


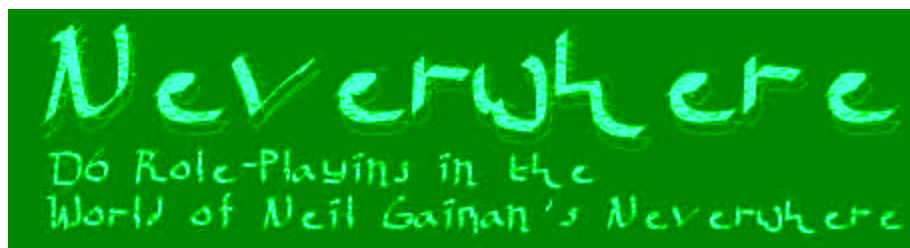


NEVERWHERE

the role playing game



DO GAMING IN THE WORLD OF
NEIL GAIMAN'S NEVERWHERE



Greetings!

This is a table-top role-playing game set in the world of Neil Gaiman's novel (and television series) *Neverwhere*. These pages have all you need to learn the basics of West End Games' D6 system, create your own characters, and run adventures in the Underside.

Setting

The world of *Neverwhere* exists parallel, aside, and under our own. In the subway systems, forgotten sewer tunnels, the shade of alleys, and the corner of your eye, a whole population of folk eke out a daily existence in a world full of magic, danger and endless, swirling surprises. These "underdwellers" pass invisible, right in front of our eyes, acknowledged for only a split second, but never recognized nor remembered. In their world, favors form the only real currency, alliances shift with the hours, and survival requires wits, brawn and more than a little luck.

Say goodbye to your boring, mindless job, your bland little cubicle, and your safe predictable life. You've just fallen beneath the cracks of the everyday world and into the shadows of the Underside.

Welcome to *Neverwhere*. If you can survive the first day, you just might make it a week...

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I. WELCOME TO THE UNDERSIDE

Welcome to the Neverwhere D6 role playing game. If you haven't yet read Neil Gaiman's *Neverwhere*, I recommend that you run right out and buy a copy. Call in sick tomorrow and stay home to read it. These pages will assume a general familiarity with the novel, but should be useful in introducing all players to the Underside.

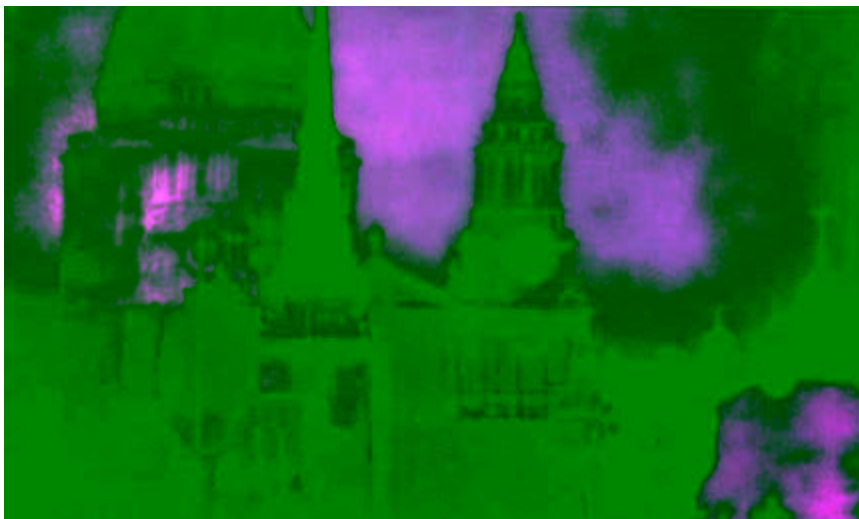
- The World of Neverwhere and London Below
 - Falling Between the Cracks
- The Underside
 - Hierarchies & Social Structure
 - Interacting with Fellow Underdwellers
 - The Floating Market
 - The Grand Bazaar
 - Getting Around
 - Technology in the Underside
- Playing Neverwhere
 - Design Notes

Neverwhere and London Below

The Neverwhere D6 role-playing is based on Neil Gaiman's novel *Neverwhere*. Set in London, or rather London Below, the novel follows Richard Mayhew's journey from a regular, cubicle-dwelling working stiff to tunnel-dwelling, beast-slaying hero (even if it is all by accident).

London Below, as the name suggests, exists under London proper. It also exists aside from "normal" London life. It is a completely different world, based

on feudal structures, magic and (apparently) some very divergent laws of physics. These underdwellers live in the subway tunnels, sewers, and forgotten catacombs that twist beneath the city. Furthermore, time passes differently there: Roman centurions can mix with post-modern punk rockers; day slips seamlessly into night, into yesterday and then back into two days from now. When dealing with the "structure" of London Below, it is best not to think about it too much. There is no sensible answer and you'll only get a headache.



London Below is populated with all manner of people and creatures, most of whom have "fallen through the cracks" of what the rest of us see as reality. As such, "normal" folks do not even notice an underdweller unless he draws attention to himself. Underdwellers are essentially invisible until noticed and are quickly forgotten once out of site of anyone who does manage to notice them.



The world below is harsh, cruel and dangerous. Everything is for barter and survival demands a combination of luck, wits and brutality. It's best to make a few friends and secure a few favors in your debt.

There are little pockets of old time in London, where things and places stay the same, like bubbles in amber.
--Door

Falling "Between the Cracks"

While many of the residents of the Underside were born into it, many others arrive from the World Above on a regular basis. Those that do usually fall into two categories: those that have "fallen between the cracks" and those that have been "exposed" to underdwellers.

Those that have "fallen between the cracks" are usually those poor souls that have gone largely unnoticed in the world. The homeless, the abused, and the chronically lonely may be included in this category. It may also include those that actively seek to escape the World Above and find themselves in a whole new realm.

Those that have been "exposed" to underdwellers for too long may find themselves transformed into an underdweller despite a well-rooted life in the World Above. This is the case with Neverwhere's protagonist Richard Mayhew. He had a good job, a fiancé, and many friends. But his exposure to Door and the marquis de Carabas caused him to fall between the cracks of society and into the Underside. It's not that Richard ceased to exist Above—his belongings and even his history remained. Only, no one above remembered him. The universe simply filled in the gap where Richard once was. At best, his former friends would vaguely recognize him, though be unable to place his name. And like all other updwellers, they would forget him as soon as he was out of sight.

The Worlds Below

In Neverwhere, Gaiman alludes to other "Cities Below" in the world—specifically Calcutta, Bangkok, New York and Berlin. In this game, undercities exist beneath every major city in the world. Each shares some characteristics: it is populated by those who have "fallen through the

cracks"; ruled by social structures bordering on anarchy; and is filled with adventure, danger and magic. But each undercity is also unique, taking on the flavor and history the appropriate city above. See the Undercities of the World section.

The Hierarchies

Each City Below has its own system of social order (or lack thereof). By and large, the dwellers have adopted feudal systems based on the medieval societies of the countries beneath which they live. The Undercities in America are a bit more flexible, with a combination of feudal titles, modern "political" demagogues, and gang-like mobs.

In every part of the Underside, many choose to swear fealty to a particularly powerful force—be it a single, "royal" individual, a guild, tribe or religion. These loyalties require regular attention—one must pay homage, provide tithes, or come to the aid of one's brethren. But they also provide a community for support and mutual defense. Those that choose to go it alone risk greater dangers and more uncertainty.

Interacting with Your Fellow Underdwellers

By and large, those Below view even their friends with a touch of suspicion. It's a harsh world, where loyalties shift rapidly; it's best to rely on one's own wits and resources. However, a few worthy souls do band together, forming tribes or "families" that provide as much security as one may hope for in any world.

But even with close-knit groups, all things are up for bargain. Food, protection, information and all manners of goods get passed through trade. Even favors provide the most valuable of currency. An able underdweller will not only be quick with a knife, but sharp in a bargain.

The Floating Market

There's a truce in the market. If anyone hurt anyone there, the whole of London Below would be down on them like a ton of sewage.

-Anaesthesia, one of the Rat-Speakers.

Every City Below has a marketplace where all goods and services may be haggled for and purchased. Markets occur at least a few times a week, never in the same place as the last (hence the term "floating"). The Markets occur in odd places: the retail floor of a department store, the deck of an old aircraft carrier, or within other public places. The Markets occur late at night and go unnoticed by updwellers (and their technology) and when the Market closes, it leaves no trace behind. (No, don't ask how or why...once again, that's just the way it is!).

Those Below hold a special connection with the Markets: they all respect a truce of non-violence and against theft; they pass along the location of the next market, even to enemies; and generally approach the Market with a kind of communal conviviality.

Getting to the a Market may require a minor quest or adventure—it may be a dangerous route, guarded by a puzzle or beast, or require some "price" to be paid for entrance.

The Grand Bazaar

The Grand Bazaar exists aside from all the various Cities Below. It is unclear where it is actually located—in facts, parts of the bazaar simultaneously exist in different parts of the world. The Bazaar is a nexus where all underdwellers, from all the Cities Below, may come. As with the Floating Markets, a Truce of non-violence and against theft is strictly enforced.

The Bazaar provides the most arcane and rare wares—those only whispered of in the Markets. Need the fresh heart of a long-extinct animal for a spell? How about information from the guy who built the first tunnels beneath Rome? Or maybe you just need someone to help you locate the fragment of your soul that was stolen from you last night while you slept. The Bazaar is the place to go.

But getting there is not easy. Indeed, it is much more dangerous than reaching any of the Floating Markets. It may take a journey of days or weeks to find out where the Bazaar is, then pass through the labyrinthine requirements to gain entrance. As always, the effort will be fraught with danger, sacrifice, and dark magicks.

Note: The Grand Bazaar is something of my own creation. I thought it appropriate to have a place where underdwellers from different Cities Below could convene. Also, there should be some items too rare to find in a Floating Market.

Getting Around

For one thing, there's a lot of walking around in the Underside. Given the surroundings, most motorized vehicles are impractical—and that's assuming that an underdweller could get them to work in the first place. Furthermore, much of the technology will ignore, or even actively exclude, an underdweller (yes, as if the technology has a mind of its own). In the novel, Richard could not board a subway train—it slammed its doors on him. Later, Door explained that they could ride some subway trains, but you had to let the train "know who was boss."

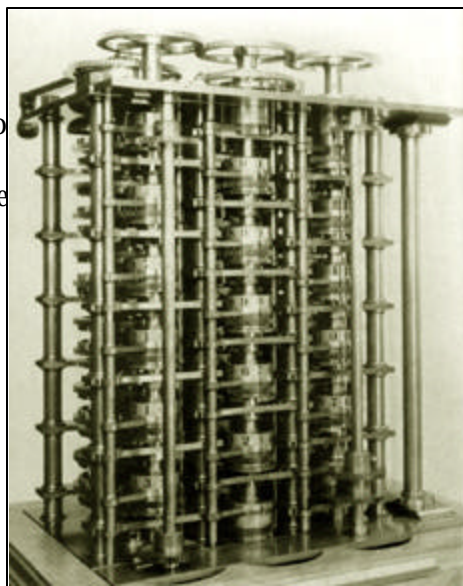


That said, the those Below have discovered all sorts of alternative methods for getting around quickly. Many learn which doors and pathways provide quick connections to other locations located far away. In its crassest form, it may seem to be a kind of teleportation—but that's pigeon-holing a bit too much. For the game, the GM may provide these various portals for sake of convenience or (better yet) adventure.

Technology in the Underside:

Though it is unclear from the novel, it appears that a modern technology functions differently in the Underside than it does Above. Despite the cutthroats, assassins, and other unsavory types, no one uses modern weapons such as handguns, explosives, or tasers. Rather, the underdwellers arm themselves with archaic weapons such as swords, clubs, crossbows and spears. For the game, GM's and players should assume that if an underdweller attempts to use a modern weapon, it simply won't work.

Some more harmless technology may function, at least sometimes. For example, Hunter uses an electric flashlight. But Richard's digital watch ceases to work when he "falls between the cracks" and becomes an underdweller. It is easy to propose some strange paradoxes—what if an underdweller attempts to drive a car, for example, will he be invisible, will the car? In general, GM's should err on the side of simplicity: the car simply doesn't work, or other drives recognize that someone is driving the car, but just can't seem to recognize the face of the driver. GM's should allow modern technology that does not imbalance the game—and always reserve the right to say that something ceases to work (without need to explain why).



There seems to be some very advanced and elegant forms of technology that have developed in the Underside but gone undiscovered Above. The holographic diary of Lord Portico (Door's father) is one such example. These devices resemble 19th Century inventions, apparently pre-electric in design and are likely to be quite valuable. GM's and players should feel free to develop this divergent "steampunk" technology.

Playing Neverwhere

The Basics section will spell out the mechanics necessary to roll the dice and do the accounting. But what's really important is the attitude with which players and the GM approach the game.

First and foremost, don't try to make too much sense of the world. In fact, whenever anything becomes too predictable, the GM should change it. One of the greatest things about the book is that it makes no sense at times: Richard may walk through a door on a roof during the daytime and end up in the broom closet of his flat during that night.

Second, while combat is part of the game, Neverwhere is much more about storytelling: suspense, mystery and character development. There are probably better gaming "worlds" for playing a combat-heavy modern fantasy game. (Besides, I'm guessing Neil would prefer it.)

Finally, as with all the games I've posted (and all games you play, in my opinion), change the rules as you see fit. These are only guidelines to help the GM and the players have a good time. Experiment, tweak and outright revise!

Design Notes

The Neverwhere D6 game is based on West End Game's D6 Classic, specifically as laid out in its Star Wars games. I will try and point out where I've added my own little twists.

I've based the game on the Neverwhere novel only. The book actually came after a television show that ran in England on the BBC some years ago. I've never seen the show, so I really can't add

much to the game from it (obviously). A movie has been in various stages of production for years, but I'm not sure of its current status. If it ever gets made, I'll alter the game accordingly.

Because this game is based on a book, I don't really have very many images to go along with the text. This is unfortunate, since I think images add a lot to a RPG. I will try to supplement the game with some appropriate images and maps. But I am going to try an experiment: instead of posting images to describe some aspects of the game, I'm going to include excerpts from the novel. I will also add prose descriptions of my own (with my own Neverwhere characters) to spice things up. Let me know what you think.

Finally, there is at least one other "modern fantasy" RPG out there—*Underworld* by Adamant Entertainment. I have purposely not even picked up the game. I've read a couple of reviews of it (both were favorable), but decided that I didn't want to borrow from their game (even unintentionally). That said, it may well add a lot to your Neverwhere game. Check them at: <http://adamant.rpg.net/uw/index.html>. You might also find some useful resources in various "Steampunk" games and comics.

II. THE BASICS

This game is based on West End Game's D6 system, specifically its Star Wars Role-Playing Game. I recommend picking up an old Star Wars rule book (available at some game stores and on many online auctions) or WEG's new Metabarons game to fill in gaps that I don't cover here.

GAME MECHANICS

The Dice

The system requires players to roll six-sided dice (D6), which represent a character's attributes and skills. When appropriate, the Game Master will tell a player to roll a number of dice equal to either the attribute or skill being used. The player rolls the appropriate number of dice, adds the values together and tells the GM the sum. If the sum is equal to or greater than the difficulty number, the character succeeds. If it is lower, the character fails.

Example: *Grimm is trying to walk along a thin ledge without falling. He has a Dexterity of 3D. The GM sets a difficulty number and then the player controlling Grimm will roll 3 dice and sum the results to see if he is successful.*

Example 2: *Grimm is trying to find a secret door at the end of an old tunnel. The GM tells the player to roll Grimm's Search skill (2d+2). Grimm rolls two six-sided dice and adds 2 to the resulting sum.*

The Wild Die

Each player should designate one of his or her dice to be the Wild Die (it is helpful if it's a different color or shape).

Whenever the Wild Die comes up with a 2,3,4, or 5, add the result to the other dice as normal. But, if the Die comes up with a 6, add 6 to the dice total and roll the Wild Die again and add the new value to the dice total. If another 6 comes up, roll and add again. This continues as long as the player continues to roll 6's on the Wild Die.

Example: *Grimm has a Crossbow skills of 4D. When he fires, he rolls 4 dice. His values are 2,5,3 and on the Wild Die, a 6, resulting in 16. He rolls the Wild Die again and gets another 6! The total is now 22 and he gets to roll again. This time, he gets a 1 and adds that to the sum to get a 23 for his shot.*

If the Wild Die comes up with a 1 when a character is first rolling a Skill or Attribute Check, roll the Wild Die again. If the value is 1 through 5, remove the Wild Die and the die with the highest value from the dice to be added.

Example: Grimm is firing his crossbow again. He rolls a 2,5,6 and on the Wild Die a 1. He rerolls the Wild Die and gets a 2. He removes the Wild Die and the die that came up 6 and adds the remaining two dice together to get 7.

If the second Wild Die roll comes up to be a 6, then the character has **Complicated**. He or she has screwed up in a particularly bad way....perhaps dropping his weapon down into a sewer grating or twisting an ankle while trying to dodge. Complications should make a character's life more difficult, but never kill them outright.

Example: Grimm is running away from a pair of assassins through dark, wet tunnels crowded with old trash. The GM has him make a running roll with a difficulty of 10 to avoid tripping over a pile of debris. Grimm, with a Running skill of 4D, rolls 4 dice. He gets a 2, 2,3 and on the Wild Die a 1. He rerolls the Wild and gets a 6! He not only fails but complicates. The GM tells him that he trips over the pile and lands on his face, dropping his weapon into the depths of the muck. He'll have to spend a round looking for the weapon or leave it behind.

The GM could have just as well said that Grimm got a muscle cramp and is -1D to all Dexterity actions for the next 5 rounds, or that he is stunned for the next round--anything that makes Grimm's life a little scarier.

Difficulty Numbers

When a character makes an Attribute or Skill check, they are usually rolling against a difficulty number. Difficulties are divided into the following categories:

Difficulty	Difficulty Numbers	Description
Very Easy	1-5	Anyone should be able to do this most of the time. Example: Running on a flat, dry surface.
Easy	6-10	Most characters should be able to do this most of the time, though there is still a change for failure. Example: Running on a flat surface when it's dry, but with a few obstacles around.
Moderate	11-15	Requires a fair amount of skill and/or effort. Most unskilled characters will fail such an attempt. Example: Running on a wet surface that provides a bit of traction.
Difficult	16-20	Only highly skilled characters succeed at these with any regularity. Example: Running through a muck-covered tunnel with obstacles.
Very Difficult	21-30	Even pros have a hard time pulling these attempts off. Example: Running through a dim, wet, slippery tunnel that is laden with debris.
Heroic	30-50	Only the luckiest and most skilled are successful. Example: Running through that same dim, wet, slippery tunnel that is laden with debris, only this time while carrying one of your unconscious buddies.
Unearthly	50-75	A character must have magical abilities in order to even think of attempting such an action. Example: This is the stuff of legends: firing a crossbow bolt into the minuscule weak point of a god's armor; surviving beneath a massive cave-in, etc.
Impossible	75+	Requires godlike magical abilities to manage (or at least godlike luck...).

Example: It can only be described as altering reality...

Opposed Rolls

When a character is testing his or her Attributes or Skills against those of another (PC or NPC), the parties involved make Opposed Rolls. The one with the highest roll wins.

Example: *One character tries to shoot another with a crossbow. The first makes a Crossbow roll while the other makes a Dodge roll. If the attacker's roll is higher than the others' Dodge, then he hits.*

Character Points

A character may spend his or her Character Points to gain additional dice during an action. They receive an additional die for each point spent. A character may spend up to 3 CP's per action or attack, and up to 5 CP's for any defensive action (Dodging, Strength rolls versus damage, etc.). If the die purchased with a CP comes up a 6, the player may re-roll it and add the new value to the total (as for the Wild Die, though there is no penalty for rolling a 1).

Example: *Grimm gets shot by a villain with a crossbow for 23 points of damage. Grimm rolls his Constitution of 3D and gets a 10. That's 13 points below the damage level, which is Mortally Wounded. Grimm's player decides to spend some Character Points. He spends one for an additional die and gets a 5, reducing the difference to 8, meaning Grimm is Wounded. The player decides to spend an additional CP and rolls a 6! He gets to roll again and gets a 4, which means his Constitution roll is 2 over the damage roll. Grimm suffers no damage from the attack!*

Character Points may not be used the same round a Chi Point is used.

Chi Points

Chi represents a character's inner strength and connection with supernatural powers. When a character spends a Chi point, all skill and attribute dice totals are doubled for the round in which the point is spent. Anything that is not part of a character (a weapon or vehicle), is not affected.

Example 1: *Grimm is in hand-to-hand combat with another Bravo. He decides to spend a Chi point one round. His Martial Arts is normally 5D. This round, it goes to 10D! For purposes of damage, his Strength doubles from 3D to 6D!*

Example 2: *Grimm is in a fight with an enemy and decides to spend a Chi Point. His Crossbow skill doubles from 4D to 8D, but the damage from the crossbow (5D) remains the same.*

See Characters: Chi for rules about using and regaining Chi. Remember, Chi may not be used the same round Character Points are spent.

III. CHARACTERS

TEMPLATES

In order to play Neverwhere D6, you'll need a character. You can select one from the Templates section in Appendix A or create your own (see below). The following is a list of common character types encountered in the Underside.

- Blueblood (Noble): a member of a noble family in the Underside. With the boons of a high social rank, so come greater responsibilities, dangers and enemies.
- Bravo: a warrior, bodyguard, or thug (or all the above), who usually rents out his services to the highest bidder.
- Eyeball: an oracle or fortune teller, usually with a great deal of arcane knowledge.
- Fallen god: a hapless diety that finds herself trapped in the clumsy flesh of a mere mortal.
- Grubber: one of a tribe of scroungers who scour the Underside for lost items, secret information and new tunnels.
- Hawker: a merchant and haggler, through and through. If he doesn't have it among his wares, he can likely get it...for a price.
- Lost soul: one of the undead, damned to continue walking among the living until freed by some quest or a final death.
- Rake: a cad and troublemaker, thief and murderer. At least that what his friends call him.
- Twixt: one of the few able to pass between both the World Above and Below Accessing both, but accepted in neither, these middling souls usually make their living as beggars, hardly staving off the hunger, loneliness and ensuing insanity of such a solitary life.
- Updweller: a resident of the World Above who suddenly finds herself "between the cracks" and trapped in the Underside.
- Underdweller: a citizen of the Underside, adept at survival in the tunnels and dangers of the forgotten world, but clueless to the reality above the street.

ATTRIBUTES

Each character has 18 dice to divide among the six attributes Strength, Dexterity, Constitution, Knowledge, Instincts, and Presence. For Mundane characters, at least 1D must be placed in each attribute and no more than 4D can be assigned to any one attribute. Supernatural characters may put up to 6D in anyone 1 Attribute, and up to 5D in two others (but only start with 18 Attribute dice, just like Mundanes).

Dice may be broken up into 3 "pips", or "+1's", per die (See example below).

Strength: measure of physical power.

Dexterity: balance, speed, and reflexes.

Constitution: physical and mental toughness.

Knowledge: breadth of education and intellectual development.

Instincts: perception and intuition.

Presence: charisma and social abilities.

Example: Paul is making a character named Grimm, a Bravo. He decides to create his own template rather than use the one provided. He comes up with the following Attributes:

Strength: $3D+2$

Dexterity: $3D+2$

Constitution: $2D+2$

Knowledge: $2D$

Instincts: $3D+1$

Presence: $2D+1$

Note: Once an Attribute is raised beyond $XD+2$, it moves to the next dice level (If Paul had assigned the "pip" in Presence to his Dexterity Skill instead, it would be $4D$, not $3D+3$).

See [Attributes & Skills](#) for further descriptions.

DETAILS

Now, flesh out a description of your character--history, physical characteristics and motivations.

Description

Describe your character: How tall is he? What kind of clothes does he wear? Does he have any noticeable marks such as tattoos or scars?

Background

Give your character a history. Is she a run way? Has she lived in the Underside her whole life? Does she have a family? Any friends? GM's should encourage characters to develop a decent background, as the characters' associates will create fodder for future plotlines.

Personality

Is your character a grouch? Is she impulsive, always itching for a fight, or is she more thoughtful and cautious?

Objectives

What does your character hope to gain? Is she lost in the Underside, just trying to reestablish a live Above? Is he hoping to be a great hero? Does she have an quest that affects her every action? Is he still looking for his place in life?

Connection to other Characters

Usually, the character will be friends or associates. But the GM may dictate that they are just meeting at the beginning of the game, allowing the characters to get to know each other as they begin their journey through the Underside.

CHOOSING SKILLS**Starting Skills**

Characters start with 7 dice to allocate for starting skills. Skill dice may be broken up into 3 pips, just as Attribute dice.

Quirks, Charms & Knacks:

Characters may begin with 2D in Quirks or Charms (divided as they wish, but at least 1D must be invested in each choice), or 1D in a Knack. Players may forego having any magical abilities and gain +2D for Skills.

Curses:

Characters may choose to suffer from a curse (or a few curses) in order to gain more dice for Quirks, Charms, Knacks or Skills. For each 1D taken for a Curse, the character may add 1D in Quirks, Charms or Knacks or 2D for Skills. A character cannot begin with more than 4D in Curses.

Specializations:

Many skills have specializations which allow the character to focus on a certain aspect of the skill. If a specialization is taken, a character may advance in that specialized aspect of the skill at half the normal cost of advancement. However, uses of the skill not covered in the Specialization remain at the base skill level.

Example: *Grimm has Melee Weapons at 4D. He decides to specialize in Melee Weapons: Sword. It will cost him 6 CP rather than 12 CP to advance to 5D. Any time he uses a sword, he will get to roll 5D, but for all other Melee Weapons he will only roll 4D.*

Specializations may be selected at Character Creation. When this occurs, the character's skill increases 2 pips for every 1 pip put in the skill.

Note: "Mundane" characters may not start with skills greater than 6D! "Supernatural" characters (like the undead or fallen gods), cannot start with skills greater than 7D.

Specializations are independent of the skill from which they are derived. If the player later increases the skill, the Specialization does not increase. If the Specialization increases, there is no change in the base skill.

Advanced skills:

Some particularly complicated skills require two times the normal amount of Character Points to allow for Advancement. They also typically require some other prerequisite skill.

CHI & MALICE

Chi symbolizes the inner strength of a character and her internal balance between good and evil. A character may spend a maximum of one point of Chi per round to double the dice values of ALL actions in that round (See Chi).

Getting Chi & Malice

Every character starts with 1 Chi Point. As Chi are spent, characters will have opportunities to gain additional Chi Points when performing heroically and may accrue Malice when acting selfishly and evilly.

Heroism:

When the character spends Chi to perform a heroic act, she gets the point back at the end of the adventure. Examples of heroic action include: risking harm to help others; fighting an evil force; making a sacrifice for someone else.

Heroism at a Dramatic Moment: When the character uses Chi to perform an action integral to the success in the adventure or at another very dramatic moment, she will not only regain the Chi point at the end of the adventure but may also be awarded another Chi point. Examples include: defeating a major villain; preventing the Apocalypse; saving the life of another person. Characters who do not have any Chi points but who act heroically at a dramatic moment may be awarded a new Chi point at the end of the adventure.

Pragmatic Action: If the character uses Chi in a pragmatic, but non-heroic way, she will not gain an additional Chi point at the end of the adventure. This includes: avoiding danger; saving your own life; using it for personal gain (without harming another).

Doing Evil:

If the character uses Chi in an evil action, she will lose the Chi point permanently and will gain a Malice point immediately. Examples include: killing or injuring someone for any reason other than self-defense or to aid others; using magic when filled with anger and hate; using magic to accrue personal power over others.

Characters should be reminded that a particular action will give them a Malice points and given a chance to act otherwise. Character's with Malice points will have a tainted aura that will be noticeable by certain sensitive observers. "Good" characters with Malice will suffer from depression, mood swings, angry outbursts and similar un-fun behavior.

Turning Bad:

When a character gets a new Malice Point, roll 1D. If the result is less than the number of Malice Points the character has, the character has turned Evil (or, at least, mostly-evil). The Gamemaster may decide to take control of the character, or should instruct the player that her character is now "in a bad place" to say the least.

Being Bad:

Characters may spend Malice Points just as they may spend Chi. However, when they do, they

automatically regain the Malice Point and will gain another. Characters so indulging their evil side will quickly turn into soulless animals.

Penance:

Characters may rid themselves of Malice by doing good acts, talking with friends, fighting the good fight and being nice to small animals. This will usually take at least 2 adventures of the character "acting nice" and being sorry.

ADVANCEMENT

At the end of each adventure, players will usually be rewarded Character Points at the end of an adventure by the Game Master. They may keep these CP's for later use or spend them on learning skills. Game Masters should award no more than 5-10 CP's per adventure.

Increasing skill levels

Skills increase by "pips" (e.g. from 3D to 3D+1, to 3D+2, to 4D). For normal skills, it costs a number of Character Points equal to the current dice value of the Skill. Thus to advance from 4D to 4D+1, the player must spend 4 CP's. Specializations cost 1/2 the current dice value (moving from 4D to 4D+1 would cost 2 CP's). To learn a new skill, the character must spend 3CP's to get the skill at a level equal to the controlling Attribute.

Example: *Grimm has Crossbow at 4D and wants to increase it to 4D+2. To do so, he must spend 8 CP (4 to get to 4D+1 and 4 more to get to 4D+2).*

Learning new skills

At character creation, the player may choose 3 skills under each Attribute that the character "knows" at a skill level equal to the Attribute. All other skills under the Attribute will be attempted at -1D.

To learn new skills, the player may spend 3 Character Points to gain that skill at a level equal to the controlling Attribute. After that, the skill advances as normal (see above).

Improving attributes

Improving an attribute by 1 pip costs 10x the current die value. Thus raising a character's Strength from 3D+2 to 4D will cost 30 CPs.

IV. ATTRIBUTES AND SKILLS

Many of the skills that are used in Neverwhere D6 are exactly the same as those used in West End Games' old Star Wars game, or the new DC Universe. However, I have made a few changes. The links below lead to each Attribute and explanations of the skills they control (many of the skills are more completely explained in the West End Games rulebooks).

Attributes:

Attributes represent a character's physical and mental characteristics. Each Attribute controls a number of skills whose starting level depends on the current score of the Attribute.

Strength:

Dexterity

Constitution

Knowledge

Instincts

Presence

For Magical Skills (Quirks, Charms and Knacks) and Ritual Spells, please see the Magic Section.

TERMS

Skill name: Aside from just the skill name, the skill may be designated as (A)dvanced or (S)pecial. Advanced skills usually require prerequisites and are more difficult in which to gain levels. Special skills are particular for some other reason, usually because there are certain rules that apply only to those skills.

Prerequisites: Any skills and their levels that must be attained before the skill in question may be taken.

Time of Use: Amount of time that passes while the character attempts the skill (regardless of whether or not it is successful). This can be highly variable and depends on the GM's discretion. An action that takes 1 round means that it is the only skill the character can attempt in that round. An action that takes "1 action" can be attempted in conjunction with as many other actions as the character can perform in one round. Other attempts may take anywhere from a minute to days (Scrounge, for example). Difficulty numbers may vary depending on time spent as well.

Difficulty: This gives an approximate Difficulty level to successfully use the skill. GM's should vary this depending on the situation: including stress, available tools, amount of time dedicated to the task, familiarity with the situation and other factors.

Description: A (hopefully) brief description of what the skill does includes and other notes.

If a skill is listed by not given any other information, assume that it is available in one of West End Games' products (probably the Star Wars books, 3rd Edition).

STRENGTH

Brawling

Time Taken: One action.

Specializations: none.

Difficulty: Very Easy (5)

Brawling covers basic hand-to-hand combat. It is less graceful than Martial Arts, but can be equally effective. A character will do an amount of damage equal to his Strength + 1D per Effect Value.

Climbing

Time Take: One action (but GM's may decide to have characters just roll once for an entire "pitch")

Specializations: Different things climbed: buildings, trees, rock faces.

Difficulty: Moderate (15)

While Climbing covers the actual act of scampering up something, it may also be used when a character tries to do things like hold on to the hood of a speeding car (the "TJ Hooker maneuver") or grab on to the struts of a helicopter as it takes off, etc. The difficulty may be increased if the character is burdened or wearing armor.

Jumping

Time of Use: 1 action. Note that "big" jumps may require a certain amount of "hang time." GM's should consider this in modifying difficulties for other actions that are attempted while the character is in the air.

Specializations: None.

Difficulty: A die result of 3 or higher is a Success. The distance covered depends on the dice total of the attempt. See below

Jumping is not really an "academic" skill, but it is a talent that may be cultured nonetheless. You may notice a somewhat strange progression in the distance covered and the number of successes. This is because almost anyone can jump at least a little, but only a few people can really jump far. A roll of 40 is about the maximum that an Olympic jumper could get (assuming he didn't use Wild Dice, Chi or Character Points--all of which, I think, are illegal at the Olympics)--this assumes a Strength of 4 + Jumping skill of 6 (World Class) and a getting an average of 4 or greater on each die. After 40, the distance increases dramatically. This is because the jumper will only get this far if aided by technology (cybernetics) or some other "superhuman" means (Chi or Character Points).

I would recommend to GM's that a result of 40 be the "maximum" allowed any non-augmented jumper (this includes the use of Chi and CP's) because the laws of physics and gravity have to apply somewhere. There is simply no way for a "normal" human to jump 50 feet horizontally!

Difficulty Approximate Distance Cover

5	Horizontal: about 2.5 feet.
	Vertical: about 3 feet.
10	Horizontal: about 4 feet.
	Vertical: about 4 feet.

15	Horizontal: about 6 feet. Vertical: about 5.5 feet.
20	Horizontal: about 10 feet Vertical: about 6 feet
25	Horizontal: about 15 feet. Vertical: about 7 feet
30	Horizontal: about 20 feet. Vertical: about 8 feet
35	Horizontal: about 25 feet. Vertical: about 10 feet.
40	Horizontal: about 30 feet (this is about the current world record). Vertical: about 12 feet.
50	Horizontal: about 40 feet. Vertical: about 15 feet.

Beyond 50, a jumper may only achieve these distances if aided by magic or technology. Even Chi and CP's should not be permitted to carry a jumper this far.

60	Horizontal: about 75 feet Vertical: about 35 feet.
70	Horizontal: about 100 feet. Vertical: about 50 feet.
80	Horizontal: about 125 feet. Vertical: about 75 feet.

For each additional 10, add about 25 feet to the result.

Lifting

Time Taken: 1 action

Specializations: none

Difficulty: Depends upon the weight and bulkiness of the item.

Lifting represents more an innate ability than a learned skill (though you can certainly learn the "correct" way to lift heavy objects). Difficulty depends on the weight of the object. The table below indicates the difficulty of lifting a common object of about the provided weight. Characters will be able to lift much more than this amount if they bench press (approximately 3 x the amount) or do a dead lift (approximately 4x this amount)

Weight of Object	Difficulty
20 pounds	Very Easy (5)

50 pounds	Easy (10)
75 pounds	Moderate (15)
100 pounds	Difficult (20)
150 pounds	Very Difficult (25)
200 pounds	Heroic (30)
Increase Difficulty by 5 for each additional 50 pounds	

DEXTERITY

Acrobatics

Time Taken: One round

Specializations: **Tumbling** Balancing, Swinging

Acrobatics is used whenever a character attempts to make an unusual or difficult maneuver with her body. A character may attempt an Acrobatics check if they fall or are thrown to the ground to roll to her feet or avoid damage (roll Acrobatics versus the damage. If the Acrobatics roll is higher, subtract the difference from the damage taken).

