so you must expend experience points on each language you wish to know.

The Game Master decides if you need to get a certain minimum effect, depending on what you are trying to say or understand. A simple guideline:

Ability: EGO

SCORE	LEVEL OF KNOWLEDGE
5	You can make yourself understood, but your grammar is lousy.
10	Your grammar is decent, but your accent is very foreign
15	You speak the language very well
20	You speak the language as well as any native

Anyone who can speak a language can also read and write in it.



ACADEMIC SKILLS

All of the academic Skills consist of several specialties. The basic Skills indicate a thorough general knowledge in one area of knowledge, Natural science, Humanistic scholarship, Medicine or Social sciences. A score of 10 or more in the basic skill means you are a college graduate in that area. In Natural science you are a Bachelor of Science, in Humanistic scholarship you are a Bachelor of Arts, in Medicine you are a Bachelor of Medicine (which is not the same as a fully trained doctor), and in the Social sciences you are a Bachelor of Arts or of Law.

Specialization is a new skill which costs as much to acquire as the Primary Skill. Having a specialty means you are something of an expert in that area. In order to specialize, you need a minimum of 5 in the Primary Academic Skill. You cannot specialize in an unrelated field, e.g. the Primary Skill Medicine does not allow you to specialize in Arabic literature.

In the descriptions below, we suggest some specializations, but you are free to invent others.

All academic Skills are based on education.

MEDICINE

You have a medical degree and a good general knowledge of the human anatomy and various diseases. You are able to perform simple surgical operations, make a diagnosis of common diseases, and suggest treatment. This does not mean you have any practical experience with treating sick people, such experience is covered by the "First Aid" Skill. Specializations can be Anatomy, Toxicology, Pharmacology, Physiology, Neurology, Pathology, Psychiatry, Surgery.

NATURAL SCIENCE

You are more or less an engineer. This gives you a basic knowledge of Mathematics, Physics and Chemistry. You can perform various types of calculations and have a general knowledge of Electronics and Chemistry. Without specialization, you only have superficial knowledge of Astronomy, Biology and Geology. Specializations can be Astronomy, Biology, Computer science, Electronics, Geology, Physics, Chemistry, Mathematics.

SOCIAL SCIENCES

You have knowledge in fields such as Economics, Law, Political Science and Sociology. Specializations can be Economics, Law, Sociology, Political science.

HUMANITIES SCHOLARSHIP

You have a good general knowledge of history, languages, religion and other cultural subjects. Specializations may be Anthropology, Archaeology, Philosophy, History, Art, Linguistics, Literature, Psychology, Religion. "I am become death. Shatterer of worlds." Robert J. Oppenheimer (citing from the Bhagavad Gita)

1.14

"Here you are, Mr. Mannet," Nathaniel said as he handed the shiny, prop revolver to the actor. He smiled softly at the man, but the actor completely ignored him. Nathaniel shrugged and walked off mumbling, "Why, THANK YOU, Nathaniel for your kindness. Oh, you are so welcome, Mr. Mannet." Nathaniel uttered a low curse to himself and slipped behind his temporary special effects construction table at the rear of the set. Behind him, the crew was getting ready to shoot the next scene.

"You shouldn't have done it Sarah. I will never forgive you for this." Nathaniel thought as he watched the actor pointing the .38 at a beautiful women dressed in black silk lingerie. In his fevered memories, he could still see her atop Mannet in her trailer; passion and deceit mingling in the coupling of flesh. "No, that's not right! OUR trailer", he growled. "For that you'll pay, Sarah. I am not a nobody. You'll see."

The director called out "ACTION!" and the scene began. Sarah and Mannet recited their poorly written lines of garbage, and then the actor pointed the revolver at Sarah. He pulled the trigger and a loud bark erupted from the gun. The very real .38 shell continued on and blew apart one of the cameras.

"Cut! What the hell?!?", shouted someone; then everyone. A few people ran forward to examine Sarah's crumpled form. Mannet just looked at the gun in his hands with uncomprehending eyes.

Meanwhile, Nathaniel smiled and slowly started to walk towards the rear exit. No one noticed him slip away, nor heard his peals of hysterical laughter.

Combat

Combat in Kult is lethal, reflecting real life. Normally you shouldn't be able to take a bullet in the head and shoot back at the assailant afterwards. Combat can be anything from a duel between a player character and his mortal enemy to a pitched battle between twelve policemen and eight cultists.

Combat situations should be filled with action and suspense. Different combat types demand different handling of the rules. A duel can be played in great detail without losing suspense and movement. Massed battles must be handled in a more summary fashion, otherwise the action will be drowned in too many die rolls.

WEAPON SKILLS

Weapon skills work like other skills. You have a skill score, usually between 1 and 20. Anyone who lacks skill always has a score of 3 in the use of any weapon.

Each group of weapons is ruled by its own skill. If you learn to handle a group of weapons, you can use all weapons that belong to the group. The weapon skills are controlled by different abilities, depending on the types of weapons. Melee and throwing weapons depend on Strength, Projectile weapons depend on Agility.

ACTIONS

Combat in Kult is structured in actions. An action is, for example, to draw a gun, fire a gun, pick something up, stab with a dagger or start a car. A good rule of thumb is that anything that can be done in a single movement is one action.

COMBAT ROUNDS

To keep track of combat we divide actions into combat rounds. All beings can perform a number of actions during one combat round. The more actions you have, the more time you have to use to do them. The maximum for an ordinary human is 4 actions per round. The number depends on their Agility. All people have at least 2 actions.

INITIATIVE

To determine the order in which the participants perform actions in the combat round they all roll 1d20 (and adds/deducts their initiative bonus) for initiative. Highest result begins followed by the next highest and so on.

ACTION PHASES

Each combat round is divided into three action phases. If the combatants all have up to three actions, they normally act in turn, according to the initiative roll, in each phase of the combat round. If someone has less than three actions (which will often be the case), he begins using up his actions from the beginning of the combat round. A person with 2 actions will not be able to perform any action in the third action phase.



If someone has more than three actions, he can choose to perform the extra actions in any of the three action phases of the combat round. He chooses when they are to be used. However, normal human beings can never perform more than two consecutive actions in a single phase (unless they have an advantage which permits this). Supernatural creatures may perform a maximum of three consecutive actions in a single phase.

EXAMPLE

The winner of the initiative roll begins with his first action. If he has more than three actions, he can elect to perform the extra one(s) now. Next, the second person performs his first action(s). They then perform one (or more) action(s) each in the second and third action round. If they run out of actions, they stop.

If one person is fighting two or more opponents, it works in the same way. The winner of the initiative roll starts. The combatants then perform their actions, each in his turn, in each action phase, until the combat round is finished or they run out of actions.

Everything a character does takes one or more actions. The Game Master keeps counting how many actions the NPC's use and tells the players what their characters see. Since the player characters can't know what the NPC's are thinking, they should only be told what they can see and hear. For example, they can see that their enemies are shooting at them, but they can't know whether the enemies plan to run away if the attack fails.

In melee, a maximum of four people can attack the same opponent at the same time. There isn't room for any more.

EXAMPLE

Harry has an Agility score of 18, so he has three actions per combat round, and may perform one in each of the three phases. His opponent in the fight only has two actions, and is therefore unable to act in the third action phase. Harry begins the fight by shooting at his opponent, missing. This is his first action. The opponent uses his first action to advance. Harry grasps the opponent, using his second action. The opponent tries to break loose, but fails. He has now used his second and final action. Harry has one action left and uses it to position the opponent can't do anything to stop this because he has run out of actions.

Actions Longer Than One Combat Round

If anyone attempts to do something that takes longer than one combat round, he begins in the present combat round and continues into the next one, using the required number of actions.

EXAMPLES OF ACTIONS

Sometimes it's difficult to determine what constitutes an action, and how many actions it should take to do something a little more complicated. Below is a list with examples of typical things that are often done in combat, showing how many actions we thing they should use.

ACTIONS EXAMPLE Attack with a weapon A "Full" Parry with a weapon Change Target (Projectile Weapon) Draw a weapon 1 Holster a weapon See weapons tables Load a weapon 1-3 Take careful aim Start a car Pick something up Drop an object Stand up from sitting Kneel Lie down Throw yourself flat Turn around 1-5 Swinging a rope 1 - 5Hide

Throw an object Search for something Dodge First aid, one wound Pick a lock Light a flashlight Break in a locked door

COMBAT PROCEDURE

You resolve a combat round in two steps; an initiative step and an action phase step that is repeated until no participants have any actions left to perform.

THE TWO STEPS OF A COMBAT ROUND

Step One: Roll for Initiative

This is when you decide the order in which the participants act. Each player rolls 1d20, and the Game Master rolls for their opponents. Highest roll acts first. The initiative roll is modified by the character's Agility; for every step above 12, the character may add one to the die result. Highest result goes first, then the second highest, and so on. If a character and an opponent get the same score,



they roll again to determine their internal order. You roll a new initiative for every Combat round.

EXAMPLE

1

1 - 10

10

1 - 10

Harry and Cassandra are surrounded by the servants of Cairath, who close in with daggers and clubs. They are standing on a narrow ledge in the sewer, and only one opponent at a time can get to them. All combatants have three actions each.

Harry rolls 10. With his initiative bonus, that makes 16. His opponent gets a total of 13, so Harry goes before him. Cassandra rolls 2, which is 6 with her bonus. Her opponent gets 11 and goes before her. The order in which the combatants will perform their actions this round is: First Harry, then Harry's opponent, then Cassandra's opponent and finally Cassandra.

Step Two: The Action Phase

Actions are performed in order of initiative. If the distance between opponents is more than five meters, only projectile weapons can be used. At shorter distances, melee weapons and unarmed combat can be used. Handguns, shotguns and throwing knives can be used at close range, too. The Game Master determines which of the opponent(s) attacks which player character. This is usually self-evident from the situation. If not, it's most practical to let each opponent attack the nearest player character. The players choose which opponent to attack. After each hit, the player immediately notes any wound his character has received and sums it up with any previous wounds (the GM does the same for the NPC's).

EXAMPLE

"I shoot at the first one who comes at me" says Harry and rolls to hit. He hits, The Game Master notes that Harry's enemy takes a scratch. Harry's opponent moves toward him, flinching back slightly from the shot as the Game Master rules that it takes one action for the NPC's to get to the player characters. "I'll just stand still and cover Harry's back and shoot at those who come at us from behind" says Cassandra. Cassandra's opponent moves in on her. Cassandra shoots at the opponent just before he reaches her, the Game Master notes that Cassandra's opponent has taken a serious wound.

Repeat Step Two until the Combat Round is over

When all player's and NPC's have used their possible actions for the first action phase you go back and repeat step 2 for the second of the three phases, then back to 2 again for the third, and so on until all three action phases have passed and all participants have run out of actions. A being may not "save" an action from one combat round to the next. Once the combat round is finished and the next one begins, start over at step one again. Continue in this way until the battle is over.

RESOLVING AN ATTACK

When you have decided to use an action to attack, follow these three simple steps to perform it:

1. Calculate the Hit Score

2. Calculate the Damage Effect Score

3. Assign Wounds

CALCULATING THE HIT SCORE

You roll 1d20 and compare the result to your skill score, adding or subtracting any modifications from the to hit modification table below. If your die roll is higher than your modified skill score you've missed. If it is equal to or lower, you've hit. Calculate the difference between your modified skill score and die roll, the result is your Hit Score. If you attacked with a melee weapon, your opponent may now parry your attack if possible. See "Parrying a melee attack" below.

EXAMPLE

Mike fires a Glock 17 pistol in a badly lit sewer tunnel. He uses his Handgun skill score of 12 to fire and gets a -4 deduction due to the bad light, meaning that he has to roll under 8 to hit. He rolls a 6 and hits. He deducts his die-roll from the modified skill score (8-6) and gets a Hit Score of 2. If your foe is protected by any kind of Armor it is now entitled to make a Armor Saving Roll, see "The Armor Saving Roll" below.

EXAMPLE

Mike's foe wears a Kevlar Vest so he is entitled to a Armor Saving Roll. We consult the Armor Saving Roll table and see that the Kevlar Vest's Saving Roll against a Projectile attack is 5. He rolls 12 and fails the Armor Saving Roll, damage is dealt as normal, proceed and calculate the Damage Effect Score.

TO HIT MODIFICATION TABLE

SITUATION	MODIFICATION
You attack From Behind / your attack comes as a surprise	+5
You attack point blank (1m) with a projectile weapon	+5
You used a special type of ammo	According to ammo type
Your opponent is in a Difficult situation (lying down etc.)	+/- GMs judgment
You fire a short burst (automatic	c fire) -2
You fire a long salvo (automatic	c fire) -4
Size of your Target / Target has cover You attack a moving target	+/- GMs judgment
You fire a projectile weapon further than its RNG but within the Max Range	
Careful Aiming (per action, max 3 actions)	+3
Fighting With the Wrong Hand	-6
Bad Light (e.g. Torchlight)	-4
Attacking while wounded	-2 per light wound

Attacking while wounded -2 per light wound -4 per serious wound All these bonuses are cumulative and only affects

All these bonuses are cumulative and only affects your chance to hit, not your Damage Effect score.

PERFECT HITS & DISASTERS

If you roll an unmodified "1" on your roll to hit you hit perfectly. A +10 bonus is added to the Damage effect Score (see calculating the Damage Effect Score below).

If you roll an unmodified "20" you fumble and your attack fails. It's up to the Game Master to imagine something unpleasant that fits the situation.

CALCULATING THE DAMAGE EFFECT SCORE

If you hit, your weapon will inflict damage. Every kind of weapon has a Damage Effect Factor (DEF) to represent how much damage it inflicts. Compare your weapon's type (as stated in the equipment table) with the Weapons table to get its DEF. Use your Hit Score from step one to modify this Factor according to the Hit Effect table below. The result is your Base Damage Effect.

HIT EFFECT MODIFICATION TABLE				
HIT SCORE	DAMAGE EFFECT MODIFIER			
0-2	-5			
3-4	-2			
5-7	0			
8-9	+2			
10+	+5			

EXAMPLE

Mike checks the equipment table and finds out that his Glock 17 is a 9mm Pistol, he then checks the Weapons table under 9mm Pistols and gets a DEF of 9. Then Mike compares his Hit Score of 2 to the Hit Effect modification table and modifies his weapon's DEF with -5 accordingly, giving him a Base Damage Effect of 4. Modify your Base Damage Effect Score according to the Base Damage Effect table below to get your Damage Effect Score.

BASE DAMAGE EFFECT MODIFICATION TABLE

SITUATION

MODIFICATION

+/- dam. bonus

+/- dam, bonus

+/- dam, bonus

/2 (rounding up)

+ martial art

dam. bonus

You attacked with a melee weapon You hit with an unarmed attack You hit with a throwing weapon

You hit with a martial art attack

You fire a projectile weapon further than its RNG but within the Max Range You used a special type of ammo

-3 According to ammo type

You rolled a Perfect Hit (natural 1) +10

All these bonuses are cumulative.

EXAMPLE

Since Mike is using Hollow point ammunition he adds +1 to his Base Damage Effect giving him a Damage Effect Score of 5.

ASSIGNING WOUNDS



Damage consists of wounds of different severity. There are four types of wound: scratch (scr), light wound (lw), serious wound (sw) and fatal wound (fw). Higher effect numbers mean worse wounds. Every hit makes just one wound.

Wounds are cumulative. A person may survive one or two serious wounds, but hardly a hundred. Even scratches and light wounds can kill, if there is a sufficient number of them, because the victim will finally bleed to death.



A sufficient number of scratches equal one light wound, a sufficient number of light wounds count as a serious wound, and a sufficient number of serious wound will make a fatal wound. Every creature has a Damage capacity which states how many wounds of each type it takes to produce one wound of the next more severe type. Compare the Damage Effect Score with the Wound Severity table below to see how severe the injuries inflicted are. Please note that some attacks (mostly creature's natural attacks like beaks, claws and fangs) use their own wound severity table instead of the one below as stated under Attack modes in their description.

EXAMPLE

Mike compares his Damage Effect Score of 5 with the Wound Severity table above. He inflicts a Light wound on his foe.

WOUND SEVERITY TABLE					
DAMAGE EFFECT SCORE	<0-4	5-11	12-17	18+	
WOUND SEVERITY	SCR	LW	SW	FW	
FOR HEAVY WEAPON	LD	MD	HD	D	
ADDITIONAL COMBAT RULES

THE ARMOR SAVING THROW

If a being hit by an attack is protected by some kind of armor it is entitled to an Armor Saving Throw. If it succeeds, the being will not be hurt by the attack. The armor will absorb the full force of the attack. Compare the armor and the attack type with the Armor Save Throw table in the Armor section to get the number one has to roll equal to, or below on 1d20 in order to avoid damage. If the die-roll is equal to, or below the throw succeeds. The attack targeted a body part protected by the armor and didn't manage to penetrate it. If the die-roll is higher the attack targets a unprotected body part or a manages to penetrate a body part protected by armor, damage is dealt as normal.

COUP DE GRACE

You can always kill a defenseless opponent...in theory, that is. Fortunately most people find it hard to kill in practice. An opponent is considered helpless if he is unconscious, sleeping, tied up (hands and feet), or something in that order.

KNOCK-OUT

In melee, you can elect to try and knock your enemy out rather than injure or kill him. When you hit, you check the effect as usual. If the Damage Effect is equal to or greater than the victim's CON divided by two, he has been knocked unconscious. A hit to the head gives +3 to the Damage effect score. Striking with the butt of a rifle, a baseball bat or similar weapon, gives +2. A blackjack gives +5.

TOTAL DARKNESS

In total darkness, all skills that in any way depend on sight will only succeed on perfect hits. All other results are failures. You cannot move except very carefully and slowly, with 1/10 of your normal movement. If you would normally be able to walk six meters in a combat round, you can only go half a meter.

Of course, this lowered movement is voluntary. It is the fastest possible movement with preserved safety. If you want, you can take a risk and go faster. In a panic, you can even run. But there is a big risk that you will stumble over anything that lies on the floor, or that you will run straight into a wall. The Game Master decides from case to case what happens. The number of walls and other obstructions, and their closeness, is a significant factor here.

There are two skills which actually have an increased chance to succeed in bad light or total darkness: Sneak and Hide. You get -5 to your skill roll in bad light, and -10 in moonlight. In total

110



darkness, Hide only fails on a flunked throw, and Sneak has -5 to the die roll.

PARRYING A MELEE ATTACK

You can always parry an opponents melee attack with your melee weapon; this does not cost you an action. You must decide to parry or not before the attacker rolls to hit. To parry, you roll a die and compare the result with your weapon Skill Score divided by two. If your die roll is higher than your divided Skill Score you failed to parry. Otherwise, deduct your die roll from your divided Skill Score; this is your Parry Score. Compare your Parry Score with the attacker's to Hit Score, If yours is equal to, or higher than the attacker's Hit Score, you parry the attack and no damage is dealt. If the attacker's is higher you receive damage as normal. However, you may not parry a perfect hit! You can choose to spend an action to perform a "full" parry, this will allow you to roll against your full weapon Skill Score when you roll to parry.

You must hold a weapon of sufficient size and toughness to withstand a blow from the attacker's weapon to parry an attack (GMs ruling). If it succeeds, you will not be hurt by the attack. The weapon will absorb the full force of the attack. You can use a projectile weapon to parry (a rifle for example) but then you must spend an action and still only roll against your divided Skill Score. You can not perform a "full" parry with a projectile weapon.

EXAMPLE

Jenny has 2 actions and fights an opponent who has 3 actions. The opponent is equipped with an iron pipe and Jenny with a hammer. Jenny wins the initiative and uses her first action to swing the hammer at the foe, the GM decides that her foe just parries normally. i.e. he doesn't spend an action for a full parry. Jenny hits with a Hit Score of 7. The foe has a weapon Skill Score of 12, so he has to roll below 6 to get a parry score (12/2). He rolls a 3 and gets a Parry Score of 3 (6-3) which means that he fails to parry Jenny's attack (her hit score his higher than his parry score). She inflicts some damage on him. He then swings his iron pipe at Jenny. Jenny chooses to use her second and last action in this combat round to perform a full parry on this attack. Her opponent rolls to hit and hits with a Hit Score of 5. Jenny rolls to parry against her full weapon skill score since she spent her second action to make a full parry. She has a weapon skill score of 14. She rolls a 8 and gets a Parry Score of 6 (14-8). She parries and avoids damage, this time. Her opponent prepares to use his third and final action to strike again...

AUTOMATIC WEAPONS

The skill Machine-gun is used for all weapons that fire a stream of bullets with one squeeze of the trigger. If you use such a weapon to shoot single bullets, the skill Rifle is used for automatic rifles and the skill Handgun is used for submachine guns. Heavy machine-guns (of the type mounted on a stand or a pivot) are used with the skill Heavy weapons.

Automatic Fire

Machine-guns can fire a rapid stream of bullets. You choose at the beginning of the combat round if you will use automatic fire or not. You also choose if you will fire a short burst or a long salvo. A short burst is three bullets, a long salvo consists of ten bullets.

If you hit (you still only roll one die-roll for all bullets) with a short burst, roll 1d3 to see how many of the bullets that hit; between 1 and 3 bullets will hit. For a long salvo, roll 1d10; between 1 and 10 bullets will hit.

SKILLS IN COMBAT

It's possible to use other skills than weapon skills in combat, but most other skills take more than one combat round to use. Many of them take considerably longer.

It's easiest to use those skills that take one action. You can also move about in various ways during the fight: Climb, Riding, Swim, Drive vehicle and Piloting are all skills that can be used

during one combat round. You only need to roll once per combat round to determine if you succeeded.

Maneuvers

Maneuvers are all those little tricks and tactics that can make the difference between life and death. They give you an extra chance to survive, (e.g., a double shot with the revolver). You can only use one maneuver at a time, unless you learned the maneuver "Combine." To succeed with a maneuver, you must first successfully use the weapon you are attacking with, and then the maneuver. Each maneuver is a separate skill which is bought with skill points like all skills. The weapon maneuvers are described in the Skills chapter.

FIGHTING WHILE WOUNDED

Reduced Number of Actions

A wounded person reacts slower. Serious wounds make your movements slower. If you have a serious wound, you can perform one action less per combat round. Scratches and light wounds have no effect on the number of actions.





The reductions are cumulative. Two serious wounds means your number of actions is down by two. If you only had two actions to start with, you are now unable to act. Several lesser wounds that are combined to make a larger wound have the same effect, of course.

The reductions apply until the wounds are healed. If the Game Master wants, he can allow the characters a gradual healing, giving them back the lost points and actions one at a time until the necessary time for recovery has been completed.

EXAMPLE

Harry has received three light wounds. He has lost a lot of blood. His Constitution is 11, so the three light wounds equal one serious wound. He usually has three actions per round, but with the serious wound he only has two. He is not able to act in the third action phase.

WEAPONS

WEAPON CATEGORIES & GROUPS

We divide weapons into categories, and each category into groups; where each group is controlled by the same skill. Categories are Melee weapons, Projectile weapons and Natural weapons. The Melee weapon groups are: Dagger, Throwing weapons, Impact weapons, Polearms, Sword, Whips and chains, and Axes.

Projectile weapon groups are: Machinegun, Rifle and crossbow, Bow, Handgun, and Heavy weapons.

Natural weapons are parts of the anatomy used to Kick, Punch, Bite, Throw, etc. Non-human creatures sometimes have special natural weapons such as fangs, horns and claws.

The combat characteristics of the weapons are described in the weapons tables. The length, weight, caliber and price of weapons are in the equipment lists.

Hand Grenades

Hand grenades are a type of throwing weapon. You pull the safety catch, throw the grenade, and 4-6 seconds later it explodes. The exact delay depends on the brand. Six types of grenades are described here, if you count molotov cocktails as hand grenades.

Stun Grenades

This type of grenade gives off a intense flash of light and a deafening bang which completely incapacitates anyone who is within the blast radius. Unprepared victims become deaf, blind and suffer physical shock for 1d5 combat rounds. After that, they have -5 to all skills for 1d5 hours.

Molotov Cocktail

This is simply some gasoline in a glass bottle. A soaked rag is thrust into the opening of the bottle. You ignite the rag and throw the bottle. The glass breaks, spreading burning gas where it hits. See also the rules about burning, in the accidents section.

Smoke grenade

These grenades make thick, black smoke which completely fills a large room. Outdoors, they are used to hide attacks or retreats for a few minutes. A wind will scatter the smoke quickly. Indoors, the smoke can be lethal, especially in small rooms. People will choke on it.

Shrapnel grenade

This is a nasty anti-personnel weapon; a grenade which contains hundreds of small steel or plastic pellets. When it explodes, the pellets become deadly projectiles that can tear you apart.

Blast grenade

Used against "hard targets"; buildings, cars and similar. Counts as a heavy weapon against these, and as a normal weapon against people.

Tear gas grenade

Spreads a gas which irritates the eyes and respiratory system. Sensitive people (one in 10,000, statistically) may suffer allergic shock and die. If struck, you must make an Ego roll to avoid becoming totally helpless and fleeing in panic. Even if this succeeds, you have -5 to all skills within the next half hour.

BLAST RADIUS

Weapons with a Blast Radius don't hit a single spot. They do damage within a primary and a secondary blast radius; the weapons table tells you how large the radius is. Within the primary radius, full damage is done. Within the secondary radius, the wounds inflicted are one degree lower; a fatal wound becomes a serious wound, a serious wound becomes a light wound, and so on. The secondary radius is always the double the primary one.

EXAMPLE

If a hand grenade has a blast radius of 5 meters, it does full damage there, and one level lower damage within 10 meters.

Whips & Lassos

Whips, bolas and lassos can be used without wounding, more often they are used to snare or disarm an opponent. A scratch means the opponent is lightly entangled and can free himself by rolling under 2 x AGL. A light wound means the victim has to roll under his AGL to disentangle himself. If he gets a serious wound, he is really ensnared and must roll less than half his AGL. A fatal wound means he is unable to free himself. It takes one action to disentangle oneself, when it's possible to do so.

A serious or fatal wound can also tear the weapon out of the opponent's hand.

Whips and bolas can also inflict wounds on the opponent, in that case subtract five from the effect before calculating the damage. Lassos can only be used to snare opponents.

Natural Weapons

Natural weapons for humans are Grip, Throw, Fist, Head butt and Kick. Your ability to use them is controlled by the skill Unarmed combat, or by the Martial Art skill. The damage notations for Grip does not denote any real injuries, just how well the character has managed to grapple his opponent:

Scratch	A bad grip, the victim can break lose by rolling less than 2 x STR with 1d20.
Light wound	A light grip; possible to break loose with a common strength roll.
Serious wound	A good grip; the victim must roll under half his strength to break loose.
Fatal wound	A perfect grip; the victim has no chance to break loose.

Natural weapons for creatures are Beak, Claws and Bite.

Heavy Weapons

Heavy weapons do different damage than other arms. They are designed for use against buildings and vehicles, not humans. Against their designated targets, the possible Damage severities are light damage, medium damage, heavy damage, or destroyed, depending on the effect. This is exactly what it sounds like. If a car received heavy damage, it is heavily damaged. If it is destroyed, it is destroyed.

If heavy weapons strike living creatures, their effect is devastating. A light damage becomes a serious wound, a medium damage becomes a fatal wound, a heavy damage becomes three fatal wounds, and a result of "destroyed" means five fatal wounds.





Flame-Throwers

A flame-thrower is a heavy weapon with special characteristics. It uses pressurized gas to power a spray of napalm-like liquid which is ignited at the hand-held nozzle. The Damage Effect noted in the table is only what the victim receives in the combat round when he is hit by the burning liquid. The victim is only allowed one Armor Saving Throw (if he wears armor protecting against fire), once damage is inflicted it will continue to burn for another 2d10 combat rounds automatically inflicting damage at the beginning of each combat round, and will do more damage the longer it burns. For every consecutive round, the Damage Effect increases by 2.

EXAMPLE

If you burn for 7 rounds, the Damage Effect is increased by 2, seven times. You will probably be dead after 4-5 rounds. The fire cannot be extinguished. The burning napalm must be scraped off, or flushed off with high pressure from a water hose or such. If other people are helping you, they can remove enough of the stuff in one combat round to reduce your "burn time" by two rounds. If you are alone, you will probably die. If those who help you don't have proper protective equipment, e.g. asbestos gloves, they will receive damage as from a torch every round they are scraping.

When used against people, flame-throwers are treated as normal weapons for damage purposes. The skill you need in order to use an incinerator is Heavy Weapons.

Improvised Weapons

Sometimes you may be forced to use mundane objects as weapons. A chair, a broken bottle, or a hammer. Improvised weapons are treated like those weapons they most resemble. The chair is used as a wooden club, the broken bottle as a dagger, and the hammer as an axe. However, there is a -2 penalty to the Damage Effect here since these objects are less effective than proper weapons.

Ammunifion

The damage done by firearms depends on the nature of the ammunition. Some types of ammo do a lot of damage but are worthless against armor. Other types work the other way around. We detail five types of ammo. The cost of ammunition and the extra cost for special ammo is noted in the equipment tables.

Standard ammunition

No changes, all tables are calculated for standard ammo.

Dum-dum

Bullets that twist in their trajectory, thus making a larger wound when they hit. Give +3 to the Damage Effect but aren't very good against armor. If the foe hit by the Dum-dum wears armor, he gets a +3 modifier to his Armor Saving throw. The lousy ballistic characteristics of these bullets give -1 to hit.

Full metal jacket

Light armor piercing. Give -1 to the Damage effect; if the foe hit by the Full metal Jacket wears armor, he gets a -1 modifier to his Armor Saving throw.

Hollow point Gives +1 to the Damage effect.

Teflon-Coated

Penetrates armor very well; if the foe hit by the Teflon-coated bullet wears armor, he gets a -3 modifier to his Armor Saving throw.

Armor Piercing

+2 to the Damage Effect. If the foe hit by the Armor Prercing bullet wears armor, he gets a -5 modifier to his Armor Saving throw.

Telescopic Sights

A telescopic sight triples the basic range (RN) of all rifles and handguns. A laser sight, which is a combination of telescope and laser beam, multiplies the basic range by 5. A rifle with a basic range of 50 meters will shoot at 150 meters with a telescopic sight, without reduction of the chance to hit. The effect will be down by -3 at that distance. With a laser sight, the same gun can be used at distances up to 250 meters with no reduction of the hit chance, but -3 to effect.



About the Weapons Tables

In the tables below, all weapons are described in the same format. We shall now explain all the terms used. In parentheses you will find the abbreviations used in the tables. The headlines note which ability controls each weapon skill.

Weapon

The weapon. For firearms this is the weapon- and caliber type template to be used as indicated under "Type" in the equipment list.

Magazine (Mag): The number of rounds you can load at one time. Some weapons have several types of magazines of different capacity.

Damage Effect Factor (DEF): Every weapon has a base Damage Effect Factor, this score (when modified) is used to check which wounds you inflict when you successfully hit with the weapon. (Range (RN)/: This is the maximum distance at which a projectile weapon can be used without reducing the chance to hit. At greater distances, both the skill score and the Damage Effect are modified. When shooting further than the range indicated, but within the Max RN (Maximum Range) the chance to hit will decrease with 5 (-5) and the Damage Effect will decrease with 3 (-3). Attacking a target within the basic range gives no negative modifications.

Maximum Range (Max RN): This is the maximum distance at which a projectile weapon can be used. A weapon cannot damage anything beyond their maximum range (Max RN).

Load Time (LT): The number of actions required to load a projectile weapon. When there are two numbers in this column, the first one denotes manual loading and the second number is when you are using a fast-loader.

Blast Radius (BR): This is a measurement of the area affected by a hand-grenade or a heavy weapon. Within the blast radius, the weapon does full damage as stated in the table. Outside this, the weapon has a secondary blast radius where it does one lower level of damage (see Blast Radius above).



EXAMPLE

To explain the weapons table, we will examine a a weapon, lets say a Colt Python, its a revolver, you will find its size, weight and cost and type in the equipment table.

The weapons table concentrate on information relevant to combat. The leftmost column indicates the caliber (type) of the weapon. In the "type" column of the equipment table we see that the Python is a .357 M Revolver.