Acrobatics may also be used in combat. If a character uses Acrobatics during combat they can potentially reap one of the following benefits:

- A successful check versus a Moderate difficulty adds a +1D to **either** the character's attack or Dodge (but not Parry) attempts. The Acrobatics roll does not count as an action if successful. If it fails, it counts as an action.
- With a Very Difficult check, the character may get a +1D to both her Attack and Dodge attempts this round and the Acrobatics attempt does not count as an action. If she fails, it counts as an action.
- Whenever Acrobatics is used for one of the above purposes in combat, the character is considered to act last in the round (her attacks will land in the "second segment").

Brawling

Time Taken: One action.

Specializations: none.

Difficulty: Very Easy (5)

Brawling covers basic hand-to-hand combat. It is less graceful than Martial Arts, but can be equally effective. A character will do an amount of damage equal to his Strength + 1D per Effect Value.

Dodge

Time Taken: One round.

Specializations: None.

Dodge is the art of getting out of the way. A character need only make one Dodge roll per round. The result becomes the base difficulty for anyone shooting or throwing anything at the character. Thus, if a character makes a Dodge roll resulting in 20, enemies will need at least a 20 to hit the

character. The Dodge result *replaces* the base difficulty, thus a bad Dodge result can put the character in a worse position than if he had just stood still. Dodge may also be used to get out of the way of other objects that are not purposely aimed at the character, such as falling boulders, careening busses or out-of-control skateboarders.

Drive

Time Taken: One round.

Specializations: Particular types of vehicles, such as Motorcycles, Sports cars, Limousines, etc.

Drive applies to the conduction of commonplace passenger vehicles. It won't do you a lick of good in a tank...

Fire Weapons [Archaic Weapons/Firearms (Pistols and Rifles)/Light Artillery/Heavy Artillery/Vehicle Weapons/Remote Weapons]

Time Taken: One round.

Specializations: Particular weapons types. For example, Firearms: Assault Rifle.

When choosing the Fire Weapons skill, the player must choose one of the categories listed above. The character is considered unskilled in all the other categories unless they too are selected.

Martial Arts

Time Taken: One round.

Specializations: none.

Difficulty: Easy (10) for standard blows. Difficulty may be increased for special maneuvers.

Martial Arts covers the study of unarmed hand-to-hand combat. At character creation, the character receives one special maneuver for each die they place in the skill. When the character advances with experience, each special move costs an additional 8 CP's (a character can buy as many as he would like).

Example: *Lurker has a Dexterity of 3D and at character creation adds an additional die into Martial Arts (giving him a total of 4D in Martial Arts). He chooses Disarm, Elbow Smash, Multiple Strikes, and Power Block. Later, he increases the Martial Arts skill from 4D to 5D (costing 12 CP's) and decides to purchase Spinning Kick for an additional 8 CP's.*

A character who strikes with Martial Arts, but without a Special Move, does damage equal to her Strength +1D per EV.

SPECIAL MOVES

The standard Difficulty for each move is given in parenthesis.

- **Disarm (D):** if the character's attack is successful and not parried or dodged, the target is disarmed.
- **Elbow Smash (D):** if successful, attacker may add +1D to the damage roll.
- **Flip (M):** If successful, the attacker throws the target to the ground and does 3D damage. The target must take an action and an Easy Dex roll to get to his feet.
- **Flying Kick (VD):** If successful, attacker does STR +2D + 2 points of damage. If she fails, the attacker is off balance and at -1D to all actions in the next round.

- **Foot Sweep** (E): Will trip the target who must take an action and make an Easy Dex the next round to stand.
- **Headbutt** (E): Can only be used if the attacker is close to the target (grappling, etc.). Does +1D damage.
- **Hold/Grapple** (M + opposing STR): Once the target has been successfully held, the attacker must make an opposing Martial Arts versus the target's Martial Arts, Brawling, of Strength each round to continue to hold them. If the target is held, he or she cannot attack.
- **Instant Knockdown** (D): If landed successfully, this attack knocks the target to the ground. The target must spend the next round getting up or suffer multiple action penalties.
- **Instant Stand** (M): Allows the martial artist to automatically stand up without taking an additional action.
- **Instant Stun** (D): If successfully landed, this attack stuns the target for one round.
- **Multiple Strikes** (D): A character can make an additional attack this round doing STR damage without a penalty for an additional action.
- **Nerve Punch** (VD): If successful, the attack punches a bundle of nerves on the target and renders a limb unusable for 3D rounds. If the attacker beats the difficulty number by 15, the target is rendered unconscious for 3D rounds. Note, this will generally not work against inanimate beings!
- **Power Block** (M): A successful Power Block stops an unarmed attack and inflicts STR damage to the attacker.
- **Reversal** (Opposed STR or Brawl or Martial Arts): Only works while being held or grappled. If successful, the martial artist breaks free and renders person holding him or her immobile (see Hold/Grapple above).
- **Silent Strike** (D): If the character sneaks up on a target and also rolls a successful Silent Strike, the attacker does STR +1D damage without making a sound.
- **Spinning/Power Kick** (M) STR + 2D damage. If the attack fails, the attacker is off balance and suffers a -1D to all actions next round.
- **Shoulder Throw** (M): A successful attempt will allow the martial artist to hurl a target to the ground doing 3D damage. The target must take an action and make an Easy Dex roll.
- **Weapon Block** (Opposed Martial Arts versus Melee Combat roll): Allows an unarmed martial artist to parry a weapon used in a melee attack.

Pilot Craft [Hovercraft/Aircraft/Marine craft/Spacecraft]

Time of Use: 1 action.

Specializations: Particular models of machinery within the chosen category.

When the player chooses *Pilot Craft*, he must choose one of the categories within the brackets. He is considered unskilled in all other areas. Citizens of Neverwhere rarely take mechanical conveyances. Only rarely can they hop aboard subway trains or other forms of public transportation and steamwork engines are rare indeed. However, if a character hopes to drive or pilot any such machines, this skill is required for the attempt.

Ride horse

Time of Use: One round.

Difficulty: Easy for simple maneuvers on well-trained steeds. Difficulty increases for the orneriness of the beast, complexity of actions attempted, and conditions (weather, speed traveled, burdens, etc.).

Specializations: Particular riding styles (Western, English, Bareback, etc.).

Ride horse includes all the knowledge one needs to train or ride a horse, perform simple animal husbandry, and prepare and maintain the appropriate tackle.

Running

Time of Use: 1 action.

Specializations: none

Difficulty: Easy. May be increased if there are obstacles or the character is burdened.

Running includes not only the ability to move your feet rapidly, but also of avoiding objects and stumbling while you are doing so. This skill is essential for all those characters who hope to be cops and spend their days chasing down perpetrators through dim alleys and over chain link fences.

Throwing

Time of Use: 1 action.

Specializations: Particular objects: grenades, spears, shoes.

This covers the hand eye coordination required to pick something up and hit a target. Difficulty depends on whether the object was designed to be thrown and range (see *Equipment*).

CONSTITUTION

Endurance:

Time of Use: 1 round. Generally not considered an action.

Specializations: Particular forms of exercise: Climbing, Running, Swimming, etc.

Characters must make Endurance checks when they exert themselves physically and begin to push the limits of their energy. The GM may decide when rolls are appropriate. For example, if a character is chasing a thief through sewer tunnel, he will make a Running roll. If the chase continues for a long time, the GM will ask the character to make an Endurance roll. If he fails, he will have to stop running to catch his breath. The difficulty of the rolls should increase with the time of the physical exertion.

Resistance:

Time of Use: 1 round.

Specializations: Particular forms of duress: Drugs, Pain, Gravitational forces (good for pilots), etc.

Resistance indicates the character's physical resiliency against outside duress, such as pain or drugs. Furthermore, for when a character rolls to establish his Hit Points, he may roll Resistance if it is higher than his Constitution. Also, as he may roll an additional die each time he increases his Resistance skill level (only to the general skill, *not* Specializations).

Swimming:

Time of Use: 1 action.

Specializations: None.

Difficulty: Easy. Difficulty increases with conditions (current, temperature), burden, and the character's physical condition.

When you know how to swim, you generally won't drown. This is a good thing.

Willpower:**Time of Use:** 1 action.**Specializations:** None.

Willpower represents the strength of the character's mind and ability to resist outside influences. Characters must make *Willpower* checks to avoid temptations, fight the powers of suggestive drugs, and remain conscious when physically weak or in extreme pain.

KNOWLEDGE

Bureaucracy**Time of Use:** 1 round to several hours.**Difficulty:** Easy. May be increased for particularly obscure or secret bureaucratic information.

This character has an unfortunately advanced knowledge of how bureaucracies work. They will know who is in charge of what duties, where paperwork is kept, and what processes must be followed to get something done in a bureaucratic chain of command. Every species has its own kind on bureaucracy, and a smart individual can learn how to use it to his advantage. The nature of the Machines lend them to an almost supremely bureaucratic structure and division of labor. In the Realworld, characters may use this skill to discern the various functions, access, security and, perhaps, weaknesses, of the various robotic castes.

Business**Time of Use:** usually ongoing.**Difficulty:** Moderate for most matters.

This character knows how economic principles can be best applied to a given situation. They can organize profit making ventures, find appropriate contacts, and recognize needed resources.

Computer Operations and Programming**Time of Use:** 1 round to several hours depending on the action attempted.**Specializations:** Particular actions: Hacking, Decryption, etc.**Difficulty:** Easy for accessing basic information and running programs. Increased for complex actions like Hacking (Difficult to Ex. Difficult) and breaking encryptions (depending on the strength of the cipher).

Computers represents an overall ability to use and manipulate computers. The character not only knows how to access files, but can break through security, program, and do all sorts of other fun things. It may also be used to diagnosis problems or propose improvements, though the actual work requires *Computer Repair*. Characters raised in the World Below rarely know much about computers and, because of the curse, can almost never use them (the computers simply don't respond). However, most characters raised in the World Above have at least a basic understanding of how to use computers, though this rarely does them any good once they slip between the cracks.

Craftsmanship [Carpentry, Masonry, Ceramics, Sewing, etc.]**Time of Use:** 1 round to several hours, to several days to finish a project.**Specializations:** Particular areas within the area of craftsmanship. For example, a character may choose Carpentry: Furniture making.

When a player choose *Craftsmanship* for a character, he should also choose a particular category. The character is considered unskilled in all other areas of that category.

Current Events

Time of Use: 1 round.

Difficulty: Easy. Difficulty may be increased if the information is not readily available through normal media outlets.

Current Events represents the character's knowledge of happenings in the World Above. Most underdwellers have only the slightest understanding of events and politics Above. Few truly care. But the two worlds are inextricably linked, and knowledge of one often serves in the other.

At 1D, the character is pretty oblivious or gets most of her news from unreliable sources. At 2D, she has an average grasp of newsworthy events (notable break-ups, active military conflicts, etc.). At 3D, the person has a talent for gathering news information and remembering it. At 4D, the character has a steady supply of information from a variety of sources, including some insiders.

Education

Time of Use: 1 round to several hours.

Specializations: Particular areas of study.

Education indicates the depth of the character's academic background. Characters may make Education checks in areas that require general knowledge, such as Geography, History, Greek mythology, basic mathematics, etc. This differs from Sciences and other specialized studies in that the knowledge is not generally applicable to real problems in front of the character—it only indicates that the character has a very general knowledge ("Switzerland is next to Germany, I think. Or is that Sweden...?").

The table below gives a rough idea of what each level in Education represents. Note that it is not necessary to go to college to have a level 3 or 4 Education, it just means that the character has invested time in learning on his own (in fact, lots of people who graduate from college never paid much attention and might only have a level 2 Education).

Comparative Education Level	Schooling Equivalent
1	Elementary School
2	High School
3	College
4	Post-graduate studies
5	Advanced studies
6	World renowned scholar
7	Revolutionary scholar

Electronics

Time of Use: 1 round to several hours.

Specializations: Particular electronic items: Computers, radios, etc.

With *Electronics*, a character can attempt to understand and repair electrical systems of all sorts. This includes computers, communications equipment and most optical equipment. Difficulties may be modified if the character is very familiar with the particular device or depending on the size (generally, smaller things are more difficult to fix). Because of the technological curse that hangs over the World Below, characters will rarely have need for this skill. It may, at times, prove useful however, for while machines tend to not work for underdwellers, the underdweller may still attempt to disable working machines.

Attempt	Difficulty
Fixing an alarm clock	Very Easy
Installing RAM in a computer	Easy
Fixing burned-out wiring in a pair of thermal goggles.	Moderate
Re-wiring a standard security system	Difficult
Physical interfacing a computer with a secured computer system (physical hacking)	Very Difficult

Engineering (A)

Time of Use: 1 round to several minutes, hours or days.

Prerequisites: Mechanics 4D, Electronics 4D, Education 4D, Physical Sciences 4D

Difficulty: Moderate (generally).

With *Engineering*, a character understands the complexities of design, construction and improving upon all kinds of machines and architecture (with the exception of Steamworks). Characters may attempt to build bridges, repair complex gear systems, even build mechanical traps. Most underdwellers cannot employ this skill to make "modern" technology from Above work (because of the technological "curse" that hinders underdwellers).

Demolitions

Time of Use: 1 round to several minutes.

Specializations: Particular explosives.

Difficulty: Moderate or higher (generally).

A character skilled in Demolitions is able to recognize, build and disarm bombs of all sorts. It's a very dangerous skill to employ, since failure often results in detonation. Regardless, it's usually better to attempt to disarm a bomb than just let it sit and go off by itself! Underdwellers make rare use of this skill, and then only to cobble together simple explosives like Molotov cocktails or black-powder bombs.

First Aid

Time of Use: 1 round for each Wound Level suffered by patient (it is more difficulty to help people who are more hurt).

Difficulty: Varies greatly depending on the condition of the patient.

Specializations: Tending to various kinds of injuries: bullet wounds; broken bones; poisoning, etc.

First Aid training gives a character the knowledge to tend to injuries and minor illnesses (such as nausea and headaches). The character will be familiar with using basic medical supplies, such as bandages and antiseptic, but will not be able to perform surgery or other complex procedures.

Gossip**Time of Use:** 1 round.**Difficulty:** Easy. Difficulty may be increased if the information is from a different City Below or is otherwise particularly obscure.

Gossip represents the character's knowledge of current events in the World Below. Though it may not seem apparent at first, *Gossip* is an important skill in the world of Neverwhere. Political alliances and conflicts are regularly springing up, shifting and posing new threats (and probably the characters). GM's should ask for *Gossip* rolls if the character's are trying to find out information about what's going on in politics or the world for the past 5 or so years. GM's should be encouraged to mix in changing social and political situations with the game campaign.

At 1D, the character is pretty oblivious or gets most of her news from unreliable sources. At 2D, she has an average grasp of newsworthy events (notable break-ups, active feuds, etc.). At 3D, the person has a fair network for informants and files the information away in their head. At 4D, the character has a steady supply of information from a variety of sources, including some insiders.

Jury Rig**Time of Use:** 1 round to several minutes.**Specializations:** Jury-rigging particular objects such as cars, weapons, or computers.

Someone with Jury Rig can fix almost anything, at least for a few minutes. This is the quick-fix, the hack, that gets something working when it needs to be working. But without more time and better parts, it won't last long. A Jury-rigged item will continue to function for 1 hour per Effect Value point. The GM may alter this time table as he sees fit. Some very broad examples of Jury-rigging and the associated difficulties are given below:

Attempted Action	Difficulty
Getting a decent, but malfunctioning, car started	Easy
Fixing the heat sinks on an old computer so it will run without overheating.	Moderate
Working out the kinks in an old elevator that won't budge.	Difficult
Re-attaching a wing to a busted up airplane	Very Difficult
Re-wiring a steamworks holographic device that has been broken	Heroic

Language (Special) [Particular Language]**Time of Use:** 1 action to speak, 1 round to translate.**Difficulty:** Easy for common languages (English, Chinese, Farsi). Difficulty increases with more rare languages or dialects.**Specializations:** Any Language skill is considered a Specialization. See below.

When a character selects Language, he must choose a particular language in which he is skilled. All characters are considered to have a Languages skill of 3D in their native language.

Note: This is different from the Languages skill as presented in the Star Wars RPG.

Law**Time of Use:** 1 round.

Difficulty: Easy for knowing basic information. Difficulty increases for understanding more complex legal regimes or employing legal knowledge in a professional manner (trying a case, etc.).

Specializations: Particular areas of the law: Enforcement; Torts, Criminal Law, Constitutional Law, etc.

With *Law*, a character understands how legal regimes work and what must be done in order to comply with those laws. Skilled characters may attempt to use the law to defend themselves (or others), gain access to information, or have the weight of authority brought down upon another person (i.e., charging them with a crime). The World Below often functions on very different laws than those of the World Above, and characters from one often unknowingly stumble into infractions of the laws of the other.

Mechanics

Time of Use: 1 round to several hours.

Specializations: Particular machines: automobiles, aircraft, etc.

Difficulty: Easy to Moderate for simple, common machines and basic problems. Increases if the character has never worked on a machine of this type or the machine is very complex. Difficulty may also increase if the mechanic lacks the proper tools, manuals, etc.

Mechanics is a catch-all skill that represents a character's ability to understand and repair mechanical engines and moving parts. While "modern" technology like cars and fax machines don't work for most underdwellers, there are many other "machines" that characters may come into contact with: catapults and engines of war; complex gear works powered by hand or water, etc. Further, while mechanical items rarely work for underdwellers, there may be times when it would pay to understand the workings of a machine and either disable or repair it (to hinder or aid someone else).

Medicine (A)

Time of Use: 1 round to several hours or days.

Prerequisites: Sciences 4D, First Aid 5D, Education 4D

Specializations: Particular areas: cardiology, optomology, etc.

Difficulty: Depends on action attempted. 5 to render basic aid. 10 to perform advanced aid (patient is Mortally Wounded). 15 to perform light surgery. 20 for basic surgery. 25 for invasive surgery or to diagnosis a rare disorder. 30 for experimental or novel work.

Special: Though Medicine is under Knowledge, when the skill is taken, it is at 1D (not the character's Knowledge skill). At 1D will be considered a medic or med student. At 2D, a registered Nurse or an intern. At 3D, a doctor. At 4D, a specialist or experienced doctor. At 5D and above, the doctor will have a good reputation in the field, perhaps even be world renowned.

Medicine represents the whole of medical sciences, from advanced medic procedures, to surgery, to experimentation and development. When a character uses the Medicine skill to perform first aid and basic field/emergency procedures (including light surgery), it is added to the character's First Aid skill. Furthermore, it may be added to Physical Sciences rolls when performing biological experiments. Finally, it may be added to Investigation skills when doing a medical research in libraries or with a computer.

Penalties may accrue when working in substandard conditions or with patients who are not human.

Navigation

Time of Use: One to several rounds, depending on the length and complexity of the course charted.

Difficulty: Easy to Moderate, depending on the information available to the navigator (charts, compass, current location, etc.).

Specializations: Particular environments: Terrestrial, Aquatic, Subterranean, Outer Space, etc.

A character skilled in *Navigation* may use any available information to discern her current whereabouts and plot the best course to arrive at another location. She can read maps, instruments, perform necessary calculations, correct for errors, and generally avoid getting lost. Even without charts and gear, this character may use local cues (such as the sun or stars) to figure out their location and plot a course of travel.

Sciences

Time of Use: 1 action (to several hours, depending on the action).

Specializations: Particular fields of study: Physics, Chemistry, Biology, etc.

Difficulty: Easy, but increased for more complex or obscure scientific theories.

Sciences represents knowledge in fields such as physics, mathematics, chemistry and biology.

Steamworks (A) or (S)

Prerequisites: Engineering 3D, Sciences 3D, Education 5D

Time of Use: 1 round to several hours or days. GM's discretion.

Difficulty: Easy to perform basic repairs and diagnostics. Moderate to perform modest upgrades or to repair lightly damage systems. Difficult to repair heavily damage systems. Very difficult to repair trashed systems or to design novel steamworks.

Steamworks includes the development, maintenance and upgrading of steam-driven machines. This is a very rare skill, usually only acquired by the truly brilliant or by those that have apprenticed with a Steamworks master. Rumor exist of some steamworks inventors trying to graft steam technology with human bodies, but there are so many rumors that bear fruit in the World Below...If it were true, the inventor would not only have to be a master steam engineer, but a highly trained physician as well...

Streetwise

Time of Use: 1 round.

Difficulty: Easy. Difficulty may be increased if used in a city unfamiliar to the character.

Streetwise represents a character's ability to tap into the resources of the darker side of society. This skill may be used to procure stolen items, contact assassins, or score some drugs. In the World Below, it may extend to more mystical corners: finding black magicks, hidden creatures and forbidden locations.

Tactics

Time of Use: 1 round.

Specializations: Particular types of forces: royal guard, bravo mercenaries, etc.

Difficulty: Dependent upon the situation, often as an opposed roll against the leader of the enemy force.

Tactics is used whenever a commander attempts to guide his troops into battle. It may also be used to second-guess an opponent and predict means of attack.

Weapons Technology:

Time of Use: 1 round to several hours depending on the action taken.

Specializations:

Weapons Tech refers to one's knowledge of various forms of weaponry and how to build and/or repair them. In the World Below, this is mainly restricted to archaic weapons.

Value

Time of Use: 1 round to several if the character must research the item.

Specializations: particular types of items (jewelry, weapons, steamworks, texts, etc.)

Difficulty: Easy (10). GM's should freely modify this difficulty, depending on the obscurity of the item.

Value is an exceptionally important skill in Neverwhere, particular for anyone in the merchant trade. But because all transactions occur through barter, every character needs to have some idea of the value of objects and services. However, what may be valuable in the World Above may likely be completely useless in the World Below, where value is placed on necessity over luxury and small items, such as a ball-point pen, may be enough to secure a full meal and helpful information.

INSTINCTS

Investigation

Time of Use: 1 round to several hours or days.

Difficulty: Highly variable, depending on the circumstance. Easy for general background checks and research. Difficult for probing into deep, dark secrets.

Specializations: Particular areas of investigation: crime, forensics, scholarly research, etc.

A character with Investigation has honed her ability to pick up on clues, follow complex paper trails, and put together disparate pieces of puzzles. This skill often comes in handy for routing out criminals, uncovering secret motivations behind business transactions, and discovering the truth behind long, lost secrets.

Gambling

Time of Use: 1 round. Can roll for whole "games" or gambling events.

Specializations: Particular games: Poker, Blackjack, etc.

Difficulty: Depends on the game. Generally, Easy for simple games up to Very Difficult for very complex ones. Can be used as an Opposing Action against other gamblers.

Gambling is quite common in both the Worlds Below and Above. Money is of no value in the World Below, so gamblers must come to the table with a keen sense of Value and easily traded or valuable items.

Profile

Time of Use: Depends on difficulty (See below).

Difficulty: Moderate (15), modified by the table below.

Specializations: Detecting certain behavioral patterns such as lying, worry, anger, apprehension, guilt etc.

With *Profile*, a character can attempt to size up a target, making educated estimates of the target's emotional and mental state. The longer the skill user studies her subject, the greater chance she will draw the appropriate conclusions. The base difficulty is the target's opposing Willpower check. Additional difficulty modifiers are as follows:

Desired Outcome	Difficulty
Surface emotions	+ 0
Emotions or thoughts the target actively attempting to hide	+ 5
Emotions or thoughts that the target is in denial about	+10
Emotions or thoughts that the target doesn't even know he's having (secretly in love with someone, etc.)	+15
Attempting to use this skill in a single round	+15
Spending 3 rounds to use this skill.	+10
Spending 5 rounds using this skill.	+5
Spending a full minute using this skill.	+0
Interviewing target (asking personal questions).	-10
Observing the target closely for more than one hour.	-7

Search

Time of Use: GM's discretion. It depends on how large the area searched is and what is being sought.

Specializations: None.

Difficulty: Moderate (generally). Depends on local conditions (lighting, other distracting stimuli), whether character is purposefully paying attention, or if special equipment is used. Items that have been purposefully camouflaged or otherwise hidden may require an Opposed roll against the Hide of the person who concealed the item.

Search represents the character's ability to pick up on clues, notice little details, and general alertness to her surroundings.

Stealth

Time of Use: 1 round.

Specializations: Type of habitat in which character seeks to be stealth: Forest, Urban, Aquatic, etc.

With *Stealth*, a character attempts to move unnoticed. This skill includes walking silently as well as hiding in shadows and blending in with a crowd. A character using stealth moves at half-speed (walking). To move quickly while being stealthy, the character must endure increased difficulty levels (GM's discretion).

Survival

Time of Use: One roll should represent 1 "event."

Specializations: Particular habitats: Forest, Jungle, Urban, Aquatic, Desert, Arctic, etc.

A character with *Survival* may attempt to endure the rigors of the natural world in a number of environments and situations. The skill is used when the character must find food and shelter or take other actions to survive in the wild. Note that *Survival* only covers what is needed for sustenance. If you want to build a nice house like they have on Gilligan's Island, you'd better learn Craftsmanship: Carpentry or something similar...Difficulty levels increase when the character is using *Survival* not only for himself but to aid others as well.

Tracking

Time of Use: 1 round.

Specializations: Tracking in particular habitats: Forest, Jungle, Urban, Subterranean, Desert, Arctic, etc.

Difficulty: Easy (10) to Difficult (20) depending what is being tracked and where.

Tracking represents the skill of following and catching "prey." This does not include the ability to kill or trap it (those are different skills). However, the character can pick up on small traces, estimate how long it has been since the prey was in the area, and make educated guesses as to the condition of the animal.

PRESENCE

Bargain

Time of Use: 1 round.

Specializations: Bargaining over certain items: weapons, food, ships, etc.

Difficulty: Typically an opposed roll against the other bargaining party.

Bargain represents the character's ability to haggle over just about anything. In the the markets of Zion, nearly everything is up for sale, and merchants tend to be shrewd. Without this skill, characters may find themselves much more than they should for goods and services. The table below gives general outcomes of *Bargain* "battles": If the winner is the buyer, reduce the "real price" (GM's discretion) by the Price Multiplier. If the winner is the seller, inflate the price accordingly.

Winner's Total > Loser's	Price Multiplier
5-9	x 1.5
10-14	x 1.75
15-19	x 2
20-24	x 3
25-29	x 4
30+	x 5

Command

Time of Use: 1 action.

Specializations: Commanding certain types of troops: royal guard, bravo gangs, religious knights, etc.

Difficulty: Easy to Moderate depending on the situation. Can be easier or harder depending on the skill and morale of the troops.

With this skill, a character can manage, direct and mobilize others in a wide variety of endeavors. She knows how to give clear instructions and inspire obedience and prompt response. In the heat of battle, an able commander is essential.

Con

Time of Use: 1 action.

Specializations: Certain types of cons: disguise, fast-talking, forgery, etc.

Difficulty: Opponents may make a Willpower or Knowledge opposing roll to rat out a Conning player.

Con represents a character's ability to bend the truth and slide by on fast-talking. It also includes other ways of being less than honest--disguise, forgery, etc.

Courtliness

Time of Use: 1 round.

Specializations: Various traditions of courtliness (Medieval Europe, modern Japan, etc.)

Difficulty: Easy (10). GM's may increase the difficulty for complex or obscure traditions.

Simply put, *Courtliness* is the skill of minding one's manners. The skill character will know how to address royalty, when to genuflect, and which fork to use for the salad. In the feudal world of Neverwhere, a few simple manners may mean all the difference between gracious acceptance by a royal host and the guillotine.

Fade

Time of Use: 1 round.

Specializations: NA.

Difficulty: Moderate (15)

Fade is the ability to remain anonymous and unremembered. This is different than the ability (or curse) of all residents of the World Below to go unnoticed. Rather than being a product of the upsider's unwillingness to perceive unpleasant or disruptive forces, *Fade* represents a character's ability to leave as light an impression as possible on other people.

This skill works the same for dwellers of the World Above as it does Below. It will prove useful when a character wishes to gather information without being remembered or to pass "unseen" through a crowded area. If anything, others will half-remember some innocuous figure.

Favors

Time of Use: 1 round to several hours.

Specializations: NA.

Difficulty: Depends on the quality of the Favor called in. Easy for simple tasks up to Extremely Difficult for dangerous or complex ones (see below).

The Underside works in part upon a commerce of favors--you do one for me and I'll owe you one down the line. A savvy underdweller learns to culture favors in his debt and judiciously calls upon them as needed, usually at a "profit" of energy or risk expended. This character has spent some time acquiring debts in his favor. The character may use this skill once per gaming session without penalty. The difficulty level increases by 5 for each additional time it is used in a session.

Example Favor Requested	Difficulty
Asking for a bit of information that's somewhat hard to come by (no real danger or effort involved).	Very Easy
Carry a message to someone locally (no unusual danger involved).	Easy
Ask someone to secretly safeguard a prized possession (little unusual danger or effort involved, but of great importance).	Moderate
Deploy someone to steal or otherwise acquire a valuable item.	Difficult
Request that someone aid or guard you in a time of deadly peril.	Very Difficult
Ask someone to fight by your side against certain death.	Heroic

Perform

Time of Use: 1 round. Can roll for one whole performance.

Specializations: Particular performance arts: music, acting, visual art, etc.

Difficulty: Moderate. Vary difficulty depending on the quality and intricacy of the art attempted.

With Perform, a character can attempt just about any art form. From song-and-dance to sculpture, the character can express herself and perhaps make a buck or two for the effort.

Persuasion

Time of Use: 1 action.

Specializations: Particular forms of persuasive speech: Seduction, Oration, Debate,

Difficulty: Easy. Targets may make Opposed Willpower rolls to set a Difficulty.

Persuasion measures a character's ability to convince others of just about anything. It does not include the ability to bark orders (see Command), but rather to debate with logic, appeal to sympathy, and otherwise verbally convince others to see things the character's way.

Reaction

Time of Use: automatic

Specializations: NA

Difficulty: Special.

Reaction is not actually a true skill. Rather, it is some karmic force within the character that affects how strangers react to him. A character with a high Reaction score is less likely to be scorned, cheated or even, in some situations, killed. This is the skill that represents the hesitancy--even if only momentary--of the an arch-villain in killing a protagonist, or the willingness of a hot dog vendor to give a girl with a pretty smile a free meal, etc. One can find quite a few spots in Neverwhere when Richard should either be ignored, abused or downright killed, but for some reason things turn out all right. Here, this is represented by successful Reaction skills (and GM ingenuity for the sake of plot).

In using *Reaction*, GM's should have the player roll (or roll for the character and keep it secret). The higher the value, the more positive the reaction to the character, or at least the greater the benefit. This "skill" will not replace role-playing and should not change the GM's discretion of how the game should run. Rather, it may give a player a slight edge where none existed before--at its best, it should provide a GM with more fodder for the game.

VI. ACTIONS & COMBAT

- Taking Actions
- Ranged Combat
- Scale
- Combat Modifiers
- Melee Combat
- Healing

TAKING ACTIONS

Time

For much of the game, Game Masters can inform characters as to how much time has passed between events. But for certain actions, such as combat or a skill used under timed conditions, a more accurate method is required.

- **Rounds:** Rounds are about 5 seconds long. In general, a character can take one action per round without accruing penalties.
- **Initiative:** Characters may act in the order of their Instincts scores (from highest to lowest). A character with a higher Instincts may choose to Hold his Action, letting someone with a lower Instincts act first before he decides what to do.

Multiple Actions in a Round

For every additional action, the character suffers a -1D to all actions taken that round. Under normal conditions, a character can take a maximum of 5 actions per round (with a cumulative penalty of -5D to all actions). Some spells allow for more actions per round with reduced penalties.

Any additional actions are considered to be taken in the second segment of the round. Thus, all first actions (by everyone acting in the round) are resolved in the first part of a round and any extra actions are resolved afterwards. Who acts first in a round depends upon **Initiative** (see above).

Example: Grimm is in combat again. He decides he will take two actions: he will attack and Dodge. He will be -1D to both actions.

Reacting

Occasionally, a character will need to react to something that has occurred during a round. If the character has already acted in the round, the reaction skill is at -1D for being a reaction and -1D for each action already taken in the round.

Dodge, Melee Parry and Brawling/Martial Arts are commonly used as Reaction Skills to avoid damage.

If a Reaction Skill is used while defending from an attack, the dice roll becomes the difficulty the attacker must overcome to be successful, *even if the reaction skill roll is lower than the original difficulty of the attack!*

Example: Grimm is in combat and has already acted once this round. Suddenly, someone shoots at him and he attempts to Dodge. His Dodge skill is normally 4D, but since he has already acted, it is now 2D (-1D for having already acted and -1D for being a Reaction Skill). The shooter's base difficulty was 10. Grimm rolls 2 dice and gets a result of 7. The shooter only needs a 7 or better to hit Grimm.

Full Reactions

If the character decides that the only action she will take in a round is to react, then her Reaction skill roll is attempted with full dice and the result is added to the attacker's difficulty.

Example: Mina knows someone is shooting at her. She decides that all she will do this round is Dodge. She rolls her full 4D for Dodge gets 15. The shooter must now roll higher than 10 (standard difficulty) + 15 = 25 in order to hit her!

Applying Reactions to the Entire Round

Dodge rolls apply to all ranged attacks in a round. Thus a character need only Dodge once to attempt to avoid attackers using guns, thrown weapons or grenades.

Parry rolls must be made for **every** attack! Thus, in close combat, if a character is punched four times, he must either attempt four parries using his Brawling or Martial Arts skill or be take the damage!

RANGED COMBAT

Ranged combat difficulty targets:

Range	Difficulty
Point Blank	Very Easy (1-5)
Short	Easy (6-10)
Medium	Moderate (11-15)
Long	Difficult (16-20)
Extreme	Very Difficult to Heroic (20+)

Shooting at Multiple Targets

Characters may choose to aim at more than one target in a given round. If they do so, they suffer a cumulative -1D when shooting at each target beyond the first.

Example 1: Mina is cornered by two bloodthirsty bravos. She is armed with a repeating crossbow that lets her fire off up to 5 crossbow bolts before having to reload. She can either shoot at one without a penalty or attempt to shoot at both. She decides to fire once at both of her attackers. Her total dice penalty is -1D to the first shot (the penalty for taking multiple actions) and -2D to the second shot (the penalty for multiple actions + the second target penalty).

Example 2: Mina is cornered again, this time by three thugs. She decides to fire once at each (3 actions, 2 additional targets). She suffers a -2D to her first shot (for the two additional actions), a -3D to the second, and a -4D to the third!

Spraying Bullets

Some weapons, such as fully automatic machine guns, allow the bearer to spray bullets at an enemy. This has a variety of advantages and disadvantages:

Advantage

Shooter gets +1D to hit and does not suffer any penalties for aiming at multiple targets in a round.