The next column (Mag) tells you the number of rounds you can load at one time. Some weapons have several types of magazines of different capacity. The next column tells you what the weapon's Damage Effect Factor DEF is, different weapons have various effects. The next column is the range. The Colt can fire with full precision up to 30 meters; within that distance, the weapon the user has full chance to hit. At greater distances, the chance to hit and damage will drop (see Range above). The next column indicates the weapon's maximum range. A weapon cannot damage anything beyond its maximum range. Next comes a note about how long it takes to reload the weapon. The Colt takes 4 actions to load manually, and 2 actions if a fast-loader is used.

and the second second second	WEAPC	ONS TAI	BLES		Constant and
WEAPON TYPE	MAG	DEF	RN	MAX RN	LT
REVOLVERS (SKILL HA	NDGUN)				
38 Caliber	6	11	20 m	120 m	4/2
357 Magnum	6	13	30 m	180 m	4/2
44 Magnum	6	15	40 m	240 m	4/2
DERRINGERS (SKILL H.	ANDGUN)				
357 Derringer	4	9	5 m	30 m	4
45 Derringer	4	10	5 m	30 m	4
PISTOLS (SKILL HANDO	GUN)	Section 1			
9mm	15	11	30 m	180 m	2
45 ACP	9	12	30 m	180 m	2
.50AE	.7	15	30 m	180 m	2
SMG (SKILL HANDGUN	/MACHINE-G	UN)			
.45 ACP	10/15/30	11	30 m	180 m	2
9mm	25/30	12	30 m	180 m	2
7.62mm.	10/15/30	13	30 m	180 m	2
AUTOMATIC RIFLES (S	KILL RIFLE/M	ACHINI	E-GUN)		
5.56mm	30	13	70 m	420 m	2
7.62mm	20	14	80 m	480 m	2
SNIPER RIFLES (SKILL	RIFLE)	21.0	Section 1		
5.56mm	10	14	100 m	600 m	3
.300 Winchester Magnum	6	16	100 m	600 m	3
HUNTING RIFLES (SKII	LL RIFLE)	Sales In	State of	AN SUSSESSION	
.22 LR	5	11	50 m	300 m	4
.30-06	3	15	60 m	360 m	4
SHOTGUNS (SKILL RIF	LE)	100 PM	The state	The second	F. Harris
Sawn-off	2	11	5 m	30 m	4
Double-barrelled	2	13	20 m	120 m	2
12 Gauge	6/9	13	20 m	120 m	4
CROSSBOWS (SKILL RI	FLE)				
Crossbow	-	11	30 m	180 m	10
Automatic crossbow	-	11	30 m	180 m	3
BOWS (SKILL BOW)		100			
Longbow	-	10	30 m	180 m	2
Compound	-	12	50 m	180 m	2

MEL	EE WEA	PON	N. S. S. S. Color	
WEAPON	DEF	RN	MAX RN	BR
DAGGERS (SKILL DAGGER)				
Bayonet	6	-	-	-
Dagger	5	-	-	-
Ceramic dagger	4	-	-	
Switchblade	3	-	4	-
SWORDS (SKILL SWORD)	1 2 5 2			
Broadsword	9	-	-	-
Katana	8		-	÷
Sabre	8	-		- 1
Rapier	7	-		-
AXES (SKILL AXES)	Service -	- all and		
Hand axe	7	-	and Therein and the	-
Fire axe	8	-		
IMPACT WEAPONS (SKILL IMPACT	WEAPO	NS)		
Blackjack	3	-	-	-
Hammer	7	-	dest in the second	
Nunchaku	5	+	-	-
Steel pipe	6		-	
Baseball bat	6		-	
WHIPS AND CHAINS (SKILL WHIPS	AND CH	IAINS)		
Bola	5	10 n	1 60 m	-
Chain	7	-	-	
Lasso	9	10 n	1 30 m	-
Whip	9	3 m	4 m	
POLE ARMS (SKILL POLE ARMS)		- 2 pt	Statistics	A DESCRIPTION OF
Staff	8	-	-	-
Spear	9	-		-



N.	ATURAL WEAPONS
WEAPON	DEF
NATURAL WEA	PONS (SKILL UNARMED COMBAT
Grip 5	STR-throw to break away
Throw	2
Fist	2
Head butt	2
Kick	3
CREATURE N.	ATURAL WEAPONS
Claw	3
Bite/Fang	6
Beak	5
Horn	6
Tail	4

and the start of the second			THE PARTY OF THE	DD
WEAPON	DEF	RN	MAX RN	BR
(SKILL ROLLING WEAPONS)		18 2	Stat 1 de	
Throwing knife	4	5 m	30 m	-
Shuriken	3	5 m	30 m	-
Javelin	7	20 m	60 m	-
Molotov cocktail	10	5 m	30 m	5 m
Smoke grenade	spec	10 m	60 m	5 m
Stun Grenade	spec	10 m	60 m	5 m
Shrapnel grenade	16	10 m	60 m	5 m
Blast grenade	14	10 m	60 m	5 m
Teargas grenade	spec	10 m	60 m	10 m

A STATE OF THE REAL PROPERTY AND A DESIGNATION OF THE REA	HEAVY WEAP	ONS	No. Cale Training	R. S. S.
WEAPON	DEF*	RN	MAX RN	BR
HEAVY MACHINE-GUN (SKILI	. HEAVY WEAF	PONS)		
Gattling gun	10	100 m	600 m	-
Incinerator m 60	9	10 m	60 m	-
MINES AND GRENADES (SKIL	L HEAVY WEA	PONS)	State of the second	
Light Grenade launcher	10	600 m	3600 m	10 m
Heavy Grenade launcher	13	800 m	4800 m	20 m
Naval mine	35	-	-	10 m
Anti-tank mine	17	-	14 A.	10 m
Anti-personnel mine	7	-	10 m range	-

* Heavy Weapons do heavy damage, see Heavy Weapons above.



ARMOR

Armor protects the wearer against injurie. In the game, all types of armor has a chance of preventing the full damage from a weapon that hits the wearer by granting an Armor Saving Throw. The efficiency of different types of armor varies depending on the weapon. Some armor is good at stopping bullets but less good at protecting from impact weapons or sharp cutting edges. See the Armor Saving Throw in the Combat section for details.

Prices and weights of armor can be found in the equipment lists.

Notes to the Armor Saving Throw table

The head and body protective armors in the table are cumulative so if a person for example wears both a Army helmet and a Kevlar Vest he may add their saving throw values together.

Some types of ammo do a lot of damage but is worthless against armor, other types work the other way around. If a special ammunition were used in an attack, please modify your required dieroll number according to the ammunition type used. An army helmet is the traditional type of hardened steel helm, used by most armies.

A Kevlar helmet is a modern variety of army helmet. It consists of several layers of ballistic fabric, and is lighter than a steel helmet.

Kevlar vests and overalls are lightly padded garments made of ballistic fabric.

Bulletproof vests are the "common" type of vest used by police all over the world, with sewn-in plates of ceramic or metal. Some models have a whole breast plate.

A combat suit is a normal combat uniform overall which has been reinforced to give some protection against firearms and fire.

Protection suits come in various types; each one protects the wearer against only one kind of weapon. One exception is the ABC (Atomic-Biological-Chemical) suit which protects the wearer against all of these dangers. Fabric refers to ordinary heavy clothing, e.g. Irish tweed. Leather refers to an ordinary leather jacket.

Projectile (P): The number listed by your armor type is what you have to roll under on 1d20 to avoid damage if you are hit by a projectile weapon.

Melee/unarmed (M/U): The number listed by your armor type is what you have to roll under on 1d20 to avoid damage if you are hit by an unarmed attack or a melee weapon.

Heat or Flame (H/F): The number listed by your armor type is what you have to roll under on 1d20 to avoid damage if you are exposed to heat or flames.

Radiation (R): The number listed by your armor type is what you have to roll under on 1d20 to avoid damage if you are exposed to radiation.

ARMOR	SAV	E THRO	W TABI	E
ARMOR	Р	M/U	H/F	R
NATURAL WEAP	ONS (SKILL UN	ARMED	COME
Army helmet	2	3	2	-
Kevlar helmet	3	2	2	-
Kevlar vest	7	3	2	-
Kevlar overall	9	3	2	-
Riot suit	12	4	4	-
Bullet-proof vest	5	4	4	-)
Combat Suit	3	2	2	-
Protection suits	-	-	14	14
Fabric	-	-	3	-
Leather	2	3	3	-

EXAMPLE

Harry is wearing a Kevlar vest and a Army Helmet. He is stabbed with a knife when the madmen attack him down in the sewers. Since Harry is wearing the Vest and helmet he is entitled to a Armor Saving Throw. The vest entitles a Melee Attack Saving Throw of 3, and the helm an additional 3, so together they will prevent all damage if Harry rolls under 6 on 1d20. Harry rolls a 4 and the armor absorbs the full damage of the attack. **Natural Armor:** Natural Armor is special. In the creatures statistics you'll find an armor point value. The creature has a Armor Saving throw equal to its Armor point value +2 against Projectile, Melee / unarmed and Fire attacks. It has no protection against radiation.

EXAMPLE

A Cairath is hit by a bullet. It has a Natural Armor point value of 5, giving it an Armor Saving Throw roll equal to or below 7



"Life is pleasant. Death is peaceful. It's the transition that's troublesome." Isaac Asimov

540 40 - 15



The room was quiet and still. Harvey tried to keep the beam of his flashlight low, not to be visible from the outside. Not that there would probably be anyone out in that thunderous torrent, but frankly he didn't want to take any chances right now. He had broken into this place after all, and the people that probably owned it didn't exactly like trespassers. Still, he had to find out what had happened to Georgia, and this house was his only link.

The lower floors were deserted, except for some stinking masses of old newspapers and rags that served as makeshift beds for whoever lived here. As for the residents there was no sign, which was just fine by Harvey's reckoning. He proceeded up the creaking stairs to the top floor. At first, he didn't find anything there either, until he entered the master bedroom. Then he found exactly what he had come here for.

Georgia lay sprawled in the middle of a large arcane circle. Candles slowly burned down on her dead hands and feet. Her face was a mask of terror, and her entrails hung loosely from her savaged torso. Blood, coppery sweet, filled the air and stained the floor dark. She had been butchered in some bizarre ritual, every cut and atrocity committed on her naked form having some dark meaning to it.

Harvey felt his legs buckle and vomited noisily onto the floor. Sticky blood clung to his hands and knees as he retched. His stomach continued its revolt for what seemed like an eternity, wracking his body painfully. He tried to catch his breath when he was through, wheezing and spitting out the foulness in his mouth. He took in another breath, and smelt something even more bitter than them smell of death in the air. It filled his nostrils with its familiar scent. His mind had just about encompassed it, when the small wave of gasoline splashed over him.

He tried to stand, but was still too weak. He turned and saw a large man in the doorway of the room, who had entered stealthily under the sounds of Harvey's retching. A overturned plastic container of gasoline sat at the man's feet, bleeding it's amber contents over the room. The man smiled for a moment "Thank you, Harvey. You saved me the trip to find you." He chuckled, a liquid laugh.

The gasoline hit one of the candles burning low to the floor, and the fumes ignited easily.

WOUNDS, HEALING & INFECTIONS

You can take a certain amount of damage, in the form of different types of wounds, before you die. How much you can take depends on your Constitution; the higher Constitution, the more wounds you can stand.

Weapons do damage in the form of four different types of wounds: scratches are irritating but harmless; light wounds hurt but are not particularly dangerous; serious wounds are really dangerous injuries; and fatal wounds kill instantly.

When you are hit by a weapon, you will receive one of these types of wounds. If during a fight you receive several wounds of the same type, these are combined to produce one wound of the next more serious type. Your Constitution determines how many wounds of a particular type are needed to produce a combined wound of a more serious type. See chapter 4 under Secondary abilities: Damage Capacity.

Thus, if you receive a sufficient number of scratches (how many depends on your Constitution), they will be counted together as a light wound. A certain number of light wounds will be counted as a serious wound, and a certain number of serious wounds will be counted as a fatal wound. Since all wounds are added up and combined in this way, it's theoretically possible to die from a very large number of scratches.

Wages of Violence

When your character is wounded, you should note on the character sheet what type of wound he has received. When you have received so many lesser wounds that they produce a worse one, you should erase the lesser wounds and note the more serious one that they are combined to produce.

This doesn't mean that the small wounds have somehow disappeared from your body and been replaced by a single large one. It's just a way of simulating that many small wounds are as dangerous as one bigger wound. When you create your character, you calculate how many wounds of each type are required to produce one of the next worse kind. This should then be written under Damage Capacity on the character sheet.

UNCONSCIOUSNESS

It hurts to be wounded. The pain and the physical shock can make you lose consciousness, or at least put the wounded body part out of commission for some time. Exactly what happens depends on what type of wound you receive. The bigger the wound, the bigger the risk that you will faint or that the limb will become unusable.

Nobody faints because of scratches. But as soon as you receive anything worse than a scratch, you must make a constitution roll to see if you manage to stay conscious.

If it's a light wound, you must roll under double your Constitution to avoid becoming unconscious for 1d20 minutes.

If it's a serious wound, you must roll under your Constitution to avoid becoming unconscious for 1d20 minutes.

If you receive a fatal wound, you are dead; but as you probably know, this isn't necessarily the end of the character. Wages of Violence



When a number of lesser wounds are combined to produce one larger wound. Make a constitution roll for the larger wound, instead of making one for the last of the lesser wounds. You never roll twice for the same wound.

DEATH

A sufficiently badly wounded person will die. But it is only when you get a fatal wound in its own right that you die immediately. If the fatal wound consists of a combination of several serious wounds, you lose consciousness immediately but you die only after twice your Constitution combat rounds. Death occurs as a result of bleeding and shock. In this situation, it's still possible to save the character's life. If someone successfully uses the Skill First aid or Medicine, the dying person will survive.

EXAMPLE

Harry has a Constitution of 11. This means that it takes four scratches to give him a light wound, three light wounds to give him a serious wound, and three serious wounds to give him a fatal wound. He doesn't have to make a constitution roll for scratches. If he gets a light wound, he must roll under twice his Constitution (22), meaning he can only fail if he is so weakened that his Constitution score has dropped to 10 or less.

If he gets a serious wound, he must roll less than or equal to his Constitution (11). Failure means that he faints.



If Harry receives three serious wounds, these are combined to produce a fatal wound, and he begins to die from shock and loss of blood. If someone manages to give him First aid or use the skill Medicine on him within 22 combat rounds (CON x 2), he will survive.

If Harry gets three light wounds, this means he now has a serious wound. The light wounds are erased from the character sheet, but they still exist on Harry's body. One serious wound is noted instead. He has to roll twice under CON x 2 for the two light wounds, and once under CON for the serious wound.

HEALING

A character who survives a battle can begin to recuperate. Wounds will heal, given time. How long it takes depends on the type of wound; bigger wounds take longer to heal:

Wound type	Time to heal
Scratch	One day per wound
Light wound	One week per wound
Serious wound	One month per wound

-

It takes longer to heal many wounds. If for example you have two serious wounds, they take two months to heal. If you also have a light wound, this adds one week to the time.

Wounds which have been combined to produce larger wounds are counted as one wound of the larger type, not as several smaller wounds. However, a fatal wound which is a result of combined serious wounds, counts as the constituent number of serious wounds (as you see, there is no healing time for fatal wounds in the table above).

EXAMPLE

If your Constitution is 13 and you have three light wounds which have been combined into one serious wound, this takes one month to heal; not three weeks.

The times for healing presuppose that you are resting all the time. If you don't, the Game Master may prolong the time. If you just ignore the wounds, he should have no qualms about doubling or tripling the necessary time to heal.

MEDICAL CARE

If a wounded character receives qualified medical care at a hospital, scratches and light wounds will heal twice as fast. A light wound heals in half a week. Serious wounds require hospital to heal properly, else there is big possibility that it will cause permanent defects.

INFECTIONS (optional rule)

Perhaps it sounds outdated to speak of infections in these modern times, but wounds tend to be infected if not taken care of properly. Infected wounds are a serious problem.

If the wounds are washed and treated with antiseptics, the risk of infection is lowered.

In order to avoid infection in wounds, you must make a Constitution roll. You roll once for every wound. The worse your wound is, the lower you have to roll.



The table below shows which results you must achieve with the constitution roll in order to escape infection. The die result is modified if the wound is washed, or if it gets dirty, and for other circumstances which affect the risk. All modifications are cumulative.

Constitution Roll versus Infection				
Wound Type Roll equal to or less than				
Scrath	2 X CON			
Light wound	CON			
Serious wound	CON/2			

Modifications of the die result:

The wound was cleaned	-5
First aid was successfully applied	-5
Medicine was successfully applied	-5
The character is treated with antibiotics	-7
The damaging weapon was rusty or dirty	+3
The wound was caused by teeth or claws	+2

If you catch an infection, you will be ill for a number of weeks. The Game Master determines the exact duration of the illness by rolling 2d5, getting a result between 2 and 10. This is the number of weeks your body will be infected.

In every week of illness, you may make a constitution roll, as above but this throw is not modified. If any such throw is successful, you get well in one week, regardless of how many weeks were left of the original duration that the Game Master rolled.

There is one case when the subsequent constitution rolls can be modified. If the character receives medical treatment from a doctor, and/or antibiotics, this gives modifications of -5 and -7 respectively.

If you fail all the Constitution rolls, you will die at the end of the illness, e.g. after the 2d5 weeks.

No wounds will heal while you are infected. Only when you are cured from the infection, the wounds will start healing at the normal rate.

ACCIDENTS

Characters can be hurt by other things than weapons. In this section, we will deal with what happens; e.g. when people are hurled into burning buildings, fall off roofs, are dragged down in sewers by undead hands, or anguish without food and water in the endless labyrinth of Metropolis. To understand what happens in these situations, you should read this section. We will also determine how characters are affected by poisons and drugs, and their chances of recovery.

Fire

Sooner or later, most characters will be exposed to fire. Arson is a very efficient way to get rid of unwanted people without leaving obvious traces. Big, hot fires do more damage than small and relatively cool ones. The exposure time is also important.

The table below shows how dangerous various types of fires are. Roll 1d20 when you are in the fire, and see what injuries you suffer.

The wounds get worse the longer you stay in the fire. The effect is increased by three for every combat round. This means you only roll once for the effect, in the first combat round you are exposed to it. That effect is then increased by three for every combat round you stay there.