Disadvantage

The shooter may potentially hit anyone in the direction in which he is pointing the gun (including allies and innocents). If the shooter is trying to avoid hitting a friendly target, add 15 to the difficulty number to hit. If the shooter rolls less than 15 over the standard difficulty (dependent on range), he hits the friendly target as well. Roll damage normally.

Uses ammunition more quickly.

If the attack is successful, roll one less die for damage.

Using two guns at once:

Advantage

Shooter does not suffer any penalties for shooting at more than one target in a round without declaring a "Spraying" action (see Spraying Bullets below).

Both first shots are fired in the first segment of the round (if one gun is shot twice, the second shot is considered to go off in the last part of the round, after all other first attacks have been resolved).

Permits the character to fire the maximum number of bullets from both guns in a round (thus, if a shooter is using two pistols which may fire 3 times in a round, she can shoot 6 times total in the round).

Disadvantage

Shooting a second weapon counts as an action (resulting in an additional -1D to each action in the round).

Shooter suffers an additional -1D to any shot taken with his or her "off" hand.

If someone using two guns stops to reload, they must take an additional action to stow one gun while the other is reloaded. There is no additional action if the "extra" gun is thrown away.

SCALE

Scale represents the differences between small targets (such as Characters) and large, fortified structures (such as aircraft carriers and buildings). When targets of the same size are shooting at each other, ignore scale modifiers. When targets are of different scales, add the Dice modifier (presented below) to the rolls as follows:

- **Lower scale attacking larger scale**
 - Attacker adds the scale modifier to its attack roll
 - The target, if hit, adds the scale modifier to its Strength (or Body/Hull) roll.

- **Higher scale attacking lower scale**
 - Higher scale rolls as normal, but the lower scale target adds the dice modifier to any Dodge/Evasion roll.
 - If successful, the higher scale adds the dice modifier to damage roll.

Scales	Tiny	Small	Character	Car	Tank	Aircraft	Capital	Superstructure
Tiny	0D	2D	4D	6D	8D	10D	16D	28D
Small		0D	2D	4D	6D	8D	14D	26D
Character			0D	2D	4D	6D	12D	24D
Car				0D	2D	4D	10D	22D
Tank					0D	2D	8D	20D
Aircraft						0D	6D	18D
Capital							0D	12D
Superstructure								0D

COMBAT MODIFIERS

A number of factors can affect a character's chances to succeed in combat. Smoke may obstruct a target, oil on the floor may make dodging more difficult, etc. Following are a number of modifiers Game Masters may choose to apply in the game.

- **Drawing Weapons:** Drawing a weapon counts as an action in a round (all other actions are at -1D this round).
- **Reloading Weapons:** The time required to reload a weapon varies depending on the type. Most require 1 action to reload. See the weapon descriptions in the Equipment section.
- **Targeting Systems:** Some weapons, usually in aircraft or tanks, have targeting systems that help the gunner. These depend on the weapon type and quality.
- **Rate of Fire (ROF):** This statistic is given for each weapon. A weapon cannot be fired more times than its ROF in a round, regardless of the number of actions the character takes.
- **Called Shots:** Attackers can make a "called shot" against a specific target, such as a particular part of a target's body (a hand, head, etc) or a small item. Add +1D to the difficulty for a target 10-50 cm (approximately 3-18 inches) long. Add +4D to the difficulty for a target 1-10 cm long. Add +8D to the difficulty for a target less than a centimeter long.
- **Cover:** Provides a target with some protection from detection and attack. Add the following modifiers to attempts to detect or hit a target, when appropriate.

Cover	Modifier
Light Smoke	+1D
Thick Smoke	+2D
Very Thick Smoke	+4D
Poor Light	+1D
Moonlight	+2D

Complete Darkness

+4D

Characters can also hide behind objects, such as walls and vehicles, which provide protection against attack. Add the following modifiers depending on how much of the target is covered.

Target is	Modifier
1/4 covered	+1D
1/2 covered	+2D
3/4 covered	+4D
Fully covered	If cover provides protection, attacker cannot hit target directly. Damage is absorbed by the item giving protection, until it's Body rating is depleted (see Protection below).

- **Protection:** Inanimate objects have a strength rating to resist damage. If the attacker rolls well enough to beat the basic difficulty, but not well enough to beat the added cover modifier (see above) that mean the shot hit whatever the character was hiding behind. If the object is hit, roll the attacker's damage against the protection rating below:

Simple Protection	Body Strength
Thin wooden door	1D
Standard wooden door	2D
Standard metal door	3D
Reinforced door	4D
Thick door	6D

If the damage roll is lower than the Body Strength roll, the protection is not damaged at all and the target character suffers no damage. If the damage roll is equal to or greater than the protection's Body Strength roll, find the difference on the chart below to see how badly the protection is damaged.

Damage Roll = Body Strength Roll by:	Protection is:
0-3	Not seriously damaged
4-8	Lightly damaged
9-12	Heavily damaged
13-15	Severely damaged
16+	Destroyed

A character behind protection may suffer some damaged depending upon how badly his protection is damaged. Subtract dice from the attack's damage based on the chart below.

Protection is:	Reduce weapon's damage by:
Not seriously damaged	Character is completely protected
Lightly damaged	-4D
Heavily damaged	-2D
Severely damaged	-1D
Destroyed	Character suffers full damage.

- **Armor:** Armor protects the wearer from damage. In the game, add the value of the armor to the Constitution roll of the character suffering damage. See the Equipment section for different armor types.

MELEE COMBAT

Hand-to-Hand Combat

Striking:

The standard difficulty to hit with Brawling roll is Very Easy (5). Damage is equal to the character's Strength roll + 1D per Effect Value (see Effect Value).

The standard difficulty to hit with Martial Arts is Easy (10), resulting in damage equal to the character's Strength. A fighter skilled in Martial Arts may attempt more complicated maneuvers to render more damage, but must roll against a higher difficulty number to hit.

Blocking:

Character's may attempt to block an attack using their Brawling or Martial Arts skills. Players must declare they will be attempting to block before the attack occurs. If they do not, they suffer an additional -1D when attempting to block.

Example: Lector is in a fight with a bravo thug. He decides to strike but forgets to "hold an action" in case he needs to block. The thug takes a swing and Lector decides he had better try to block. He must roll Brawling at -2D. If his blocking roll is higher than the thug's attack roll, he will have parried the blow. If not, he may take damage.

Example: Somewhat bruised from last round, Lector decides he will hold an action this round in case he needs to block. This means he is -1D to both his attack and blocking roll.

An unarmed character may not attempt to block an attacker with a weapon without a special Martial Arts move.

Melee Combat

Melee Combat is handled much the same way Unarmed Combat is, except that the characters involved use Melee Combat and are armed with handheld weapons.

A character armed with a weapon may use it to block an unarmed assailant.

Damage:

When an attacker successfully hits his target, he rolls the appropriate number of dice to designate damage + 1D per Effect Value (10 over the Difficulty target number). Ranged weapons do a set amount (e.g. a Heavy Pistol does 5D damage). Melee weapons do the attacker's Strength + XD, where X depends on the weapon (e.g. a knife does STR + 1D damage).

The targeted character then rolls his Constitution dice and adds any armor value, if armor is worn. If the target's Constitution roll is greater than the attacker's roll, the she had resisted the damage. If not, consult the table below for results:

Damage Roll = Constitution Roll by:	Effect	Description
0-3	Stunned	Character suffers a -1D to all skill and attribute dice for the rest of the round and the next. If a character suffers a number of stuns equal to her Constitution, she falls unconscious for 1d6 minutes.
4-8	Wounded	Characters fall prone and can take no actions for the rest of the round. The character suffers a -1D to all skills and attributes until healed. A character who is wounded a second time is Wounded Twice (suffers -2D to all actions until healed). A character who is Wounded a third time is Incapacitated.
9-12	Incapacitated	An incapacitated character falls prone and is knocked unconscious for 10D minutes. The character can't do anything until healed. An Incapacitated character who is Wounded or Incapacitated again is Mortally Wounded.
13-15	Mortally Wounded	Falls prone, is unconscious and will remain that way until healed. At the end of each round the character is unconscious, roll 2D. If the number rolled is less than the number of rounds that the character has been mortally wounded, the character dies. A Mortally Wounded character who is Wounded or worse again, is Killed.
16+	Killed.	Instantly killed. Can only be saved with a Heroic (50) First Aid roll within 1 round or through very powerful magicks.

HEALING

Characters can heal in a variety of ways, but the three most common methods are natural healing, first aid kits, and medical facilities.

Natural Healing:

A character can heal naturally, but this process is both slower and riskier than getting medical care. The character must rest a specified amount of time and then can make a healing roll: the character's full Constitution to see if the character heals.

Healing characters can do virtually nothing but rest. A character who tried to work, exercise or adventure must subtract -1D from his Constitution when he makes his healing roll. Any character who opts to "take it easy" and do virtually nothing for twice the necessary time may add +1D to his Constitution to heal.

A Wounded character must rest for three standard days before rolling to heal:

Constitution Roll	Result
2-4	Character worsens to Wounded Twice.
5-6	Character remains Wounded.
7+	Character is fully healed.

A character who is Wounded Twice must rest for three days before rolling to heal:

Constitution Roll	Result
2-4	Character worsens to Incapacitate.
5-6	Character remains Wounded Twice.
7+	Character improves to Wounded.

Incapacitated characters must rest for two weeks before making a healing roll:

Constitution Roll	Results
2-6	Characters worsen to Mortally Wounded.
7-8	Character remains Incapacitated.
9+	Character improves to Wounded Twice.

Mortally Wounded characters must rest for one month (30 monthly days) before making a healing roll.

Constitution Roll	Results
2-6	Character dies.
7-8	Character remains Mortally Wounded.

9+

Character improves to Incapacitated.

First Aid Kits

First Aid kits usually have bandages, antiseptics, anti-inflammatories, painkillers and other lightweight medical supplies. A standard kit can be used two times before needing to be restocked.

A First Aid roll is required to use a First Aid kit.. The difficulty depends on the severity of the patient's injury:

Degree of Injury	Difficulty
Stunned, unconscious	Very Easy
Wounded or Wounded Twice	Easy
Incapacitated	Moderate
Mortally Wounded	Difficult
Killed	Heroic (50) (must be attempted the round after the patient has been killed).

If the First Aid roll is successful, the patient heals one level. Stunned and Wounded characters are fully healed. Wounded Twice are Wounded. Incapacitated are Wounded Twice. Mortally Wounded are Incapacitated.

If the First Aid roll is unsuccessful, the character's condition remains the same. If the First Aid roll misses the difficulty by more than 10 points, the patient remains the same and another First Aid roll cannot be made for another 24 hours.

Multiple First Aid attempts can be made on a patient within a single day, but the First Aid difficulty increases one level for each additional use.

Medical Facilities

Professional medical facilities and underground "black-market" clinics may provide advanced medical care (for an advanced cost!).

To treat an injured person with these facilities, a character must have the Medicine (A) skill.

Degree of Injury	Difficulty and Time
Wounded	Very Easy with 1D hours of care.
Incapacitated	Easy with 4D hours of care.
Mortally Wounded	Moderate with 1D days.
Killed	Unearthly with 10D days.

V. MAGIC

Magic permeates the world of Neverwhere, often in very subtle ways. It often manifests as odd characteristics, simple little spells, and unique powers. Indeed, minor magicks are relatively easy to cast and control, and bits and pieces of magic pop up often and without warning.

Skilled practitioners may also attempt more powerful magicks that are both difficult and dangerous. Even the most seasoned arcanists exercise great caution. It takes only a slight mispronunciation, an incorrect wave of the hand, or slightly stale reagent to render a spell inoperable or, worse yet, deadly. Uncontrolled magic wreaks havoc, with unpredictable and usually grave results.

Finally, remember that Neverwhere is a always changing and unpredictable place. Magic will manifest in unexpected ways and should never become a simple matter of chanting a few magic words and throwing fireballs around the room. Also, players and GM's should remember that the Universe likes to keep things balanced: all actions have reactions; all creation result in destruction; all energies siphoned in one spot are taken from another.

In Neverwhere D6, magical powers manifest in very diverse ways. First, there are three forms of personal Magicks, called Quirks, Charms and Knacks. Also, characters sometimes may use Ritualistic Magic is available to anyone performs the proper research, preparation and spell casting.

Ritualistic Magic

Research the Problem

Gather the Reagents

Say the Magic Words

Botching a Casting

The Costs of Casting

Note: If you would like some ideas for magical texts or items to use in your Neverwhere game, visit the Reliquary of my Evil Dead D6 game. Though geared for that genre, many of the items may serve as game materials for this setting with a bit of tinkering.

Magicks:

The dwellers in the World Below are an odd lot. All beginning characters begin with either 3D in Quirks, 2D in Charms, or 1D in a Knack. Additionally, players may choose up to 5D in Curses in order to gain more dice for character creation. It is possible that additional Quirks, Charms, Curses, and perhaps even Knacks may be acquired during adventures. Touched (or cursed) by magic of all forms, they manifest unusual abilities in three broad realms:

Quirks: magical characteristics over which the character has little control. They are more extensions of the individual than magical powers. Some might be natural characteristics while others might just "happen" to the character without any explanation every being necessary (or possible).

Charms: abilities and "spells" that anyone with the proper discipline and arcane knowledge may learn. In the World Below, spells are usually quite subtle and rarely dangerous. Black magicks are

shunned, even by the most shady of the underdwellers, and such powers always come with a dear price.

Knacks: natural talents, often passed down through generations. Characters who master a Knack will become well known for that particular skill or power.

Curses: Magic burdens mere mortals as often as it blesses them. Many underdwellers carry the scars of mystical accidents, vengeance or ill luck.

Terms:

Advancement: The multiplier applied to the Character Points required for a character to advance with this magick. Easy magicks have a 1x multiplier (raise as normal skills); Difficulty magicks generally have a 2x modifier, requiring twice as many CP's to be spent for advancement.

Time of Use: the time required to employ the magick being activated.

Duration: time period that the magicks' effects will last.

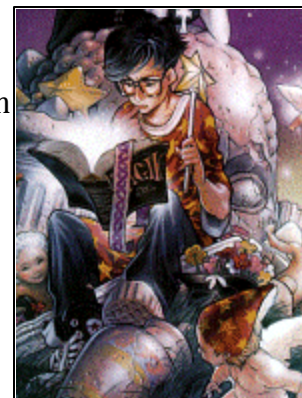
Limitations: restraints, if any, on the use or effects of a magick.

RITUALISTIC MAGIC

Ritualistic magic involves nearly all spells that are cast from reading a scroll or book, or reciting memorized words while inside a specially prepared area (such as a circle of power, a pentagram, a blessed tabernacle, etc.). They always require three main elements: 1) A magical text; 2) Symbols and/or magical reagents; and 3) Recital of an incantation. Because magic rituals exist for nearly any kind of spell, these rules focus on the process of researching and casting a ritual rather than specific spells which may be cast. GM's and players should use their imaginations as new problems arise. Magic often provides assistance, and perhaps even a final solution, but will never simply fix all the characters' problems. Even if the success of a mission depends upon the casting of a Ritual, there will be ample action and danger in gather the needed materials or distracting the villain to provide time for the casting to take effect.

Research the Problem

A character must first Research the spell to be cast. This usually begins with an inquiry or statement as to what the desired effect will be. The GM will then decide the difficulty of the research--depending on the obscurity and age of the spell, the power of the intended result, and means of research available to the character. Then, the character will roll a *Research* check against the Difficulty. If successful, the character will find the necessary texts and a list of needed materials.



Example: *Kramer, a mad Eremite, has cast a spell that permits him to tap into the dreams of other Underdwellers. He is not only learning their innermost secrets, but also driving them insane. Grimm and Lector resolve to stop the old man before any more underdwellers are harmed. Lector, a more skilled arcanist, announces that he will research the spell Kramer has cast and try to find a way to nullify it (Grimm offers to just kill him, of course, but Lector finds that option distasteful).*

The GM tells Lector that the Research will be a Difficulty of Moderate (15) and take 2D6 hours in a Decent Library. He will have to consult with contacts, dig into the library, or do some other form of research to learn the proper incantation. Lector succeeds in his Research and finds an old copy of the Slumberwell, a book of spells to protect people in the Dreaming. From the book, he finds the incantation and a list of necessary objects, including the

sleep from a dead man's eye, four black candles, a circle of power to be drawn on the floor, and some incense to help set the mood.

Gather the Goods

Once the character has researched the problem, he must still acquire the necessary materials. This may require additional research, investigation, bargaining, theft, or manufacturing time.

Example: *Lector has no problem finding the candles and the dead man's sleep (Grimm just happened to know a recently dead man), but he discovers that the incense must be specially prepared to emit the proper odors. The GM tells him it will require an Easy (10) Alchemy check to properly mix the ingredients and create the scent necessary to cast the spell..*

Say the Magic Words

Once the materials are gathered, they must be properly put into place and the magic words must be incanted properly. If the text is in an Ancient Language, the GM will have the character make a *Language: Ancient* check. Then, the character must make an *Arcana* check. Again, the GM adjusts the difficulty for the degree of preparation, the complexity of the spell, and potency of the outcome. If the check is successful, the spell will be cast and the desired effect will manifest (hopefully).

Example: *The GM tells Lector that the only version of the spell is in ancient Latin, so Lector will have to make a Language: Ancient check of Moderate (15) to even read the spell. Lector succeeds after a bit of practice. Next, he prepares the circle, lights the candles, lights the incense, and sits in the middle of the area read to chant the spell. He rolls his Arcana Skill of 5D. The GM tells him he needs a Difficult (20) check to succeed. Lector manages a 21! He barely casts the spell, just as the Kramer is sliding into Grimm's dreams and learning of their plot to thwart him!*

Botching the Castings

Given their complexity, spells are easy to mess up. And when you mess up with magic, you usually mess up bad. When a casting fails, it will either have no effect at all (it just sort of fizzles out) or it will go wrong in some unpredictable and unpleasant way. Generally, the worse the failure, the more grave the consequences. If a character Botches (rolls a 1 on the Wild Die, followed by a 6 on the subsequent roll), then something spectacularly wrong has occurred. The villain will be strengthened, a comrade will be turned into a toad, you'll open a rift to some hell-dimension full of hungry, drooling dog-men. You get the picture. So be careful kids.

The Costs of Casting

All magic has a cost associated with it. Sometimes, the spell will be so trivial that the caster will not notice the loss. But when a major spell is attempted, the character will exhaust herself with the effort. Whenever a spell is attempted, the caster (or casters) must make a Resistance check against the Difficulty of the spell. She will suffer exhaustion as if it were Wound Levels if her roll is less than the Difficulty number (i.e., as if the Difficulty Level value were damage and the Resistance roll were a Constitution check). No actual damage will be done, but the character will suffer the appropriate penalties to all her actions until she rests (1/2 hour per "Wound" Level). If she reaches Incapacitated or Mortally Wounded, she will pass out for a brief period (1/2-1 hour). If she suffers enough "damage" to be "Dead", she will fall into a coma and require medical assistance.

MAGICKS

QUIRKS

Quirks are relatively "permanent" abilities that improve without regular practice by a character (though CP's must still be invested to raise the skill level).

Artificial Appendage:

Time of Use: NA

Advancement: Normal (1x). At 1D, the character has the appendage. Additional dice (2D or greater) invested in this Quirk may be added to any Attack or Parry rolls made with weapon-like appendages.

This character has lost a hand, arm, or leg and had it replaced by a magical or technological prosthetic. Some examples include:

- **Hook:** in place of a hand. The character is -2D to perform fine, manual maneuvers with this hand. Can be used as a weapon for +1D damage (strike as Martial Arts or Brawling).
- **Grafted demon hand:** the character received a transplant from some non-human creature. The hand will be obviously monstrous (green and scaly, fingers like tentacles, 8-fingered, etc.). The hand will strike for additional damage (+1D to Martial Arts or Brawling rolls when striking with that hand). However, the hand seems to have a mind of its own and will sometimes attempt to do things on its own (GM's, have fun...).
- **Chainsaw:** the character's hand has been replaced by a chainsaw. This loud and clunky addition looks cool, but must be fueled and in good working condition to work. The character cannot use this hand for anything other than chopping stuff up. When activated, it will do STR + 3D damage.
- **Snake "leg":** the character's bottom half has been replaced by a large demon snake tail. This looks pretty bloody creepy, but has certain advantages. First, the character receives +3D to all Climbing and Jumping rolls. Second, the character can make a Brawling roll to Grapple an opponent with his tail, doing STR +1D damage with a +1D to the Grapple roll. Finally, the character never has to buy shoes.

Animal Traits

Advancement Cost: Difficult (2x)

A character with this Quirk has many traits of a common animal (choose one at Quirk selection). The character will have some special abilities as well as certain personality and physical "quirks" associated with the animal. As the character invests dice in this Quirk, increase the die modifiers under each animal type by one (thus bonuses AND penalties increase). However, as the Quirk strengthens, the animal-aspect also grows and the character appears and acts more bestial. At some point, the GM may require the character to make Willpower rolls vs. the current *Animal Traits* value in order for the character to restrain himself (some common animal-like behavior is given below).

- **Bear:** +1D to damage in melee combat and +1D for any lifting rolls; +1D for all Resistance and Endurance rolls; -1D to Dodge, Stealth and Acrobatics. The character will be unusually large and lumbering (even if he's quite dexterous), often with quite a bit of hair. He will have a

voracious appetite (eating twice what a normal human would) and an immense temper (the GM may require him to make Willpower checks to avoid going into a berserk rage when angered, hurt or frightened). The character will tend to be domineering, stubborn and inclined to take very long naps.

- **Cat:** +1D to Stealth, Acrobatics, and Dodge Rolls. May see at night as well as in the day. Fingernails will be sharp and retractable, adding +1D to damage. Physically, the character will be graceful and has cat eyes (GM's and characters may decide to add a tail or cat-ears if they want). The character will have a "cat-like" personality, often demure and stand-offish. She may become oddly attracted to small moving objects, like balls of string or mice. Catnip will act like a strong narcotic.
- **Dog:** +3D to Search rolls depending on the senses of sound or smell, however the character is colorblind. The character will have a strong sense of loyalty and be unusually brave in a fight (+2D to Willpower rolls in such cases). Personal hygiene isn't all that important and he has a tendency to sniff around members of the opposite sex.
- **Bird:** +3D to Search rolls depending on sight, but -3D to rolls using smell; +1D to Dodge rolls. The character is slight in build and unusually light in body weight (hollow bones). He will often move in bird-like motions. Because of his excellent eyesight, he sometimes becomes entranced with bright and colorful objects, and may stare at them for hours.
- **Fox:** +2D to Search rolls depending on the senses of sound or smell, however the character is colorblind. Tends to be crafty and quiet, so add +1D to Stealth rolls and +1D to Con attempts. There is something about the character that other folks distrust (adjust dice accordingly, when appropriate). In a fight, the character will sometimes have urges to flee and hide.
- **Fish:** +3D to Swimming and +3D to Resistance rolls to avoid ill effects of cold water or when holding one's breath. The character comes across as cold and detached and has a faint odor that tends to attract cats and scavenging birds.

Annoyingly Lucky

Advancement: Difficult (2x).

This character is smiled upon by the gods, or perhaps some more devious supernatural force. Whenever a 6 is rolled on the initial roll of the Wild Die, the character not only rerolls the Wild Die but also rolls the number of dice invested in this Quirk. The Lucky dice are added to the final result (but cannot be rerolled regardless of any more sixes which may be rolled on that turn). However, when this character Complicates (by rolling 1 on the Wild Die initially, followed by a 6 on the second Wild Die roll), the character must roll the Annoyingly Luck dice and also subtract these from his dice total for that attempted action. GM's may also impose other "unlucky" side effects when such a catastrophic failure occurs.

Babelfish

Time of Use: NA

Difficulty: Easy (10) for common languages. Moderate for rare dialects. Difficult for dead or forgotten languages. Very Difficult for alien or supernatural languages..

Limitations: Only works on languages that are heard--not sign languages, written words or symbols, or telepathy and the like.

Babelfish represents the magical ability of a character to understand spoken languages. They will be instantly translated into the character's native tongue. This Quirk does not permit the bearer to speak any additional languages. The Babelfish Quirk may take any number of forms: an enchantment, a magical fish inserted in the ear, a Star Trek universal translator (one way, of course).

Bloodless and Painless

Advancement: Difficult (2x)

A character with this Quirk neither bleeds nor can feel pain. The character reduces the effects of Wounds by a number of levels equal to the Dice Value invested in this Quirk. Thus, a character with Bloodless and Painless at 1D would suffer no ill effects at Wounded and only -1D at Wounded x 2. While this may seem to be an incredible boon for Bravo's and others who tend to get in scrapes, it has its drawbacks. For one thing, it's darn creepy and usually only manifests itself in supernatural beings (like demons, angels and the undead). Furthermore, while a character will not pass out from pain and can resist torture more easily, she will still die when her Wound Level reaches "Dead" --she just won't be feeling like she's hurt all that bad.

Bond

Time of Use: 1 round to "concentrate" on the bond.

Advancement: Normal (1x)

Difficulty: Very Easy (5) within 10 km; Easy (10) within 100 km; Moderate with 1000 km.

With this Quirk, a character shares a supernaturally close bond with a person, place or item. When the character concentrates, she will know the location, physical condition and state of mind of the object of the bond. If this is shared with another person or an animal, that being will also "know" the character's condition and location.

Creepy Quiet

Time of Use: NA

Difficulty: Easy (10) in most conditions.

Advancement: Normal (1x)

Limitations: The character is only silent to people who cannot see him.

This character isn't just stealthy, he's completely silent when he moves. He might be walking on bubble wrap wearing hiking boots and corduroy pants and he still won't make a sound. But there's a catch: he is only silent to those who cannot see him. Thus, two people may be standing side by side and the character will only be heard by the one who is looking at him. Note: the character cannot turn this ability "off". So, he tends to sneak up on people without meaning to. You can imagine how annoying this might get.

Dead

Advancement: Difficult (2x).

This character, quite simply, has reached the end of his mortal life. He's deader than a door nail, colder than fish...you get the point. Through magic, he has been resurrected--sort of. The benefits of his condition are obvious: he cannot be killed again and does not require the tedious necessities that keep other folks living (like food, water and oxygen). But the burdens are dear as well: these characters automatically have a *Hunger* (see *Curses* below, but the character does not receive bonus dice) that must be fed once every couple of days. If they do not feed, they will suffer -1D to all Physical Attributes until they either feed or die.

The character still feels pain however and suffers the negative effects of receiving wounds just as a normal human might. However, while the character may be Stunned as normal, he will not fall unconscious due to wounds and the Mortally Wounded level will not result in his imminent death. Finally, rather than being "dead" when he reaches the Dead Wound Level, the character may roll his Constitution + the dice invested in this Quirk to avoid the destruction of his body (and permanent death).

Fey Blood

A character with this Quirk has traces the blood of a magical race coursing through his veins. This will grant the character particular powers, but brings with it burdens. The character is recognizable as a magical being and will take on some of the traits of his ancestral race.

- **Troll:** The character appears unusually large and bulky, with rippling muscles, spiky hair and rough, leathery and splotched skin. He has sharp, rending teeth and largish, slightly pointed ears. Hygiene isn't all that important to him either...+1D to Strength Attribute (can go beyond the human maximum of 4D) and +1 to Resistance Skill. The character tends to become impatient and easily angered. When provoked, he must make a Willpower roll or lash out violently.
- **Elf:** The character is usually more slender and graceful than the average person. He will have pointed ears, a slight build, and vibrant, colorful eyes. The character has magical inclinations and gets +10 Mana. He also has +1 to Search rolls due to superior perceptive abilities.
- **Goblin:** The character is shorter, lean and has a slightly green pallor to his skin. He will have long, pointed ears, a longish, hooked nose, and very dark eyes. +1D to Dexterity (can go beyond the maximum of 4D), and +1 to Stealth rolls.

Hidden Heart

Limitation: This Quirk may only be used once. If the object is destroyed while the character is still "alive" the character will be instantly killed.

A character with a Hidden Heart has managed to capture her life essence in a physical object--such as a piece of jewelry or a strange, silver egg. While the life essence is so contained, a character may be physically killed but retain hopes for resurrection. Someone need only reunite the body with the magical object holding the character's life essence and then destroy the object. The character will be returned to full life (though at a Mortally Wounded health level).

Invisible Friend

Time of Use: NA.

Limitations: the friend may not affect the physical world and cannot be seen by others except through rare magicks.

An *Invisible Friend* may be a guardian angel, a stuffed tiger that becomes a real tiger when no one is looking, an invisible 6 foot tall rabbit or just about anything else you might imagine. No one else will be able to see the Friend, and it cannot interact with the physical environment. The Friend must always be within the line of sight of the character, and never more than 20 feet away. However, the friend may lend advice: its Knowledge score will be 1D for every die invested in this Quirk. The character with the Friend may choose 3 skills the Friend has at +1D at the game's start and 3 more at 0D (all the rest are at -1D). After that, the character may increase the friend's Knowledge as if it were a Skill (x1 CP) rather than an Attribute (x10).

Mechanophile

Time of Use: NA

Difficulty: When a character attempts to use a modern device, they should consult the table below:

Action Attempted (Examples)	Difficulty
Using a small flashlight.	Easy (10)
Operating a camera with a flash.	Moderate (15)
Firing a gun.	Difficult (20)
Starting and driving a car	V. Difficult (25)
Using a computer or computerized device (ATM, etc.)	E. Difficult (30)

Limitation: GM's may decide that a successful roll is good for only one action or for a brief period of time (e.g., one roll to activate a flashlight and no other roll is required until it is shut off). GM's may also decide that the user suffers -1D for each time this ability is activated within a single day (after the first time).

This character is not as strongly affected by the technological curse that hangs over most underdwellers. They are able to use some modern technology such as electric flashlights, watches, cameras or radios. Those with advanced Mechanophile traits may even use complex devices such as computers or automobiles. But even Mechanophiles must use these devices with prudence--overuse appears to result in a loss, or weakening of the ability (GM's may reduce the Mechanophile's dice for periods of time to allow the trait to "regenerate").

Multiple Selves

Character has an entirely different personality within him. They often contend over who will be on the "surface", but are not necessarily "at war." The other self has completely different skills from the first self. At character creation, the player may assign 7 Skill Dice to the other self as if it were a different character (it may not take additional Quirks, but may know Charms or Knacks). The Self that is currently subordinate will not know what is happening when the other Self is dominant, but will have a general sense of emotions and well-being (anger, injury, lust, hunger, etc.) It may attempt to come to the surface by making a Willpower attempt added to the dice for Multiple Selves. The Self that is currently dominant will likely resist the shift (unless the player can give a very good reason why it might agree to the shift), by making a Willpower roll.

Pointy Bits

Time of Use: NA

Difficulty: NA. At 1D, the character has the "bit". Additional dice (2D or greater) invested in this Quirk may be added to any Attack rolls made with the "bit."

Pointy Bits may be manifested as any of a number of small, sharp and potentially lethal protrusions from a character's body. It may be small horns atop the head, extended fangs (vampire-style) in the mouth, or sharp little claws at the finger tips. The character should choose one type when the Quirk is taken. The Bit will do STR +1D of damage if the character chooses to make it retractable (like cat-claws) and STR+1D+2 if it is not retractable (i.e., always obvious).

Note: the name for this Quirk is taken directly from the Fudge: Buffy the Vampire Slayer game. I've never played it, but I always liked the name of this trait...

Pockets

Time of Use: 1 round (to rummage through pockets).

Difficulty: Special (see below)

Limitations: Once per day. Increase the Difficulty level by 10 for each additional attempt per day. Objects cannot be larger than would fit comfortably into the given pocket. The character must be wearing clothes with at least one pocket. Finally, characters must regularly put things into their pockets--kind of "recharging" them. Some of these items will disappear (think of it as the Universe taking its due).

A character with *Pockets* will always wear clothes with many pockets for holding items. Often, the character herself won't remember what these pockets hold. So diverse and useful are the objects gathered, that when a character needs something she may search herself in hopes of finding it. The more unique and complicated the item, the higher the Difficulty required. Note, this ability will only work for a character with this Quirk (i.e., someone else can't search her pockets in hope of finding something useful).

ITEM (sample)	DIFFICULTY
Simple item (food item for one, matches)	Very Easy (5)
Standard tool (screwdriver, pocket knife)	Easy (10)
Unusual tool (a silver flute, lock picks)	Moderate (15)
Rare or valuable item (gemmed ring, healing salve)	Difficult (20)
Extremely rare item (an Earl's signet ring, magical scroll)	V. Difficult (25)

Other Form:

Time of Use: Transformation takes 1+1D6 rounds.

Difficulty: Easy (10) to induce transformation. Moderate to resist transformation.

Limitation: Characters cannot always control their transformation. GM's and characters should work out a few situations when the character will instinctively change shape, or at least have a strong urge to do so. These might include times when the character gets angry, very hungry, frightened, or excited. When the character transforms, her clothes and personal items will also transform, but anything larger than a small backpack will be dropped.

This character may alter her shape to take another form: an animal, object or even another person. The character can only shift into one other form, designated when the skill is taken. This alternative body will retain all the mental characteristics the character has in her "human" (or humanoid) form, but physical characteristics will vary depending on the shape chosen.

CHARMS

Charms probably most closely resemble what one would think of as "magical spells." These are magical abilities that a character may learn through study and usually require reagents and/or "magic words" to be activated.. These are likely the most common forms of magic characters will encounter in the World Below. Many residents learn a slight magical trick or two to help them get by. Few ever master a Charm, and even fewer find ways to turn charms into dominating powers. No Charm skill may be greater than a character's Arcana skill level.

Most Charms require some reagents and magical words to activate. Characters may attempt to substitute other items for the reagents, but GM's should modify the difficulty accordingly. A good charmer will likely carry a few reagents for common charms at all times, or at least know where to get the appropriate goods.

Design note: Personally, I've always disliked the use of reagents for magic in games like D&D. But I think they're appropriate here because magic in Neverwhere is not about throwing fireballs and polymorphing into dragons. Reagents limit the power of the Charms, require more time for casting, and give the magic a little more grounding in "reality". As always, it's up the GM to include them or not.

Augury

Casting Time 1D6 minutes.

Difficulty: Moderate (15).

Reagents: the appropriate reagents depend on what the oracle is trying to portend. Some examples include:

- Specific time, but imprecise location: Tea leaves.
- Specific time, fairly precise location (within a few blocks): The liver and entrails of a white dove.
- General ideas of the fate and future of a particular person: Tarot Cards, the I-Ching, a crystal ball.
- Important events within a general area: Casting Bones, Prophetic Dreams (time is spent to interpret them).

Advancement Cost: Advanced (2x).

Limitations: Telling the future is always an uncertain science, at best. When the oracle is looking across time at the future, she is seeing only one of a nearly unlimited number of possibilities. Usually, she manages to focus on the most likely timeline, but that is by no means certain. Thus, while the charmer may learn some useful information, she will rarely be able to predict everything with perfect accuracy. And knowledge of the future may serve to change the timeline so that the event never comes to pass.

With *Augury*, the character is versed in a variety of methods for telling the future. With particular reagents and rituals, she may attempt to portend important events within a given area, at a certain time, or to particular people. She will rarely be able to tell all three with much accuracy, but the information gleaned is almost always of great use--if only to prepare someone for the worst. When the attempt is made, the character may either ask specific questions or just attempt to absorb the knowledge from the future. She may learn one "fact" for each die she has in *Augury*.

Animation

Casting Time: 1 round for every Die Level used.

Duration: The duration of the charm equals 1 minute for every 1 point above the base difficulty.

Difficulty: Special, see chart below.

Reagents: The item to be enchanted. Also, some lubricant--either archaic (such as animal fat) or modern (such as motor oil)--heated and mixed with a few vertebrae from a snake's spinal column, ground together and sprinkled on the item in question.

Advancement Cost: Normal (1x)

Limitations:

With an Animation charm, a character may bring an inanimate object to life. The object will obey

the charmer's mental orders and will move as if a puppet (and will appear to do so as a living animal to another observer).

Sample Object	Base Difficulty
Paper doll	Very Easy (5)
Cardboard, soft wood or plant material	Easy (10)
A wooden puppet (with joins),	Moderate (15)
Mannequin (no joints), chair, or wooden stick	Difficult (20)
An object made of "soft" metal or softer stone: lead, tin, etc.	Very Difficult (25)
Hard metal object or hard stone: a sword or marble statue.	Extremely Difficult (30)
Extremely hard metals or minerals: titanium, diamond.	Heroic (50)

Avoidance

Casting Time: 1 action to cast, then it will trigger automatically.

Duration: Once the spell is cast, it may be triggered any time within 5 rounds.

Difficulty: Easy (10) or Attacker's Roll (whichever is lower).

Advancement: Normal (1x).

Reagents: Incantation: "Pedis Celeris" three times and rub a charmed object representing speed or evasion: a rabbit's foot, a bird's feather, a Hot Wheels car.

The caster may incant this Charm when she fears imminent danger. Then, if an attack or trap threatens to harm the caster, the spell will automatically trigger and transport the caster out of harm's way. The spell will only move the caster the minimum required to avoid the attack and be out of immediate danger (i.e., in this round).

Beastpeak (Raven, Pigeon, Cat, Rat, Mouse, Squirrel, Fish, Bug, Sparrow, Starling, Blackbird):

Time of Use: None, the character may speak and listen normally (make the die roll to check the efficacy of the communication). Treat as a normal Language skill.

Difficulty: Easy (10).

Reagents: None. The character must be taught the language and practice to improve.

Advancement Cost: Normal (1x)

Limitations: *Beastpeak* does not bestow the ability to control the animal, only to communicate with it. One must convince the animal that it is in its interest to talk or deal with the character.

Reagents: None.

With *Beastpeak*, a character may communicate normally with the appropriate animal (choose one from the list below, or add another). The character will speak in English (or his native tongue), and the animal will understand him. Furthermore, the character will understand the animal's language--the squeaks of a mouse, barks of a dog, chirps of a sparrow, etc.

Fluster

Casting Time: 1 round.

Duration: 1 minute + 1 minute for every 5 points above the Difficulty Level. The victim may make a new Willpower check each round.

Difficulty: Victim's Willpower roll.

Advancement: Normal (1x).

Reagents: A shiny object or other device to distract the victim.

Limitations: Fluster works on the sense of sight, thus it will not work in the dark or on a blind victim.

With the incantation of a few power words and the use of the distracting reagent, the caster ensnares the victim's mind. The victim will be unable to perform any actions during the duration of the spell. Instead, he will stare at the object, immobile and mute. When the spell is lifted, it will be as if the victim is coming out of a trance--with memories of the time lapsed, but no recollection as to why he could not act.

Healing

Casting Time: 1D6 minutes per level healed.

Difficulty: Very Easy (5) + 5 for each Wound Level (e.g., 10 for Stun, 15 for Wounded, 20 for Wounded x 2, etc.).

Advancement: Difficult (2x).

Reagents: A wide variety of healing herbs, potions and salves may be purchased in a market or harvested in the wild. The healer must make some mixture that is administered to the patient, along with invoking words of prayer or magic.

Limitations: The healer must make a separate attempt for every level healed. GM's may wish to restrict the number of times a particular patient may be healed in a given day (e.g., only 5 attempts may be made on any one person within 24 hours).

Perhaps one of the oldest Charms, *Healing* represents a wide variety of different methods and magicks used to make an injured patient whole again. While it will rarely completely close a wound and mend a bone, it will alleviate pain and speed the recovery process. Competent healers become known for their powers and are often sought out for assistance.

Mending

Casting Time: 1 action to cast.

Duration: Until item has mended up to the caster's Mend success (see below).

Difficulty: Easy (10) for common and soft items (clothes, leather); Moderate (15) for harder or uncommon items (wood, silk). Difficulty increases for harder items (metals, minerals) or very rare and complex items (steamworks, an artifact).

Advancement: Normal (1x).

Reagents: Incantation: "Toto" three times while running a finger along the seam to be fixed.

This handy little charm sees most of its use in households and among merchants. It will sew up ripped seams, re-attach a broken strap, and even recombine the wooden handle of a weapon. At extremely high skill levels, it may even mend shattered metals and complex machines.

Navigation

Casting Time: 1D6 minutes.

Duration: The spell may be kept activated as long as the Charmer concentrates, but she will suffer -1D to all other actions until it is deactivated.

Difficulty: Easy (10).

Advancement: Normal (1x).

Reagents: A small magnet dropped in a bag full of sweet wine (the magnet will shift to tell the direction) or a divining rod specially prepared (takes 1D6x 10 minutes).

This handy spell keeps the caster from getting lost and can lead one to a specified destination.

The spell will point the user in the right direction and lead across the shortest distance possible. It will not account for impassable barriers or provide alternate routes.

Hindsight

Casting Time: 2D6 minutes. Add an additional 1D6 minutes for every Difficulty Level after Moderate.

Duration: Variable, depending on the information gathered and the success of the casting.

Difficulty: Moderate (15) for events within 24 hours. Difficult (20) for within 1 week. Very Difficult (25) for within 1 month. Extremely Difficult (30) for within 1 year. Add 5 to the Difficult for every 10 additional years.

Advancement: Difficult (2x).

Reagents: Dust from the dried bones of an animal mixed with vinegar and dabbed on the Charmer's tongue. Also, must either be holding an object or occupy a place from which the "sight" will be sought.

This Charm grants the ability to read the past from an object or place. The caster may glimpse past events surrounding the object or occurring in the place, including the faces of those nearby, snippets of conversation, and result of their actions. Sometimes, nothing of import will imprint itself upon a place or object, and despite a successful casting the Charmer will learn nothing new from the spell. Finally, there are rumors that certain spells will "wipe" the imprints of memory from objects and places.

Illusions

Casting Time: 1 minute.

Duration: 1 minute +1 minute for every 5 points above the Difficulty Level.

Difficulty: Easy (10) for simple illusions (lights and colors), Moderate (15) for more detailed illusions (people, walls), and Difficult (20) for intricate details. Observers may make Instinct checks to see if they realize the illusion is not real. Increase Difficulty by 5 if the caster wishes it to move.

Advancement: Normal (1x).

Reagents: shards of a broken mirror ground into a fine dust and tossed into the air where the illusion will appear.

Limitations: This Charm only works on living observers who are sensing with their eyes. Illusions are intangible, noiseless and odorless.

This Charm represents spells that trick the eye of an observer. It may be used to make an image appear and move about, but it will not physically affect the world.

Nightvision

Casting Time: Preparation 1D6 minutes.

Difficulty: Easy (10)

Duration: 1D6 hours +1 hour for every 5 points above the Easy difficulty.

Reagents: Sleep from the eyes of a cat mixed with ground sulfur (the heads of matches will work) and smeared on the eyes. (Yes, it will sting a bit).

Limitations: With Nightvision, a character may see in the dark as easily as he might in the day--no external light source is needed. The character will continue to suffer from any impairments to his normal vision. Further, Nightvision does not grant the ability to see through magical darkness.

Seance**Casting Time:** 5D6 minutes.**Difficulty:**

- Base Difficulty: Easy (10) for the newly deceased (within 1 month); Moderate (15) for 1 months to a year. Difficult (20) for 1-10 years. Very Difficult for 10-100 years. Add 5 to the Difficulty for every 100 years after the first.
- Modifiers:
 - -5 if the Seance occurs at the spirit's place of death.
 - -5 if the Seance charmer holds an object that belonged to the spirit in life.
 - -5 if a relative or close friend of the spirit is present.
 - +10 if the spirit knows the Seance charmer and doesn't like her.
 - +10 if the spirit is secretive or in hiding.

Duration: Once contacted, the spirit will remain in the room until it wishes to depart or until sent away by the Seance charmer.

Reagents: A black candle exactly 12 inches in height with a wick intertwined with fibers taken from the clothes on a corpse. A magical circle, formed either by at least 3 participants holding hands or an enchanted circle of power drawn on the ground. Offerings to attract the spirit, which may include incense, food, alcohol or valuable objects.

With *Seance*, the charmer may call forth a ghost or other spirit who has departed from its physical body and loosed into the aether of the Universe. Once summoned, the spirit will manifest, often in a ghostly form, and speak with any in the room. The spirit may be asked questions and will answer according to its own whim. Thus, it might generously provide all the information it retains. More often, it will provide an answer in riddles or request some favor or other repayment.

In general, spirits dislike being conjured back into the material world and will arrive a little grumpy. A charmer who regularly summons spirits without providing them with some kind of reward or other motivation may find herself making enemies in the Netherworld.

Shapeshift (Animal Type)**Casting Time:** 1 round.**Duration:** 5 minutes +1 minute for each point above the Difficulty Level.**Difficulty:** Moderate (15).**Advancement:** Difficult (2x).

Reagents: Samples of the fur, feather or scales of the animal whose shape will be assumed. These must be grasped by the caster when the incantation is spoken. Usually, the incantation is the True Name of the beast whose shape the caster wishes to take.

Limitations: Though the caster will assume the form of a particular animal, she will be unable to communicate with others of that animal type without Beastspeak. Furthermore, she will be unable to speak as normal with other humans. When a caster learns this Charm, she only learns it for one particular animal.

With this classic Charm, the caster transforms her body into that of an animal (one chosen when the Charm is learned). The character's close and personal effects will also transform, but anything heavier than 5 lbs will be dropped to the ground. The caster will take on all the physical characteristics of the animal shape assumed, but will retain her Knowledge and other cognitive skills (e.g., Profile, Bargain, etc.). Some sample animals are given below:

- **Wolf:** STR=4D, DEX=4D, CON=4D, INS=+1D. +3D to Search rolls using the senses of smell or hearing. Claws and teeth = +1D damage. +2D Endurance for running.
- **Eagle:** STR=1D, DEX=5D, CON=1D, INS=+1D. +4D to Search rolls using sight. Talons = +1D damage and reduce armor by 1D. +3D to Dodge attempts. May fly at 20m/round.
- **Snake:** STR=1D, DEX=3D, CON=1D, INS=+1D. +2D to Search rolls using the sense of smell. Scales give +1D vs. damage. +5D to Jumping, Climbing and Swimming attempts. +3D to Dodge. Can bite for +1D and inject venom that will do 4D damage to a victim for 1D6 rounds.
- **Cat:** STR=1D, DEX=5D, CON=1D, INS=+1D. +2D to Search rolls. +3D to Stealth. Nightvision. +3D to Jumping, Climbing and Dodge attempts.

KNACKS

Knacks are magical talents that characters may develop over time. Most Knacks are acquired through lineage--family members will share the same talents (usually one main one). No character may have more than one Knack. Furthermore, individuals often manifest the nature of their Knacks in their personalities. Thus, someone with *Harm* may often seem cruel and cold; someone else with *Elsewhere* might be flighty and irresponsible; or an *Accelerant* may always talk fast and move quickly.

Accelerant

Time of Use: NA

Difficulty: Easy (10). For each 5 points above 10, the Accelerant gains one more action.

With this Knack, a person may augment her speed to unnatural levels. For each 5 points over the 10 that the character rolls, she gains 1 additional action (without penalties) for the round, and adds 10m to her normal movement.

Brainbreak

Time of Use: 1 round.

Difficulty: Moderate (15). Any individual within range may make a Resistance roll to avoid the Brainbreak's effects.

Limitations: A Brainbreak acts much like a scream. It will effect all within its range and diminish with distance.

Range: 2/5/10

Damage: Skill level at Short Range (2 meters). Skill Level -1D from 2 to 5 meters. Skill Level -3D at up to 10 meters.

With *Brainbreak*, an individual can focus his mental energies into a powerful assault on the brain of another. The result is an overload of sensory inputs that causes at the very least, a shocking stun, and at the most incapacitating pain. If the attempt fails, the Brainbreaker must roll a Resistance check of suffer the appropriate amount of damage.

Braincrank (Knowledge/Instincts/Presence)

Time of Use: 1 round for focus the mental energies required.

Difficulty: See below

Duration: 5 minutes.

Limitations: After using Braincrank, the character will become very worn out mentally. He will suffer -1D to all skills controlled by Mental Attribute and any Magical Ability attempted until he has

rested for half an hour or after one hour of normal activity.

With a successful use, the *Braincrank* can temporarily augment one of his mental attributes (which is chosen when the skill is taken), according to the table below:

Difficulty	Augmented Dice
Easy (10)	+1D
Moderate (15)	+2D
Difficult (20)	+3D
Very Difficult (25)	+4D

For every 5 points above 25, the effect is extended an additional 5 minutes.

Channeling

Time of Use: 1D6 x 10 minutes.

Difficulty: Moderate (15). May be modified for conditions and the spirit sought.

Advancement: Normal (1x).

With *Channeling*, one may reach out to the spirit world and communicate with its inhabitants. Unlike Seance, this is not a simply a dialogue, but an actual union with the spirit sought. The spirit inhabits the Chandler and may communicate user her voice and body. However, this is not a possession, as the Chandler may regain control of her body at will and the spirit may not do anything with the body that the Chandler does not want.

The difficulty increases as one is looking for more solitary spirits, or ones that have been dead for longer periods. The attempt may become easier if the Chandler has an item belonging to the departed spirit or is in an area important to the spirit.

Collector of Lost Thoughts

Time of Use: 1 round to several to "sift" through lost thoughts.

Difficulty: Easy (10) for "random" searches of thoughts. Moderate (15) when the character focuses. GM's may modifying, depending on the value and precision or a particular thought.

Advancement: Normal (1x).

Limitations: The character cannot turn off this ability, which can be a bit maddening at times.

The *Collector of Lost Thoughts* picks up forgotten ideas, stray fancies, and half-baked theories that have slipped from the minds of others. These thoughts just float out in the Universe, waiting to be rediscovered and put to some use. Most of what is intercepted is useless, but every once in a while, the Collector will find something of use and remember it. When the character is faced with a particular problem, especially one requiring ingenuity or research of an abstract or obtuse idea, he may make a check against this Knack. When successful, the character will have the thought and know the identity of the original thinker.

This Knack becomes particularly useful when the character focuses on trying to recover the lost thoughts of a particular person. By occupying a place once inhabited by a person, the character may attempt to "gather" the person's scattered thoughts. Much may be learned about a person by "reading" their lost thoughts--secret plans, weaknesses, hopes, and desires.

Delerium

Time of Use: 1 round.

Difficulty: Easy (10) + Target's Willpower (for Hallucinations) or + Target's Resistance (for Opiate Effects).

Delerium permits a character to induce a hallucinatory and opiate effect in a target. The character will have no control over the exact content of the hallucinations, as they will be manifestations from the target's subconscious. As such, *Delerium* may sometimes be learned to uncover the inner secrets of a target without the target's consent or knowledge.

A target who falls to the effects of *Delerium* will suffer the following penalties:

- **Hallucinations:** Failing a Willpower check, the target will begin to hallucinate for 1D6 minutes. During that time, the target may still act "normally" if an additional Willpower check is made each round. This means that the hallucination will still be seen, but the target is maintaining enough control to function somewhat normally. Regardless, the target will suffer -1D to all actions that round. If the target fails the second Willpower check, he will succumb to the hallucination and believe it is real. He will be unable to act for that round (though may make another check the following round).
- **Opiate Effects:** The target will begin to feel numb, perhaps even pleasurable. If a Resistance check is made, the target will simply feel "warm and fuzzy". If the Resistance check fails, the target will be overcome by the "high" and suffer -1D to all actions. However, any penalties accrued from Wound Levels may be ignored.

Dreamwalk

Time of Use: 1 minute to enter a trance in order to enter the Dreamworld.

Difficulty: Easy (10) to enter a Dreamstate and control one's actions. Moderate (15) to seek out and find another Dreamer. Difficult (20) to alter the Dreamscape in slight ways.

The ability to enter the Dreamworld and control one's own actions. At much higher difficulty levels, the character can do "impossible" things. Extremely difficult rolls needed to hurt or kill someone in real life (if you kill someone in "normal" combat, they wake up right before they die). Inside the Dreamworld, most natural dreamers (those who do not use Dreamwalk to enter the Dreaming, but only go to sleep), will lose most of the inhibitions and self-control. As such, they may be questioned or observed, and much may be learned from them.

The Dreaming is full of untold mysteries, monsters and puzzles. It may be as dangerous to the Dreamwalker as the Waking World.

Elsewhere

Time of Use: instantaneous, but the character cannot take any additional actions this round.

Difficulty: Moderate (15), or as an opposed roll to an attack.

A character with *Elsewhere* has the innate ability to "not be here." It's not that they consciously move or teleport, but rather that the Universe essentially "reassigns" them a different space. *Elsewhere* does not need to be activated by the character--in fact, the character has no real control over it. The power simply serves to move the character away from danger to a relatively safe place (note the use of relatively--it may well be out of the fire, but into the frying pan...).

Elsewhere activates when the going gets tough. So, when a character is attacked, he may roll the dice for *Elsewhere* to see if the power turns on and moves him out of the way of the attack.

When the dice are rolled, the higher the dice value the more convenient and safe the new location will be. Thus, a roll of 15 might just displace the character by a few feet, perhaps only out of range

of a swinging sword. But, a roll of 30 might remove the character to an adjacent room or around a corner from the attacker. Likewise, a Complicated roll may actually place the character in greater danger!

Note that Elsewhere activates regardless of the character's intent. He may wish to jump in front of a crossbow bolt to shield a friend, but the Knack will engage and move him out of the way. The Knack may also work when things are simply unpleasant for the character: he is being yelled at, on a bad date, or about to get splashed on by a passing taxi cab. GM's should feel free to be mischievous with this potent Knack.

Ethos

Time of Use: 1 round

Difficulty: Moderate (15) or opposing Willpower roll if the "victim" is attempt to conceal her emotions.

Range: Line of sight. Once made, the connection may be maintained even if the empath isn't looking directly at the other being, but she must be capable of looking at her.

With *Ethos*, a character may form deep emotional links with other beings (human and otherwise). She will sense their emotional stage, perhaps even more profoundly than the other being will. With this ability, she can sense deceptions, anger, love (and lust), and the rest of the spectrum of emotions. This knowledge may be used to gain advantages in Bargaining, Conning, Persuading and Commanding other people. For each 5 points above the difficulty level, the empathic character may add 1D to any of those rolls for the next minute (10 rounds). The character may also "broadcast" her emotions, permitting a kind of communication when verbal speech is unavailable. She may only broadcast to beings within her line of sight.

Firmare

Time of Use: 1 round to activate.

Duration: Once activated, the character may keep this power "up", but suffer a -1D to all other actions (and must continue to touch the object). Once the character stops touching the object, it will retain its Strength for 1D6 rounds.

Difficulty: Very Easy (5). The degree of success sets the increased strength of the object.

Range: Must be touching the object. The added Strength will spread up to 20 feet. GM's may increase the difficulty if the character attempts to extend the range.

This power permits the character to reinforce the natural strength of objects and structures. For every 5 points above the Base Difficulty, the character adds 1D to the object's Strength for purposes of providing support or resisting damage. When used on animate objects (like people), the character's power increases the recipient's Constitution to resist damage, but slows him as well, reducing the Dexterity by the same value.

Harm

Time of Use: 1 round.

Difficulty: Moderate (15) or Victim's Resistance roll (which ever is higher).

Range: 5m. Increase the Difficulty by 5 for every additional 10 meters.

With *Harm*, the character may, well, hurt other people. Wounds will simply begin to appear on the victim's body—a split lip, a black eye, a broken finger, etc. The victim may make a Resistance roll to avoid being damaged, but if that fails, he will take full damage regardless of any natural or artificial armor.

The one hitch for a *Harming* character, is that if she Complicates her attempt, the *Harm* will backlash and be inflicted on her (though she may make a Resistance roll to avoid it as well).

Juice (Strength/Dexterity/Constitution)

Time of Use: 1 round to concentrate energies and "juice" the chosen Attribute.

Difficulty: See below.

Duration: 1D6 Rounds.

Limitations: After Juice has been activated, the character will become extremely hungry and tired. He will suffer -1D to all actions for 1/2 hour.

With a successful use, a person with this Knack may temporarily augment one of his physical characteristics (chosen when the power is activated) according to the table below.

Difficulty	Augmented Dice
Easy (10)	+1D
Moderate (15)	+2D
Difficult (20)	+3D
Very Difficult (25)	+4D
For every 5 points above 25, the effect is extended an additional 1D6 Rounds.	

Leech (Heat/Blood/Soul)

Time of Use: 1 round per level leeched.

Difficulty: Very Easy (5) or Victim's Resistance roll (which ever is higher).

Limitations: Leeches no longer gain sustenance from normal food and water. They must feed on their particular nourishment at least once per week in order to survive. After 7 days, they suffer a -1D to all actions, which is cumulative each day until they feed (-1D on day 8, -2D on day 9, etc.). When their Constitution reaches 0D, they drop into a coma-like state. They must make an Easy (10) Endurance roll each day thereafter, or die.

The Leech may draw energy from other living creatures. There are different kinds of Leeches. Some absorb the body heat of victims, others suck blood, absorb magical energy, and even a person's soul. All must touch their victim in some way (different Leeches have different methods) and the victim may attempt to Dodge. Once contact is made, the Leech rolls an opposing roll against the victim's Resistance roll. For every 3 points that the Leech's roll exceeds the victim's, the Leech may add 1D to any Physical Attribute (choose at the time the Leeching attempt is made). The leeching effect wears off at the rate of 1D every 10 minutes, until the Leech's attributes return to normal. Some examples of Leeches include:

- **Vampires:** leech victims by biting them and sucking out their blood. The victim takes 1 Wound Level of damage for each 1D gained by the vampire and is "drained" at the Mortally Wounded level.
- **Velvets:** absorb the heat of victims by kissing them. Reduces the Victim's Strength by 1D for every 1D gained. At 0D, the victim will collapse and is considered Mortally Wounded. The victim may regain his Strength by warming himself up and resting for one half hour per level drained.

- **Wights:** suck victim's souls by looking them straight in the eye. The victim suffers -10 Mana Points for each level leached by the Wight. When the victim reaches 0 Mana Points, she collapses and is considered Mortally Wounded.

Mindspeak

Time of Use: 1 rounds. Once a "link" is established, this power may remain activated, but counts as 1 action (-1D to all other actions).

Difficulty: Easy (10)/Moderate (15)/Difficult (20)/ Extremely Difficult (30)/Heroic (50)/Godlike (75)

Range: 10m/100m/1000m/100 kilometers/Anywhere on Earth/Another Dimension

Limitation: the user may only receive those thoughts "broadcast" towards her.

With *Mindspeak*, a character may broadcast her thoughts into the minds of others. Furthermore, she may "read" the minds of those around her. However, she may only pick up those thoughts which are deliberately broadcast "towards" her (essentially, the other person must think that he is "thinking" at the mindspeaker).

Numbing

Time of Use: 1 round.

Difficulty: Victim's Resistance Roll

Quite simply, the character has the ability to make others dumber--at least temporarily. For every 5 points the character's Numbing roll exceeds the victim's Resistance roll, the victim's Knowledge, Presence and Instincts Attributes are reduced by 1D (to a minimum of 1D) for 5 minutes

When the victim's mental attribute reaches 1D, Numbing does not reduce the attribute further, but rather extends the the effect for additional 5 minutes (for each 5 points over the Resistance score).

Opening:

Time of Use: 1 round.

Difficulty: Easy (10) for unlocked objects designed to be opened (e.g., doors, boxes); Moderate (15) for standard locks; Difficult (20) for intricate locks; Very Difficult (25) for mystic locks or objects not designed to be opened (e.g., human beings, statutes). GM's may further modified the difficulty for particular objects or those protected by magic.

With *Opening*, the character may open virtually anything: doors, locks, people, or anything else that might be opened or closed.

Pain

Time of Use: 1 round.

Duration: 1 round +1 round for every 5 points achieved above the Difficulty.

Difficulty: Roll opposed to the victim's Constitution -1D.

Range: 2 m. Add 5 to the Difficult for every addition 5 meters.

This character may inflict blinding pain on a victim. No real injury occurs, but the victim will feel it as if it were real--the searing pain of a broken nose, the swelling pulse of a black eye, the difficulty in breathing that follows a blow to the chest.

Resuscitating

Time of Use: 1 round per level healed.

Difficulty: See below.

Limitations: The Resuscitator suffers -1D to all actions for each level healed. He may regain 1D for every half an hour he rests or every hour of normal activity.

With *Resuscitating*, a character may heal the wounds of another. This is usually accomplished by touching the wounds and concentrating.

Selfslip

Time of Use: 1 round.

Difficulty: Easy (10) + Victim's Willpower Roll

Range: Touching. Add 15 to the Difficulty if attempted at a distance of 1-10 meters.

This Knack represents the ability to slide the soul out of one's own body and insert it into someone else's. The new "host" may attempt to resist with a Willpower roll, added to the Easy (10) difficulty. The host's soul will be suppressed until the Selfslipping character evacuates the body and returns to her own. In the meantime, the Selfslipper's body will be in a coma-like state until re-inhabited.

Stillspeak

Time of Use: 1 round.

Difficulty: Easy (10). GM's may modify the difficulty for particular objects or "dialects".

Range: Must be within distance of the Stillspeaker's voice; the objects will speak in normal tones, usually recognizable from about 10-15 feet away at most.

Stillspeak grants the character the ability to carry on normal conversations with objects usually considered to be "inanimate". These might include: rocks, swords, plants, pools of water and just about anything else that doesn't "speak" (or squeak, chirp or bark). The user may speak to the object and it will respond, if it wants to (GM's discretion). Inanimate things have an entirely different take on time and reality than most animate beings, so speaking with them may sometimes be confusing. For example, rocks tend to speak slowly and have a very poor concept of time (100 years may seem like only a minute ago). A pool of water is actually composed of millions of water molecules that are constantly interacting and in motion. So the conversation may be fragmented, hectic and wildly capricious.

Warping

Time of Use: 1 round.

Difficulty: Depends on range: Moderate (15)/Difficult (20)/Very Difficult (25)/Unearthly (50)/Godlike (75); add 5 to the Difficulty for every additional 50 pounds transported.

Range: 20m/100m/1000m/Anywhere on Earth/Another dimension

Limitation: The character may only teleport to an area with which he is familiar and can fully visualize in his mind.

Warping allows one to shift through time and space, from one place to another. The character may take his personal belongings and up to about 50 pounds worth of weight without penalty.

CURSES

Players may choose to visit a Curse upon their character in order to receive extra Skill Dice at character creation. Also, over the course of a campaign, characters may suffer temporary--or even

permanent--Curses. It is conceivable that a character may rid herself of a Curse. But, this may only occur after great trials and difficulty--usually a long and arduous quest. Furthermore, when the Curse is removed, some price will likely be extracted (loss of a prized possession or, at least, the skill dice acquired under the Curse). GM's should limit the number of Curses one character may take (2 or 3 at most). A few Curses are listed below:

Doomed

Dice Value: 4D

This character is screwed, no matter what (or, at least as long as the Curse remains). All the oracles, tarot cards and tea leaves point in one direction: Imminent Death. It may be tomorrow, it may be next week, it might even be next year. But it's soon. Make your peace and sign your will. It's coming.

Forced Pacifism

Dice Value: 3D

This character cannot commit acts of violence on other beings without suffering immobilizing pain. In fact, the amount of pain suffered is proportional to the victim's Resistance value +1D. Thus, a character with a Resistance of 4D will suffer 5D of damage when she attempts to attack another being. Usually, this Curse only triggers when the character attempts to directly hurt another being. It is conceivable that a trap could be set that eventually hurt someone (GM's discretion, of course).

Forgetfulness

Dice Value: 4D

This character can hardly remember whether he put his pants on this morning. It's not that he forgets everything, just the stuff he really needs to remember. When the character is attempt to remember something, he must make a Willpower roll in order to do so. Periodically, the GM may make the player do a Willpower check to see if the character has forgotten something important (the player will just have to role-play it).

GM's also may role-play this by not reminding a player of information given in the past. Of course, players may get around this by writing things down, which is fine (as long as the character has a pen and paper handy in the game). Of course, the character may forget where his notepad went...

Geas

Dice Value: 3D

The character has been cursed with a dangerous and unavoidable quest. The magic has ingrained the urge to complete the quest so thoroughly, that the character will only be able to avoid pursuing her goal when she makes a Difficult (20) Willpower check. The quest may be revenge for a killed family member, recovery of an ancient holy relic, or the hunting of a mystical beast. What ever it may be, the character will always be drawn back to the quest and will die attempting to accomplish it.

Hauntings

Dice Value: 3D

The character is regularly visited by ghosts and other spirits. The character may only see these

spirits when they choose to manifest themselves (though they will remain invisible to everyone else). The ghosts will often pester or torment the character, perhaps asking favors or simply trying to scare her. Every so often, particularly at inconvenient times, the GM should roll a single D6. On 1-3, a ghost will appear. On a 4, several ghosts. On 5 or 6, the character will go unhaunted, at least for a time.

While being visited, the character must make a Willpower roll against an Easy Difficulty (10) for one ghost or Moderate (15) for several in order to be able to properly pay attention to anything else. If the character fails the Willpower roll, he will suffer -1D for the entire time the ghosts remain, unless he can convince them to shut up or go away (bargains may be made, but they can be expensive...)

Hunger

Dice Value: 4D

The character longs for a particular kind of nourishment--usually rare or expensive, occasionally even gruesome. In fact, the character no longer receives satisfaction from normal kinds of food. The Hunger must be fed at least once every few days, or the character will begin to suffer the same symptoms as drug withdrawal--shaking, sweating, nausea and weakness (-1D to all actions until fed). For every day beyond 3 the character goes unfed, he will suffer an additional -1D to all actions. When his Constitution reaches 0D, the character will go into a coma and be considered Incapacitated).

Ill Luck

Dice Value: 2D

The character simply has bad luck. Instead of Complicating on a Wild Die result of 1, followed by a roll of a 6, the character will Complicate when a Wild Die result of 1 is followed by a roll of 4, 5 or 6.

Sucks to be you, dude...

Intangible

Dice Value: 4D

This character cannot tangibly interact with the physical world. Like a ghost (perhaps he is a ghost!), he may pass through walls, float into the air, and cannot be touched by mere mortals. However, neither can he pick up objects, open a door, or touch a loved one. As a result, the character is invulnerable to normal, mundane forms of attack (such as fists, fire, and bullets)--though neither can he attack in response. The character may be harmed by certain enchanted objects and spells (and, quite possibly, by other intangible characters).

Lovesick

Dice Value: 2D

This character is smitten stupid. Cupid unloaded a whole quiver of arrows into him and forgot to save one for the object of the victim's affection. Thus, this character is doomed to love unrequited. In fact, nothing he can say or do will win over the object of his affection. Regardless, he will continually try to win his love's favor--risking life, limb and even friends to that end. When faced with such an urge, the character may make a Difficult (20) Willpower check to avoid giving into it.

Possession**Dice Value:** 4D

This character is possessed by another soul, usually one of supernatural origin, such as a demon. The character usually functions properly, but when under stress or at other inconvenient times (GM's discretion), the possessing soul will try to become dominant. When that occurs, the player may make a Difficult Willpower check to try and repress the Possessor. If the check fails, the Possessor dominates. The Possessor will have an entirely different personality and agenda and will be controlled by the GM. Once per hour, the character may make a Difficult Willpower check to try to re-surface.

Lycanthropy**Dice Value:** 3D

This character involuntarily turns into a were-beast during 3 nights of every month (the days before and after the full moon and, of course, on the night of the full moon itself). When this occurs, the character physically transforms into a savage wolf/boar/bear/puma or any other dangerous, wild beast (chosen when the Curse is taken). The character's entire personality will be subsumed and the feral instinct will dominate. The beast will hunt, kill, and generally act like a dangerous animal. The character will retain vague memories of his actions, but be utterly unable to control them. When the transformation occurs, the character gains +3D to Strength, +3D to Dexterity, +4D to Constitution, -3D to Knowledge (and cannot "reason" in a human sense), +3D to Instincts, and -3D to Presence. Despite rumors to the contrary, the werebeast can be killed by any conventional means (but, admittedly, it's much harder). If killed, the beast reforms into its human appearance.

Over time, the Lycanthrope may accumulate more beast-like characteristics, such as desiring rare meat, developing a short temper, and, um, getting hair in new and interesting places. Furthermore, Lycanthropes recognize one another, even when in human form.

Selfshift**Dice Value:** 3D

This rare Curse shifts the victim's appearance into a constant state of flux--it constantly shifts in imperceptible ways. Within a few minutes, the character's appearance is completely different. As a result, people, even friends, never recognize the character. This makes it hard to maintain relationships and business contacts and can lead to a certain kind of schizophrenia in the victim.

Sensitivity (Sunlight/Happiness/Religious Symbols/Magic/Water, etc.)**Dice Value:** 1D for every 2D taken in Sensitivity..

This character has an especially strong allergy or aversion to a particular thing or state of being. When the character comes into contact with it, he will take physical and psychic damage as a result.

For every 1D in Skill Dice the character receives from this Curse, she will take 2D in damage. The damage roll may be opposed with the character's Resistance Dice. Regardless of the outcome, the character will at least be Stunned for the round following initial exposure on each new encounter with the substance or state.

It may be difficult to imagine someone being sensitive to a state of being. However, imagine that each time a character feels genuinely happy (met someone she like, found a valuable object, vanquished a foe), she received a jolt of pain. Or, a different character may be shocked when anger wells up within him.

As always, GM's and players should role-play this Curse creatively.

Stench**Dice Value:** 2D

You stink, man. No really, you've got some kind of raunchy odor clinging to you like bad news to a newspaper. People notice the smell when you get within 10 feet of them (no Search check required), and can start picking up whiffs as far out as 50 feet (the wind may obscure or carry the smell a bit). It doesn't bother you so much anymore, but any friends you might have don't particularly like it. To make matters worse, it seems to intensify when you get excited or stressed. How's that for a party trick?

EQUIPMENT

MELEE WEAPONS

Typical Knife

Damage: STR +1D

Scale: Character

Skill: Melee Weapons: Knife

Difficulty: Easy (7)

Concealability: Very Easy (3)

Note: A typical knife can be thrown, but increase the difficulty by 5.