Oil and gasoline burns for 1d10 combat rounds. A person whose clothes have caught on fire suffers wounds as from oil or gasoline fire, regardless of what type of fire caused the clothes to catch. The clothes burn for 1d10 rounds. If you rush out from a large fire, you no longer suffer the damage of that fire, only from your burning clothes. If your clothes are on fire, you can put them out in one combat round if you manage to roll under half your Agility with 1d20.

Torches and burning oil, gasoline or alcohol that are used in combat will hurt if one is hit by them.





Serious burns give horrible pain. Successful First aid eases the pain for one day. A person with a serious wound caused by burning cannot walk without help the first few days. Burn wounds easily become infected, not to mention the scars they leave. Characters with serious burn wounds must be taken to a hospital. See the section about wounds, healing and infections for more information.

Note that the figures for oil/gasoline below refer to a small quantity of burning liquid that has ended up on your body, e.g. from a molotov cocktail; they are not indicative of (for instance) being in a burning oil refinery!

TYPE OF FIRE	Scratch	Light Wound	Serious Wound	
Torch	1-8	9-17	18-25	26+
Oil/gas	1-5	6-15	16-22	23+
Camp Fire	1-4	5-15	16-22	23+
Bonfire	1-2	3-12	13-16	17+
Large fire	1	2-5	6-10	11+

EXAMPLE

Harry wakes up and smells smoke. He is lying on the floor in a deserted factory. A flaming sea of burning gasoline surrounds him. He gets up, covers his mouth with his arm against the smoke. His eyes are running, and he can't see where he is going. He runs blindly through the fire. The Game Master decides that this is equal to a bonfire, and makes an effect roll. The result is 7. Harry receives a light wound in the first combat round. He runs on through the fire. The next round, the effect increases by three, to 10. He still has a light wound. and his clothes are on fire when he emerges from the fire. The Game Master rolls 1d10 and gets a 6. Harry's clothes will burn for another 6 rounds unless he manages to put out the fire. He gets down on the floor and rolls around. The player makes an agility roll and gets 8 - that's under half Harry's Agility, so he manages to put out the fire.

Wages of Violence

SMOKE

The smoke of a fire is usually even more dangerous than the heat. In a burning building, the risk of smoke damage is very great.

If you stand up in the smoke without attempting to protect yourself, you will soon suffer from smoke inhalation. You must make a Constitution roll every combat round to not lose consciousness. When you have lost consciousness, you will live for your Constitution in minutes before you die of smoke poisoning.

If you take measures to avoid the smoke, such as covering your face with a (preferably wet) cloth, and crawling to stay low, you only need to make a constitution roll every ten combat rounds.

ELECTRICITY

Electricity gives burn damages, but it doesn't work like fire. A body that has an electric current through it will only take injuries for as long as the current is on. If the voltage is high enough, it may stop the heart. Physical contact with a high voltage wire is nearly always fatal.





The damage depends on the voltage and the exposure time. Below is a guideline for common household electricity (110 volts in America, 220 volts in Europe). Stronger currents and longer exposure times increase the effect and thereby the damage.

Increase the effect with +1 for every 100 volts above 220 and with +3 for every combat round of contact.

A character who receives a fatal wound from brief contact with low voltage has not died outright. He has received a heart attack. Apart from that, treat electricity damage as fire damage.

Damag	e from household Electricity 110 V
1-13	Scratch
14-20	Light wound
21-24	Serious wound
25+	Fatal wound
CHILL'S SO	220 V
1-11	Scratch
12-18	Light wound
19-22	Serious wound
23+	Fatal wound

The current also has a paralyzing effect, so that the victim is unable to let go of the live object. Make a Constitution roll to avoid getting stuck. A new Constitution roll is allowable every combat round. People with Luck or Body awareness are never paralyzed by the electricity.

EXAMPLE

The Nepharite Raschaza tries to crush Harry with a steel axe. Harry defends himself by thrusting an electric wire into the Nepharite's abdomen. The Game Master decides that the wire has 1200 volts in it. He rolls for effect and gets 10 on 1d20. He then adds +1 for every 100 volts above 220, making +9 and a total effect of 19. The Nepharite takes a serious wound in the first combat round. It loses its balance and falls.

FALLING

The longer you fall, and the harder surface you land on, the worse you are hurt. It's also possible to fall a few meters without being injured, especially if you land on a lawn or something else that's soft. The skill Falling technique reduces the damage that characters take from falling.

The table below shows damages for a fall of three meters. For every meter above three, the effect increases by one. Make an effect roll and add the number of meters above three. Then check to see what type of wound the character has received.

EFFECT	DAMAGE
1-10	Scratch
11-15	Light wound
16-25	Serious wound
26+	Fatal wound

The surface you land on also affects the damage. Adjust the effect this way:

Water	-10*
Stone	+5
Bushes, soft vegetation	-5
Grass	-3
*Note that from very high	h altitudes, wat

*Note that from very high altitudes, water is effectively as hard as solid ground.

A scratch caused by a fall equals a large black and blue mark. A light wound should mean a sprained ankle or a cracked rib. Serious wounds are things like broken legs, several cracked ribs, concussion or something like that. Falling damage heals the normal way. Broken bones require medical care, otherwise the healing takes twice as long and there is a risk that the bones will heal together at a wrong angle, crippling you for the rest of your life.

EXAMPLE

Dián .

Raschaza plunges down into the darkness, paralyzed by the electrical shock. He falls ten meters and lands on a steel grille above bubbling, molten metal. The Game Master rolls 1d20 (effect) and gets 9. He then adds +1 for each meter above 3, making 16. Then he adds +5 for landing on a hard surface, making 21. The Nepharite receives another serious wound, but is able to get up.

Hunger, Thirst, Cold & Heat

People must eat and drink, or they will die of thirst and starvation. Strong cold can freeze you to death, and strong heat can cause dehydration, stroke and other nasty things that will eventually kill you. When you are hungry, thirsty, cold or hot, you lose Constitution. Constitution rolls are required at regular intervals to avoid fainting. The Constitution roll depends on what you are exposed to. Failure means you lose consciousness, and eventually die if you don't receive help. The table below shows how much Constitution you lose in different situations, and whether you must roll under your CON or under CON x 2 to stay on your feet.

Wages of Violence

Effect	Hunger Thirst	Cold/Heat
CON loss	1 2	1
CON roll	CONx2 CON	CON

The loss of Constitution is per day for hunger and thirst, per hour for cold and heat. The same applies to the Constitution roll; roll once per day for hunger and thirst, once per hour for cold and heat. Failure means the character loses consciousness for 1d10 hours. In strong cold or heat, this is often fatal.

It takes some time before the effects of hunger and thirst become acute. Anyone can go for a day without food and water, before thirst and hunger have any medical effects other than discomfort. It's not necessary to start the constitution rolls for hunger and thirst until 24 hours after the character last had food and/or drink.

How we are affected by cold depends on clothing. With furs or down-padded clothes, it's possible to be comfortable in temperatures down to -508C, while a naked person can freeze to death in temperatures well above freezing. Wind is also an important factor with cold or heat. If the air is still. -208C is no problem for a person with ordinary winter garments, but a wind increases the cooling effect drastically; -208C at 10 m/second is more like -408C in calm weather. The Game Master should take these considerations into account when determining the effects. When a character has lost all of his Constitution, he dies.

Constitution that has been lost is regained at a rate of two points per day when food/ water/ normal temperatures are again available. Medical care doubles the recovery speed.

EXAMPLE

Harry stumbles along the desolate subterranean passages. He has neither food or water. The temperature is increasing all the time, and after a couple of hours, it feels like being in an oven. Large fans slowly move the hot air but provide no solace. Harry loses 3 points of Constitution for not having eaten or drunk. He sits down to rest. The Game Master makes a Constitution Roll for the heat.



Harry now has CON=8. The Roll is 7, so he stays conscious. A new Constitution Roll is made every hour. After two hours, the Game Master rolls 13. Harry faints. The Game Master rolls 1D10 to see how long he will be unconscious. The result is 2. After two hours, he awakens. He now has only 3 Points of Constitution left. He must get away from the murdering heat fast, if he wants to live.

DROWNING & SUFFOCATION

Drowning and suffocation are the same thing; after a number of minutes without air, you begin to die. All characters can hold their breath for CON/2 combat rounds, if they have prepared by taking a deep breath. Without preparation, only half that time.

After that time, you must make an Ego roll every combat round to avoid the effects of suffocation. The first round, you must roll under your Ego. The second round, under half your Ego, the third round under your Ego/4, then your Ego/8 and so on.

When you fail the roll, you have begun to drown or suffocate. You now lose one point of Constitution per combat round. When it reaches zero, you lose consciousness, and when it reaches -CON x 2, you are dead. Before that, it's still possible to save your life by using the skills First aid or Medicine. A successful skill roll for either of these means you regain consciousness after a couple of minutes. You then regain Constitution at a rate of 1 per minute until you are fully restored. If you were almost dead, it will take several days before you are fully restored, and your CON/2 hours before you can walk without help.

You can swim underwater your whole movement rate every combat round, as long as you hold your breath. When you are out of air, i.e. you are down to making Ego rolls not to drown, you can move only half your normal movement rate. When drowning, you can't move at all.

EXAMPLE

A thunderous sound fills the tunnel where Cassandra walks in search of Harry. Far away, a dark mass is coming toward her. She realizes that it's a flood wave filling the tunnel, rushing toward her. She starts running, but she just has time to take a deep breath before she is engulfed and swept away. She is helplessly carried along. Since she took a deep breath, she can hold it for CON/2 combat rounds; in her case, that's 8. After 8 rounds, she is still under water. She succeeds with an Ego roll, and then manages to keep from breathing water for two more rounds by rolling 5 and 3. But on the fourth round, she fails and begins to inhale water. She now loses one point of Constitution per combat round. After 16 rounds, she loses consciousness. After another 32 rounds she will be dead, unless she gets to the surface and receives help.

Poisons & Drugs

Poisons can enter the victim either through injection, eating, or breathing. Some poisons can even enter the body through the skin. There are innumerable poisons, and here we will only describe some of the most common. Poisons affect characters by making them lose Constitution. Total loss of CON means the poison has full effect; smaller losses means the dose was too small, or for some other reason the poison isn't working fully.

Check the poison used in the table. Throw the number of dice indicated under CON loss. Compare the CON loss to your original CON score. The poison has different effects depending on how large part of your CON you lose.

A poison seldom takes effect at once. In most cases, you have 1d10 combat rounds during which you can take an antidote. Most poisons can be neutralized if they are detected in time. A slow poison can be neutralized by pumping out the stomach before the poison has reached the bloodstream. When there is a working antidote, the effect of the poison is reduced by one level, e.g. "death" becomes "paralysis" if you get the antidote. It takes one day to regain a point of Constitution lost to poisoning. You never lose more than all of your Constitution to poison, i.e. there are no negative Constitution scores here.

Below follows a description of the most common poisons, poison gasses and drugs.





Arsenic

This is a classic poison. Various arsenic compounds are used, and death occurs within a few hours. The symptoms are reminiscent of diphtheria or cholera (which is convenient; you can say the victim died of natural causes). A few milligrams are fatal, but it's possible to build up an immunity to it. Some princes did this in ancient times and in the Middle Ages; some of them could eat doses of several grams! Arsenic compounds can be found naturally in the Alpine regions of Europe.

Curare

This is a nerve poison which has long been used by South American Indians on their blow pipe arrows. The poison comes from a plant which grows in the Amazon jungles; it is mashed into a black goo which can be applied to weapons. As soon as the poison enters the victim's blood, the nerves are paralyzed and the victim dies of suffocation, in terrible cramps. It takes only a few minutes.

Digitalis

This poison comes from a plant which originally belonged in south western Europe. The active substance is digitoxine, which disrupts the heart activity. Digitoxine is fatal in very small doses; a few milligrams will do the job. It can be stored gradually in the body, so that many small doses finally build up a killing concentration. The victim dies of heart failure. Digitalis is used as a heart medicine and can be bought (with prescription) in pharmacies. It's difficult to determine that the victim was poisoned.

Wages of Violence

Poisons related to digitoxine are also usable as "arrow poisons," applied on weapons. They also kill in very small doses.

Snake Poison

Snakes have a variety of poisons. Among the more deadly are rattlesnakes, cobras, black mamba, and sea snakes. In the table, we have prepared a sort of "standard" snake poison. The victim gets a fever, and the bitten limb swells up. After a short time, there are cramps and paralysis. Within a few hours, death occurs. The only remedy is medical care and serum.

Wolf's-bane

The wolf's-bane is common all over Europe and North America. The whole plant is very poisonous, especially the roots. 4-5 milligrams are fatal. The victim dies after a couple of hours in convulsions and terrible agony. The active substance is aconitine. This poison has a bitter taste which may be detected with a successful perception roll.

Strychnine

A classic poison used by many assassins. Strychnine is an alkaloid which occurs in plants of the family Strychnos. In small doses, it acts as a stimulant. Larger doses give cramps and finally paralyzes the central nervous system. It is distributed in food or drink.

POISON GASSES

Wages of Violence

Cyanide

Cyanide is seldom used in its solid state. The poison has such a pungent, awful taste that you can't eat or drink it without noticing. As a gas, it's more common and kills quickly even in small doses. It has a faint smell of almonds.

Carbon Monoxide

This is a tasteless, odorless and colorless gas which kills by replacing the oxygen in the blood of those who breathe it. Occurs in exhaust gasses from cars. The victim becomes confused, then loses consciousness and dies.

The victim should be allowed a perception roll. If successful, he realizes that something is wrong and may try to get away. Failure means death in 10+1d20 minutes.

Nerve Gas

The military have developed a large number of nerve gasses; most of them are phosphor compounds that consist of a volatile liquid. Nerve gas can penetrate human skin, so a gas mask only protects partially. The effects are cramps and blurred vision. If the respiratory system or the naked skin is exposed to larger doses, death occurs within 3d10 seconds. Nerve gas is colorless and odorless.

Tear Gas

Tear gas is used by police forces all over the world, e.g. to disperse riots and force people to go away from wherever they're not supposed to be. The gas irritates the respiratory system and the eyes, making tears run and throats hurt. Several gasses have these effects; brome acetone, acetophenone, brome bensylcyanide, etc. Allergic persons can die from it, but otherwise very large quantities are required for the gas to be fatal.

SEDATIVES

Ether

Ether is a very volatile, colorless gas. It has been used for sedation in surgery. In small doses it makes you unconscious; too large a dose can kill.

Chloroform

You have all seen how this is used; the crook pours chloroform on a piece of cloth, sneaks up behind the heroine and puts the cloth over her mouth and nose. She breathes the vapors and faints. Chloroform has a sweet smell.

Mickey Fins

Chlorine-hydrogen mixed in alcohol makes a very fast-acting sleeping potion. The victim faints a few seconds after having a drink.

Sleeping Pills

There are a large variety of sleeping pills available in pharmacies. They can be used to put a person to sleep, or in large doses, to kill.

DRUGS & NARCOTICS

Not all poisons are used for killing. Since time immemorial, humans have chosen to poison themselves with various substances, to cope better with a harsh reality. All drugs are poisonous; in large doses, they damage the body and even kill. We will not go into details on the lasting effects of drug addiction here, but let it suffice to mention that they have undesirable effects on the liver and the nervous system. Persistent use of alcohol damages the brain and your mental balance. Cirrhosis of the liver, and diabetes are common results of alcohol addiction. Addiction to narcotics often results in jaundice and deteriorated resistance to disease, with infections as a secondary consequence.

Most drugs are more or less addictive. Anyone who uses a strongly addictive drug must make an Ego roll not to become addicted.



Drugs dull your perception and your judgment. Most (not all) drugs cause negative modifications to Ability and Skill rolls as long as the character is affected by them.

Alcohol

In small doses, alcohol is stimulating and spiritraising. In larger quantities, it is a sedative. When the intoxication has passed (after a few hours), the drinker suffers nausea and headaches.

Alcohol gives a modification of -5 to AGL, EGO and PER, and the same to all Skills which are controlled by these Abilities. It gives +5 to CON.

The addictive effects of alcohol are different depending on the genetic background and physical condition of the person. The Game Master decides who runs an above-normal risk of becoming addicted. In general, 10-20% of all people are in the high-risk section for developing alcoholism.

It's very difficult for those who have become addicted to stop drinking. It usually requires help from others.

Amphetamine

A very addictive stimulant which temporarily increases your stamina and performance. The intoxication lasts for about half an hour. During that time, the drugged person has a modification of +5 to EGO, PER and CON, and -5 to AGL and all skills that are controlled by AGL.



When the intoxication has gone, the person suffers its aftereffects. He now gets -5 to EGO, PER and CON, and all Skills controlled by these abilities.

Anyone who takes amphetamine must make an Ego roll not to become addicted.

Hashish

Hashish and marijuana are made from Asian hemp. The drug is usually smoked, and has a sedative effect. It takes 2-5 hours to get out of the intoxication. Intoxicated people have -5 to EGO and PER, and all Skills controlled by those abilities. This drug is more addictive than alcohol but not as addictive as most other narcotics. Counting from the tenth time you use it, you must roll under double your Ego every time, not to become addicted.