Typical Throwing Knife

Damage STR + 2 if thrown, STR +1D if used as a regular knife.

Scale: Character

Skill: Thrown Weapons: Knife

Range: 2-3/5/10

Concealability: Very Easy (3).

Sword

Damage: STR +2D

Scale: Character

Skill: Melee Weapons: Sword

Difficulty: Easy (10)

Concealability: Difficulty (20).

Club/Baseball Bat

Damage: STR + 1D+1

Scale: Character

Skill: Melee Weapons: Club

Difficulty: Easy (7)

Concealability: Moderate (15)

Notes: Clubs are any blunt object made to hit something else hard. GM's should alter the damage rating depending on the quality of the club. For example, a broom stick might only do STR + 2 pips of damage while a crowbar might do STR+ 1D+2.

Battle Axe

Damage: STR +2D+2

Scale: Character

Skill: Melee Weapons: Axe

Difficulty: Moderate (12); If the wielder attempts to decapitate (cut the head off) an enemy, she must match a Very Difficult (25) target number +



any Dodge or Parry effort by the defending victim.

Concealability: Difficulty (20).

Staff

Damage: STR + 1D+2

Scale: Character

Skill: Melee Weapons: Staff

Difficulty: Easy (7)

Concealability: Difficult (20)

Notes: Staves give a +1D to Melee Weapons skill when used to parry melee attacks.

MISSILE WEAPONS

Bow

Damage: STR + 1D

Ammo: 1

Range: 2-5/10/20

ROF: 1

Concealability: Very Difficult (25).

Crossbow

Damage: 5D

Skill: Missile Weapons:

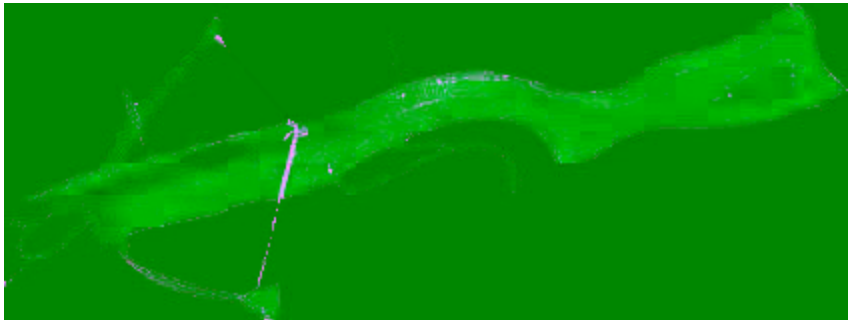
Crossbow

Ammo: 1

Range: 2-5/10/20

ROF: 1

Concealability: Very Difficult (25).



Crossbow Pistol

Damage: 4D

Skill: Missile Weapons: Bows

Ammo: 1

Range: 2-5/12/20.

ROF: 1. Requires 1 action to reload.

Concealability: Easy (7)

Notes: Crossbow Pistols may be wielded one-handed.

FIREARMS

The characters of Neverwhere will likely have little opportunity to use a gun. In most cases, guns simply don't work in the World Below. It might be loaded, a character may pull the trigger, but in all likelihood, nothing will happen. Why? Who knows, it's just the way it goes...

I've included guns with the equipment because GM's may sometimes find a need to have them for a game. For example, there are occasions when Underdwellers may run afoul of the police or other armed forces and have to engage in a firefight (GM's discretion as to whether the players' guns will function).

Handgun

Damage: 4D

Ammo: 12

Range: 3-10/30/60

ROF: 3 shots per round maximum. No burst.

Concealability: Very Easy (5)

High-powered Handgun

Damage: 5D

Ammo: 12

Range: 3-7/25/50

ROF: 2 shots per round maximum. No burst.

Concealability: Easy (7)

Notes: -1 pip to all "To-Hit" rolls.

Machine Pistol

Damage: 4D

Ammo: 15

Range: 3-10/30/60

ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 5D damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 5D+2 damage.

Concealability: Easy (7)

Submachine Gun

Damage: 5D

Ammo: 30

Range: 6-10/35/75

ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 5D+2 damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 6D damage.

Concealability: Easy (9)

Automatic Rifle

Damage: 6D

Ammo: 50

Range: 5-30/100/300

ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 5D+2 damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the

clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 6D damage.

Concealability: Very Difficult (25)

Pump Shotgun

Damage: 5D (buckshot) / 6D (solid slug)

Ammo: 5

Range: 2-5/10/20

ROF: 2 shots per round maximum.

Concealability: Difficult (20) for full-barrelled shotguns. Moderate (10) for sawed-off shotguns.

Notes: Sawed-off shotguns do 6D damage at Point Blank range but suffer a -1D cumulative penalty to damage rolls for every 5 meters beyond the first.

ARMOR

Shield

Type: Personal protection.

Scale: Character.

Protection: Free action to Parry a melee attack (roll with Melee Weapons, Martial Arts or Brawling). Acts as 4D Protection when used as Cover against missile attacks (no free action).

Cost: Highly variable (depending on style and quality).

Availability: Common. In the World Below, medieval shields can easily be found. Also, many underwellers use makeshift shields made out of street signs, garbage can lids, and hubcaps.

Concealability: Very Difficult (25)



Leather Clothing

Type: Personal clothing.

Scale: Character.

Cost: Affordable.

Availability: Common

Concealability: Very Easy (but usually unnecessary to hide).

Game Notes: Leather gives +1D versus damage.

Breast Plate / Chain Mail Shirt

Type: Archaic body armor.

Scale: Character.

Cost: Affordable.

Availability: Moderate.

Concealability: Moderate.

Game Notes: Grants +2D protection, -1D to Dexterity based actions..

Full Plate Armor

Type: Archaic body armor.



Scale: Character.

Cost: Expensive.

Availability: Rare.

Concealability: Very Difficult.

Game Notes: Grants +3D protection, -2D to Dexterity based actions. Must have 3D STR to wear.

Kevlar Vest

Type: Personal body armor.

Scale: Character.

Cost: Expensive.

Availability: Extremely rare in the World Below.

Concealability: Moderate.

Game Notes: Grants +2D protection.

Full Body Armor (modern)

Type: Military armor.

Scale: Character.

Cost: Extremely expensive.

Availability: Extremely rare.

Concealability: Difficult.

Game Notes: Grants +3D protection versus physical damage, but reduce all Dexterity-related skill tests and checks by 1D.

STEAMWORKS

Steamworks represent the very elegant technology that exists in the World Below. Often comprised of copper pipes, delicate glass domes, and powered by steam, these machines appear as a cross between 19th Century technology and advanced modern engineering. Most Steamworks devices are unique, the brainchild of some brilliant (perhaps half-mad) engineer who strives to push the limits of available technology within the constraints of the World Below.

Holographic Recorder/Diary

Type: Personal Holographic Recorder

Cost: Expensive.

Materials: Uncommon (15).

Construction Time: 1-3 months.

Effect: Holographic recorders are elegant little items about the size of a globe, fixed with mirrors, copper, and a crystalline memory unit. The units can be used to record the events of a room, or the speech and actions of a single person. Often, recorders can be locked with a key, a push-button sequence, or a vocal command. If so, it will require a Difficult (20) to Extremely Difficult (30) to attempt to crack the lock without damaging the unit.

Skill: No skill required to operate with simple instruction (Easy Knowledge or Steamworks test). Moderate to Very Difficult Steamworks skill to repair.



Difference Engine

Type: Punch-card Mechanical Computer

Cost: Very Expensive.

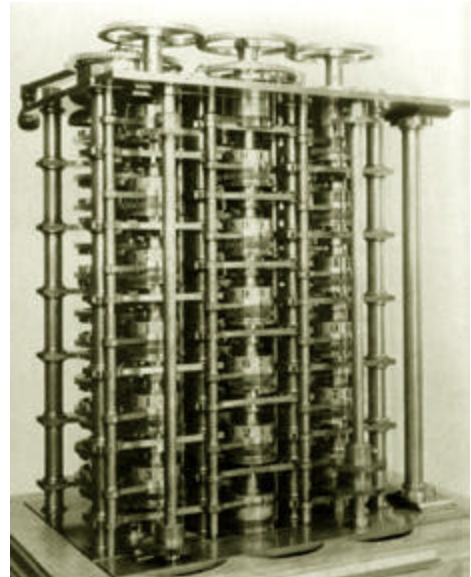
Materials: Extremely Rare (30).

Construction Time: 1-2 years.

Effect: Basic Difference Engines, often referred to as the "Babbage Machine," are mechanical computers that can perform complex mathematical calculations much faster and with greater accuracy than normal humans. Data are input with a series of punch cards and a stream of paper is "printed" out with the solution. The Engine runs extremely hot and requires a good deal of technical know-how to properly operate.

There are rumors of more advanced Difference Engines, some that take up rooms and rooms, that churn away on solving problems of unimaginable complexity, such equations for bending time and other laws of physics. Some of these machines, sometimes referred to as "Turing's", may even take self-awareness and personality, evolving in ways their creators could never imagine.

Skill: Difficult Steamworks (20), Difficult Sciences: Mathematics.



Steam Powerplant

Type: Steam-driven power source.

Cost: Very Expensive.

Materials: Rare (20).

Construction Time: 3 to 6 months.

Effect: The Powerplant can be used to provide power to other mechanical devices, such as light bulbs, fans, like contraptions. It will operate as long as it is continually fueled (about 1 log per hour once the fire begins) and a continual source of water (which is transferred into steam to power the generator).

Skill: Steamworks (15).

Steam-Driven Railcar

See [Railcar](#) below.

Patchworks

Type: Steamworks medical treatment device

Cost: Very Expensive.

Materials: Very Rare (25).

Construction Time: 6 months to 1 year.

Effect: The Patchworks is actually a long cylinder into which a physician-engineer can slide a patient. Once inside, the patient may undergo a variety of medical treatments: blood treatments, detoxification, skin rehabilitation, bone-setting, etc. For every 1 hour in a Patchworks Bay, the patient may make a healing roll. However, he will also recover 1 full day of bed rest for each level healed.

Skill: Steamworks (15), Medicine (5 for each Wound Level of the victim. May increase for rare or severe conditions).



Steamworks Forge

Type: Steamworks metallurgical contraption.

Cost: Expensive.

Materials: Rare (20).

Construction Time: 3 to 6 months.

Effect: The Steamworks Forge provides numerous advantages over typical, manual blacksmithing. The Forge can keep metals hot with its inferno-like core, provide running cooling water, and even has its own hammers that can pound metal into a desired shape with greater strength than any normal man (STR=6D). It halves the time of production of items that would normally require a blacksmith's hand.

Skill: Steamworks (10); Craft-Smithing (Depends on the item created).

MISCELLANEOUS GEAR

Ropes, Grappling Hooks and 10-foot poles...

EXPLOSIVES

Grenades

Scale: Character.

Range: 2/5/10.

Cost: Extremely rare and only available in the World Above. In case, there is a very good chance that a modern grenade simply won't explode if an underdweller attempts to use it (Roll D6, on a 5 or below the grenade does not explode).

Damage:

- Standard: 5D.
- Fragmentation 5D+2. If armor is worn, reduce its protective value by 1D. -1D for every 2 meters from point of explosion.
- High Explosive 6D. -1D for every 5 meters from point of explosion.
- Phosphorous 6D (Heat damage). Sprays a sticky, burning substance all over target with splash effects on anything with 1 meter. Burns for 5 rounds.

Molotov Cocktails

Scale: Character

Range: 2/4/8

Cost: Very inexpensive--easily Scrounged together if alcohol or fuel is available.

Damage: 3D+2 fire damage. The cocktail's fuel will splash about 1m in all directions from impact and burn for 1D6 rounds.

Powder Bombs

Scale: Character

Range: 2/4/8 (thrown). Range may be extended if some kind of slingshot or catapult is used.

Cost: Inexpensive--easily Scrounged together if explosive powder or chemicals are available (sulfur, etc.).

Damage: 6D damage within 2 meters of explosion. Reduce damage by 1D for each additional 2

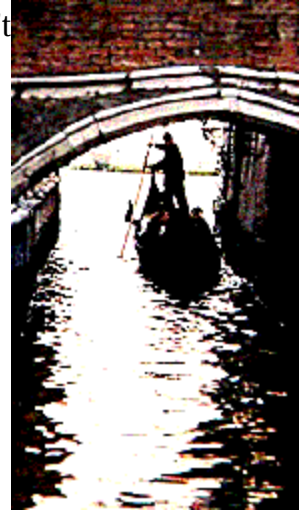


meters from site of impact.

Note: Powder Bombs include just about every small, makeshift bomb the characters might whip up.

PRACTICAL CONVEYANCES

For the most part, characters will walk their way through Neverwhere. Don't worry, there are always shortcuts of both magical and mundane sorts that crafty navigators can find. However, sometimes a conveyance of some sort will come in handy. Because modern combustion engines will not work for underdwellers, and because the subway trains that pass through the World Below will ignore (or even eject) most underdwellers, characters will have to look for alternative, sometimes more primitive means. Below is a small sample of options available to the characters.



Sewer Ferry

Scale: Personal Vehicle

Length: Variable: 3 meters for a canoe, 5 meters for gondola, up to 10 meters for longer ferries.

Cost: Inexpensive.

Skill: Boating

Speed: Moderate (x 1/2)

Body: Variable: 4D for a canoe (Provides 1/4 cover); 6D for a gondola (1/2 cover); 8-10D for larger ferries (3/4 cover).

Maneuverability: 2D for canoes; 0D for gondolas; -2D for larger ferries.

Crew: 1-3 for a canoe (at least 1 must row); 1-4 for a gondola (at least 1 must row or use a push pole); 2-6 for a larger ferry (usually powered by a steam or paddle engine).

Crew Skill: Generally 4D.

Cargo: Variable: A canoe can carry up to 3 passengers and their personal effects. A gondola can probably squeeze in 5 or so folks with a few boxes. A larger ferry may carry as many as 10 and a fair bit of cargo.

Underdwellers often make use of the many subterranean "rivers" to hasten their movement. It is usually not hard to find a pilot with whom to barter for a short trip or the movement of cargo. The boats themselves are as varied as their pilots: makeshift rafts, old Indian canoes, elegant gondolas recently stolen from 16th century Venice, or perhaps even well trained giant sewer rats...

Railcar

Scale: Personal Vehicle

Length: Approximately 6 meters.

Cost: Expensive.

Skill: Driving: Railcars.

Speed: Fast (x 1/4)

Body: 6D. Provides 3/4 cover for passengers.

Maneuverability: 0D (can only travel along the tracks).

Crew: 1-2 (steersman and stoker).

Crew Skill: Generally 4D.



Cargo: Most personal rail cars can fit 4 passengers and some cargo fairly comfortably.

Railcars are often old mining or construction devices used by workers to travel along the rails as they were being built. They are often powered by the strength of the pilot or a pack animal or a small steam engine stoked with wood and coal.

In the World Below, Railcars are something of a luxury, used regularly only by the wealthy (who often own their own, ornate cars) or by the desperate.

Subway Trains

Scale: Large passenger vehicle.

Length: Several meters long, depending on the number of cars in the train.

Cost: Free...if you can get aboard..

Skill: Driving: Trains

Speed: Very Fast (x 1/10)

Body: 15D. Provides full cover for passengers.

Maneuverability: 0D (can only travel along the tracks).

Crew: 1-2 (driver(s)).

Crew Skill: Generally 4D.

Cargo: Can often have hundreds of people aboard. Generally, most cars have room for about 50 people to sit and another 50 to stand.



Subways exist in many of the world's largest cities (though not all of them!) and are run by the municipalities. As such, they are conveyances dedicated to moving updweller through their lives. Subway trains seem to take a bit of life on, developing personalities that appear to be in accord with the particular stations and passengers they serve. The trains will often ignore underdwellers, slamming their doors on any underdweller that attempts to board them. Characters may try all sorts of ways to connive to get on the train, yet somehow it will won't work. The Universe just sucks that way sometimes...

However, some trains may be made to respect underdwellers, they just have to be "shown who's boss" (according to Door). How to do this varies with the situation and the train involved (may be Command skills, Persuasion, etc.).

MOTORIZED VEHICLES

The motorized vehicles given below will usually be of little use to the characters. In all likelihood, when an underdweller attempts to start a car or any other modern motorized conveyance, the vehicle will not work. It will be as if it does not recognize the underdweller's efforts (regardless of how many times he punches the ignition). However, these vehicles are quite common in the World Above and characters may figure out ways to hitch rides or, more likely, have to avoid being run over by one of them when the driver fails to see them...

Motorcycle

Scale: Personal Vehicle.

Length: 2 meters.

Cost: Civilian models: \$2000 (used); \$10,000 (new).

Skill: Driving: Motorcycles

Speed: 80 kph / 200 kph.

Body: 6D (note this game does not use Scale to add or remove dice).

Maneuverability: 2D.

Crew: 1 (can hold another rider, but increase Piloting Difficulties by 5).

Crew Skill: 5D for professional racers; 3D for standard riders.

Cargo: Very little: enough for a water bottle, a few camping supplies, and small tool kit.

Jeep

Craft: 4-wheeled, all terrain passenger vehicle.

Scale: Personal Vehicle.

Length: 3.5 meters.

Cost: Civilian models: \$7000 (used); \$15,000 (new). Military models: 18,000 (used); 32,000 (new).

Skill: Driving: Cars

Speed: 30 mph / 60 mph / 90 mph / 110 mph.

Body: 8D

Maneuverability: 1D.

Crew: 1.

Passengers: Fits 4 (including driver) comfortably. Up to 8 may be squeezed in if no additional cargo is carried.

Crew Skill: 4D for professional/military drivers; 3D for most experienced civilians.

Cargo: Cargo area "trunk" is approximate 2 meters wide, 1 meter deep, and 1 meter high..

Description: Jeeps are 4-wheeled all terrain vehicles commonly used on outpost worlds where roads are rough or nonexistent. They tend to be reliable, tough vehicles, but provide little of luxuries and comfort.

Economy Car

Craft: Standard, economy hatchback or small sedan.

Scale: Personal Vehicle.

Length: 4 meters.

Cost: \$25000 (used); \$12,000 (new).

Skill: Driving: Cars

Speed: 35 mph / 55 mph / 70 mph / 90 mph.

Body: 7D

Maneuverability: 0D for most cars. Sportier cars may have +1-3D.

Crew: 1.

Passengers: Fits 4 (including driver) with some squeezing. Up to 6 may be squeezed in if no additional cargo is carried.

Crew Skill: 4D for professional/military drivers; 3D for most experienced civilians.

Cargo: Cargo area "trunk" is approximate 2 meters wide, 1 meter deep, and 1 meter high. Hatchbacks may have a bit more space.



Luxury Car

Craft: Standard, fancy sedan.

Scale: Personal Vehicle.

Length: 4 meters.

Cost: \$10,000 (used); \$20,000 (new).

Skill: Driving: Cars

Speed: 40 mph / 60 mph / 90 mph / 110 mph.

Body: 8D

Maneuverability: 0D for most cars. Sportier cars may have +1-3D.

Crew: 1.

Passengers: Fits 5 (including driver) comfortably. Up to 8 may be squeezed in if no additional cargo is carried.

Crew Skill: 4D for professional/military drivers; 3D for most experienced civilians.

Cargo: Cargo area "trunk" is approximate 2 meters wide, 1 meter deep, and 1 meter high.



APPENDIX A: TEMPLATES

These templates are here to serve as a guide during character creation. Or, you can just select one and start playing!

Blueblood (Noble): a member of a noble family in the Underside. With the boons of a high social rank, so come greater responsibilities, dangers and enemies.

Bravo: a warrior, bodyguard, or thug (or all the above), who usually rents out his services to the highest bidder.

Eyeball: an oracle or fortune teller, usually with a great deal of arcane knowledge.

Fallen god: a hapless deity that finds herself trapped in the clumsy flesh of a mere mortal.

Grubber: one of a tribe of scroungers who scour the Underside for lost items, secret information and new tunnels.

Hawker: a merchant and haggler, through and through. If he doesn't have it among his wares, he can likely get it...for a price.

Lost soul: one of the undead, damned to continue walking among the living until freed by some quest or a final death.

Rake: a cad and troublemaker, thief and murderer. At least that what his friends call him.

'Twixt: one of the few able to pass between both the World Above and Below Accessing both, but accepted in neither, these middling souls usually make their living as beggars, hardly staving off the hunger, loneliness and ensuing insanity of such a solitary life.

Updweller: a resident of the World Above who suddenly finds herself "between the cracks" and trapped in the Underside.

Underdweller: a citizen of the World Below, adept at survival in the tunnels and dangers of the forgotten world, but clueless to the reality above the street.

Blueblood (Noble)

STRENGTH: 2D+1

Skill	Rating	Total
Lifting		
Climbing		
Jumping		

KNOWLEDGE: 3D+1

Skill	Rating	Total
Education	1D	4D+1
Heraldry	1D	4D+1
Gossip	1D	4D+1
Sub-geography	1D	4D+1
Sciences		
First Aid		
Steamworks		

DEXTERITY: 2D+2

Skill	Rating	Total
Melee Wpn	1D	3D+2
Missile Wpn		
Dodge		
Martial Arts		

INSTINCTS: 3D

Skill	Rating	Total
Profile		
Search		
Stealth		

CONSTITUTION: 3D

Skill	Rating	Total
Resistance		
Willpower		
Endurance		

PRESENCE: 3D+2

Skill	Rating	Total
Courtliness	1D	4D+2
Command	1D	4D+2
Persuasion		
Command		
Perform		

WOUND LEVEL:

MANA LEVEL:

ARMOR :

EQUIPMENT:

Normal clothes.

CHI: 2

CHARACTER POINTS: 5

BACKGROUND:

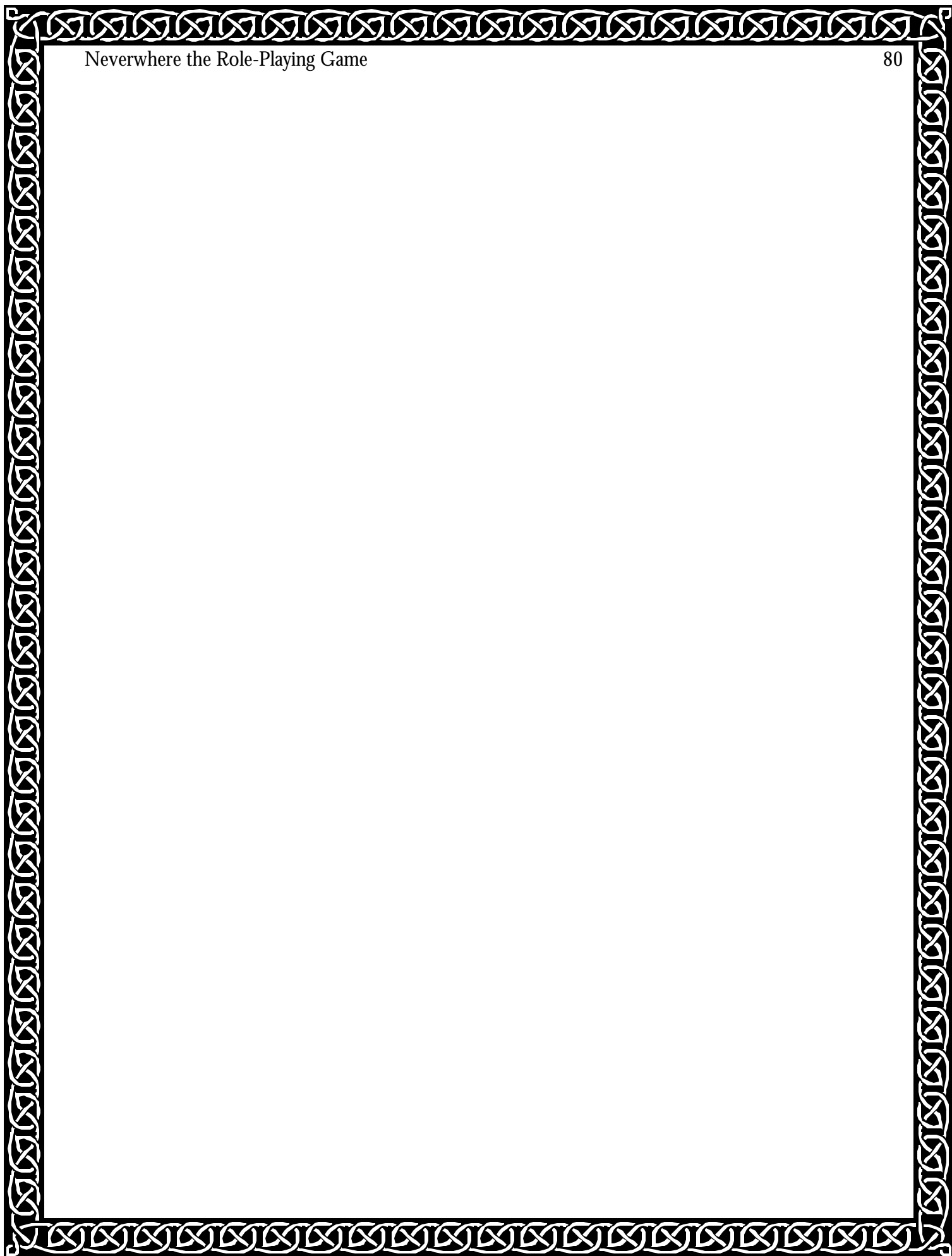
Your family traces its bloodline back to the first settlers of this City Below. Over the millennia, members of your clan have made a name you can carry with pride. And now, you are the last of your kind. Whether by murder or malicious accidents, all of your family has died within recent months. You can't help but ask whether you will be next.



DESCRIPTION:

MAGICKS:

1 Knack that runs in your family and for which it is well known: 1D



Bravo

STRENGTH: 3D

Skill	Rating	Total
Lifting		
Climbing		
Jumping		

KNOWLEDGE: 3D

Skill	Rating	Total
Gossip	1D	4D
First Aid		
Tactics		
Heraldry		

DEXTERITY: 3D

Skill	Rating	Total
Martial Arts	1D	4D
Dodge	1D	4D
Melee Wpn	1D	4D
Missile Wpn		
Throw		
Acrobatics		

INSTINCTS: 4D

Skill	Rating	Total
Stealth	1D	5D
Search	1D	5D
Survival	1D	5D
Tracking		
Gambling		
Hide		

CONSTITUTION: 3D

Skill	Rating	Total
Resistance		
Swimming		
Endurance		

PRESENCE: 2D

Skill	Rating	Total
Bargain		
Intimidate		
Profile		



DESCRIPTION:

WOUND LEVEL:

CHI: 1

MANA LEVEL:

CHARACTER POINTS: 5

ARMOR :

MAGICKS:

Juice: 1D

EQUIPMENT:

Melee Weapon (sword, staff, etc.)
Combat Knife
Leather Clothes (+1D against physical damage)
First Aid Supplies (3 uses)
 Food supplies for a week.

BACKGROUND:

You've lived your entire life in the Underside without knowing a family or clan. You learned young how to fight--both with your fists and your wits. Over time, you developed a Knack that has helped you keep one step ahead of the competition. Now, you rent yourself out for "physical services"--bodyguarding, enforcement, and other mercenary pursuits. But lately, you've begun to wonder if there isn't something more to life than pounding on late debtors and exterminating sewer-critters for a fee.

Eyeball

STRENGTH: 2D

Skill	Rating	Total	Skill	Rating	Total
Lifting			Arcana	2D	6D
Climbing			Alchemy	1D	5D
Jumping			History		
			Jury-Rig		
			Heraldry		

DEXTERITY: 2D

Skill	Rating	Total	Skill	Rating	Total
Dodge			Profile	1D	4D
Throw			Search	1D	4D
Melee Wpn			Survival		
			Tracking		
			Hide		

CONSTITUTION: 2D

Skill	Rating	Total	Skill	Rating	Total
Resistance: Magic	2D	4D	Bargain		
Willpower			Fade		
Endurance			Con		
Swimming					

WOUND LEVEL:

MANA LEVEL:

ARMOR :

EQUIPMENT:

Switchblade
 Ragged Clothes
 First Aid Supplies (3 uses)
 Food supplies for a week.

KNOWLEDGE: 4D

INSTINCTS: 3D

PRESENCE: 3D

CHI: 1

CHARACTER POINTS: 5

BACKGROUND:

You're an odd one all right. Since you were little, you had a knack for reading the history in people in objects. And you always had a notion about what was going to happen next. You're now only learning to control these unique abilities, and managing to scrape together a meager income as you do. Of late, you've felt some stirring--a warning in dreams or perhaps half-remember flashbacks to a previous life--something warning of a great danger in your past looming ahead, endangering all you hold dear, and waiting...for you...



DESCRIPTION:

MAGICKS: Augury: 2D

Fallen God

STRENGTH: 2D

Skill	Rating	Total
Lifting		
Climbing		
Jumping		

KNOWLEDGE: 6D

Skill	Rating	Total
History	1D	7D
Arcana	1D	7D
Sciences	1D	7D
Education	1D	7D
Languages	1D	7D
First Aid		
Sub-biology		
Alchemy		

DEXTERITY: 2D

Skill	Rating	Total
Dodge		
Run		
Melee Wpn		

INSTINCTS: 2D

Skill	Rating	Total
Search		
Stealth		
Profile		

CONSTITUTION: 2D

Skill	Rating	Total
Willpower	1D	3D
Endurance		
Resistance		
Swimming		

PRESENCE: 3D

Skill	Rating	Total
Intimidate	1D	4D
Courtliness		
Bargain		
Persuasion		

WOUND LEVEL:

CHI: 1

MANA LEVEL:

CHARACTER POINTS: 5

ARMOR :

EQUIPMENT:

Some nice clothes (can be ancient robes, shining armor, or modern clothes)

A holy symbol (your symbol, when you were a god).

BACKGROUND:

So, you're liking this whole sorry affair less and less. One little mistake--you're not even sure what it was--and you're condemned to living out your days as a mortal. You were a god, for Pete's sake! Who had the power to do this to you? And why did they do it? Regardless, here you are: cold, hungry, and more frightened than you'll ever admit--mortal! You're surrounded by these ignorant, lumbering louts--with their pungent smells, imperfect countenances, and ridiculous habits. But you'd better make the best of it--and quick--or your immortal existence will come to a quick, sad, mortal end.



DESCRIPTION:

MAGICKS:

Beastspeak: Bird-2D

Grubber

STRENGTH: 2D

Skill	Rating	Total
Lifting		
Climbing		
Jumping		

KNOWLEDGE: 3D

Skill	Rating	Total
Scrounge	1D	4D
Value	1D	4D
Sub-Geography	1D	4D
Jury-Rig		
First Aid		
Sub-biology		

DEXTERITY: 3D

Skill	Rating	Total
Dodge		
Throw		
Melee Wpn		
Missile Wpn		

INSTINCTS: 4D

Skill	Rating	Total
Search	1D	5D
Stealth	1D	5D
Tracking		
Hide		
Trapping		

CONSTITUTION: 3D

Skill	Rating	Total
Resistance	1D	4D
Swimming		
Endurance		
Willpower		

PRESENCE: 3D

Skill	Rating	Total
Bargain	1D	4D
Intimidate		
Con		
Perform		

WOUND LEVEL:

MANA LEVEL:

ARMOR :

CHI: 1

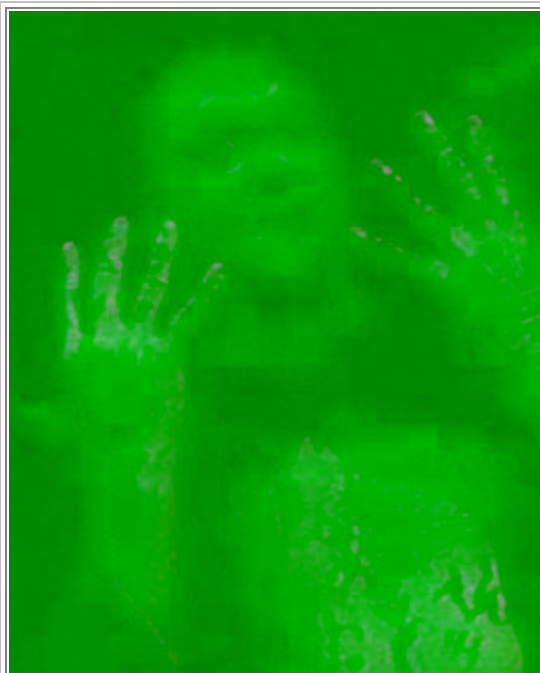
CHARACTER POINTS: 5

EQUIPMENT:

Staff (with a hook on the end for getting stuff out of the muck)
Ragged Clothes (very dirty and smelly)
First Aid Supplies (3 uses)
Kit of wares: in an old garbage bag or satchel, you've got a few things you've fished out of the sewer: a shoe, two ball-point pens, a subway token, an old issue "Glamour", and a child's rattle.

BACKGROUND:

Even other dwellers of the Underside shun you. Sure, you're covered in muck, smell like the sewer and you spend your days mining through the slime-covered debris to be found in the tunnels. But you manage to find those rare objects that even the most seasoned Hawker would sell his mother for. You also know the tunnels of your city better than anyone else. You make a bit on the side, serving as a guide or passing along information about particular tunnels and caves. They may hold their noses and laugh behind your back, but when it comes down to it, you're the primary source for goods and geographical information in the Underside. Just don't forget to charge for it...



DESCRIPTION:

MAGICKS:

Navigation: 1D

Beastpeak-Rats: 1D

Hawker

STRENGTH: 2D

Skill	Rating	Total
Lifting		
Climbing		
Jumping		

KNOWLEDGE: 4D

Skill	Rating	Total
Gossip	1D	5D
Value	1D	5D
Sub-geography		
Scrounge		
Heraldry		

DEXTERITY: 2D

Skill	Rating	Total
Dodge	1D	3D
Melee Wpn		
Missile Wpn		
Throw		

INSTINCTS: 3D

Skill	Rating	Total
Profile	1D	4D
Search		
Gambling		
Hide		

CONSTITUTION: 3D

Skill	Rating	Total
Resistance		
Swimming		
Endurance		

PRESENCE: 4D

Skill	Rating	Total
Bargain	1D	5D
Con	1D	5D
Persuasion	1D	5D
Perform		
Courtliness		
Fade		

WOUND LEVEL:

CHI: 1

MANA LEVEL:

CHARACTER POINTS: 5

ARMOR :

EQUIPMENT:

Dagger

Warm Clothes

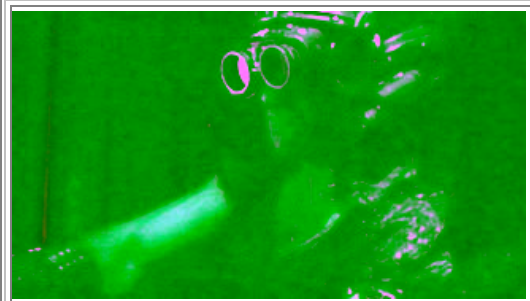
First Aid Supplies (3 uses)

Kit of wares: as a merchant, you have a few wares for trade. The player should choose something simple (10 cheap necklaces, a couple old weapons, etc.). These can be carried in a backpack or bundle.