Prolonged periods of use mean permanent brain damage and a substantially increased risk of cancer. Anyone who fails the 2 x Ego roll runs a 10% risk of suffering a hashish-induced psychosis. This is a severe psychic disturbance which is provoked by the drug. The victim needs extensive medical care to function normally again.

Cocaine

Cocaine is an extremely addictive stimulant produced from the leaves of the coca plant. It is usually inhaled as a white powder. The cocaine gives a brief euphoria, followed by a deep depression. This contributes to making it addictive. People under the influence of cocaine have +5 to PER and CON, and an EGO score of 5. All Egocontrolled skills drop by -5. After the 30-50 minutes of absolute happiness, the drugged person gets -5 to EGO and PER.

Prolonged use of cocaine destroys the mucous membranes of the nose and cause permanent brain damage. Users must roll under their Ego every time they use it, not to become addicted.

LSD

This is a powerful hallucinogenic drug. It causes different types of hallucinations depending on the mindset of the drugged person. LSD is usually taken as pills, or 'tabs.'





A drugged person has -5 to EGO and -10 to PER. Skills controlled by these abilities are down by -5. Users must roll under 2 x Ego every time to escape addiction. Mescaline, which is extracted from the peyote cactus, has a similar effect.

Opium

Opium, morphine and heroine are products of varying purity, made from the fruits of the opiate poppy plant. It is a strong sedative which is used in medicine to relieve pain. As a drug, it induces a great peace of mind, a happiness where all feelings are remote. All opiates are very addictive. Prolonged use will give permanent damage, and especially with morphine the risk of dying from an overdose is significant.

Drugged persons have -5 to AGL, EGO and PER, and all skills controlled by those abilities. The user must roll under his Ego every time, not to become addicted.

EXAMPLE

Cassandra wakes up at the bottom of the drained sewer tunnel. She is drenched with sewer water and can hardly breathe, but she is alive. Suddenly she feels a sharp pain in her leg and looks down. On her right thigh sits a crab-like creature with 20 or 30 thin legs. It has thrust a tube into her leg and is sucking blood. She feels a burning pain as a poison spreads in her leg. She grabs the creature, tears it off and throws it away. The Game Master rolls Id10 and determines that it takes 7 rounds for the poison to act. Cassandra is unable to do anything about it. The Game Master rolls 2d10 and looks in the column for snake poison. It's only a 6. That's one third of Cassandra's Constitution. She gets a stiff and swollen leg, but suffers no lasting effects.

		POISONS &	POISON GA		
POISON	LOSS	CON=0	CON=1/3	CON=1/2	CON=2/3
Arsenic	3d10	Death	Death	Illness	Nausea
Curare	3d5	Death	Paralysis	Stiffness	No effect
Digitalis	2d10	Death	Heart Failure	Heart Racing	No Effect
Snake Poison	2d10	Death	Paralysis	Cramps	Stiffness
Wolf's-bane	3d10	Death	Death	Very ill	Illness
Strychnine	2d10	Death	Cramps	Irritable	Euphoria
Cyanide	2d10	Death	Very ill	Illness	Nausea
Carbon monoxide	2d10	Death	Death	Unconscious	Confused
Nerve gas	3d10	Death	Death	Cramps	Impaired vision
Mustard gas	2d10	Death	Severe skin damage	Light skin damage	Itch, red skin
Tear gas	2d5	Blinded	Tears	Irritation	No effect
		SEDATIVES	SAND DRUG	S	and the second
DRUG	LOSS	CON=0	CON=1/3	CON=1/2	CON=2/3
Etheer	2D5	Death	Unconscious	Unconscious	Confused
Chloroform	2d10	Unconscious	Unconscious	Confused	No effect
Mickey Fin	3d10	Unconscious	Unconscious	Very drunk	Drunk
Sleeping pills	2d5	Death	Unconscious	Unconscious	Very sleepy
Alcohol, 10cl	2D5	Unconscious	Very Drunk	Drunk	Tipsy
Amphetamine	3d10	Hyper active	Over- stimulated	Stimulated	No effect
Hashish	2d10	Apathy	Sedated	Sedated	No effect
Cocaine	3d10	Hallu- cinations	Euphoric	Euphoric	Euphoric
LSD	3d10	Hallu- cinations	Hallu- cinations	Confused	Confused
Opiates	3d10	Apathy	Apathy	Sedated	Sedated

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"Time is a great teacher. but unfortunately it kills all its pupils." Hector Berlioz



HI (S bret den)

Time and Travel

The subway clattered and shook as it made its way through the underground. Its rocking motion seemed to lull me, it was like being in my mother's arms again. It had been a late night at the office, and I had decided to pull a double shift in a fit of unusual stupidity. Ah, well. They needed me and I enjoyed the work. I had no family or pets or such to get back to, so I was never in a real rush to get home. Still, my body moaned in protest at the punishment I had committed against it, and a nice warm bed was very much in order. My eyes flickered in spite of my best efforts, and closed for what seemed like only a few seconds.

It must have been longer for when I opened them again, I was alone.

The far door to the car opened up, the sound of the tunnel and train filtering into the car. I looked up at the new arrival. The man was lean and tall. He wore a conductor's outfit, but it seemed as if it were from ages long past; maybe the 20's or so. A nightstick or baton hung from his belt. I looked at him confused as he approached; the baton was slick with blood. "Ticket, please, sir?", he asked. My hand was trembling madly as I handed him my ticket. He looked it over, and handed it back to me with his thanks. He tipped his hat to me with a warm and gentle smile, and went on to the next car.

The train stopped at my station, and I just walked off it and to my home where I lay down on my bed and wept until a troubled sleep took me away.

Time and Travel

Time is relative. During wild chases where everybody is shooting, time is short. When waiting, locked in a dark room with nothing to do, time is long. In order not to bore the players with endless periods when nothing interesting happens, we count time in different ways.

When no particular events occur, time is on the Large scale. This spares us a lot of uninteresting details.

LARGE SCALE TIME

Most of the game occurs in Large scale time. It's long journeys and hours of waiting. All the mundane stuff that isn't really relevant to the game. When the Game Master is using Large scale time, he only explains the relevant and important events that occur during a day, an hour, or a few minutes.

EXAMPLE

During the flight to Chicago, the Game Master is using Large scale time. He tells the players some colorful details, such as what kind of food is being served and which movies are shown, but doesn't mention details unless the players specifically ask. As soon as anything specific is said or done, the game switches to Real time.

REAL TIME

All the real role-playing is done in Real time. The elapsed time in reality is roughly equal to the elapsed time in the game. It should be used especially when the player characters are talking to each other or to NPC's. However, since telling the Game Master what you want to do often takes a bit longer than actually doing it, the Game Master should be generous. It's also more difficult to assess the situation correctly from just what the Game Master has said, and some relevant questions should be allowed. But the general idea is not to "stop the time" here; it's unrealistic to let the players confer endlessly with each other, make up plans and coordinate their actions, in game situations where their immediate response is needed. Actions are performed in combat rounds. One combat round consists of 3 action phases. One combat round corresponds roughly to five seconds of time. If you are unnaturally fast, you can perform a maximum of 9 actions in one combat round (3 actions in each action phase). Most people can only perform two or three actions in one combat round. Some non-human creatures have a very high Agility and can do many more.

MOVEMENT

COMBAT TIME

Combat time is a special, detailed time scale which is used in critical situations such as combat. It's designed to make it possible for the Game Master to keep track of who acts first and when the various combatants can do something.

Combat time is divided into combat rounds and action phases. These are abstract concepts which do not correspond to a fixed number of seconds or minutes. An action phase is the time it takes you to perform one quick action, e.g. shoot, throw yourself down on the ground, parry, shout. Some things take longer than one phase to do, e.g. reloading a gun and shooting, which consists of four actions: remove the magazine, insert a new one, cock the gun, and fire.



Your Agility and Constitution determine how far you can walk, swim, climb or run in a certain time. You can walk half your Agility in meters during one combat round. This is your basic movement rate.

The maximum movement for characters is available for a short spurt, which allows you to move six times faster than walking (AGL x 3). If your Agility is 10, you can run 30 meters in one combat round. This only applies to very short distances. If you are going to run for more than ten minutes, you only have 4 times your movement rate, which is 20 meters per round with an Agility of 10. During really long races, like a marathon, you only move twice your walking speed.

If you move too much you get tired. That means you lose Endurance. When your Endurance is zero, you can move no longer and have to rest.

The Movement Table shows how far you can move during a combat round and how much Endurance you lose. The table also shows how far an average person with 10 in Agility and Constitution can move during a combat round (3 phases), an hour, and a day, respectively. The distances are just average estimations. The Game Master can use them when for example a whole group moves. Then, everybody has not to calculate how far his character can move.

A one day trek is supposed to mean maximum eight hour's walk. Then you have to rest. Note that you may move more than 25 kilometers during one day, as long as you have Endurance left.

The rate given for loss of Endurance presupposes that you take a break at regular intervals. If you do not, the Game Master may well double the Endurance loss.



A REAL PROPERTY AND INCOME.	MA AND STORY	MOVI	EMENI		A Provide State		15
AVERAGE MOVEN	MENT				LOSS OF ENDU	RANCE	
Туре	meter/rnd	/Rnd	Hour	Day	/15 min	/hour	
Walk	AGL/2	5m	3km	25km	2	8	
Run	AGLx3	30m	12km	50km	10	40	
Sneak	AGL/4	2.5m	1.5km	-	2	8	
Crawl	AGL/6	1.5m	1km	-	5	20	
Swim	AGL/4	2.5m	1.5km	12km	3	12	
Swim*	AGL/4	2.5m	1.5km	-	3	12	
Climb	AGL/6	1.5m	1km	8km	5	20	
* Under water							

Time and Travel

TRAVEL

How long does it take to go from Kuala Lumpur to Ulan Bator? That depends. Are you driving? Going by train? Flying? Will you be stopped at the border? What can you afford? What means of transport are available?

It's impossible to give exact times for all travels. What follows is an attempt to estimate costs and times for traveling by different means of transport.

Prices and times are based on European standards. In many Third World countries, travel is very much cheaper. Indian railways are both cheap and good, at least if you go first class.

Travel times also vary a lot. Airlines and shipping have frequent routes between most large cities in the industrialized world. Out in the African countryside, you may have to wait a week or two for the next bus.

When calculating travel time, take into account how many times the characters will have to change means of transport, and how frequent the planes/ships/ buses go. Many atlases have flight routes and ferries marked. Ambitious Game Masters can use an online service or call a travel agent and ask about times and prices.

The table below shows an estimate of prices for different means of transport. It is very inexact. The price of a regular 1st class airline



ticket may be twenty times higher than the cheapest tourist class charter ticket. Also, rail systems in Europe are much more efficient and widespread than in the US, while cars are more expensive to operate.

TRANSPORT	COST/KM
Car (Taxi)	\$2.00
Train	\$1
Bus	50¢
Ferry	\$1
Airline	\$1 (minimum \$100)

TRANSPORT AVG. SPEED OF TRAVEL

Car and bus	90 KPH (55 MPH)
Train	120 kph (75 mph)
Ferry	25 kph (15 mph)
Airline	700 kph (450 mph)

THE DEATH OF TIME

The time we count depends on our reality. Outside our world, other laws of nature apply and our sense of time ceases to work. In dreams, time can be infinitely short or long. In death, there is no time.

This is hard to simulate in the game. We are unable to think in other terms than past, present and future. For any concrete events such as combat and conversation, use combat time and real time even outside our reality. Anything else would make these situations unplayable.

Large scale time doesn't have the same exact importance for keeping the game together. Outside our world, it can change. In dreams, characters can move faster or slower than normal.

Time alterations can be used to affect the story, to give the player characters leads, or to confuse them.



Frost lay upon the twisted sheets of the bed, his naked skin soaked in stinking perspiration. Facing a garbage-strewn alley that prevented any form of breeze to circulate within, the small room felt like an oven in the New Orleans' heat even during the night. The faulty wiring made putting any form of fan or air conditioning in here impossible, if not potentially lethal. So his only options were to either go out onto the cooler streets, or slowly rot in the heat of the tiny room. Since the former was likely to get him killed, he chose to suffer the latter.

Behind his eyes, he could see his home again. His real home. It seemed so silly now. White picket fence, two stories. Typical American home. Even had apple pie cooking in the oven. It was gone now, along with his wife and son. Burnt to the ground when they came for him. He still heard his family's screams as the flames licked their skin, blackening their flesh and hair; turning his life to ashes. But what could he have done other than run away? He had to believe that. He had no choice. They gave him none. He had to leave the tortured screams behind him. He couldn't risk ever being seen; they might come for him if he was. Tears began to form, and trickled down his face.

Somewhere outside he heard his wife's voice again. Calling to him coyly, promising him an end to this living nightmare. Her voice was tender, like the day he had first made love to her. Frost ached to be in her arms again, to smell her hair and feel her skin against his own. She called again, the voice more distant this time. He started to slide out of the bed, following her voice to the window. He opened the cracked window, and looked down. Five floors below she would be waiting for him, ready to forgive him for leaving her to the flames. She loved him and would take care of him again. All he had to do was step out into the night and let gravity and concrete reunite them.

Her voice drifted up from the darkness once again, and this time he decided to go to her.

Time and Travel

Earthly Things

LIVING STANDARD

The living standard is a measurement of your economic and social situation. In the Archetypes, we suggest suitable living standards for each type of Character. Look at the level your Archetype bought and note the monthly income and savings. All sums are in U.S. dollars (\$) and the value of the dollar is as per 1996. You will probably need to compensate for inflation as the years go by.

Note that a person who is poor in the US might be considered very rich in some other parts of the world; average living standards vary a lot between countries.

All characters have loose property to the value of one year's pay for their living standard. This can be cars, furniture, technical equipment and other things they have gathered during their lives. There is no need to describe in detail exactly what you own. Just note things that are relevant for the game, e.g., if you own a car, an expensive computer, a large collection of books about some subject, etc.

Illegal or restricted equipment such as heavy weapons should not be permitted unless it is reasonable in view of the template and profession of the character. In most countries (except, of course, most of the United States), it is illegal to own firearms and getting a license is difficult. In Europe, usually only criminals, police officers and intelligence agents can be assumed to have automatic weapons at home. The Game Master has the final say on what equipment any player character may have. The Game Master should also keep in mind how difficult it is to transport weapons on commercial airlines.

Simplified Characters

You note down income and savings based on the middle level of the living standards indicated for your Archetype. Decide what equipment the character has. Special equipment is described in the Chapter on Equipment.

Income

This is the monthly income, after tax has been paid. You own loose property equal to 12 times this figure. In order to have an income at all, you must either have a job or an endowment that yields profit. If the adventure prevents you from working, you must live off your savings.



Net available/month

This is how much money you have left when all the bills (rent, electricity and other fixed costs) have been paid.

Savings

Cash in the bank, bonds and shares, valuable art, real estate and other investments which can be converted to cash when needed.

Time and Travel

Credit value

How much money you can borrow in a bank with no other collateral than your own property. If your credit value is low, you can go to loan sharks or the Mafia, who will probably lend you money at high interest rates and without any other collateral than your life.

Home

For the poorer characters, this indicates the type of living quarters you most probably inhabit. For the better off, we also give a likely estimate of the value of the home.

EXAMPLE

As secret agent, Harry has living standard 6. He makes \$2,000 per month (after taxes) and enjoys an upper average standard. But for various reasons having to do with the situation in your campaign, you think this is not reasonable for Harry. So you ask the Game Master to increase the level. The GM is in a generous mood and lets Harry have level 7 without any penalties. You note a monthly income of \$4,000.

Monthly income: \$4,000

Net available/month: \$2,000

Savings: \$20,000

Credit value: \$150,000

Home: Condo/house worth \$150,000

\$300
\$200
None
None
C - C - C - C - C - C - C - C - C - C -
\$700
\$400
None
None
\$900
\$550
None
\$2,000
En la Charles - State - State
\$1,100
\$800
\$500
\$5,000
San Training
\$1,500
\$1,000
\$1,500
\$20,000
use

6. UPPER AVERAGE	States and
Monthly income:	\$2,000
Net available/month:	\$1,200
Savings:	\$5,000
Credit value:	\$50,000
Home: condo/house worth	\$70,000
7. WELL-OFF	
Monthly income:	\$4,000
Net available/month:	\$2,000
Savings:	\$20,000
Credit value:	\$150,000
Home: condo/house worth	\$150,000
8. VERY HIGH INCOME	NUMBER OF STREET
Monthly income:	\$10,000
Net available/month:	\$6,000
Savings/Investments:	\$500,000
Credit value:	\$100,000
Home: condo/house worth	\$500,000
9. RICH	
Monthly income:	\$30,000
Net available/month:	\$20,000
Savings/Investments:	\$5,000,000
Credit value:	\$2,000,000
Home: condos/houses worth	\$1,500,000
10. VERY RICH	
Monthly income:	\$200,000
Net available/month:	\$130,000
Savings/Investments:	\$50,000,000
Credit value:	\$3,000,000
Home: condos/houses worth	\$5,000,000



EQUIPMENT

It would be pointless to give you a price list for all possible types of equipment in a game like Kult. It's easy to calculate the cost of ordinary, everyday things that the characters may need to buy. In this book we will provide prices and other data for special equipment, weapons and vehicles. Full descriptions of weapons, ammo and protective equipment are provided in the section "Weapons and armor." In this sections, we only give an average price, measurements of size and weight, and an index of availability, i.e. how difficult it is to get the weapon or vehicle. We have left heavy weapons out of this section since they are described in the weapons section, and no one is likely to actually go and buy a howitzer. We may safely assume that no player character has any anti-tank missiles available when the game starts.

Any equipment you own should have some logical connection to your background. Policemen and secret agents are more likely than students to own special equipment. The Game Master has the final word on what is allowable.

EXAMPLE

Harry owns some illegal and exotic equipment because he is a secret agent. He also has a computer at home and a Porsche Carrera in his garage.



- Silencer
- Shoulder holster

Time and Travel

- Wilkinson dagger
- Kevlar vest
- PC computer (sufficient power for his needs) with laser printer
- Light amplifying glasses
- Electronic lock cracker
- 1 pound of plastic explosives
- Infrared/light amplifying binoculars

Availability (AVA)

The table also lists how difficult it is to find a salesman who can provide the item. After each object in the list, an availability number is given. This indicates how high effect you need with Man of the world or Net of contacts: criminals, black marketdealers or something similar, as shown in the table below. A dash in the table means you cannot find the item. A zero in the table means you can buy the item in almost any shop.

If you don't have either the Skill Man of the world or a useful Net of contacts skill, the Game Master will have to decide if there is some other way for you to get the item illegally.

EFFECT REQUIREMENTS FOR ITEMS, PER AVAILABILITY

AVA	Man O/T World	Net of Contacts
1	5	0
2	7	5
3	10	7
4	15	10
5	-	15
6	-	20



Length / weight

Length and weight are given in centimeters and kilograms. The weight refers to a loaded weapon.

Licensed/Illegal (L/I)

An "L" in the table indicates that the item requires a license in most countries. The gun laws vary widely between states and countries. In Europe, the laws are generally much more restrictive than in most states in America. But we can assume that almost anybody except an ex-convict



can get a license for a pistol or a shotgun. It's much more difficult to get licenses for heavier weapons. Of course, there are a few states in the USA where it's legal to own virtually anything but a nuclear bomb. The Game Master decides if your character can have a licensed weapon.

The availability of licensed weapons refers to how difficult it is to get the weapon on the black market. If you have a license you can ignore the availability number, just go straight to the gun shop and order the thing. The cost of weapons refers to legal purchase, buying a licensed weapon illegally may cost you twice the amount. It's also possible to get hold of cheap stolen weapons, but it's always dangerous to do business like that.

An "I" in the table means that it's completely illegal to own the item in most countries. The Game Master will decide whether you can obtain it illegally. For illegal items, the availability number refers to illegal purchase. The prices for illegal weapons are market prices, i.e. what the military would pay. If you buy it on the black market, you may expect to pay up to five times that amount. Many objects are legal to possess but illegal to use. Bugging equipment is an example; you can own it, but bugging people is not legal.

Cost

The prices are given in US dollars (\$). They are market prices for legal purchase. Double the amount for licensed weapons bought on the black market, and multiply the amount by five for illegal weapons bought on the black market.

Type

You'll find the "combat related" information of this weapon if you compare the type stated in this column with the weapons table in the combat chapter.
REVOLVERS	AVA	LENGTH	WT	L/I	COST	ТҮРЕ
S&W Bodyguard	2	25.0	1.1	L -	350	.38
S&W CBT	2	30	1.33	L	380	.357M
Ruger Redhawk	2	27.9	1.8	L	300	.44M
Colt Python	2	25.0	1.1	L	580	.357M
Colt Detective Special	2	15.4	0.7	L	240	.38
S&W CBT M29	2	30	1.33		380	.44M
DERRINGERS			N LANS			
Am. Derringer Cop	2	13.8	0.67	L	400	.357 Derr.
Am. Derr. Semmerling	2	13.0	0.67	L	900	.45 Derr.
PISTOLS			The second state			
Glock 17	2	18.8	0.7	L	550	9mm
Beretta m 92F	2	21.6	0.95	L	420	9mm
Colt Commander	2	20.0	1.0	L	450	.45 ACP
Browning HP	2	19.7	0.9	L	350	9mm
Desert Eagle	2	25.4	1.9	L	570	.50AE
Sig-Sauer P220	2	19.7	1.0	L	440	.9mm
Linebaugh	2	25.5	2.0	L	575	.50AE
SUBMACHINEGUN:	S		P Steller			
H&K MP5	5	68.0	2.9	Ι	650	9mm
Ingram Mac-10	5	54.8	3.8	Ι	480	.45ACP
Uzi	5	65.0	4.1	Ι	525	9mm
Skorpion m61	5	26.7	2.0	Ι	400	7.62mm
Kalashnikov AKR	5	68.6	3.3	Ι	420	7.62mm
AUTOMATIC RIFLE	2S	THE OWNER AND				
Steyr AUG	5	79.0	4.09	Ι	750	5.56mm
H&K G3 A3	5	102.0	4.4	Ι	450	7.62mm
M16 A2	5	99.0	3.64	Ι	600	5.56mm
AK 74	5	86.9	4.3	Ι	330	5.56mm
FN FAL	5	114	5.0	Ι	500	7.62mm
SNIPER RIFLES			A TO DAY		Real Long	
Dragunov SVD	3	122.5	4.38	L	650	7.62mm
WA 2000	3	90.5	6.9	L	800	.300Win.M



AMMUNITION

Ammo costs somewhere between \$20 for 100 rounds of caliber .22 up to \$200 for 100 rounds type .50 AR or .460 rifle ammo. Generally the cost is somewhere between \$40 and \$50 for 100 rounds.

Special Ammunition Extra

Extra Cost/100 Rounds

Dum-dum	Home Made
Full-metal jacket	+25
Hollow-point	+15
Teflon-coated (armor piercing)	+75

HUNTING RIFLES	AVA	LENGTH	WT	L/I	COST	ТҮРЕ
Ruger m77	1	105.5	3.1	L	350	.22 LR
Winchester 70 XTR	1	106.8	3.4	L	350	.30-06
SHOTGUNS						
Sawed-off shotgun	2	50.8	3.1	Ι	100	Sawn-off
Double barrelled	1	76.2	5.8	L	250	D.B.
H&K Bullpup CAW	5	76.2	5.8	Ι	850	12Gauge
Mossberg Bullpup	5	72.4	4.7	Ι	450	12Gauge
Spas m12	5	93.0	4.2	Ι	500	12Gauge
BOWS					The state of the second se	
Crossbow	1	100	5,0	L	250	
Automatic crossbow	1	100	5,0	L	300	
Longbow	0	180-200	0.6-1.0		300-50	
Compound	0	110-140	1.8-3.0)	150-60	0
DAGGERS/KNIVES						
Bayonet	0	50	0,6		100	
Dagger	0	40	0,5		50	
Ceramic Knife	2	20	0,3		100	
Switchblade	0	25	0,3		20	
SWORDS						
Broadsword	0	80	1,6	4,00	150	
Katana	0	100	1,2		500	
Sabre	0	70	1,4		100	
Rapier	0	80	0,8		250	
Axe	0	80	1,2	1.1.1.1	250	Sec. 1
IMPACT WEAPONS						
Blackjack	0	25	1.5		15	
Hammer	0	50	1.2		20	
Nunchaku	0	2x40	1		20	
Steel pipe	0	60	2		-	
Baseball bat	0	80	1.5		-	
POLE ARMS						
Spear	0	200	1.5	1.1	100	
Staff	0	120	1.5		25	
WHIPS AND CHAINS						
Bolas	0	11 - C	3		50	
Chain	0	-	3		-	
Lasso	0	-	0.5		(e	
Whip	0	-	1.5		50	
THROWING WEAPONS						
Throwing knife	0	0.15	0.2	1.1	25	
Shuriken	0	0.5	0.1		15	
Javelin	0	1.5	1.0		80	
HAND GRENADES	1. N. W. W.		44.3 B-1	-301	ALC: NO	
Stun grenade	3	0.1	0.3	Ι	75	
Molotov cocktail	0	0.2	0.2	Ι	0	
Smoke grenade	1	0.1	0.3	Ι	20	
Fragmentation grenade	4	0.1	0.3	Ι	50	
Blast grenade	4	0.1	0.3	Ι	50	
Teargas grenade	1	0.1	0.3	Ι	20	



WEAPON ACCESSORIES	AVA	LENGTH	WT	L/I	COST
Ankle holster	0	0.15	0.3	L	75
Shoulder holster	0	0.2	0.3	L	50
Concealed shoulder holster	0	0.2	0.25	L	80
Side holster	0	0.25	0.4	L	50
Flash suppressor for pistol/rifle	3	0.15	0.2	L	400
Telescopic sight for rifle/pistol	0	0.15	0.2	L	300
IR sight for rifle/pistol	3	0.15	0.3	L	500
Laser sight for rifle	2	0.15	0.3	L	100
Night sight for rifle	3	0.15	0.3	L	900
Silencer for pistol/revolver	2	0.1	0.2	Ι	300

AVA

(Shret den

ARMOR	AVA	WT
Army helmet (steel)	0	1.1
Kevlar helmet	1	0.5
Kevlar vest	1	3.0
Kevlar overalls	1	10.0
Riot armor (police)	3	16.0
Bulletproof vest	1	12.0
Combat suit	2	3.0
Protective suit	3	12.0

BUGGING EQUIP Bug microphone Bugging detector Bug-proof telephone Parabolic microphone Tracking device Noise transmitter Phone bug

COST	AUDIO-VISUAL EQUIP	,	AVA	COST
50	Mini tape recorder		0	300
100	Mini camera w. telephoto		0	500
500	Mini video camera w. telej	ohoto	0	2000
1500				
1500	COMPUTER EQUIP		AVA	COST
300	Portable computer		0	1200
200	Database program		0	3,000
5000	Virus		1	500
0000	Anti-virus		0	0/200
	Decrypting program		2	5,000
COST	Information retrieval progr	ram	2 2 2 2 4	1,000
50	Passive spy program		2	5,000
1000	Personal computer, advance	ced	2	10,000
500	Hacker tools		4	5,000
1000				
200	BURGLAR TOOLS		AVA	COST
1000	Lock picks, 10		1	50
50	Safe cracker		5	2,500
	Laser cutter		5	5,000
	Alarm buster, electronic		5	1,000
	Light amplifying glasses		3	1,000
	Lock cracker, electronic		3	1,000
	COMMUNICATION EQ	UIP	AVA	COST
	Scrambled transmitter/rece	eiver	2 3	500
. 3	Throat mike/ear shell		3	500
sta	EXPLOSIVES	AVA	L/I	COST
	Dynamite	2	L	25/pce
	Liquid explosive, 20 ml	5	Ι	200
	Plasti-ex, 100 g	5	Ι	200
	Plastic explosive, 100 g	1	Ι	20
	Explosives-detector	3		1,000
-	Knock-out gas bomb	3	Ι	200
r. 4 .	Igniters	2	L	5/pce
	MISCELLANEOUS		AVA	COST
	Distance meter		0	80
je	Dosimeter		0	100
	IR binoculars		0	350
1 1	Light amplifying binocula	rs	0	600
	Camouflage suit, active		6	20,000
La mana	Camouflage suit, passive		2	200
1	Lie detector		3	1,000



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CARS	TOP SPEED	PASS/TYPE	CYL	/HP	COST
Alfa spider Veloce	190	2/cab	4cyl/1	20hp	25,000
Aston Martin Virage	250	5	8cy1/3	35hp	33,000
Audi 100 2.0 e	190	5	5cyl/1	15hp	32,000
BMW 850i	250	4	12cyl/	'300hp	55,000
Cadillac Deville sedan	200	5	8cy1/2	.00hp	35,000
Chevrolet Corvette	235	2	8cy1/2	45hp	38,000
Ferrari 348 TB	275	2	8cyl/3	00hp	80,000
Ford Sierra 2.0i	190	5	4cyl/1	20hp	12,000
Honda Civic 1.3	160	5	4cyl/7	5hp	8,700
Jaguar XJS	230	4	12cyl/	270hp	53,500
Jeep Cherokee	175	5	6cyl/1	71hp	23,000
Lotus Esprit turbo SE	270	2	4cy1/2	64hp	60,000
Mercedes 300 SE	200	5	6cyl/1	80hp	50,000
Opel Vectra GL	200	5	4cyl/1	15hp	12,500
Pontiac Firebird Trans Am	210	2	8cy1/2	40hp	23,000
Porsche 911 turbo	270	2+2	6cy1/3	20hp	75,000
Rolls-Royce Silver Spirit II	205	5	8cy1/2	43hp	150,000
SAAB 9000 turbo 16 2.3/CD	230	5	4cy1/2	00hp	32,000
Toyota Celica GT-i 16V	210	4	4cy1/1	56hp	25,000
Vector W2 Twin Turbo	, 320	2	8cy1/6	00hp	250,000
Volvo 740 GLT	175	5	4cyl/1	16hp	27,000
VANS	and the state of			A Real	3
Dodge Caravan	175	6	6	22,000)
Pontiac Transport	175	6	6	18,000)
MOTORCYCLES	TOP SPEED	CC	CYL		COST
Handa CP 250 T	145	249	2cvl		2 500

MOTORCICLES	TOP SPEED	u	CIL	0.051	
Honda CB 250 T	145	249	2cyl	2,500	
Honda CB 400 T	170	395	2cyl	4,000	
Honda CB 750 F2	190	736	2cyl	6,500	-
Honda CB 900 F2	195	901	4cyl	7,500	
Honda CBX	220	1047	6cyl	19000	
Honda Goldwing	195	1000	4cyl	12000	
Honda 450 Off-Eoad	130	431	2cyl	6,000	
Kawasaki EX500	140	248	2cyl	4,000	
Kawasak 1200 Ninja	230	1180	4cyl	8,000	
Suzuki GSX 1100	220	1075	4cyl	8,000	
Suzuki GS 650	195	673	4cyl	5,000	
Yamaha XS 1100 Sport	210	1101	4cyl	8,500	

EQUIPMENT DESCRIPTIONS

WEAPONS ACCESSORIES

FLASH SUPPRESSOR

Screwed on the barrel, hides the flash when firing.

HOLSTER

Ankle holsters and concealed shoulder holsters can only be used with small weapons, e.g. Beretta m82, MAB mod D, Walther PPK and Walter m9 pocket. If someone suspects that the person is armed, a successful Perception roll is required to notice the weapon.

IR SIGHT (rifles and handguns)

Gives an infrared image of the target, so the weapon can be used at night with no penalty to the chance to hit. If the darkness is complete, e.g. in a cellar, there is a -3 penalty to the chance to hit. The IR sight also works as a limited telescopic sight, doubling the basic range of the weapon.

LASER SIGHT (rifles)

A small laser beam is mounted on the weapon, shining a small red dot on whatever you are aiming at. This is combined with a telescopic sight, increasing the basic range of the weapon five times.

NIGHT SIGHT (rifle)

Uses the same technology as light-amplifying glasses and binoculars. Makes it possible to shoot in very weak light but not in total darkness. No penalties to the chance to hit in weak light. The night sight is also a limited telescopic sight which doubles the basic range of the weapon.

SILENCER (handgun)

Used by assassins who don't want to make any noise when they kill people. With a silencer, the sound of the shot will not be noticeable if the distance is more than ten meters.

TELESCOPIC SIGHT

Increases the basic range of the weapon five times.

BUGGING EQUIPMENT

There are several ways to "bug" a room or a place, so that you can listen to what is said. The simplest is a wired microphone, connected to an earphone in the next room. The major drawback is that you need a lot of time to install such equipment. Since it entails drilling holes in walls and covering the wire behind wallpaper or some such thing, it's usually impossible unless you have full control over the building you want to bug. Also, you must be at the other end of the wire, usually in the next room. Anyone who finds the wire will be able to track down the listener by following the cable.



A more advanced variety of this is to connect the wire from the microphone to a radio transmitter outside the bugged room. This thwarts all attempts to find the bug with a bug detector, and to disrupt it with a noise transmitter.

Another common method is the bug microphone which has a small built-in radio transmitter. This enables the listener to be at a distance, and makes him hard to find in case the bug is detected.

Parabolic microphones are most useful outdoors, enabling you to hear what people say from a great distance. The advantage is that it cannot be detected or disrupted electronically. However, you must have a straight line of sight from the mike to the targets, a window or a wall that is in the way will block the signal.

A laser microphone is a special device for listening to conversations inside a room with windows. It works with an invisible laser beam which is directed at a window. The sound of speaking people in the room make the window vibrate ever so slightly, like a membrane. The laser beam works much like a laser distance-meter and is sensitive enough to pick up the vibrations in the window. The beam bouncing back from the window is digitally processed, and the sounds inside the room can be extracted and recorded.