Food supplies for a week.

BACKGROUND:

They always said you could sell black to a kettle. Now that you're on your own, you've managed to scrounge up a few wares to sell. But you're always looking for the next deal, the big one, that will earn you the respect of your peers, provide enough meals for a month, and maybe even get you noticed by one of the Guilds. In the meantime, you'll sell what goods you have, for as much as you can get, to any fool willing to make an offer...



DESCRIPTION:

MAGICKS:

Beastpeak: Rat: 1D.

Mending: 1D

Lost Soul

Type: Vampire

STRENGTH: 5D

Skill	Rating	Total
Lifting		
Climbing		
Jumping		

KNOWLEDGE: 2D+2

Skill	Rating	Total
History	1D	3D+2
Arcana	1D	3D+2
Education	1D	3D+2
Alchemy		
Sub-geography		

DEXTERITY: 2D

Skill	Rating	Total
Brawl	1D	3D
Dodge	1D	3D
Run		
Melee Wpn		
Missile Wpn		

INSTINCTS: 2D

Skill	Rating	Total
Stealth	1D	1D
Search		
Tracking		
Survival		

CONSTITUTION: 5D

Skill	Rating	Total
Resistance		
Willpower		
Endurance		

PRESENCE: 1D+1

Skill	Rating	Total
Intimidate	1D	2D+1
Con		
Courtliness		
Bargain		

WOUND LEVEL:

MANA LEVEL:

ARMOR :

EQUIPMENT:

Normal clothes.

CHI: 1

CHARACTER POINTS: 5

BACKGROUND:

You didn't ask to be this way...dead, I mean. But here you are. Some older vampire chose to make you his progeny, and you've got to live with the consequences. The World Below offers some solace--you never have to see the sunlight and the other underwellers--though fearful--are remarkably tolerant. Now, you've become this new beast--sometimes hardly able to control your bloodlust, other times overcome with the guilt and weight of it. You're seeking a balance--between becoming a predator and retaining what's left of your soul. This is your quest and cause, and you now have eternity to undertake it...



DESCRIPTION:

MAGICKS:

Leech: 2D (Vampire--leeches blood).

Pointy Bits: 1D.

Dead: 2D

Sensitivity to sunlight: 2D

Hunger: 2D must feed on the blood of a living animal--preferably human.

Rake

STRENGTH: 3D

Skill	Rating	Total
Lifting		
Climbing		
Jumping		

KNOWLEDGE: 2D+1

Skill	Rating	Total
Streetwise	1D	3D+1
Gossip	1D	3D+1
Value	1D	3D+1
Security		
Sub-geography		
First Aid		

DEXTERITY: 4D

Skill	Rating	Total
Dodge	1D	5D
Run	1D	5D
Thievery		
Melee Wpn		
Missile Wpn		
Brawl		

INSTINCTS: 3D

Skill	Rating	Total
Stealth	1D	4D
Search		
Profile		
Hide		

CONSTITUTION: 3D

Skill	Rating	Total
Resistance		
Swimming		
Endurance		

PRESENCE: 2D+2

Skill	Rating	Total
Con	1D	3D+2
Bargain		
Favors		
Perform		

WOUND LEVEL:

CHI: 1

MANA LEVEL:

CHARACTER POINTS: 5

ARMOR :

EQUIPMENT:

Somewhat outlandish clothes--whatever makes your personal style.

Crossbow (4D)

Knife (STR +1D)

Assorted useful odds and ends in your pockets.

BACKGROUND:

Count on yourself and take what you can, that's your motto...or something like that. You realized early that no one can be trusted and nothing will be given to you for free. Since that time, you've dedicated to yourself to gaining an edge-through trickery, deceit, or the acquisition of a few well-placed favors. Sure, everyone thinks you're a liar and a thief--but better that than to have them think you a fool. This new group you've fallen in with have you a bit worried. They seem to be trusting you far too much...is this some kind of ploy?



DESCRIPTION:

MAGICKS:

Pockets: 1D

Hidden Heart: 1D

'Twixt**STRENGTH: 3D**

Skill	Rating	Total
Lifting		
Climbing		
Jumping		

KNOWLEDGE: 3D

Skill	Rating	Total
Scrounge	1D	4D
Streetwise	1D	4D
Gossip	1D	4D
Sub-geography		
Heraldry		
Current Events: Above		

DEXTERITY: 3D

Skill	Rating	Total
Brawl	1D	4D
Melee Wpn		
Dodge		
Run		

INSTINCTS: 3D

Skill	Rating	Total
Survival	1D	4D
Search		
Stealth		
Hide		

CONSTITUTION: 3D+2

Skill	Rating	Total
Resistance	1D	4D
Willpower		
Endurance		

PRESENCE: 2D+1

Skill	Rating	Total
Fade	1D	3D+1
Bargain		
Con		
Perform		

WOUND LEVEL:**CHI: 1****MANA LEVEL:****CHARACTER POINTS: 5****ARMOR :****EQUIPMENT:**

Handgun (4D)
 Ragged (but normal) clothes
 Musical instrument.
 Sleeping bag and a few other "camping" supplies.

BACKGROUND:

You're one of the few beings that can pass effortlessly between the Worlds Below and Above. But this passage comes with a price: while you can touch either world, you fail to leave a deep imprint on either. You are forever cursed to straddle both worlds and be accepted by neither. Like most underdwellers, you go largely unnoticed by those above, but you can interact with them normally--you are visible, heard, and remembered. Conversely, underworlders largely shun you as one of those Above, interacting with you only when they need something. You make your living playing an instrument on the street and collecting enough coins to buy a meal and, perhaps when you're lucky, a bed for the night. You're starting to look for more though--to free yourself of this limbo existence--and find you place in this world...or the next.

**DESCRIPTION:****MAGICKS:**

Suggestion: 2D

Underdweller

STRENGTH: 3D

Skill	Rating	Total
Lifting		
Climbing		
Jumping		

KNOWLEDGE: 2D+1

Skill	Rating	Total
Scrounge	1D	3D+1
Streetwise	1D	3D+1
Gossip	1D	3D+1
Sub-geography	1D	3D+1
Heraldry		
First Aid		
Jury-Rig		

DEXTERITY: 3D

Skill	Rating	Total
Melee Wpn	1D	4D
Brawl	1D	4D
Dodge		
Run		
Missile Wpn		

INSTINCTS: 3D+2

Skill	Rating	Total
Survival	1D	4D+1
Search		
Gambling		
Hide		

CONSTITUTION: 3D+2

Skill	Rating	Total
Resistance		
Swimming		
Endurance		

PRESENCE: 2D+1

Skill	Rating	Total
Fade		
Bargain		
Con		

WOUND LEVEL:

CHI: 1

MANA LEVEL:

CHARACTER POINTS: 5

ARMOR :

EQUIPMENT:

Melee Weapon (knife or short sword)
 Ragged (but normal) clothes
 Home base (cave or closed-off tunnel).
 Sleeping bag and a few other "camping"
 supplies.

BACKGROUND:

You can remember every time of you've actually seen the sun Above--it's only been twice. Your entire life has been spent among the tunnels and caverns of the Underside. Best you can tell, it's been that way for generations. You don't know of any other kind of existence, and you're not all that interested in finding out what happens in the World Above. Like many, you make your living through simple trading, scavenging, and perhaps a bit of craftiness. But you're ready to break out of this mundane existence--to explore beyond your home tunnels, perhaps even into the World Above.



DESCRIPTION:

MAGICKS:

Beastspeak: Rat: 2D

Updweller

STRENGTH: 3D

Skill	Rating	Total
Lifting		
Climbing		
Jumping		

KNOWLEDGE: 3D

Skill	Rating	Total
Education	1D	4D
Profession	1D	4D
Current Events	1D	4D
First Aid	1D	4D
Sciences	1D	4D
Geography		
Jury Rig		
Value		

DEXTERITY: 3D

Skill	Rating	Total
Dodge	1D	4D
Run	1D	4D
Drive		
Melee Wpn		
Missile Wpn		

INSTINCTS: 3D

Skill	Rating	Total
Profile	1D	4D
Search		
Stealth		
Hide		

CONSTITUTION: 3D

Skill	Rating	Total
Resistance		
Swimming		
Endurance		

PRESENCE: 3D

Skill	Rating	Total
Reaction	1D	4D
Bargain		
Con		
Persuasion		

WOUND LEVEL:

MANA LEVEL:

ARMOR :

EQUIPMENT:

Normal clothes.

CHI: 2

CHARACTER POINTS: 5

BACKGROUND:

Just a few days ago, you had a normal life in the World Above. You had an apartment, a job, a significant other. But then something happened--you met the wrong folks, you had the wrong dream, or the universe simply made a mistake. And now, you've "fallen between the cracks"--you've become one of the populace in the Underside. You're friends no longer recognize you, your job no longer exists...hell, even your apartment has already been rented out to some new guy. You've been flung into the Underside, friendless, clueless, and without any resources but your wits. There must be a reason for this...something, destiny perhaps, that has led your life down this path. You're determined to find out what and why, and to get your old life back. You just have to live long enough to do so...



DESCRIPTION:

MAGICKS:

None

APPENDIX B: UNDERCITIES OF THE UNDERSIDE

Asia

Bangkok

Beijing

Calcutta

Tokyo

Europe

London

Paris

Rome

Middle East

Cairo

The Americas

New York

New Orleans

Rio de Janeiro

San Francisco



ASIA

Bangkok

Bangkok Below remains one of the most mysterious of the Cities Below. Some say that its very tunnels continue to grow by themselves and can shift direction or terminus through their own whimsy. It is a crowded community, but one of the most friendly to newcomers. The underdwellers here generally avoid physical conflict whenever possible. The markets are teeming with goods, from foodstuffs to magical reagents, and the merchants are renowned as hard bargainers. However, it is not



uncommon for a merchant to commit highway robbery with relentless haggling and then laugh, slap his customer on the back, and offer him a free meal. Like its sister Above, Bangkok Below has a firmly entrenched dark side and nearly any drug, unseemly entertainment, or service may be acquired in its darker alleys and caverns.

Community: Large.

Beast: Monkey.

- Description: The Beast of Bangkok is a huge, black monkey, with blood-matted hair, long powerful arms and bright, intelligent eyes that seem to see all. He is wickedly clever and has been known to play with his prey for hours or even days, driving them mad and lost deeper into the Green Caverns, killing them only when whim or hunger inspires him.
- Attributes: STR=7D, DEX=5D, CON=8D, KNO=4D, INS=6D, PRE=4D
- Skills: Jumping-9D; Climbing-11D; Running-8D; Attack-9D; Damage-8D; Dodge-8D; Resistance-7D; Tactics-7D; Search-7D+2; Tracking-7D; Intimidate-8D.
- Magicks: Unknown. He has excellent vision in the dark and his thick hide reduces all damage by 1D.

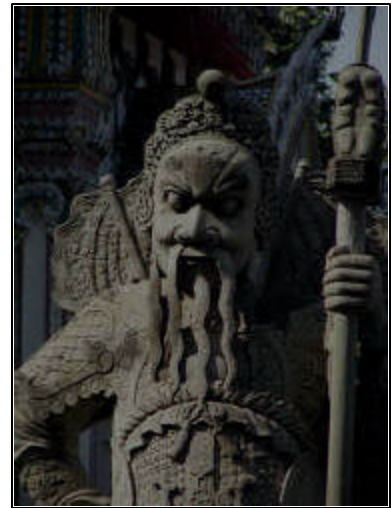
Zones:

- **The Floating Market:**
 - Market for those Above and Below: Unlike the underdwellers of other cities, those of Bangkok Below often freely intermingle with the updwellers (though the updwellers, of course, do not notice them). All citizens of Bangkok make use of the famous floating market. Merchants and customers paddle in shallow boats or canoes, selling, trading, haggling and sometimes arguing over the price of fish, rice, light bulbs, rubber bands--whatever one might like to acquire. It is possible to become lost upon the watery labyrinth and many never see the same merchant twice.
- **Patpong (The Red Light District):**

- Bangkok Above is famous the world over for catering to every salacious and carnal desire. As one might imagine, Bangkok below meets and surpasses this reputation. Patpong is not for the faint hearted or weakly defended. It is alluring, addictive and extremely dangerous. But with the danger and the seedy characters, the District also provides the most fertile access to Bangkok Below's darkest secrets and magicks.
- **The Green Caverns:**
 - Somewhere deep beneath Bangkok, caverns twist and turn for mile upon endless mile. But unlike the dank holes the compromise most other labyrinths, the Green Caverns are overgrown with lush vegetation, running spring water, and all kinds of life. Often, dwellers cannot see the roofs of the tunnels, though a thin gray light filters down to feed the plants. Some say the caverns have been so since the beginning of the world--a piece of Creation itself that slipped beneath. And somewhere--in these mysterious and fertile depths, where plants and animals that have never been named by man grow, evolve, die out--somewhere, the Beast of Bangkok dwells. Some recall having heard its screeching call--almost manlike--and shivered in fear of their lives.

Personalities:

- **Statue of Hux** (Guardian of the Green Caverns).
 - Description: A large, imposing statue (see right) positioned at the entrance to the deepest parts of the Green Caverns. No one knows how long Hux has existed, though by all accounts it has been as long as the whereabouts of the Green Caverns have been known. While the uppermost parts of the Green Caverns may be accessed by anyone who dares, the lower regions are considered to be a holy place and off limits to most. Hux guards the entrance to these lower levels. When someone approaches the entrance, Hux will animate. He refuses to let most anyone pass by, but, on occasion, for reasons know one completely understands, he will permit certain people to pass.
 - Attributes: STR=7D, DEX=3D, CON=8D, KNO=4D, INS=3D, PRE=2D
 - Skills: Martial Arts-8D; Melee Weapon-Spear-8D; Resistance-9D; Willpower-9D; Sub-geography (the Green Caverns)-9D; Sub-biology (Creatures of the Green Caverns)-10D; Gossip-5D; Search-6D (10D against any who try to sneak into the Caverns); Profile-8D; Courtliness-6D; Bargain-7D; Intimidate-8D.
 - Magicks: Skin of Stone (all attacks against Hux are reduced by 3); Babelfish & Tongues (Hux appears to be able to speak all human languages effortlessly); Curse--Secret Name (Hux has a secret name. If it is spoken to him, he will be unable to stop that person, or anyone with them, from entering the Green Caverns.).
- **Marisa** (Velvet Queen)



- Description: Beautiful, sly, elegant, deadly. All these and more have been used to describe the mysterious Marisa, queen of the Bangkok Velvets. She can quickly realign her allegiances and has the ruthless tactical mind of a general at war, a Roman courtier, and a master spy all at the same time. She has nearly limitless resources at her disposal--loyal followers, valuable resources, secret information, and potent magicks. Marisa is considered by many to be the single most powerful person in Bangkok below.
 - Attributes: STR=3D+2, DEX=4D, CON=3D+2, KNO=4D, INS=3D, PRE=4D
 - Skills: Brawling-6D, Dodge-7D; Melee Weapon: Dagger-8D; Resistance-9D; Willpower-9D; Arcana-7D; Alchemy-7D; Education-6D; Sub-geography: Bangkok-9D; Sub-biology-8D; Gossip-10D; Value-8D; Tactics-8D; Sciences-5D; Steamworks-5D; Search-6D; Profile-8D; Courtliness-8D; Bargain-8D; Intimidate-7D; Command-8D; Con-8D.
 - Magicks: Leech: Velvet (heat)-8D; Mind Control (seduction/attraction)-6D.
 - **Umporn** (Velvet Crone):
 - Description: Bent with the burden of untold years, Umporn has existed in Bangkok below as long as anyone alive can remember. It is rumored that she was once Queen of the Velvets. Some whisper, in the hushest tones, that she is actually Marisa's mother and has been unseated and cast off by her ambitious daughter. Regardless of their purported ties, the two Velvets wage a long, cold war for power and control in Bangkok below. While she lacks the puissance of the younger Velvet, Umporn is not without her own resources. She employs the animals of Bangkok below--the rats, snakes, and even cockroaches--to serve as agents, spies and even soldiers. And as powerful as Marisa's magicks may be, Umporn's mystical power may well be unparalleled among the mortals of the World Below. Umporn's affections can be dangerously capricious, shifting from keen interest to harsh rejection in a matter of moments. Many have dealt with her profitably, but more than one erstwhile trader has suffered the consequences of her foul moods. It is said that Umporn knows Hux's secret name and shares other secret ties with the old stone guardian.
 - Attributes: STR=1D+2, DEX=1D+2, CON=3D, KNO=5D, INS=4D, PRE=3D
 - Skills: Brawling-2D; Dodge-2D+1; Melee Weapon: Dagger-8D; Resistance-5D; Willpower-11D; Arcana-12D; Alchemy-10D; Education-8D; Sub-geography: Bangkok-11D; Sub-biology-11D; Gossip-8D; Value-6D; Tactics-6D; Sciences-7D; Steamworks-5D+2; Search-6D; Profile-10D; Courtliness-5D; Bargain-10D; Intimidate-10D; Command-7D.
- Magicks: Leech: Velvet (heat)-10D (Umporn need not touch her victim and can draw heat from anyone within her line of vision.); Mind Control-8D; Beastspeak (All)-8D; Augury-8D; Animation-8D; Avoidance-9D; Fluster-7D; Illusions-8D; Seance-8D; Shapeshift-9D.

Beijing

The largest community in Asia Below, Beijing supports as diverse a population as can be found. It is said that its tunnels lead to every point in the known world, and to some points still unknown. It is so crowded and large that visitors often pass unnoticed through the folds of locals. It often supports multiple floating markets simultaneously. All of this can be very disorienting for a newcomer, particular one who is more familiar with the more



centralized communities found in the United States and Europe. But it is easy to find a capable guide to navigate the bustle of Beijing Below and avoid too many unpleasant mishaps...that is if you find a guide you can trust...

Community: Very Large.

Beast: Dragon.

- Description: As Chinese culture is one of the oldest on Earth, it befits its Underside to be roamed by one of the oldest beasts on Earth. The Beijing Beast is a truly awesome and horrible creature. At least 100 feet long, covered in armored scales, armed with gnashing teeth and hooked claws, the Beijing Beast appears to grow in strength as it ages. Some say it draws its strength directly from the culture above it. Though intelligent, it tends to act rapidly and harshly, apparently giving little thought to its actions. When earthquakes rock Beijing Below, the citizens quickly attribute it to the raging charge of the Beast.
- Attributes: STR=12D, DEX=4D, CON=10D, KNO=3D, INS=6D, PRE=4D
- Skills: Jumping-15D; Running-7D; Attack-7D; Damage-14D; Dodge-5D; Resistance-12D; Search-8D+2; Tracking-8D; Intimidate-10D.
- Magicks: Armored Scales: -4D to all damage taken; Nightvision (sees as normal in the dark); Teeth & Claws (STR+2D damage, reduce armor by half). The Dragon has a few weak points (eyes, his mouth, missing scales), or so it is rumored. None has ever lived to test the theory..

Zones:

- **The Forbidden City**
 - The Forbidden City, both Above and Below, is one of the most complex, diverse and dangerous communities on (or in) Earth. There are extensive tunnels built between the 1920's and 1950's that are often accessed as tourist destinations for upwellers. But numerous, older tunnels surround and extend from the new caverns. At its core, the City Below houses some of the most ancient temples and royal houses in China Below. In its ample, but expensive, market, traders will find the finest and rarest goods available to underdwellers. Fine silks, perfect porcelain, and the rarest jade and ivory crafts are all available, for a steep price.

The tunnels that wind out of the central city are so old that many believe they were dug by beings that preceded humans--hominids, half-beasts, perhaps even gods. Even the most able of guides dares not venture too far into the depths of the Forbidden City where secrets and terrors await those foolhardy enough to stray.

- **The Urban Districts**

- In Beijing Above, there are four urban districts: Dongcheng, Xicheng, Chongwen and Xuanwu. Each has its own flavor, personalities and dangers. Each district corresponds to parts of Beijing Below: Dongcheng Below is steeped in a constant, foul smog that seems to slip through the tunnels and, according to some, take shape and speak to newcomers. Xicheng Below's walls glow with a pleasant, jade-like moss that vibrates, almost hums and is said to lull the unwary into sleep for centuries. Chongwen Below serves as the merchant's district, where most of the city's underdwellers convene to trade goods and services between Floating Markets. Xuanwu Below houses the cast-offs and refugees--those even the underdwellers spurn.

Personalities:

- **Emperor Xian**

- Description: Xian once succeeded in maintaining order and peace in Beijing below. With a quick mind, he managed to avoid the kind of ruthless tactics employed by his predecessors. But in his dotage, Xian's mind has begun to slip and his powers wane. He is now surrounded by sycophants and schemers, and a creeping paranoia has crept into nearly all of his thoughts. He has begun to act rashly, sometimes savagely, towards any suspected dissident. Despite the outgoing nature of his youth, he now sequesters himself in his opulent, underground palace. Many say he is almost entirely control by his lieutenants, each contriving to claim the throne for himself. Xian has permitted his guard to actively hunt and imprison or slay any deemed a threat to the throne, including the peaceful order of Shaosin Monks.
- Attributes: STR=1D, DEX=1D+1, CON=2D, KNO=5D, INS=2D, PRE=2D
- Skills: Willpower-5D (2D when listening to a lieutenant or someone he trusts), Arcana-7D; Alchemy-7D; Education-6D, Sub-geography: Beijing-6D, Sub-biology-6D, Gossip-5D; Value-10D (very fine goods only); Tactics-5D; Sciences-5D; Search-3D, Profile-5D, Courtliness-10D, Bargain-6D, Intimidate-8D, Command-8D
- Magicks: Unknown. Xian has access to some of the most potent magical grimoires in the World Below, but his grasp of charms and magicks appears to have slipped with his old age.

- **Princess Xu**

- Description: Though still in her early teens, the Princess has already developed an intelligence and maturity far past her age. Beloved by the commoners, Xu is seen by many as the heir apparent to Xian's throne. But her wayward brothers and innumerable schemers at court actively plot to keep her from ascending. Numerous plots have been hatched to assassinate or discredit her and Xian's lieutenants actively poison his thoughts against her. But through her own wits

and the skills of able and loyal bodyguards, Xu has remained unscathed thus far. She has shown little interest in claiming power and avoids court politics whenever possible. But many believe that Xian will hand the reigns of power over to her upon her 16th birthday. Many believe she won't live that long.

- Attributes: STR=2D+1, DEX=3+2D, CON=3D, KNO=3D, INS=3D, PRE=3D
- Skills: Martial Arts-5+2D, Dodge-7D; Melee Weapon: Sword-6D; Resistance-5D, Willpower-5D, Arcana-4D; Alchemy-4D; Education-5D, Sub-geography: Beijing-5D, Sub-biology-4D, Gossip-5D; Value-5D; First Aid-4D; Search-5D, Profile-5D, Courtliness-7D, Bargain-4D, Intimidate-4D, Command-5D
- Magicks: Invisible Friend (Momo, a fat, friendly goblin-like creature. He's very clever and seems to be a bit of a rogue or thief. Skills: Streetwise-8D; Value-8D; Tactics-6D; Profile-8D. No one knows of Momo, though some have reported that the Princess often "speaks to herself aloud".)

- **Lord Huang**

- Description: A tall, imposing man of intimidating stature, Huang is thought by many to be the second-most powerful man in Beijing Below. Though he readily denies it, many believe he is the prime contender for the throne and may be behind some of the plots against Xu. Huang is extremely intelligent and calculating, and it appears that he acts in what he deems is the best interest of Beijing Below. But his ruthless nature may lend itself to somewhat draconian measures to attain his goals.
- Attributes: STR=3D+2, DEX=3D, CON=3D, KNO=3D, INS=3D, PRE=2D+1
- Skills: Martial Arts-8D, Dodge-7D; Melee Weapon-8D; Resistance-8D, Willpower-9D, Arcana-4D; Education-4D+2, Sub-geography-6D, Gossip-5D; Value-6D; Tactics-8D; Sciences-4D; Streetwise-5D; Search-6D, Profile-5D, Courtliness-8D, Bargain-6D, Intimidate-8D, Command-8D; Con-5D.
- Magicks: Firmare-8D. Huang has assistants and bodyguards with exceptional magical skills and likely has more powers that have yet to be seen.

- **Lao Feng**

- Description: An old, sliver of a man, Lao Feng is one of the last of the Shoasin Monks that have suffered persecution under Xian's decline. The Shoasin have long been keepers of wisdom and teachers of spirituality in Beijing Below, but their refusal to sanction Xian's increasingly erratic behavior has forced them to hide in the shadows and niches of the tunnels below. Lao Feng remains in hiding, moving among the common folk of Beijing Below, offering spiritual guidance, healing, and teaching when possible. The commoners honor him and keep his whereabouts secret, though spies among them continue to seek him out. Despite these hardships, Lao Feng maintains a peaceful, optimistic nature, often greeting newcomers with a smile and offered tea or rice.
- Attributes: STR=2D, DEX=2D, CON=2D+2, KNO=4D, INS=4D, PRE=3D+1
- Skills: Martial Arts-8D, Dodge-7D, Melee Weapon: Staff/Cudgel-8D, Resistance-5D, Willpower-11D, Arcana-8D; Alchemy-8D; Education-6D, Sub-geography: Beijing-9D, Sub-biology-8D, Gossip-5D; Value-5D; Medicine-6D;

First Aid-5D; Sciences-5D; Education: Philosophy-7D; Search-6D, Profile-8D, Survival-5D; Courtliness-5D, Bargain-5D, Persuasion-7D, Fade-8D

- Magicks: Augury-7D; Animation-6D; Avoidance-8D; Beastspeak: Rat, Pigeon-7D; Fluster-6D; Healing-8D; Stillspeak-7D.

Calcutta

Calcutta Below traces its history back to the first English settlers that took over the land Above to create a trading port in India. As such, Calcutta Below has a stronger English flavor than most other Cities Below in Asia. The semi-feudal structure found in London Below appears to have been imported, and it is not uncommon to find dwellers who have given themselves a title such as "count" or "lord." As in London Below, there appears to be no central ruler, but a variety of families and other powers that maintain a strained level of control over the "rabble." The harsh caste system of India Above has trickled into Calcutta Below, but without its most severe applications. Poverty is common--as it is in most of the World Below--and the squalor even outmatches what may be found in much of Calcutta Above. Consequently, Calcutta Below is an extremely dangerous place to visit. It is best to find a trusty guide, keep your eye on your purse, and a hand on your weapon. Despite this rough edge, Calcutta is also one of the most spiritual communities in the World Below and many travel there to seek and find spiritual renewal and enlightenment.

Community: Very Large.

Beast The Black Tiger of Calcutta. Hunter describes him as "A man-eater, brilliant and bitter, the size of a small elephant."

- Description: Massive, yet sleek and quick, the Black Tiger of Calcutta can cut a man in half with one swipe of his claws. Most of his prey never hear or see his assault. It prowls the deep tunnels below Calcutta, snatching up the unwary and foolhardy with a silent voracity.
- Attributes: STR=8D, DEX=6D, CON=7D, KNO=2D, INS=7D, PRE=4D
- Skills: Jumping-9D; Climbing-10D; Running-9D; Attack-10D; Damage-10D; Dodge-7D; Resistance-8D; Search-9D+2; Tracking-9D; Intimidate-8D.
- Magicks: The Tiger can see in the dark, walk without a sound, and double his movement in a short sprint (maximum 5 rounds)..

Zones:

- **Indra's Net**
 - The tunnels beneath Calcutta fan out in every direction, creating a spider web-like network that plunges deep into the earth. Whereas other Cities Below have their tunnels, intersections, caverns and chasms, Calcutta Below's pathways actually form a radiant--almost alive--network that all present can feel. Activities in one part of the tunnels--a burst of joy or anger for example--will ripple through the tunnels and be felt, perhaps in only a small and passing way, through all the inhabitants of the City Below. Many of the residents become innured to this emotional connection, but others remain sensitive to it and understand the interconnectivity of all beings in Calcutta Below.
- **Well of the World**

- At the center of Calcutta Below, all tunnels converge on a gigantic cavern known as the Well of the World. In the middle of the Well, a gleaming pool of crystal water refracts the torch light in all directions. The area serves as the central market and prayer district for the underdwellers. Any can drink from the well, and no one dares befoul its waters. No one knows how deep the well is, nor where its sources springs, but legend has it that it extends to the very center of the earth. Others say it is the source for all water in the world.
- **Serpent's Quarter**
 - The winding corridors of the Serpent's Quarter house the dark side of Calcutta Below. Tuku and his thugs control most goings-on, but there are numerous independent dealers and grifters at work. This is where the poorest of Calcutta Below live--the untouchables among untouchables. It is highly dangerous, but often lucrative to venture into its depths.

Personalities:

- **Ramachandran** (Merchant)
 - Description: Fat and jolly, but with a foxy gleam in his eye, Ramachandran is famous (or infamous) throughout Calcutta Below. He is careful to avoid making enemies and thus makes few true friends. Many owe him favors, and he is known to exact a high price for even the slightest of effort on his part. Ramachandran is a survivor, pure and simple, and understands that everything boils down to the art of bargaining.
 - Attributes: STR=2D+1, DEX=2+1D, CON=3D, KNO=3D, INS=4D, PRE=3D
 - Skills: Brawling-4D; Dodge-6D; Melee Weapon: Walking Stick-6D; Resistance-5D; Willpower-5D; Arcana-4D; Alchemy-4D; Sub-geography-7D; Gossip-7D; Value-8D; First Aid-5D; Search-6D; Profile-6D; Survival-5D; Courtliness-4D+2; Bargain-8D; Persuasion-7D; Con-7D+2.
 - Magicks: Mending-5D; Avoidance-7D; Beastspeak: Rat-4D.
- **Tuku** (Lord of Thugs)
 - Description: Carrying himself with the deadly poise of a tiger, Tuku oversees the Thug Guild with efficiency, calculating precision, and sharply honed suspicion. The Guild itself is an outgrowth of the Thugee cult, a zealous group of demon worshippers who hope to incarnate Kali and bring about the end of the world. Tuku does not care for the religious zeal and considers himself a businessman and a player in the deadly politics of Calcutta Below. He refuses to attach himself to any side in a fight and has minimized the influence of the Thugee priests. Rather, he bids out his services--and those of his followers--to those with the deepest pockets. But what may interest Tuku in payment can change unexpectedly; gold and gems have little meaning to him. He has been known to hire out his men for small favors, rare recipes, or even for no apparent cost at all. As the Thugee lord, Tuku must constantly be aware of any plots against him by underlings seeking power. He deals with subordination and treachery himself--usually in personal combat with the unlucky plotter.
 - Attributes: STR=4D+2, DEX=5, CON=4D, KNO=3D, INS=4D, PRE=2D

- Skills: Jumping-8D; Climbing-7D; Martial Arts-8D; Dodge-8D; Melee Weapon-8D; Missile Weapons-8D; Resistance-8D; Willpower-7D; Sub-geography: Calcutta-8D; Gossip-7D; Value-6D; First Aid-7D; Lore: Poisons-8D; Demolitions-8D; Search-8D; Stealth-9D; Survival-7D; Profile-6D; Courtliness-4D; Bargain-6D; Intimidate-7D; Con-7D.
- Magicks: Creepy Quiet-9D; Animal Traits: Tiger (bonuses to Attributes; Claws: STR+1D+2 dmg; slight striping visible on his skin; nightvision); Hidden Heart.

Tokyo

Tokyo Below is a crowded place, much like its mirror existence above. However, like other Cities Below, this city remains mired in medieval and archaic traditions and technology. The gizmos that buzz and whir so commonly Above are useless Below. The community is ruled, as much as it can be, by a number of great and notable families, each with its own ambitions, each holding the others in check. Tokyo Below was once ruled by an imperial family, but the old emperor inexplicable went mad and, it is believed, killed his entire family and all of his servants after sealing them all within the imperial castle. There are rumors that strains of royal blood still exist in the community, but non have stepped forward to claim the throne. The traditions and courtesies of feudal Japan maintain a strong hold over the dwellers of Tokyo Below and visitors would do well to mind their manners lest they find themselves on the worrisome end of a katana.

Community: Large.

Beast: The Krakken (Giant Squid)

- Description: Few Beasts of the Underside inspire as much dread as the Krakken of Tokyo. Like some monster from an old Godzilla movie, the Krakken is enormous, with tentacles easily reaching one hundred feet and gigantic eyes that have been known to paralyze men with fear. The Krakken inhabits the deep black pools of the labyrinthine cisterns below Tokyo, occasionally snaring the errant man or whale that finds itself lost in those waters.
- Attributes: STR=11D (+2D for each tentacle used), DEX=3D (torso), 7D (tentacle), CON=10D (torso), 7D (tentacle), KNO=3D, INS=4D, PRE=4D
- Skills: Attack-11D; Damage-11D; Dodge-8D (tentacle only); Resistance-10D; Search-4D+2; Intimidate-8D.
- Notes: The Krakken can see in the dark and apparently has an excellent sense of vibration through its tentacles, which it uses to detect those it cannot see. Few have every actually seen the torso of the Krakken, which it keeps hidden in the black waves, but many have reported seeing the massive tentacles writhing up from the waters. The tentacles may be attacked individually (no penalty for targeting). The thick blubbery skin reduces damage by 2D however. Many say that the giant eyes are a vulnerable point and that one lucky man managed to harpoon one of the eyes and blind the old squid, though that hero was quickly wrapped in furious tentacles and squeezed to death...

Zones:

- **Edo Below** (Imperial Castle)

- Edo Castle, the seat of the Japanese emperor, boasts a number of secret passageways and tunnels. But even the most knowledgeable updweller does not know of the deep and secret tunnels that stretch for miles beneath the old castle. Indeed, below the castle, a whole other castle has been hewn for the emperor of Japan Below. But Edo Below has not known an emperor for nearly a century and the golden doors have apparently sealed themselves shut. None of Tokyo Below's inhabitants have set foot into the castle and there exists only conjecture of what it now holds--untold treasures, horrific ghosts, an empty void of nothingness. The infectious madness of the last emperor, who sealed himself within the castle with his family and servants, and the growing superstitions and legends, has prevented any underdweller from attempting to discover the castle's contents.
- **Asukusa** (Old City)
 - At the core of Tokyo Below, Asukusa is a piece of old Japan, even more condensed and inscrutable than that Above. Old traditions are zealously maintained: honor, sincerity, courtesy, and humility are valued above all else. The political intrigues of Tokyo Below play out most readily here, as the old feudal lords battle with words and agents for supremacy. Even newer political powers, such as the Yakuzu, respect the old traditions.
- **Ginza** (Trade District)
 - Like other Cities Below, Tokyo Below supports a floating market that moves from place to place in the city Above. However, the Ginza, below the district of the same name Above, acts as a semi-permanent marketplace. Stalls spread in every direction and it is quite easy to become lost in the maze. But the market can fold itself up and disappear with hardly a moment's notice, if the sentries warn of updwellers nearby. The Ginza market typically provides basic goods. Rare or specialty items can usually only be found through tracking a particular merchant down or at a floating market.
- **Tsukiji** (Bay District)
 - The tunnels below Tsukiji are laid in the soft, reclaimed soil of landfill along the oceanside of Tokyo. As such, they are typically damp and unstable, and cave-ins are not uncommon. But these tunnels often plunge deep into the earth, below the sea itself, and in their depths the labyrinth of Tokyo Below winds. Within that, in a pool of black water and blood, the Beast of Tokyo resides: it's long tentacles and gleaming eyes leave scars, both physical and psychological, on the few that set eyes upon it and live.
- **Shinkansen Tunnels**
 - The tracks of Japan's famous Shinkansen (Bullet Train) stretch throughout the country. Some underdwellers have managed to exploit these trains and their tunnels to travel great distances quickly within the Japanese continent. While most underdwellers prefer to remain in Tokyo Below, those that occasionally stray outside the urban maze may find rapid transit--for a price. Like all mechanized trains, the shinkansen generally rejects underdwellers that attempt to board it. But the proper magic or contact may permit an underdweller to catch a ride.

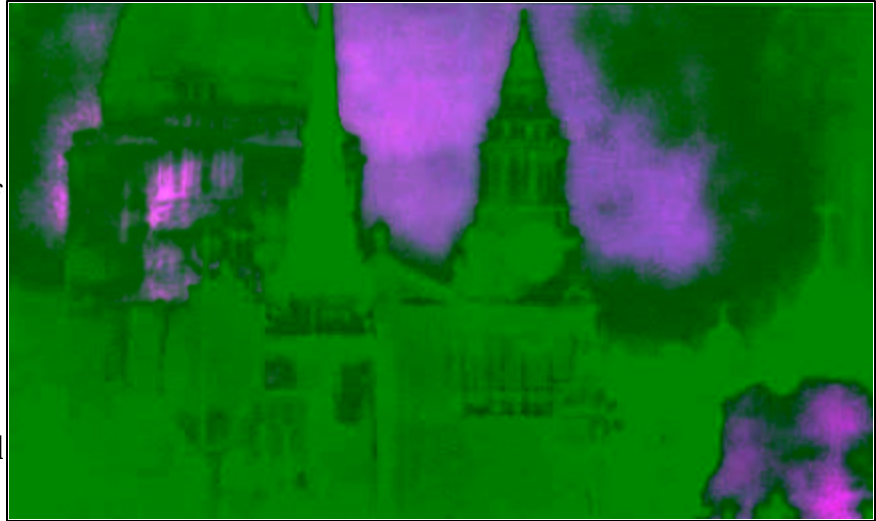
Personalities:

- **Niku** (Bravo gang member)
 - Description: Niku (whose name simply means "Meat"), appears as a teenage boy of fifteen or so. Some say he has been around much longer than that, others explain that he is simply another version of the same kind of boy--filling a niche left empty after the demise of a predecessor. Regardless, Niku is completely at home and capable within the rough and tumble world of Tokyo Below. He has connections with nearly all the bravos and their patrons, can acquire hard to get items, and is more than willing to jump into a fight for the right price. His cool demeanor hardly cracks, though at times he can still show boyish enthusiasm or vulnerability before erecting his tough-guy mask once again.
 - Attributes: STR=3D+1, DEX=3D+2, CON=3D, KNO=2D+2, INS=3D+1, PRE=2D
 - Skills: Climbing-6D; Martial Arts-6D; Dodge-6D; Melee Weapon-6D; Missile Weapons-5D; Resistance-5D; Willpower-5D; Sub-geography: Tokyo-7D; Gossip-7D; Value-6D; First Aid-4D; Streetwise-6D+2; Search-4D; Stealth-5D; Survival-5D; Profile-4D; Bargain-5D+2; Intimidate-4D+2; Con-5D.
 - Magicks: Juice (Dexterity): 3D; Navigation-4D.
- **Old Father** (Crazy old coot)
 - Description: Part wiseman and part court jester, Old Father is a fixture in Tokyo Below. He usually sits in the Ginza Below and begs for small trinkets or food in order to make his living. Many times, the local youths hassle and mock him. Old Father has been known to explode into sudden rants of almost religious intensity, but his topics vary from current politics, to the inadequacy of this year's rice crop, to the conceptual problem of really understanding the color blue. Most dismiss him as a madman, though some find deep truths in his puzzling words. In his lucid moments, Old Father appears to be able to know the inner secrets of any man standing before him and will announce them to the world. At other times, he appears to have glimpsed the future, though he will only provide guidance in half-mumbled rhymes and puzzles.
 - Attributes: STR=1D+2, DEX=2D, CON=2D, KNO=4D+2, INS=2D+1, PRE=3D
 - Skills: Education-5D; Philosophy-7D; Arcana-8D; Alchemy-9D; Profile-12D; Persuasion: Oration-6D. Old Father most likely has many other skills.
 - Magicks: Augury-8D (but he apparently cannot control this skill and it simply activates from time to time); Hindsight-8D (see previous note); Ethos-8D.

EUROPE

London

London Below is one of the largest and most developed of the undercities of the world. It has existed in some form since the time of the Romans and has grown considerably in the past few centuries as the dwellers of London Above added new tunnels below their city. The vast network of Tube tunnels, sewer pipelines, and now underground cabling have created a vast network



that few, Above or Below, fully comprehend. Like other undercities, London Below is an extremely dangerous place, full of intrigue, shifting alliances, monsters (both human and inhuman), and magic. The undercity is ruled by no one, but a complex semi-feudal system of titled families, scheming politicians, and common rabble give it an air of medieval times. Blood feuds are common, sometimes lasting for decades. A wise underdweller makes friends quickly, finds a nice safe niche to carve out a livelihood, and tries to stay out of the way...

Community: Very Large.

Beast: Boar. Hunter describes him such: "They say his hide bristles with swords and spears and knives stuck in him by those who have tried and failed. His tusks are razors, and his hooves are thunderbolts." It is said that if his blood is dabbed on eyes and tongue of a person, they will be instinctively know how to navigate through London's Labyrinth.

- Description: Wild and horrible, the Beast of London is the stuff of nightmares and urban legends. It charges and kills without thought, without mercy. It has been slaying those who hunt it for at least a century, maybe more. It is unclear whether the Beast can reason, or whether its time in the Labyrinth has rendered it completely mad.
- Attributes: STR=8D, DEX=4D, CON=9D, KNO=1D, INS=4D, PRE=3D
- Skills: Jumping-9D; Running-9D; Attack-9D; Damage-10D (charge); Dodge-6D; Resistance-8D; Search-6D+2; Tracking-7D; Intimidate-7D.
- Magicks: Unknown. He has a sense of smell and can track and attack targets even in the pitch black of the Labyrinth. His thick hide reduces all damage by 2D (no effect against armor piercing weapons).

Zones:

- **Night's Bridge (Knightsbridge)**

- The Thames Below is not the muddied river well-known to upwellers but is, rather, an endless black chasm surrounded by tunnels that seem to absorb all light that attempts to illuminate the way. Known as a particularly nasty neighborhood, Knightsbridge Below spans this underworld Thames, providing one of the few routes across the chasm. An all-encompassing blackness, the "night", hangs over the bridge. It is darkness as a solid, almost living thing--it caresses the skin with chilled wisps, sinks into the lungs like a thick smoke, and, on occasion, devours those it entraps. Within its darkness, all the nasties of nightmares dwell--trolls, ghouls, unnamable things. Secret fears, subconscious, primal horrors, creep up out of one's mind and will steal an unwary victim away into a land filled with her own nightmares.
- **The Labyrinth**
 - Deep below London, below even the dwellings of the Underside, the Labyrinth twists and turns through earth and time. Within it, the Beast of London rages, dragging along the weapons that still stick in its hide and stomping on the bones of the failed hunters that have sought its hide. The Labyrinth leads to many things: the Great Hall that houses Islington, the fallen angel of London Below; corridors that lead to other undercities; magical pools that restore life; ancient troves of untold treasures. But usually the Labyrinth simply leads a visitor to madness or, if he's lucky, to death.
- **The Gap Beasts**
 - Throughout the Tube tunnels of London Below, there are niches of blackness and void, the Gaps, that are filled with things invisible to those that dwell Above. In these gaps, nightmarish beasts dwell, ready to extend a tentacle or claw and ensnare an unwary passer-by. All that dwell below would do well to "Mind the gap" when in the Tube tunnels lest he find himself entrapped by the hideous black creatures that dwell there.
- **Earl's Court**
 - Earl's Court station is the only place to catch the subway train that carries the ancient Earl and his elderly entourage. The Earl's train looks very much like an old subway train, except that it is gutted, layered with straw and grime, and houses a full, if somewhat ragtag and dottering royal court. The train is in constant moving, only stopping to pick up the rare visitor or, even more infrequently, to drop a passenger off. It stops at any normal Tube station, but will go completely unnoticed by any upwellers who happen to be standing there. The Earl's train has a number of "impossible" rooms that defy physics, including the vast stone library that holds all things lost and forgotten. Its shelves are full of ancient grimoires and histories, abandoned toys, misplaced car keys, forgotten mementos. Other chambers include the Earl's throne room, ample housing for his many men, a full kitchen, a working dungeon, and many more one would expect to find in a medieval keep.
- **Raven's Court**
 - The people of Raven's court are an ancient and independent bunch. They have long held maintained a feud with the Earl and his court, an unpleasantness that often flares into considerable violence. Many of London Below would like to see a permanent peace treaty forged, but the feud is so old--its origins forgotten--that few believe peace will ever be achieved.

Personalities:

- **The Portico Family**

- The Portico family is one of the most distinguished courtly families in the Underside. All of its members share a Knack for opening things, they each does it in their own personal way. Lord Portico is something of an inventor and visionary, harboring a burning desire to unite the Underside and, perhaps, to someday bring the underdwellers back into contact with those Above. Some think Portico and his clan are arrogant or naive; others write him off as mad. But Portico has managed to secure enough favors, allies, and general goodwill to make his family powerful in London Below.

- **Hunter (Bravo Mercenary)**

- Description: London Below, like all the Undercities, is rife with Bravos of various talents and tendencies. But Hunter stands out among them all. Lithe and beautiful, she is as deadly as she is quick. Consumed with a burning desire to prove herself by killing the Beasts of various undercities, Hunter continually strives to perfect her skills and garner information or tools that will permit her to complete her quest. She regularly rents her skills out as a mercenary, assassin and bodyguard, commanding a high price and working only for the elite of the World Below.
- Attributes: STR=3D+2, DEX=4D, CON=3D, KNO=2D+1, INS=3D, PRE=2D
- Skills: Climbing-5D+2; Jumping-6D; Martial Arts-8D+2; Dodge-8D; Melee Weapons-8D+2; Missile Weapons-7D+2; Swimming-6D; Resistance-7D; Willpower-7D+2; First Aid-5D; Value-6D; Gossip-6D; Sub-Geography-7D; Sub-biology: Beasts of the Undercities-7D; Profile-5D; Search-8D; Tracking-8D; Stealth-8D; Survival-7D+2; Command-6D; Intimidate-7D; Bargain-6D; Con-4D+1.
- Magicks: Mechanophile-4D; Juice (Dexterity)-6D. Hunter likely has other magical abilities.

- **The Rats**

- Led by the prehistoric mammal, the Golden, the rats of London Below form a cohesive and respected society. Indeed, many humans, calling themselves the Rat-Speakers, dedicate themselves to the service of the rats. Many rats hold titles (such of Lord Longtail or Lady Whiskers) and comport themselves with the same courtesy and complexity as human royalty. In the Underside, particularly in London, the rats are a political force, often acting independent of human alliances, but with the ability to powerfully impact any balance of power. The rats have legions of spies, scouts, warriors and even mystics that are able to move freely through the worlds Above and Below. Their level of communication is unparalleled, and a kindness or slight paid to one rat may often be repaid by another, even in a different city altogether.

- **The Sewer Folk**

- The Sewer Folk of one kind or another have long existed in London Below. They inhabit London's deep and complex sewer system, learning its every curve, pool, and outfall while still young children. They are masters at scrounging for useful items in the stream of waste, often going to trade them at the Floating

Markets. With the stench of the sewer clinging to them, Sewer Folk are often sneered upon or avoided by other underdwellers. But they maintain amiable connections with the Rats and Rat-speakers, and those who can find the constitution to be polite to the Sewer Folk can often benefit from the relationship. The Sewer Folk do not speak, at least no outside has heard them utter a word. They tend to communicate with claps, grunts and gestures. Some say they are barbaric, but they seem to be able to communicate more with a simple glance than most people can with a minute of expressive speech.

- Dunnikin: Oldest and wisest of the Sewer Folk, Dunnikin leads with a fair hand and a keen eye for marketable goods. He often leads the foraging parties into the deepest parts of the sewer, looking for any refuse that may be traded at a Floating Market. Despite his age, he remains fit and sharp and is well respected even by many outside of the Folk's community.
 - Attributes: STR=3D, DEX=2D+1, CON=3D, KNO=2D+2, INS=3D+2, PRE=2D+1
 - Skills: Brawling-5D; Dodge-3D+2; Melee Weapons-4D+2; Swimming-5D; Resistance-5D; Willpower-4D+2; First Aid-5D; Value-7D; Sub-Geography: London-9D; Sub-biology: London Below-7D; Scrounge-9D; Profile-4D; Search-7D+2; Survival-8D; Command: Sewer Folk-7D; Bargain-6D.
 - Magicks: Unknown. Dunnikin appears to have an uncanny sense of presentiment or precognition, but this is more of a natural ability, almost another sense, rather than a talent or spell that he activates at will.

- **Old Bailey**

- Description: Aging, jolly and a bit daft, Old Bailey is well known throughout London Below as a purveyor of information, curiosities, and the occasional magical charm. Bailey's storehouse of knowledge is vast, if somewhat erratic (he will often remember a joke uttered by a drunk earl in the 1700's, but forget where he placed the hat he just took off his head). Underdwellers seek him out when they need an especially odd item or arcane fact. Though a shrewd businessman, Old Bailey is also kindly and willing to help in a pinch (though some form of repayment is always appreciated), if he takes a liking to someone.
- Attributes: STR=2D, DEX=2D, CON=2D+2, KNO=4D, INS=2D+2, PRE=2D+2
- Skills: Brawling-3D+2; Dodge-3D+2; Melee Weapons-4D; Missile Weapons-4D; Resistance-4D; Willpower-4D+2; First Aid-6D; Value-8D; Gossip-7D+2; Sub-Geography-8D; Sub-biology-7D; Education-5D; Arcana-7D+2; Alchemy-7D; Profile-5D; Search-5D; Stealth-3D; Survival-6D+2; Bargain-7D+2; Con-4D.
- Magicks: Collector of Lost Thoughts-6D; Beastspeak: Pigeon-7D; Beastspeak: Rat-6D. Old Bailey likely has other magical abilities.

- **Hammersmith**

- Description: Standing over seven feet tall and as powerful as a mountain, Hammersmith is a fixture at every Floating Market in London Below. His hammer and forge have been known to smite cruel weapons and fine jewelry on the same night, each with exquisite skill.

- Attributes: STR=5D+1, DEX=2D+2, CON=4D, KNO=1D+2, INS=2D, PRE=2D
 - Skills: Brawling-6D; Dodge-3D+2; Melee Weapons-6D; Resistance-6D; Craft: Blacksmith-8D; Gossip-4D; Value-4D; Sub-Geography-4D; Search-3D; Intimidate-4D+2; Bargain-4D.
 - Magicks: Unknown.
- **The Marquis de Carabas**
 - Description: The famous, or infamous, Marquis de Carabas is well known in London Below and his dealings in other European undercities have earned him a few allies and many enemies abroad as well. The marquis is extremely shrewd, remarkable resourceful, and more than a little lucky. He has a tendency to collect debts in his favor. He readily employs his uncanny knack for knowing what another person wants and his facile methods for collecting it, and quickly turns the entire bargain into a sizable profit for himself. The marquis is known by many as a swindler, thief, and an assassin. He has broken hearts, mislead trusting souls, and picked the pocket of would-be friends. But, deep down, somewhere (awfully deep indeed), he's a good soul with a strong sense of honor--he will not break an oath or reject a debt when it is called against him. Folks deal with the marquis when they must, usually at great cost to themselves, but are rarely disappointed with his services.
 - Attributes: STR=2D+1, DEX=3D, CON=3D, KNO=3D+2, INS=3D+2, PRE=2D+1
 - Skills: Brawling-6D+1; Dodge-6D+2; Melee Weapons-6D+1; Missile Weapons-6D; Resistance-4D+2; Willpower-5D+2; Gossip-8D; Value-7D+2; Education-4D; Steamworks-4D; Arcana-4D; First Aid-4D+1; Sub-Geography-6D; Sub-Geography: London Below-8D; Scrounge-4D+1; Security-5D; Search-5D+1; Stealth-5D+2; Survival-6D; Persuasion-6D; Con-6D+2; Intimidate-4D+2; Bargain-7D+2; Fade-5D; Perform: Music-4D.
 - Magicks: Pockets-7D; Hidden Heart-5D (usually carried on him in a small box); Beastspeak: Rat-4D. The marquis likely knows many other tricks and charms.
- **Mr. Croup & Mr. Vandemar**
 - Description: A fox and a wolf, Mr. Croup and Mr. Vandemar. Two mercenaries of unknown origins that have been lurking about London and the Continent for as long as anyone can remember. They have been dismembering earls since at least the 16th century, and some say they were summoned to England during the time of the Romans. These two dispatch all of their victims--whether they be a rat that happens to be passing by, or a royal family targeted for assassination--with the same horrifying glee and ruthless efficiency.
 - Mr. Croup: Short, sneaky and chatty, Mr. Croup appears to be the brains of the duo. He handles the business end of things, the gathering of information, the questioning of sources and, usually, torture of victims. He usually leaves most of the rough and tumble to Mr. Vandemar.
 - Attributes: STR=4D, DEX=5D+2, CON=5D, KNO=4D+2, INS=4D+2, PRE=3D
 - Skills: Martial Arts-7D+1; Dodge-7D+2; Melee Weapons-8D+1; Missile Weapons-8D; Resistance-8D+2; Willpower-5D+2; Education-6D; Sub-Geography-5D; Sub-Geography: London Below-6D+2; Security-7D;

Torture-9D; Search-7D+1; Stealth-9D+2; Profile-7D+2; Tracking-8D+1; Persuasion-6D; Con-7D; Intimidate-8D; Bargain-5D; Fade-5D.

- Magicks: Bloodless and Painless-8D; Creepy Quiet-7D; Claws-5D; Obsession: T'ang Dynasty porcelain crafts-10D. Mr. Croup appears to be immortal. He may actually be a demon or some grade of the undead. He likely has other magicks at his disposal, including some form of teleportation

- Mr. Vandemar:

- Attributes: STR=5D+2, DEX=3D+2, CON=6D, KNO=1D+2, INS=4D, PRE=2D
- Skills: Martial Arts-8D+2; Dodge-7D; Melee Weapons-9D; Missile Weapons-8D; Resistance-9D; Willpower-3D+2; Sub-Geography-3D+2; Sub-Geography: London Below-4D; Torture-4D; Search-6D+2; Stealth-4D; Tracking-6D; Intimidate-8D.
- Magicks: Bloodless and Painless-8D; Juice (Strength)-5D. Reliance: Mr. Vandemar has an extremely difficult time making decisions without Mr. Croup's guidance. In fact, without his partner, Mr. Vandemar has been known to suffer a kind of paralysis. If Mr. Croup is incapacitated or otherwise removed from influencing Mr. Vandemar, the latter will forget whatever task is at hand and attempt to assist or rejoin Mr. Croup. Further, Mr. Vandemar appears to be rather simple minded, and is bad at bargaining, investigating, and solving puzzles. Like Mr. Croup, Mr. Vandemar appears to be both more and less than human-immortal (or long-lived), impervious to most harm, and inhumanly cruel.

- **The Rat-Speakers (Lord Rat-Speaker)**

- Description: The Rat-Speakers are a small, dedicated group of humans that serve as "the hands" of various Rat Folk in the Underside. They speak fluent Rat and serve the Rats with an unwavering loyalty. They often take on rat-like qualities, will kill and eat cats (part of the ongoing war between the Rats and the Cats), and are often rewarded with goods, information or other favors from their rat patrons. Those new to the Underside may scoff that humans would serve rats, but those fools usually receive a quick come-uppance. Rat-Speakers tend to be good guides in the Underside and are often the first that a newcomer will encounter upon entering London Below.
- Typical Rat-Speaker:
 - Attributes: STR=2D, DEX=2D+2, CON=2D+1, KNO=2D, INS=3D, PRE=2D.
 - Skills: Brawling-4D; Dodge-4D; Running-4D; Melee Weapons-4D; Missile Weapons-3D+1; Resistance-3D; Willpower-2D+2; Gossip-4D; Value-4D; Sub-Geography-4D+2; Sub-biology-4D; Search-3D+2; Stealth-4D+2; Survival-4D+1; Bargain-4D.
 - Magicks: Beastspeak: Rat-5D.
- Lord Rat-Speaker
 - Description: Sharp and quick, Lord Rat-Speaker organizes and watches over the Rat-Speakers, keeping them ready to do their patrons' bidding. He's extremely distrustful of outsiders, just as willing to slit a throat as

spare a moment for words. Despite his quick temper, he is unfailing in his service to his rat lords and obeys them without question.

- Attributes: STR=3D+1, DEX=3D+2, CON=3D+1, KNO=2D+2, INS=3D+2, PRE=2D+2.
 - Skills: Brawling-6D; Dodge-6D; Running-5D; Melee Weapons-6D; Missile Weapons-4D+2; Resistance-5D; Willpower-5D+2; Gossip-6D; Value-6D; Sub-Geography-6D+1; Sub-biology-6D; Scrounge-4D+2; Search-5D+2; Stealth-5D+2; Survival-6D; Bargain-6D; Command: Rat-Speakers 6D; Intimidate-5D+2.
 - Magicks: Beastspeak: Rat-5D.
- **Lear ('Twixt)**
 - Description: Like most 'Twixts, Lear is little known among the populations of either London Above or Below. But he is a resourceful man, and some, like the marquis de Carabas have had dealings with him in the past. As such, he owes and is owed favors from both sides of the city. Lear is often a good source of information and can act as an agent for dealings with the Upside when an underdweller cannot perform the action himself.
 - Attributes: STR=2D+1, DEX=2D, CON=3D, KNO=2D+2, INS=2D+1, PRE=2D.
 - Skills: Brawling-3D+2; Dodge-2D; Running-3D+1; Melee Weapons: Knife-4D; Security-4D+1; Gossip-4D+2; News-4D+2; Value-4D+1; Sub-Geography-3D; Scrounge-3D+2; Stealth-4D+2; Survival-4D+2; Bargain-4D; Fade-4D+2; Perform: Music-5D.
 - Magicks: Unknown. Lear may know of some charms and tricks that help him survive.
 - **Serpentine and the Seven Sisters**
 - Description: The Seven Sisters are something of a legend in the Underside, many things to many people. Some equate them with the Fates, others attribute particular powers, temperaments and stories to each. They are witches, demons, wights, demigods. Some say there are good sisters, bad sisters, sisters balancing the whole. Others claim they are all evil clan that would control the Underside if only they could cease their petty, sibling squabbling. They work in concert on occasion, but most often move against each other in a giant game of seven person chess--whimsically doing favors and dispatching agents with little motivation other than frustrating one of their sisters.
 - Serpentine: Intimidating is too soft a description to describe Serpentine. Her severe, pinched face and flashing sharp eyes are enough to strike terror in even a hardened underdweller. She is extremely tall, with a shock of gray hair spiking from her head, and often wears the tattered remains of a wedding dress. She is crafty and cruel, a callous businesswoman with little use for idealism or philanthropy. Rumors say she will readily eat small children that stray into her realm, while others claim that she only cultivates such stories to increase her powers of intimidation. She is always courteous, even to her victims and will stick to her word. Though a killer, she acts with clear logic and deliberation, and can be bargained with in almost any case.

- Attributes: STR=4D, DEX=5D, CON=5D, KNO=3D+2, INS=3D+1, PRE=4D
- Skills: Martial Arts-8D; Dodge-8D; Running-6D; Melee Weapons-7D; Missile Weapons-7D; Resistance-7D; Willpower-8D; Education-5D; Gossip-6D; Language: Ancient-8D; Arcana-8D; Alchemy-7D; Value-7D; Sub-Geography-7D; Sub-biology-6D; Profile-8D; Search-6D; Persuasion-4D+2; Command-6D (Command: Servants-9D); Intimidate-8D+2.
- Magicks: Claws (STR+1D damage, reduce armor by 2D); Serpentine likely has many offensive and defensive magicks at her disposal. She is not a woman to be trifled with!
- **The Black Friars**
 - Lead by the Abbot, the Black Friars are a fairly unique group in the Underside: a religious order that has maintained its traditions amidst the chaos and hardships of the world Below. Dressed in their black robes, the Friars carry themselves with an austere confidence. They are able warriors, keepers of mystic secrets, healers of the sick, and savers of souls. But their traditions border on the militant and zealous, and many are put off by their severe ways. Indeed, visitors are often not allowed to pass into the Friar's abbey (as their underground haven is called) unless they can pass a series of tests: often physical combat, riddles, and trials of mind and spirit. .
 - The Abbot
 - Description: Blind and weak with age, the old Abbot still leads the Friar flock with an able mind bent on furthering their mission. He is both wise and kind, though he will ruthlessly enforce the traditions the Friars hold dear. He believes their duties are holy and just and indoctrinates his brothers with these same ideals. The Abbot can be trusted with secrets and sought in need, but he will avoid entangling himself or his brothers in any scheme or mission outside of their sacred duties.
 - Attributes: STR=1D, DEX=1D, CON=2D, KNO=5D, INS=4D, PRE=3D+2.
 - Skills: Education-6D; Philosophy-6D; Arcana-7D; Arcana: Christian mysticism-9D; Alchemy-7D; Profile-7D+2; Command: Black Friars-9D; Persuasion-7D+2.
 - Magicks: Unknown. The Abbot has a create deal of knowledge and likely knows a number of charms and tricks. Since he is well guarded by younger, more able Friars, he rarely has a need to reveal the depths of his abilities.
 - Typical Black Friars: STR=3+2D, DEX=3D+2, CON=3D, KNO=3D, INS=2D+2, PRE=2D. Brawling-5D; Melee Weapons: Blunt-5D; Missile Weapons-5D; Dodge-4D+2; Running-4D; Willpower-4D+2; Resistance-4D+2; Education-4D; Philosophy-4D; Aracana-3D+2; Alchemy-3D+2; Search-4D; Persuasion-3D+1. There are many among the Black Friars with unusually high attributes (similar to player characters) and magical abilities.

Paris

The idea of salvation from below is enumerated several times in the book, namely in Valjean's sanctuary in the convent and his descent into the sewers with Marius.

--G. Worth in an analysis of Victor Hugo's *Les Miserables* (available at <http://www.geocities.com/Paris/LeftBank/9640/>)

Much like its sister above, Paris Below is a rival for its London counterpart. Paris' tunnels are, perhaps, even more extensive and ancient than those beneath London. And they are filled with quite similar personalities and dangers. Indeed, there is a fair bit of trade and transactions between the two cities. However, while London Below is a mix of feudal loyalties and anarchy, Paris Below adheres to a more rigid social structure. The Queen of Paris Below, Colette de Reneaux, has managed to maintain order and demand fealty from the Parisian underdwellers. Her family line traces back to the first rulers of Paris Below, and through a vast network of soldiers, spies, and assassins the de Reneaux clan remains firmly entrenched. A fair number of dukes, marquis, counts, barons and other courtiers can be found in Paris Below as well. Many scheme for a larger piece of the political pie, others just scramble for a bit of Queen Colette's praise and favor. Despite her rule, the Queen has not managed to tame the dangerous rabble found in the Left Bank and has initiated a more active line of sentries to keep those outcasts from seeping across the Seine.

Community: Very Large.

Beast: Gargoyle.

- Description: It is fitting that the Beast of this magical city is itself a magical being. Created centuries ago by a mad alchemist, the Gargoyle of Paris roams its deepest tunnels. What it seeks remains a mystery, one whose answer likely died with the Gargoyle's creator. It has been known to stand rigid for years, letting some who have unfortunately stumbled upon it go without harm without, in fact, moving at all. Some say it has never killed unprovoked, while others claim it is a thing of the Devil and will slay any who happen upon it in an animated state.
- Attributes: STR=7D, DEX=3D, CON=11D, KNO=Unknown, INS=4D, PRE=3D
- Skills: Flying-5D; Jumping-7D+2; Climbing-8D; Running-4D; Attack-7D+2; Damage-8D+2; Dodge-4D; Resistance-10D; Search-5D+2; Tracking-5D+2; Intimidate-8D.
- Magicks: Stone Skin-Reduce all damage by 3D, including armor piercing; he also appears to be impervious to flame, cold, and most acids as well; Nightvision (perfect); Claws-ArmorPiercing reduce armor by 2D.

Zones:

- **The Sewers**
 - Paris's underground system rivals, and in many ways surpasses that of London. When Paris Above was modernized in the 19th century, a complex system of tunnels and sewers was also built to accommodate the city's growth. Today, most dwellers Above have little concept of the vastness of the network of tunnels that lies beneath them. With the addition of the Metro and modern cabling efforts,

the tunnels have expanded considerably in the 20th century. The underwellers of Paris make ample use of this network.

- **The Right Bank (La Rive Droite)**

- The Royal Houses and the Rabble: A large proportion of the Parisian underwellers inhabit the Right Bank. Its tunnels tend to be a bit more direct and safer and most of the Floating Markets of Paris take place in the grand buildings found north of the Seine. More importantly (for some), this is where Queen Colette and her entourage of syncophants and scheming courtiers reside. The Queen maintains an air of forced dignity in the compromised surroundings of Paris Below. Her gowns tend to be tattered, her make-up severe and almost clownish, and her arrogance bordering on madness. The rabble of Paris Below generally ignore her rantings, though she has an ample armed guard and maintains strict control through a network of spies and informants.

- **The Left Bank (La Rive Gauche)**

- The untouchables: Above, the Left Bank is considered the bohemian quarter--the zone of artists, immigrants, impoverished students. At least it was in the early part of the 20th century, when such folk could afford to live there. Now it is like most of Paris Above--expensive and full of boutiques mainly aimed at the tourist trade. However, it still retains some of its bohemian flair. Below, the Left Bank has taken a much darker turn. It has become the refuge of outcasts of all sorts--renegades against the hierarchy of the French Underside, untouchables, monsters in flesh and mind. The inhabitants of the Left Bank occasionally band together and make forays into the more affluent Rive Droite, looting what they can until driven back into the shadows. The residents of the Right Bank see them as filth and killers, while the Left Bank dwellers call their adversaries elitist and imperial. Those who have attempted to unify both sides have only been met with derision and open hostility.

- **Black Bridge (Le Pont Noir)**

- The Black Bridge is of such legendary, horrific reputation that even the Queen's sentries refuse to guard it. As such, it is the only unwatched passage between the Left and Right Banks of the Seine Below. Though the river is hardly more than 200 meters wide at the Bridge's point, those who have crossed Le Pont Noir describe a trial that lasted hours, even days. Some say it is yet another similarity with London Below and its nightmarish Knightsbridge. But the Pont Noir is more than a dweller for nightmares and secret monsters: it is first a bridge into Some Other Place, an entirely different world or dimension according to some rumors. Those who enter this Other Place must navigate its varied landscapes--mountains, seas, deserts, jungles--to come out on the other side of the Bridge.

- **Les Invalides**

- The army of ghosts: Above, Les Invalides is the immense hospital that Napoleon built for his troops (now a museum). Below, the twisted corridors and open caverns have become inhabited by the ghosts, half-dead, and time-lost soldiers that once inhabited the hospital. It is not uncommon to see a young French soldier, still bleeding from a wound, standing sentry at one of the entrances to the area. All of these lost souls, alive and dead, await orders from some commander, but none can remember his name nor reason why it is they are there. They are muddled, believing they are still in some pitched war above,

sometime even hearing gunfire and cannon shot. They will attack those they deem enemies of France but assist those who are allies (it helps to speak French and to not speak English!).

- **The Banlieu ("suburbs")**
 - No one much likes to travel to the outer tunnels and into les Banlieu, or suburbs of the Underside. Indeed, these outer areas are permeated with a feeling of pointlessness and boredom. Those who venture into them generally feel their energy and intelligence sapped away (GM's may require periodic Willpower tests for players to remain focused). The inhabitants of the Banlieu tend to move about in a soporific, almost zombified state. They speak little and have a glazed look in their eyes, hardly managing to complete more than the most basic of tasks.
- **Notre Dame**
 - The Hallowed Grounds: Few know that the great cathedral above sits atop a deep, winding network of tunnels, secret passages and even a hidden cathedral that rivals the one Above. Many underdwellers attend mass at the underground cathedral, one of the few of its kind in the Underside. Overseen by the kindly and absent-minded Bishop Loiseux, the cathedral is seen as neutral ground and the prohibition against violence is as strong as it is in the Floating Markets. Loiseux does his best to navigate the dangerous waters of Paris Below's political system, but he lacks the intelligence and willpower to avoid becoming a pawn. Only his assistant, Father Marcus, keeps him from becoming torn apart by the politics. But Marcus is cold and calculating and some say he dabbles in dark magic and eyes the Bishop's char for his own. It may only be a matter of time before some kind of coup occurs.

Personalities:

- **The American**
 - Description: A tall, lean, rangy white man with a shock of messy brown hair, some fairly ragged clothes, and a general unkept appearance. He roams freely through much of Paris Below, though he is most often found in the Left Bank.
 - Attributes: STR=2D, DEX=3D, CON=3D, KNO=3D, INS=4D, PRE=3D
 - Skills: Brawling-7D, Missile Weapons-Crossbow-7D, Dodge-7D, Running-5D, Resistance-5D, Willpower-7D, Sub-geography-9D, Sub-biology-6D, Gossip-8D, First Aid-6D, Value-8D, Search-6D, Profile-8D, Survival-7D, Courtliness-6D, Bargain-7D
 - Magicks: Pockets-8D, Beastspeak-Pigeon-5D, Beastspeak-Rat-7D, Annoyingly Lucky-8D.
- **La Comptess**
 - Description: A beautiful, middle-aged woman with a somewhat remote demeanor. Always beautifully dressed and coldly radiant. She is a rival of mad Queen Colette's, or so the Queen believes. Some say it is only feminine jealousy, while others say the feud runs much deeper and is more dangerous. La Comptess is cautious to never insult the Queen--directly, at least--and careful cultivates favor with other courtiers in order to secure some degree of safety for herself. The Comptess' true motivations and goals remain a mystery.