BUG DETECTOR

The detector is a machine which detects radio transmitters on all frequencies and can find most types of hidden microphones. It will not spot a parabolic microphone, a wired microphone or a laser bug.

BUG MICROPHONE

A microphone the size of a shirt button which can be placed anywhere, on a wall, under a table or behind a painting. It picks up any conversation in an average-sized room, up to 40 square meters. The receiver which picks up the signal from the bug must be within one kilometer from the bug, in open terrain. If there are buildings or hills in between, this may decrease the range to only 100 meters.

BUG-PROOF TELEPHONE

A telephone which makes a secure connection. It transmits a control signal along the line, detecting all attempts to intercept the call. If someone is bugging the call, the phone gives a warning signal so that the call can be terminated or the conversation be altered to less sensitive subject.



HOW TO AVOID BUGGING

The best way to avoid being overheard is to turn up the stereo or create some other noise to drown what you are saying, and then sitting very close when you talk. It may still be possible to extract the conversation by processing a recording of the sound with a special computer program, but this is expensive, time-consuming and has only a 10 percent chance of success.

NOISE TRANSMITTER

This is a transmitter which sends out noise to jam all radio signals. It covers one room and disrupts any bugs placed there.

PARABOLIC MICROPHONE

This device consists of a parabolic disc with a microphone at the focal point. It can be used to listen to conversations from a distance of up to 150 meters. The disc should be about one meter in diameter. A smaller disc means a shorter range. It can be hidden in a car.

PHONE BUG

This is a bug which is mounted inside a telephone. Instead of a transmitter, it can be fitted with a micro tape recorder, making it invisible for a bug detector. The user can call the bugged telephone and activate the phone bug with a special signal, making it play back all recorded calls.

TRACKING DEVICE

The tracking device consists of a small transmitter which attaches magnetically to a car. The receiver can then track the car and show exactly where it is, as long as it doesn't get more than one kilometer away. A bug detector will find the transmitter.

AUDIO-VISUAL EQUIPMENT

MINI CAMERA

The miniature camera is disguised as a cigarette lighter or some such thing. It can be fitted with telephoto or wide-angle lens. Uses ordinary microfilm.

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MINI TAPE RECORDER

A miniature tape recorder, about the size of a cigarette pack (can be disguised as such). Has a built-in microphone and uses a micro cassette.

MINI VIDEO CAMERA

Video camera which records picture and sound. Size like a pack of cigarettes (can be disguised as such). Has a telephoto lens and uses a micro cassette.

COMPUTER EQUIPMENT Anti-virus

There are many programs designed to protect computers from viruses. These work in two ways:

1. They check for known viruses and destroy them when they are found. This is effective against viruses that have been around for a while, but not against completely new ones.

2. They watch over the computer processor and give off a warning whenever something dangerous and virus-like is going on. This is effective against all viruses, but it slows the computer down by about 10%.

CAMOUFLAGE PROGRAM

Hides data so that it cannot be found without extensive deciphering. An advanced form of encrypting which makes it difficult for a cracker to see that anything is hidden here.



DATA VIRUS

Time and Travel

A virus is a small invisible program which sneaks into a computer from an external source, writes copies of itself, and then does something to the computer. Some viruses are merely irritating, e.g. there are some that just display a stupid message on the screen every Wednesday. Others are more aggressive; they may erase all information on your hard disk, or otherwise disrupt the function of the computer. Some viruses lie dormant for a long time before activating themselves.

The person who wishes to plant a virus in a computer must transfer it via a telephone line or a diskette.

DATABASE

A program which stores all available information in a special field, e.g. South American drug trade or the J. F. Kennedy murder. Most large databases reside in mainframe computers; to which you can connect your personal computer via the telephone lines. You pay for the time you are connected to the database. Some databases have restricted access; the Game Master decides if you can subscribe to them.

DECRYPTING PROGRAM

This program is used to decipher coded messages. If the program is given enough time and information, it can solve any code.

HACKER TOOLS

Used to break into the security system in a computer. It gets past various passwords and safeguards. These programs are of varying quality; the Game Master determines a Skill score for the program, usually 15. Then he decides what effect is required for the program to crack a certain security system. If the program gets a sufficiently high effect, it succeeds. If the Skill roll fails, the attempted intrusion is discovered.

INFORMATION RETRIEVAL PROGRAM

This program searches through large amounts of data in many files and finds keywords that you are looking for, or numbers and codes specified by the user. Can be used to establish connections in large quantities of data, or to find connections between files in different machines and databases.

1.11

NOTEBOOK COMPUTER

The size of a small attaché case, with a hard disk of 10-30 gigabytes, 256 megabyte RAM, usable for all normal applications. Battery or AC powered.

It's also possible to create a database in your personal computer, by writing information yourself and importing files from larger a mainframe database.

PASSIVE SPY PROGRAM

The spy program is a sophisticated type of virus. It arrives together with some innocent program that will be installed in a computer. It then copies select parts of the information in the computer to a secret file which the user cannot see. After some time, the spy sends another diskette or tape with something innocent to be entered into the computer. The spy program installs the stolen data on that diskette or tape, which is then returned to the spy.

Some of these programs are even more clever. Let's say that someone is working with a security system that encrypts all data on his hard disk. In order to work with that data, he still has to convert it to a readable form when he reads and writes in his database. A spy program which has secretly been installed in the computer can intercept the readable data and save it in an invisible file. This saves the spy the work of decrypting what he wants to see.

PERSONAL COMPUTER, ADVANCED

The advanced personal computers you can buy today run with a processor speed at least 1 Ghz and are equipped with an Apple G4 or Pentium 4 processors. They have large hard disks, up to 80 Go, and the internal memory is 160 Mo or more. These computers can run large programs and applications.

BURGLAR TOOLS

ELECTRONIC ALARM BUSTER

Used to defuse various electronic alarms. The device must be applied on the alarm. It has a skill score, usually 15, and needs a minimum effect to disrupt the alarm, the Game Master determines how much is required. A failed skill roll means it sets off the alarm.

ELECTRONIC LOCK PICKER

Used to pick electronic code locks. Applied on the lock, which may be a keypad with a number code, a voice detector or a plastic card reader. The lock picker has a skill score, normally 15, and must achieve the minimum effect determined by the Game Master, to open the lock.

LASER BURNER

A tool that uses a powerful laser beam to cut through almost any material, including steel, armored glass and concrete. Only certain very expensive ceramic composite materials can resist it.

LIGHT-AMPLIFYING GLASSES

Amplifies the existing light so that the wearer can enjoy unimpaired visibility in poor lighting conditions. Does not work in total darkness.

LOCK PICKS

Common lock picks are used to open normal locks. Characters with some skill at burglary can open any normal door in a few seconds, using a lock pick. People without this skill need to make a successful AGL throw to get in.

SAFE CRACKER

This is an electronic device used to open combination locks on safes. The cracker is attached to the safe. After a minute or two, the correct combination is displayed. All you have to do is open the safe.

COMMUNICATION EQUIPMENT

SCRAMBLED RADIO

A small radio transceiver which sends a digitally scrambled signal and changes frequency every two seconds, according to a pre-determined pattern. Two of these radios which are synchronized to the same code can be used like ordinary CBs and the communication is virtually impossible for outsiders to penetrate.

THROAT MICROPHONE-EARPHONE

A thin, skin-colored microphone which is attached to the neck. The wearer does not need to speak loudly to be heard, it's enough to form the words with the vocal cords. The earphone is about the size of a shirt button, and is attached inside the ear so that it cannot be seen.

The most modern throat microphones are surgically implanted and can only be detected with x-rays. They cost five times as much and are hard to get.

EXPLOSIVES

DYNAMITE

Nitroglycerin-based explosive which burns relatively slowly and makes a large gas volume. This makes it suitable for jobs when you want to move large volumes of matter, e.g. blasting earth and rock for construction work.

ELECTRONIC EXPLOSIVE DETECTOR

A device which analyses the air and picks up any molecules of explosives floating around. Just like a bomb-sniffing dog, it recognizes the explosive and gives a warning. Does not work with liquid explosives or plasti-ex.

IGNITER

Used to make explosives explode.

KNOCK-OUT BOMB

A small device, the size of a matchbox. Spreads knock-out gas which renders everyone within five meters unconscious.

LIQUID EXPLOSIVE

Looks like coffee or soda pop but does a lot more than go "pop"! Cannot be found by bomb-sniffing dogs or electronic explosive detectors. Explodes when a strong electric current is passed through the liquid.

PLASTI-EX

Plastic explosive which is undetectable for bombsniffing dogs and electronic explosive detectors. Looks like cookie dough. Explodes when heated over a certain temperature.

PLASTIC EXPLOSIVE

Plastic explosive which burns very quickly and makes a small gas volume. Suitable for precision blasts, e.g. to cut off a steel bar, open a safe or breaking a concrete pillar in half. Can only be exploded with an igniter.

MISCELLANEOUS

ACTIVE CAMOUFLAGE SUIT

Looks like an ordinary camouflage overall, but changes color and pattern depending on the surroundings. It takes about one minute for the overall to adapt to a new background. Encloses all smell of the wearer. Gives +10 to the skill score for Hide and Sneak.

DISTANCE METER

Hand-held optical device which shows the distance to any object you focus it on.

DOSIMETER

Hand-held device that measures radioactivity.

IR BINOCULARS

Sensitive to infrared radiation, usable to see living creatures in complete darkness.







"LIE" DETECTOR (Polygraph)

Measures pulse, blood pressure and heart activity. Used to get some indication of whether a person is telling the truth. Scientists disagree about the validity of interpreting the measured results in this way.

LIGHT-AMPLIFYING BINOCULARS

Can be used in poor light conditions. Gives a grainy black-and-white image. Does not work in absolute darkness.

PASSIVE CAMOUFLAGE

An ordinary camouflage overall, with a pattern designed to hide the wearer against a natural background (forest, plants, etc.). Gives the wearer +5 to the Skill score for Hide and Sneak, in such surroundings.

"The soul should always stand ajar. Ready to welcome the ecstatic experience." Emily Dickinson



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REPROCULARS

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I hadn't been to Oakmont, Missouri since I was seven years old and one of my two memories of that trip was my grandfather, lying peacefully in his open coffin. They didn't tell me then how he had died. The other memory was my grandmother, wailing for hours on end, as she greeted the endless procession of relatives at the funeral home. She died just a few weeks later. No one told me then that she had committed suicide. Only my mother went back to Oakmont that time to handle the arrangements. I had vague recollections from previous visits of the small town square, with the stereotypical hall in the center surrounded by quaint, family-run drugstores, groceries, hardware stores and five-and-dimes.

But now, my mother was dead and I was coming back to Oakmont, to dispose of the family property in this nowhere town, that she had never had the heart to sell off. I was stiff and tired after the monotonous cornfield-flanked two-hour drive from Columbia, and not really looking forward to staying in some quaint little hotel where everyone wanted to know your business. Being your typical city boy, I didn't go in for idle chitchat or prying questions disguised as friendly interest.

The mid-afternoon sun was oddly pale in the cloudless sky as I drove into that town square. It looked eerily just as I had remembered it. There were even several cars that looked like they were made in the sixties, all fins and massive rounded shapes. My rental Nissan looked alien next to them, and I wasn't the only one who seemed to think so.

As I drove through town, people seemed to stop in their tracks to watch me go by literally. People would pause on the sidewalk, their heads rotating to track the passing of my small red car, like some invading Japanese machine among a club of Buicks and Plymouths. It was a bit unsettling. I pulled in front of the California Motel, my oddly named inn, which I located with ease. There must be all of ten streets in Oakmont, laid out on a nice neat grid. I hauled out my suitcase, acutely aware of the gaze of two old gentlemen on the motel's front porch. Here we go, I thought. I smiled insincerely, hiding behind my Ray-bans. "Afternoon." One of them nodded. The California was not as painfully small as I had feared, sporting thirty rooms, a real restaurant and a small pool out back.

I passed the hotel sitting room, where an old woman in a print housedress sat staring at an ancient Magnavox television. On the screen seemed to be some grainy World War II footage. Probably the History Channel, I thought, then the threat was somehow more chilling because I wondered if they had cable here. Talk about hell! Well, surely satellite dishes at least. The front desk was unmanned and I resentfully rang the bell on the counter, noting from the number of wooden cubbyholes with keys that there were not too many people staying at the California tonight.

A young woman emerged after a short delay. She was perhaps in her mid-twenties, slightly overweight, short blonde hair, conservative dress under a grubby yellow cardigan. "You must be Mister Dinwiddie." She barely glanced up at me through the entire check-in process. I realized she was one of the few people I had seen in Oakmont who was near my age.

My room opened onto the courtyard and the pool. There were five people out there, two elderly men standing at the shallow end chatting, and a couple with a boy of about five who must be their grandson. The boy splashed in the water while they watched him uncomfortably from their chaise lounges. Determined not to be intimidated by a bunch of retirees and a child, I went out for a swim. I don't know if it was my Speedo or just the fact of my presence, but the minute I emerged, all activity stopped, and everyone's gaze-even the boy's-locked on me. I hate it when people stare at me.

And they didn't look away either, their eyes following me to the chair where I threw my towel and reluctantly surrendered my sunglasses, to the pool's edge where I dove in.

I came up for air and everyone was pointedly looking away-except the boy, who continued to look at me, his expression blank.

I swam a few laps, then got out and went back to my room without another look at them. Just as I got to the door, I heard the phone ringing. Who would be calling? I fumbled with the key, rushed in, and picked up the receiver only to hear a strange rising and falling mechanical whine; a sound you never heard on a modern phone. It was eerie somehow. I put the receiver down. It rang again, almost immediately. I hesitated, then picked it up. "Hello?" I heard music playing; something I knew, but it was so dim and tinny across the line I couldn't place the tune.

"Leave town now, or you never will." Click.

The threat was somehow more chilling because the voice was that of a child, a boy of no more than six or seven, but it was spoken with a menace no child could summon.

What was I thinking? This was crazy!

Obviously it was some kid playing a prank. I got dressed, determined to go out and get dinner. With sunset had come a chilling breeze, and it was getting dark and downright cold as I walked towards the town square. Surely there would be someplace I could get a light meal, though I despaired of finding a reassuring chain restaurant here. I was surprised though to find a McDonald's just off the square. It was one of the old ugly ones, red and white tile with the big glowing yellow arches running right through the slanted roof.

But a Big Mac is a Big Mac, after all. I went in, almost blinded by the fluorescent glare.

There were a few customers munching on their fries, but no one in line. It was so quiet that I could actually hear the Muzak, though of course the song had been so badly butchered that I couldn't recognize it.

I shuffled up to the counter, and was greeted by an elderly woman in cat-eye glasses who looked vaguely familiar.

"Hello dear, welcome! What can I get you?"

"Uhh, I'll have a Big Mac and..."

At that instant, my mind put words to the tune playing in the background:

"... they gather for the feast.

They stab it with their steely knives,

but they just can't kill the beast."

Then I recognized the woman behind the counter : my grandmother. But she's dead. She killed herself twenty years ago!

The woman smiled sweetly. "Yes, it's me, Karl. I'm afraid that Oakmont is your little hell now too. Would you like fries with that?"

I ran for the door, dimly aware that everyone was watching me. I ran for the hotel, determined to get in my car and drive far from this place, far from the Motel California. But that song from the seventies echoed in my head again...

"Welcome to the hotel California. You can check out any time you like, but you can never leave..."





We talked a bit earlier about developing a background as part of the process for creating your character; here we'll delve a little deeper into the concept and provide some ideas to help you flesh out your character.

While character development is important in any Role-Playing game, it is particularly crucial in a game like Kult. A modern horror game depends on 3-dimensional characters just as a good book or movie does. If the protagonist of a book seems to do things contrary to his personality (or worse, not enough of his personality is revealed to help the reader begin to understand why the protagonist has done something), the reader will not be inclined to relate to or care much about that character. The same is true of a role-playing game, except now the responsibility for creating a fleshedout character falls on the GM and principally you. If your character seems flat and dull, uninteresting to play, you have no one but yourself to blame.

While a very important part of your background is the Dark Secret, it may not necessarily be the single driving force behind everything your character does. Humans are generally motivated by a number of goals, short and long-term. On the other hand, it's important to keep the Dark Secret in mind when thinking about your character's actions, because it might influence him, if even on a subconscious level.

FAMILY HISTORY & UPBRINGING

Nature or Nurture? Is your character the product of the genetic input of his ancestors, or is his psychology the result of his upbringing? It is pretty safe to assume these days that Skinner was half-right, and that the composition of a person's psyche is a combination of genetics and environment.

It's not necessary to draw up your character's family tree back 20 generations, though it might add something to have a bad egg or two in your background (before doing this, you should get your GM's approval). More and more psychological conditions are being traced at least partially to genetic origins. (However, claiming to be a descendant of Vlad the Impaler has gotten very, very old.)

On the other hand, it's likely that your character's compulsive use of a certain brand of toothpaste is because his mother found out he used something other than Crest, once during a sleepover when he was eight.

Mommy Dearest made him eat an entire tube of the other brand while she watched, until he threw up. So now he can't stand the taste of spearmint, not to mention some other negative associations with sleeping over with his little friends that might have become associated... Much of our personality is formed during childhood. Look there for the reason behind much of your character's behavior.

ADS/DISADS AS TRAITS & QUIRKS

Your Character has Advantages and Disadvantages for another reason than to give her a Mental Balance; they are to help you role-play that character! If your character is an ecomaniac, she might carry around her empty Cola can for hours until she finds a recycling receptacle. She might harass a complete stranger who throws his newspaper in the trash rather than recycle it. She won't have a car but a bike, will always try to take public transportation you get the picture. It might not be on her mind every minute, but it's something important enough to be a disadvantage, so play it that way. If your character is arachnophobic, he will be very reluctant to go into an abandoned house or a basement. Depending on the severity, this could be almost debilitating : just the sight of a spider web could send him running from the room.

For more sophisticated players, there is the realm of sexual repression and neuroses. X-Files fans know that agent Mulder has a thing for porn movies and a mysterious distaste for drawstring pants. This doesn't seem to interfere with his job, but makes him a more interesting character. In Kult, to be a Disadvantage it would have to become somewhat of a hindrance. Perhaps your character has a hang-up about redheads, or seeing a Calvin Klein underwear advertisement distracts him to the point where he is mentally impaired for hours afterward. Perhaps your character is mortally afraid of any physical contact that could possibly be construed as sexual : a touch on the shoulder is sexual harassment. Perhaps she is convinced that everyone is "undressing me with his eves." Or he thinks that everyone is attracted to him. "She wants me, you know. I can always tell the way they look at me; she was hot for me."

These are just a few examples. You need to look at your Character's Disadvantages and Advantages and ask yourself why. Why is she a habitual liar? Is she embarrassed about something in her past? How can he endure pain? Does he have some training in mental discipline that allows him to block pain?

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Why does she have powerful faith? Did she once witness what she believed was a miracle? You should review your character's advantages and disadvantages at the beginning of every game session and make for a more enjoyable play experience not only for you but the GM and your fellow players.

PERSONAL COALS

Everyone has a goal in life; most people have several. It can range from wanting to be the Emperor of China to surviving until tomorrow. Your character should be no less human. Unless she is independently wealthy, she has a job, which may help or hinder her as she pursues the game agenda. How does this fit in? RPG characters tend to be loners, but surely yours has other friends, maybe even a boyfriend. Is he another PC, an important NPC,

or someone we hardly see in play? If the last, they are either very understanding or won't be a boyfriend for long. The GM and Player should not be afraid to explore this aspect of the character (hopefully in a more realistic manner than television shows where the protagonist has a new girlfriend every week, who dies conveniently at the end of the episode). Does your character have career goals? Does she want to settle down in the suburbs or travel the world? Does he want to own a beach house in Malibu, meet Keanu Reeves, or end world hunger? Or does he just want to see next week's episode of "Melrose Place?" Unless your character is obsessed with the game plot or actively chased by Lictors, he has a regular life to lead. And maybe even Lictors can't stop him from seeing "Melrose."

ORGANIZATION8

The non-player characters are all members of secret, powerful organizations (at least they seem to be, don't they?). It can add a lot to the player background to allow him to be in certain organizations as well. These don't need to be shadowy cults to be useful either. Or maybe they just don't seem to be shadowy cults on the surface...

Maybe your character was in a fraternity or sorority in college; or a former member of an elite military or government organization; membership can come in useful later in life for making contacts, getting information, etc. Maybe he is a Mason. Perhaps your character is in a professional organization. Things as bland-seeming as computer user-groups, local bar associations, martial-arts classes, even party circuits, can be methods for your character to meet people and learn useful information. You and your GM should develop this as much as possible at the beginning, and your GM should have a copy of your character's social and professional 'schedule' so she can use it in the game. Some things can be added later of course if they don't contradict what has already been established.

Hopefully the players will share at least some of these affiliations, so that the gatherings can be role-played. A running a few scenes of relatively 'normal' activities can help break up the more surreal, Kultish events, and if handled correctly, can provide contrast to make the horrific even more shocking.

A KULT CAME Terry K. Amthor

Before I launch into this little exposition, I should admit that I have a definite bias towards a certain direction of Kult play. I've never been a 'gratuitous blood-and-guts' fan, preferring a more subtle horror where the everyday world is a place of unspeakable terror.

I should also mention (as we do on the game) that Kult is not a game for kids. Violence and drugs even in a role-playing game have to keep in perspective. And role-playing the sometimes inevitable sexual situations requires maturity and open-mindedness.

"SPLATTERPUNK"

This is the violent, bloody, even gory aspect of horror, perhaps best typified by Clive Barker's inspirational Hellraiser movies. To my mind, unless used cleverly in tandem with other plot elements, this kind of gaming gets old pretty quick. It's like the Friday the Thirteenth movies, after awhile you become desensitized to Jason and you don't care about those camp counselors. It all becomes cartoony and silly, and that is not what Kult is about (though I think there can be a certain twisted humor to Kult; more on that later). Hellraiser had its moments (especially the first movie), but at times it crossed over into dumbness.

However, I think there is a place for brutal ultra violence in Kult. I've never been so terrified in a movie theater as when I saw Alien. While it was technically science fiction, it was really a gothic tale of very personal horror. The crew faces this... thing... what is it? It is constantly changing; we don't even see its entire body at once until the end of the film, and then after it seems to have transformed several times. It becomes whatever it needs to in order to survive. Worse, it can get inside you, living in your gut, feeding on you, until its' ready. You're only a host.

WHAT COULD BE SCARIER ? CREEPIER ?

And through the movie it stalks through the ship, its intelligence and abilities uncertain. Its human opponents constantly underestimate it, and for that they pay dearly.

Another example of a successful mix of graphic violence with psychological horror is the movie "Seven", where cops in a big city are on the trail of a man who is killing people who he believes are guilty of the seven deadly sins. The film paints an evocative, Kult-like picture of a dark, rainy metropolis filled with crime and fear. Every scene is dimly lit, including-mercifully-the grisly crime scenes.

Obviously the GM is going to be the guiding force in what type of Kult game this is going to be, but the players also have considerable influence. If you encourage the GM with request for a graphic description of the dismembered body, he is going to get the idea that you want more of it! On the other hand, if you are uncomfortable with the level of violence and brutality, feel free to express it calmly to the GM, in private if you prefer. Most GMs would much rather have a player complain about his concerns than wonder why Kevin just stopped coming to game sessions.

PSYCHOLOGICAL HORROR

"Out of the darkness of future past The magician longs to see... One chance out between two worlds Fire, walk with me."

That little verse still sends chills down my spine. David Lynch can set a mood. Twisted, menacing, and sometimes eerily humorous, Twin Peaks was a model for my kind of Kult setting.

Check it out: Laura Palmer was the homecoming queen of an average town, but under her sweet facade, she was addicted to drugs and sex, and tortured by a demonic spirit from another place... BOB. Under a serene surface, powerful forces are waging war, and a door is opening to a mystical place known as the Black Lodge. The illusion is shattering in the ancient woods near Twin Peaks. Who was BOB? The Dwarf? The Giant? And what happened to Josie? The log saw something...

Lynch used a certain sick humor-which he sometimes juxtaposed with the horror to devastating effect. The Miss Twin Peaks contest comes immediately to mind. A more subtle example was in the first episode: the camera s-l-ow-l-y follows a phone cord to the dropped receiver, all the while we hear Laura's mom wailing out of it in a bizarre, choked manner. You don't know whether to laugh or cringe. Lynch can create a sense of lurking menace better than any director I know. He had us on the edge of our seats several times. And just because I classify Twin Peaks as psychological horror doesn't mean that it didn't have a few violent scenes. There was a rape/murder that I couldn't believe the TV censors allowed.

At least rent the 2-hour movie version. Better yet, the entire series is available on video at some stores (or you probably know someone who has it; I do.) Brew up some joe and bring on the doughnuts!

Another wonderful inspiration for Kult is the film Naked Lunch, based on the book by William Burroughs. Typewriters become huge talking beetles; and sex, violence and drugs mix into a very strange brew. Burroughs's Interzone is a place in Kult's Metropolis, where people and things are not what they seem. The central character is a pawn, manipulated by several different factions, all seemingly alien and malevolent. Meanwhile, commonplace objects become animated things, dangerous or sexually suggestive, or both. This movie is not for the prudish (but then neither is Kult).

In games like this, there is a twisting of reality so carefully insinuated into your life that you almost believe that it was always there. Are you going crazy? Maybe so.

DARK HEROES James Estes

I've often wondered about the role of heroism in dark role-playing games. Are heroes really possible in dark role-playing? More to the point, can we really have "heroes" in Kult? What is the role of the hero in a dark world with a bleak future? If the world appears doomed to destruction, if humanity seems to have no future, if society seems not to merit redemption, then why bother playing the hero?

This can be difficult to discuss, of course, when we don't have a common vocabulary.

You are perfectly entitled to your own lexicon, but instead of arguing what words I'm choosing, at least see what I'm trying to say. As long as we understand what concepts we're discussing, the words can vary. (In a different world, we'd all use the same precise definitions for the same words. But this is not the case, for better or for worst.) To that end, let's start with what is "Dark Role-Playing"?

DARK ROLE-PLAYING

What do we mean by "dark" role-playing? I've seen this topic argued countless times on the Internet and America Online. In a sense, no one seems really capable of defining it, but we all use it, and we all know when a role-playing game is dark. What is "dark" science fiction, or "dark" fantasy? Is it just a lower level of illumination, draping everything in dark shadows? That is a good start, but it's only cosmetic. The darkness should extend beyond the shadows to what is being engulfed. Dark role-playing should bespeak more than just the ambient lighting of a setting. This much is only common sense.

It is fairly commonly accepted that a dark setting-regardless of whether we're talking fantasy, contemporary horror, or science fiction-should be grim. It should have the "edge" that everyone talks about. Cutting edge? The razor's edge? It should be on the edge of absolute despair, oblivion and hopelessness. The value of life is lessened, crime is on the rise (exacerbated by either an authoritarian government or total anarchy), few people are trustworthy, no one is what they seem, and humans just generally have little hope for the future. No matter how bad things are, things just seem to be getting worse. This is far more important (in my mind at least) than the presence of any supernatural evil in a "dark" setting. A world that posits the regular and frequent use of demons isn't "dark" per se, if this demonic activity is a commonly accepted part of life. Now, if this self same diabolism is a



contribution to the decline of the society (and plays a role in the other "dark" factors mentioned above), then voila! A dark setting, albeit much darker for its inherent demonic activity.

Remember that one function of darkness is to "hide." Darkness implies ignorance as well as lack of illumination. The Dark Ages weren't called this because of any popular color scheme or peculiar solar activity: Europe had fallen into the darkness of ignorance following years of classical knowledge and enlightenment. What little knowledge and learning that existed was in the hands of the ecclesiastical authorities. Africa was called the "Dark Continent" because so much of it was unknown until the 19th century. This feature of ignorance should, in my opinion, be an inherent part of dark role-playing. The ignorance can be, at the very least, an uncertainty about the future. At its best, such ignorance represents the entirety of the human condition. Worse than not knowing, we are told, is not knowing but believing we are wise.

Kult is a "dark" Role-Playing game because if fulfills all these criteria. The world is slowly breaking apart, violence is increasing, man questions his meaning more and more, and ultimately, we live in ignorance: truly a world shrouded in darkness.

ROLE-PLAYING IN KULT

A lot has been said about how to create Kult characters. Hints and advice have been given for character concepts, mechanics have been discussed, new skills suggested, and so forth. What we'd like to discuss now is the most important part of playing a Kult character: role-playing. We're not going to tell you what role-playing is "about." You can figure that out on your own, or at least make up the answers. This is just basic advice that you can take or leave; it applies to role-playing in general, and not just Kult. You may know all of this already, or this may be new advice entirely.

Some of this advice is geared toward the actual role-playing of a character. The rest of it deals with effective ways of making a game run smoothly.





LIKE YOUR CHARACTER

It is hard to play a character that you don't like. Don't get us wrong - this doesn't mean you have to play a "likeable" character. But there has to be something in the character that resonates, or you find challenging, or you (and maybe even only you) like. If you can't find something in your character that you like, then you'll probably get bored quickly.

"BE" YOUR CHARACTER

When you're playing a character, try to think and act like that character. Don't think of your character as a bundle of game mechanics. When you're going to do something in the game, think of what your character would realistically do, not just what "skills" are listed on your sheet. If you're acting in character, then you'll be taking into account your character's background, dark secret, and more, but not as just game details. Your Game Master, or other players, might question on occasion whether you are doing something in character. In such a case, just think it over. Your Game Master might decide that there is no way that your character might know or do something that you yourself would do, but this should be rare.

It can be incredibly easy to "be" your character in a game, and play very much in character (particularly if you like your character). It can be rewarding, and you might even wonder, at the end of a session, just what prompted you to do or say something. This is often a good sign-your character is growing.

We sometimes speak of our character "talking" to us. When we say it, we don't mean literally-it means we are letting our character grow, and be somewhat distinct from the player. Roleplaying should be fun, and part of the fun is the dramatic creativity it can provide.

At this point, we feel obliged to point out that when we say "be" your character, we're not speaking literally. We really don't want you to be potential psychopaths or suffer from multiplepersonality disorder. We're just talking about a game, after all.

KNOW THE RULES

It is unreasonable to think that you'll know each and every rule in your very first Kult game. But have at least some idea of what the game mechanics are, and try to learn more as you play. Certainly gamers should be sympathetic to people who are just now learning rules.

However, if you've played the game for a while ("a while" being relative to your learning curve), you should know the rules. Some of the basics should come as second nature, including skill or ability throws, and basic combat mechanics. It can be very frustrating in the heat of combat (of your 20th session) when you say "how do I roll damage again?" Some Game Masters may use very simple, toned-down rules. Others may use the full mechanics provided, or make their own variants. Whichever rules your Game Master uses, do your best to learn them.

MOVE QUICKLY

When it's your turn to take an action, particularly in combat, try to move quickly. It is a two-edged sword; you often have a few minutes to think about what your character has a few seconds to consider, but you also have only a few minutes to think about what your character may have been doing for an entire lifetime.

Sometimes, you may have your Game Master's undivided attention. Perhaps a particular scene is focused on your character, or you've decided to do something apart from the rest of the group. This is okay. But try to avoid monopolizing your Game Master's time.

Either way, don't dawdle or take more time than is necessary. Be considerate to the other players.

BE PATIENT

Of course, when someone is taking more time than you'd like, you should be patient. Also, the story may be taking turns where you don't have much of a role; your character might not be in the scene, or may have little to say or do. On such occasions, you'll have to sit and wait.

Unless what is transpiring is something you should be attentive to, it's okay to read a book or a magazine. However, don't start acting visibly bored just in an attempt to intimidate other players or the Game Master into bringing attention back to you. In general, be considerate to other players. Sound familiar?

PLAY NICELY

On the issue of considerate behavior, a few words should be said about player interaction. You're not always going to get along with the other players. Try not to let this affect the game. If there is a strong enough disagreement that it starts to affect game play, then you could have a problem.



Of course, characters might not get along either. This is okay, particularly in a game like Kult which should be always have some level of tension. Try to make sure that this doesn't affect player relationships, which could then theoretically worsen character relationships, and so on...

FOR EYERYONE'S SAKE... BE CONSIDERATE.

Respect Your Game Master

Your Game Master has a tough job. She might have spent many hours preparing an adventure. She has to pay constant attention during a game. There are times when players can stop paying attention for a while, namely when their characters aren't in the spotlight. But your Game Master has to pay attention to everything and everyone. Your Game Master has to keep the story on track, or figure out where it is going when the players have taken it off track (which can be delightful for both players and GM), and has to determine the potential outcome of countless actions. Try to show some respect for your Game Master's job. If you don't like or understand the direction a story is going, just be patient. Don't try to direct the story into what you think it should be. On the other hand, a responsible Game Master will be paying attention to your acts, so that your character's actions will have a real influence in the story's outcome.

If you disagree with a Game Master's ruling, you might bring it up, but try not to be overly confrontational. Sometimes it is good to just pass them a note with a question about the issue at hand, or ask to speak to the Game Master away from the other players; that way you don't argue with the Game Master in front of the playing group. You want to be especially careful about public arguments.

If you disagree with the Game Master on enough issues, then it may be best to find a different group (or a different GM). Otherwise, the problems will multiply, and everyone's experience will be ruined.

Remember, this is about telling a good story and having a good time.



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We are unlikely heroes. We are voices of hope in a world shrouded in despair.

We may not necessarily be good people. Our ranks include psychopaths, human monsters, fallen angels. We are warriors and priests, servant and masters. Saints and sinners all.

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