- Attributes: STR=1D+2, DEX=2D, CON=3D, KNO=4D+1, INS=3+2D, PRE=4D
 - Skills: Willpower-8D, Gossip-10D, Value-8D, Profile-8D, Courtliness-10D, Persuasion-7D, Intimidate-7D, Con-6D, Bargain-7D
 - Magicks: Sources: the Comptess somehow learns nearly all of the gossip of Paris Below even as it begins. While she doesn't know who starts the gossip or even if it's true, she can use her formidable intelligence and deductive powers to make very accurate guesses. Level=8D.
- **Meaulnes**
 - Description: A somewhat plump, perpetually young pre-teen boy (appears 10-12 years old). He always looks like he's been out playing--hair tousled, clothes dirty (without being as ragged as many in Paris Below). Meaulnes is a bit shy and standoffish, but he can come around to those he decides to trust. He seems to appear and disappear with ease, and those around him have the sense of experiencing a waking dream, or of actually living within their own nostalgia for their childhood..
 - Attributes: STR=2D, DEX=3D, CON=3D, KNO=3D, INS=3D, PRE=2D+2
 - Skills: Brawling-4D, Dodge-5D, Running-6D, Resistance-4D, Sub-geography-9D, Sub-biology-6D, Gossip-5D, Search-6D, Fade-8D
 - Magicks: Dreamtime Aura: Meaulnes seems to carry with him a piece of the Dreaming--it seems to surround him at all times. The laws of physics--time, gravity, entropy--appear to function somewhat differently. Further, those around him experience a wave of nostalgia and the lingering feeling of lucid dreaming. While this may appear to have little practical effect in the day-to-day struggle of the Underside, it has helped Meaulnes survive and is likely the source of his apparent immortality.
- **'Modo**
 - Description: A squat, extremely strong hunchback with a horribly ugly face. Modo is reclusive and unintelligible (he has no tongue and cannot speak), but he is not a true monster. In fact, he is both brave and loyal to those he trusts and loves.
 - Attributes: STR=5D+2, DEX=4D+2, CON=6D, KNO=1D+2, INS=3D, PRE=1D
 - Skills: Jumping 8D, Brawling-8D, Dodge-7D, Running-5D, Resistance-7D, Willpower-7D, Sub-geography-5D, First Aid-3D, Survival-Underworld-7D, Search-6D, Intimidate-6D (8D if they've never seen his face before).
 - Magicks: Juice: Strength-6D, Lovesick (for Esmeralda, a beautiful gypsy in the upworld, who continues to be reincarnated as different women across the years)-4D.
- **The Troglodytes ("Les Trog")**
 - Description: Les Trog are a small cadre of underdwellers that have banded together for mutual protection and assistance. They remain aloof of most underdwellers, making their homes in deep tunnels and caves, often hidden by secret doors and mechanisms (they take their name from the term *troglydte*). However, unlike their monstrous namesake, the Trog are actually extremely technologically saavy. While they must still work within the technological limitations of the Underside, they, perhaps more than anyone in the underworld,

push the limits of what is possible. The Troggs keep their technological secrets very close and involve themselves with the affairs of others only when necessary.

- Typical Attributes: STR=2D+1, DEX=3D, CON=3D, KNOW=3D+1, INS=2D, PRE=2D.
- Typical Skills: Brawling-4D, Dodge-4D, Melee Weapons-4D+1, Missile Weapons-4D+1, Resistance-4D, Willpower-3D, Jury-Rig-4D, Steamworks-4D, Sub-geography: Paris-5D, Sub-biology: Paris-4D, Education-4D+1, Tracking-3D, Search-3D, Survival-4D+2, Bargain-3D, Fade-3D.
- Leader: General Gilles.
 - *Description*: General Gilles is a small, lean man with a shock of black hair atop his head, a long, crooked nose, and small, alert eyes. Some (behind his back) say he resembles a ferret. He is extremely clever, though his arrogance can sometimes put off even close advisors. He keeps strict order with the ranks of the Troggs, carefully nurturing new recruits and supervising their training. Though they complain about him often, the Troggs admire Gilles and gladly do his bidding.
 - *Attributes*: STR=2D+1, DEX=3D, CON=3D, KNO=4D, INS=2D, PRE=3D+2
 - *Skills*: Brawling-5D, Dodge-6D, Melee Weapons-5D, Missile Weapons-6D, Willpower-6D, Resistance-5D, Sciences-7D, Steamworks-8D, Value-7D, Education-6D, Search-5D, Survival-5D, Command-7D, Command: Troggs-9D, Intimidate-5D.
 - *Magicks*: Braincrank-7D..

Rome

Rome Below is one of the oldest undercities in all of the world. In the West, it rivals those found in Athens and Cairo. As one would expect, the mixtures of cultures, races and timelines is complicated to the point of defying description. Roman soldiers mingle with punk rock runaways, ageless gods haggle with hippy dealers for some decent ambrosia, gladiators now fight with tire irons and brass knuckles...you get the picture. The underside is truly immense. It is a bewildering complex of old and new tunnels, dizzying catacombs, massive caverns and little niches. There are pockets of lost pasts, potential futures, and ignored presents. Rome Below truly has everything an underdweller might seek, if one can survive long enough to find it.

Community: Very Large.

Beast: Wolf.

- Description: Some say that the Beast of Rome is of the same bloodline as those wolves that raised Romulus and Remus, who went on to found the great city Above. But this Beast has no love for the humans that now intrude upon its territories. It is a voracious and clever killer, actively seeking prey, toying with it, and killing without mercy. Its lonely howls can echo through the catacombs, blend into the subterranean winds and chilling even the bravest soul.
- Attributes: STR=7D, DEX=5D+2, CON=7D+2, KNO=3D+2, INS=7D, PRE=3D
- Skills: Jumping-8D; Running-8D+2; Attack-8D; Damage-8D (claws); Dodge-8D; Resistance-7D; Search-9D; Tracking-9D+2; Intimidate-8D.

- Magicks: Claws-Reduce armor by 1D; Sense of Smell-will recognize and remember everyone by their scent; Thick Hide-Reduce all damage by 1D (no effect against armor piercing).

Zones:

- **The Old Forum**

- The Buried City: while bits and pieces of ancient Rome remain above ground and open to tourism, much of the old city has been buried, forgotten or lost with time. Other parts have been hidden by the underdwellers of Rome, keeping pieces of the old world for themselves rather than losing them to modernization. Much of Rome Below is constructed of the old brick and marble buildings, replete with beautiful statues, intricate columns, and prized reliefs. Royal, wealthy families, and the powerful undead tend to populate these old palaces.

- **St. Peters**

- The Heart of the Church: The center of Catholicism perched Above only hints at the vast complex Below. For centuries, the Church rulers have dug out tunnels and secret store rooms beneath their sovereign lands. There are few, if any, people alive who know of all the secret passageways, libraries and treasure troves found here. Within those rooms are kept the most powerful artifacts and magicks known or unknown on Earth. There are histories and atlases of other worlds; grimoires written in long dead languages; magical items so powerful that their keepers dare not even speak their name. Rumor and hyperbole also surround the Heart, with many of the underdwellers claiming that the Church has imprisoned various demons and heretics there over the centuries--all alive and raging to be free. Regardless, the area is securely guarded by the Eleven, an ancient order tracing its roots back to the original Apostles (the Pope is the 12th Apostle, and though he knows of the Underside, he has few if any dealings with it). Ageless and mighty, these paladins guard all known tunnels into the Heart, refusing entry to all but a select few. One has to wonder what is guarded the secret tunnels...

- **The Coliseum**

- The Arenas: The Romans build large tunnels and caverns below the real Coliseum in they could store equipment, animals, and slaves. Some chambers were large enough to serve as gladiator training arenas. A number of underdwellers have taken to using them for their own gladiatorial games, usually a test of combat for two young Bravos. They are also used to resolve disputes between two parties, each choosing to fight or selecting a champion, and the winner being considered "in the right." Not all the combats are fatal though, of course, they are extremely dangerous. There's always a wager to be placed for the gambling sorts. Further, criminals or other misfits are sometimes thrown into an arena against one of the bizarre creates that inhabits the Underside.

- **The Catacombs**

- The Twisting City: Without a doubt, the tunnels of Rome Below are the most well built and extensive in the world. Citizens have been working on them for thousands of years and there is likely no one who knows their entire extent. The

Catacombs are filled with twists, turns, giant caverns, pockets of lost time, secret doors, dangerous traps, indescribable beasts, and primordial magicks. The old Catacombs connect and re-connect with more recent tunnels in numerous places. It is possible to get into every single part of Rome Above through these tunnels, and many lead well out into the countryside.

- **The Aqueducts**

- The Watery Transport: The Aqueducts supplement the vast network of the earthen catacombs. Built in Roman times to carry water into the city and remove waste, they are still a functioning sewer system (side by side with the more recent sewer tunnels). There are a number of folk who make a living as ferrymen along the waters, transporting their passengers at a much increased speed. There are rumors of horrible, tentacled beasts dwelling within the waters, and it is true that the occasional ferryman fails to make it home at night.

Personalities:

- **Giambetta (Criminal King)**

- Description: Fat and devious, Giambetta is a pivotal figure in Rome Below. Indeed, his connections spread throughout the underside of Europe. He is tapped into the gossip mills of Prague Below, can have someone's kneecaps broken in Berlin, will smuggle in an ancient artifact from the tunnels below Athens. Giambetta manages his empire with a clever use of 'Twixts to serve as agents in the Upside, skilled assassins and thieves of otherworldly powers, and maintaining a grip of fear over many in the local population. Though he is a thief and a liar, he is not without a sense of honor and will uphold his word in nearly any situation.
- Attributes: STR=3D+2, DEX=2D+1, CON=3D+2, KNO=3D, INS=3D, PRE=2D+1
- Skills: Brawling-8D; Dodge-6D+2; Melee Weapons-7D+1; Missile Weapons-7D; Resistance-6D; Willpower-7D+2; Gossip-8D; Value-8D; Education-4D; Steamworks-3D+2; Arcana-3D+1; Sub-Geography-5D+1; Security-7D; Search-6D+1; Stealth-5D+2; Survival-5D; Profile-6D; Persuasion-5D; Con-5D+2; Intimidate-6D+2; Bargain-6D+2; Command-6D+2; Command: Underlings-8D+2.
- Magicks: Elsewhere-7D. Every assassination attempt against Giambetta has been unsuccessful and he seems preternaturally gifted at avoiding danger. The Elsewhere Knack doesn't manifest itself as manifestation, but rather a subtle restructuring of reality to negate the danger—for example, a crossbow will jam and not fire, a plate of poisoned food will be dropped before served to him, etc. It is still not clear whether this is actually a Knack or some other magick at work.

- **Sophia (Inventor)**

- Description: Sophia is a reclusive genius inhabiting some of the deeper caverns of Rome Below. A renowned scientist and inventor, Sophia has skills that are sought by many throughout the underside. She is a master Steamworks engineer and is studying the "scientific" origins of Knacks and other powers. Sophia is still fairly young (in her twenties) and inherited the lab from her almost equally brilliant father. She does not like to leave her caverns and will resist doing so.

This apprehension is a mixture of dedication to her work and fear of the outside world.

- Attributes: STR=2D, DEX=2D+2, CON=2D+1, KNO=5D, INS=2D, PRE=2D
- Skills: Willpower-4D+2; Gossip-3D; Value-5D+2; Education-7D; Steamworks-7D+2; Arcana-5D; First Aid-5D+1; Sciences-6D; Medicine-4D; Scrounge-6D+1; Security-5D; Search-3D+1; Bargain-4D+2; Fade-5D.
- Magicks: Mechanophile-6D; Hacker Genius-7D (ability to put together machines that otherwise wouldn't work for anyone else).
- **The Old Gods** (Mars, Pluto, Venus, Mercury, etc.)
 - Description: In their old incarnations, they ruled the Mediterranean. There still exists temples and artwork dedicated to their greatness. But these are different times. No one believes in the Old Pantheon any longer. And as the people's faith diminished, so did the powers of the gods. Now, Mars (Ares) works as a trainer for up and coming Bravos. Mercury ekes out a living with a competent network of spies and delivery boys. Venus (Aphrodite) sells love in all its forms and devices. Saturn (Neptune) give swimming lessons. You get the picture. The old gods tend to be fairly grumpy and unhappy about their lot in life (imagine being a god, and then having to haggle over just a bit of Ambrosia). They continue their bickering ways, forming alliances against one another and attempting to use mortals as pawns. Some take a liking to certain mortals, however, and will be amenable to a trade of goods, information or favors.

MIDDLE EAST

Cairo

Community: Very Large.

Beast: Asp.

- Description: Imagine a snake 50 feet long, mouth as wide as a small truck, rushing towards you through a dark, narrow tunnel. That is the last thing most men see when they happen upon the Asp of Cairo in its underground lair. Some say the Beast has dwelt there since being summoned by an ancient, mad pharaoh who used it to guard his most powerful magical grimoires. Regardless, few have attempted to challenge it and seek out the legendary texts.
- Attributes: STR=9D, DEX=5D+2, CON=8D, KNO=1D+2, INS=6D, PRE=5D
- Skills: Jumping-10D; Climbing-11D; Running-10D; Attack-7D+2; Damage-10D (bite); Dodge-6D; Resistance-9D; Search-5D+2; Intimidate-9D.
- Magicks: Armored Scales-Reduce all damage by 2D (1D against armor piercing weapons); Venom-7D (on a successful bite attack, the snake may inject a victim with deadly venom. The victim must make a Resistance roll against the venom once per minute to avoid death. The antidote's formula is a closely held secret of the Order of the Snake.)

Zones:

- **The Dump**

- The Discarded City: As Cairo Above has expanded, a sprawling pile of discarded waste has festered and grown on its outskirts. Over time, a large community has come to inhabit the vast range of refuse. Folks carve out caves in settled piles of garbage, setting up home and shop. Most scrounge through the endless piles for useful items or edible food. The Cairo Dump is one of the few places in the Upside where underdwellers may pass and be readily seen (likely because the inhabitants of the Dump are themselves ignored and invisible to most updwellers). All manner of items may be found there (you'd be surprised what folks throw away), but it is strongly recommended that newcomers secure a guide. There are substantiated stories of cannibalism in some parts of the dump where food is rare. And the Dump has become so large and complicated, it is easy to become lost among the towers of waste.

- **The Necropolis**

- City of the Dead: Deep below the sands and streets of Cairo, the ancient City of the Dead may be found. The residents of Cairo Below shy away from all of the tunnels that are even rumored to lead to the Necropolis, believing that to enter its gates is to join the world of the dead and never return. Others claim these are wives' tales and that the city retains innumerable treasures and secrets just waiting to be rediscovered. But to get the Necropolis, one must pass over the Bridge of Kings, down the Sub-Nile and into the catacombs in which the Asp of Cairo slithers. Few manage to make it past the first step of the journey!

- **Bridge of Kings**

- Stone Gods: This is the only Bridge known to pass over the Sub-Nile to the Island of the Sun, where the ferry of the Sub-Nile may be boarded. It is lined with statues of long dead kings and gods, usually appearing as half-men, half-animals. The statues are said to come to life and challenge any who would dare pass the span without the blessings of the gods. Those few who come to the bridge, usually bring with them generous gifts for the stone gods, offering them up to secure their blessings. On occasion, the supplicant is allowed to pass without trouble...but that is the exception rather than the rule!

- **The Sub-Nile**

- The Sister River: The vast underground river flows, more or less, in the same line as its sister river above. Only this river is filled with foul, demonic beasts, pieces of the afterlife broken loose as flotsam, and deadly currents and other perils. Few brave its waters and even fewer survive. Only the stodgy old ferrymen of the Island of the Sun seem to be able to navigate its waters with any real chance for success. Some say it is because the old men have made a deal with a dark god that controls the waters of the Sub-Nile. The ferrymen themselves just like to say that they know what they're doing...

Personalities:

- **The Serpent's Tongue**

- Description: Part cult, part guardian of Cairo Below's mysteries, the Serpent's Tongue is a secrete society of priests, warriors, and magicians. Its members live and work among the other underdwellers, maintaining their secret affiliation. But members of the Tongue bear first and foremost loyalty to their order and the other members. They work covertly to gather information, sway public opinion, assassinate enemies, and acquire wealth. The Serpent Tongue has secret chambers and it is rumored that ancient texts and artifacts are guarded there. If the identify of a member is discovered to an outsider, the member must either kill the outsider or himself before the information spreads. Magicians within the Tongue know some of the blackest magicks of the underside, specializing in spells of the dead.

- **Kamen** (Sleeping God-king)

- Description: The Sleeping King of Egypt Below, Kamen resides in an ornate sarcophogus in a chamber deep below the Valley of Kings near Cairo. It is said that he continues to rule Cairo Below, coming to his servants in their dreams and directing their actions when necessary. Kamen has also been known to appear in the dreams of multiple sleepers on the same night, at the same time, and performing the same actions. Some say that he can even kill through dreams. Legend has it that one day he will rise to unite the Above and the Below and restore the great dynasties of Egypt's pharoahs. Others say he is merely a man trapped in a sleeping state by some ancient magick. The route to his chamber is guarded by magickal beasts, puzzles, and traps and few even know its location.
- Attributes: STR=4D, DEX=4, CON=5D, KNO=5D, INS=3D, PRE=4D
- Skills: Unknown. In the Dreaming, Kamen seems to be nearly all-knowing and all powerful. He can read minds, change shape, cause and heal damage, and reshape the structure of the dream.
- Magicks: Dreamwalking-12D. Likely has other magicks at his disposal.

- **Rungri**

- Description: Half-rat, half-man, Rungri is one of the most able survivors in Cairo Below. Like the rest of his rat-like brethren, he mainly ekes out his existence in the darkest corners of the Dump. But Rungri's knowledge and talents extend much further. He knows the secret passageways through the city itself, has contacts with Twixts and underdwellers, and is owed favors by more than a few. Rungri excels at spreading rumor and innuendo, using it to his advantage, and turning one ally against another. He will simultaneously offer himself up as peace maker and weapons dealer. He distrusts humans, given the way they treat his kind. But, he also seems to spare little love for his own kind as well, believing they permit themselves to be persecuted. However, deep down, Rungri has an honorable heart and it may, someday, show itself with an act of selflessness or heroism.
- Attributes: STR=3D+2, DEX=4D+2, CON=3D+2, KNO=3D, INS=3D, PRE=3D

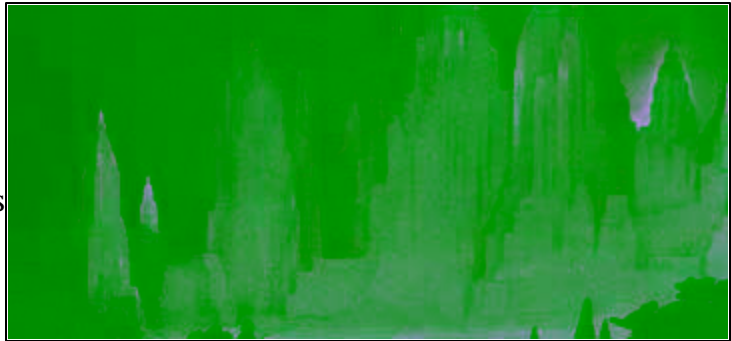
- Skills: Brawling-5D; Climbing-6D; Jumping-6D; Dodge-6D+2; Resistance-5D; Swimming-4D; Willpower-4D+2; Gossip-6D; Value-6D; Sub-geography: Cairo Below-8D; Sub-biology-6D; Scrounge-6D; Security-6D; Search-5D; Profile-5D; Bargain-6D+2; Fade-5D.
- Magicks: Rat Qualities--+1D Dex (included above); +2D Search with the sense of smell; Prehensile Tail; Beastspeak: Rat-5D; Evasion-5D.

THE AMERICAS

New York

Community: Very Large.

Beast: The blind, white Alligator-King.



- Description: Hunter describes him as "thirty feet long, fat from sewage and fierce in battle . . . His eyes were like huge pearls in the darkness."

The Alligator King has unnatural intelligence and ferocity, reportedly eating anything that happens too close to his gaping jaw. His thick hide is pocked with the blows of weapons, burns of various pollutants and chemicals swirling in the sewage, and the ravages of time.

- Attributes: STR=11D, DEX=4D+2, CON=9D, KNO=3D+2, INS=4D+2, PRE=4D
- Skills: Attack-9D+2; Damage-12D (bite), 11D (tail swipe, automatically knocks a victim back 2D6 meters); Dodge-6D; Resistance-9D; Search-5D; Intimidate-9D.
- Magicks: Armored Scales-Reduce all damage by 3D (2D against armor piercing weapons); Motion Sensitivity-7D (though blind, the King is extremely sensitive to sounds and motion nearby and can strike with deadly precision); Massive Jaws: Armored Piercing (reduce armor by 2D against his bite attack).

Zones:

- **Central Park**
 - The Woods: Central Park is immense and mysterious even to those that dwell in the city Above. But the the underdwellers, all of its deep, dark secrets may be discovered (usually to the chagrin of the underdweller). The woods are filled with shadows, ancient secrets, and forgotten niches. Only the most foolhardy would venture into these wilds unarmed and without a guide. Many an underdweller has wandered a bit too far off a path and been devoured by some nightmarish unknown. It is not uncommon to come across all types of mystical beasts and magical beings in the woods. Even the residents of the Park shy away from the darkest, most dangerous sections in the North Woods. There, nightmares and monsters lurk behind every twisted trunk and slime-covered

stone. Some say a dark demon rules the North Woods, others a fallen god. One local scholar opines that the tenebrous ruler of the North Woods has not separate identity from the Woods or the City itself, but is, instead, the incarnation of its worst attributes--fear, rage, violence. Whoever--or whatever--rules the Woods, it seems clear that its domain is spreading and threatens to engulf more and more of New York Below.

- **Down Town**

- The Deepest Underside: "Down Town" in New York is not actually the streets in the south of the city but is, rather, the deepest parts of the tunnels below the city. Carved out of earth, butteressed with materials stolen from the city Above, the tunnels house innumerable underdwellers and lead to unknown dangers. This is one of the most dangerous areas of New York Below, where the poorest of the poor must live and where the darkest criminals seek refuge.

- **Hell's Kitchen**

- The Inferno: Like many parts of the Underside, New York's neighborhoods take on a nature that almost literally translates the area Above. Hell's Kitchen is actually a piece of Hell, or some place quite like it. It burns without devouring, chills without freezing, tortures without offering the final, welcome release of death. It is populated by all manner of demons--tricksters, tempters, and those that would consume both flesh and soul. Some are for hire, others exist only to perpetuate the rebellion against the Heavenly Hosts. The Kitchen is a source of black magicks, terrible mercenaries, and arcane secrets. All who enter must pay a price, and it is said that no one leaves with an untainted soul.

Personalities:

- **Lord Chelsea**

- Description: Tall, thin, and pale, Lord Chelsea has also earned the nickname "Old Blueblood" among many of the underdwellers. His regal air and Victorian affectations strike a sharp contrast to the New World anarchy that runs rampant in New York Below. Despite his separate nature, Lord Chelsea is one of the single most powerful men in New York Below. His vast wealth, unfailing ingenuity, and uncanny ability to predict an opponent's actions have permitted him to maintain a strong hand in the politics of the city, making him many allies and enemies in the process. Chelsea fervently hopes to install some great sense of order in the Underside, firmly believing in Victorian ideals of enlightenment and education for all. This occasionally leads him to make somewhat naive attempts at bettering the life of those below, even against their will.
- Attributes: STR=2D, DEX=2D, CON=2D+1, KNO=4D, INS=2D+2, PRE=2D+2
- Skills: Resistance-3D; Willpower-7D; Arcana-5D; Alchemy-6D; Education-7D; Value-6D+2; Sub-geography-5D; Sub-biology-6D; First Aid-5D; Medicine-4D; Steamworks-5D; Sciences-5D; Search-4D; Profile-4D+2; Persuasion-4D; Intimidate-4D; Courtliness-6D; Command-4D..
- Magicks: Unknown. Though it is not Foresight, Lord Chelsea's ability to second guess his opponents is formidable (treat as a Knack at 7D). Chelsea also

probably knows some other, common magicks, though he may prefer to use scientific methods over magical ones.

- **The Green Witch**

- Description: Nearly every account says that the Green Witch has existed since before Manhattan, even before the first Native Americans set foot on the island. She is part of the firmament of the place, wild as its wilderness and yet as civil as the modern metropolis that steams above. Like whatever presence that grows in the North Woods, the Green Witch is an incarnation of the place's spirit--only she represents the creativity, strength, and progress that flourishes there. Not surprisingly, the Green Witch is found below New York's Greenwich neighborhood, usually in a cavern that is lush with vegetation and refreshed with a clear, clean stream from an unknown source. She remains neutral in the events around her, but may help those in need, particular those seeking to protect or maintain the balance of all energies in the City.
- Attributes: STR=2D+1, DEX=2D+2, CON=3D, KNO=7D, INS=9D, PRE=7D
- Skills: Unknown. The Green Witch appears to be extremely knowledgeable about events in the New York Above and Below, can read the hearts and minds of those before her, can heal wounds, provide directions to secret passages, and has been known to drive hardened soldiers to cower before her if she is enraged. None has ever engaged her in combat, though it is assumed that her magicks are strong and her life force is immortal.
- Magicks: Unknown.

- **The Warriors**

- Description: The Warriors are, for lack of a better term, a street gang that roams the tunnels below New York. There are a few other gangs, but the Warriors have managed to diminish or wipe out nearly all of their competition. Despite this dominance, the Warriors do not have extensive power throughout New York Below. They run the labyrinths of a few neighborhoods and are indeed a force to be reckoned with, but they are checked by the forces of Lord Chelsea, their competing gangs, and the other underdwellers who do not take kindly to anyone who attempts to control their way of life. Still, the underdweller than wanders into the wrong tunnel run by the Warriors without the proper writ of acceptance had better be good at bribing, lying, or fighting if he plans to survive the encounter.
- Typical Warrior member STR=3D+2, DEX=3D, CON=2D+2, KNO=2D, INS=2D, PRE=2D
- Skills: Brawling-5D; Dodge-5D; Running-4D; Melee Weapons-5D; Missile Weapons-4D+2; Throwing-4D+2; Willpower-3D; Resistance-4D; Sub-Geography: NY Below-4D+2; Scrounge-4D; Tactics-4D; Value-3D+2; Streetwise-4D+2; Stealth-4D; Search-4D; Con-3D+1; Intimidate-4D+2.
- Magicks: Many of the Warriors have Knacks, usually involving combat-related skills.

- **C.H.U.D.'s** ("Cannibalistic Humanoid Underground Dwellers")

- Description: Deep in the tunnels of Down Town, some underdwellers have slipped into a bestial, feral existence. They have formed tight packs, moving through the tunnels like hyenas, picking off the stragglers and the weak, and

feeding upon them. All the underdwellers of New York Below fear and avoid the C.H.U.D.'s and occasionally mercenaries are hired to thin their ranks or drive them from hunting too close to populated areas. If the C.H.U.D.'s have retained any of their human feelings and ability to communicate, it seems those abilities have been deeply repressed or overridden by the voracious hunger.

- Typical C.H.U.D.: STR=3D+1, DEX=3D+1, CON=3D+2, KNO=1D+1, INS=3D, PRE=1D
- Skills: Brawling-5D; Dodge-4D+2; Climbing-4D; Jumping-4D; Resistance-5D; Search-4D; Tracking-5D; Intimidate-4D+2.
- Magicks: None known.

- **The Angel of Death**

"I can't hurt you, lost angel."

The words come out of the tunnel's blackness without warning when I stumble into a cavelike recess.

"But I can hurt those you care about," he says silkily. "Some of me is within you," he says, shielding his eyes with his left forearm as though there is a flood of light that I don't see. "Not enough for me to hurt you. But enough for me to hurt others close to you. You have a fascination with the darkness of my tunnels. The evil within it. And it is evil," he says with cool force, a fine layer from fury. "Everything down here is pure evil."

"You have left the world of fairness and good. Goodness can no longer reach you down here. You are no longer safe," he says, now looking at the ground. Then he hisses. "Leave, little lost angel, before the tunnels swallow you and you are one of mine."

--An account from Jennifer Toth, in The Mole People, p. 165, 168

- Description: Nearly everyone in New York Below knows of the Angel of Death, as he calls himself. He's neither short nor tall, built onto a slim frame, with bright, bloodshot eyes. By all accounts, he is mad. But many are convinced that he is some devil--perhaps Satan himself--incarnate. His small cave, referred to as "Satan's Den" may be found below Grand Central, though nearly everyone attempts to avoid it. His powers of intimidation protect him from physical danger, and some are even driven to serve him.
- Attributes: STR=3D, DEX=3D, CON=3D, KNO=3D, INS=2D+1, PRE=3D+2
- Skills: Brawling-4D; Melee Weapons-4D; Dodge-4; Resistance-4D; Willpower-6D; Arcana-5D; Scrounge-5D; Search-6D; Profile-6D; Survival-6D+2; Stealth-5D; Fade-5D; Persuasion-4D; Intimidate-6D.
- Magicks: Unease-6D. The Angel of Death gives off a "creepy vibe" that makes even the most confident sort uncomfortable and slightly afraid. Some say it is because he is mad and unpredictable, because he believes in his supernatural powers of evil. Others claim that he really has the power to curse you to injury

or harm the ones you love. Regardless, those around the Angel must make a Willpower roll against his Unease Knack or feel an overwhelming desire to leave him alone and avoid him--even stopping any aggression or pursuit of him if the Willpower roll fails.

- **Mad Hettie**

- Description: Mad as a porridge-knife, Mad Hettie has the appearance and general demeanor of a aging streetperson. But she's been alive for centuries and knows a thing or two about getting by and how the real world works. Though she is neither an underdweller nor a 'Twixt, Hettie interacts with underdwellers as if she were one of them. Hettie appears to split her time between London, New York, and a few other major cities in Europe.
- Attributes: STR=2D, DEX=2D+1, CON=2D+2, KNO=3D+2, INS=3D+2, PRE=3D+2
- Skills: Melee Weapons-3D; Dodge-3D+2; Resistance-4D; Willpower-6D+2; Gossip-5D; Value-5D+2; Arcana-7D; Alchemy-6D+2, First Aid-5D; Sub-Geography-4D+2; Geography-5D; Scrounge-5D+2; Search-6D+1; Profile-6D+2; Survival-7D; Stealth-6D+2; Bargain-6D+2; Fade-5D; Persuasion-4D; Intimidate-4D+2.
- Magicks: Hidden Heart-7D, Augury-8D, Avoidance-8D, Fluster-7D. Hettie certainly knows a number of other tricks and charms.

New Orleans

New Orleans Below shares much of the chaotic diversity and history of its sister city Above. It is a vibrant and bristling community, full of colorful and dangerous characters. Its smallish size creates a close-knit feel, and most everyone knows at least a bit of everyone else's business. New Orleans Below is probably the most mystical of the undercities in North America, as much of the voodoo and Creole superstitions Above have filtered down to the City Below. New Orleans Below is a friendly enough place, welcoming to strangers, indulgent of most every vice, and eager for news of other cities. However, it is also an extremely dangerous place of shifting alliances, scheming opportunists, and potent black magic. Newcomers had best tread lightly.

Community: Small to Medium.

Beast: Feral Vampire.

Zones:

- **The Backwaters**:

- The Bayou Dwellers: Beyond and back, outside the city above's limits, a sub-population of New Orleans's underdwellers exist in near autonomy from their brethren. There, they follow traditions long abandoned, abolished or forgotten in either the world above or the more urban underdwellers. Slavery, voodoo, native mysticism, and amalgams of all flourish. Few outsiders manage to find their way past the beasts that populate the swampy Backwaters; fewer still manage to survive their more human inhabitants. But it is in the Backwaters, perhaps more than any other place in New Orleans Below, that dwellers may find powerful magicks, long-lived historians, and solutions to the most insolvable problems.

- **Cemetery Catacombs**:

- The Labyrinth of New Orleans: The tunnels beneath the city's largest and oldest cemetery are by far the most complex, populated and dangerous in New Orleans Below. They serve as the hub of the city's underworld, twisting into large complexes, living quarters, dead end tunnels, and decades long past. Some dead-end in musty crypts (where the occupants are not always quite dead), secret temples of the blackest arts, and darkest niches even most underdwellers work to avoid. In their deepest depths, the city's beast dwells, where it supposedly can change the structure of tunnels and confuse travelers to lure them into its hungry clutches.
- **Centre Ville (The Latin Quarter)**:
 - The Population Center: Above and Below in New Orleans's Latin Quarter, the populations come to buy, sell, entertain, and discover. As the main hub of commerce, the Centre Ville is both accessible and well-guarded by those interested in maintaining a semblance of peace and commerce in New Orleans Below. Idle passers-by and troublemakers may miss the entrances altogether. And those who break the Centre Ville Rules (No Fighting, No Stealing, No Bad Mojo) tend to find justice swift and harsh.
- **The Slave Quarter**
 - The Winding Neighborhoods: Not far through the tunnels from the Centre Ville, the subterranean version of the city's old slave quarter still houses a substantial population. Many claim it was the first part of New Orleans Below to take shape, since slaves often passed without notice from the World Above (and, ironically, often found life more accommodating Below). Aside from the standard scenes of domesticity in the underworld, travelers to the area may find a great number of services: Eyeball oracles, voodoo priests, willing Brave mercenaries.
- **The Underground Railroad**
 - The Secret Source: The "Underground Railroad" that helped some slaves escape the clutches of their Southern masters took on, at some point, a very literal manifestation. The railroad tunnel from below New Orleans, stretches north, branching, twisting, and, some would say, continually shifting and expanding. None have reported its end point. The tunnel seems almost alive, as does the driverless train that steams--without fuel--along the tracks. These days, the train arrives when it deems appropriate, and speeds off at its own whim. Some say it can be bargained with, cajoled, even bribed to take on passengers to far off cities, locked away secret chambers, and, perhaps, times gone by.

Personalities:

- **Ramplng** (Local Historian)
 - Description: An extremely thin, fierce-looking woman who appears to be in her middle-age, Ramplng has become something of New Orleans Below's unofficial historian and scribe. She can be counted on to know the reasons behind the great feuds, the names of past heroes and rogues, and the comings and goings of notable persons in the undercity. She has
 - Attributes: STR=1D+2, DEX=2D+2, CON=3D+2, KNO=4D+2, INS=4D, PRE=3D

- Skills: Resistance-4D, Willpower-6D+2, Sub-geography-7D, Sub-biology-6D, First Aid-5D, Scholarship-History-7D; Scholarship-History-New Orleans Below-11D, Value-7D, Arcana-6D, Alchemy-5D, Search-5D, Profile-5D, Bargain-4D, Con-5D, Perform-Writing-7D.
 - Magicks: Unknown. Some say Rampling is ageless--perhaps either immortal or already dead. Her ability to gather and recall knowledge is also preternatural.
- **Mama Fast** (Oracle and Healer)
 - Description: Mama Fast is a grand, broad old woman with sparkling, intelligent eyes, a quick, flashing smile that still melts the hearts of men and boys, and an intuition keen she often knows what someone wants before the person can reckon it for themselves. She takes her name from her ability to size a new person up, guess their secret motivations and fears, and slip them some safe advice even before they manage to mumble out a greeting. Mama Fast is kindly, but her jolly demeanor hides knowledge of dark voodoo magicks and an understanding of what it takes to survive in the World Below. She has employed more than a little of that knowledge in her ongoing feud with Christian the White.
 - Attributes: STR=2D, DEX=2D, CON=2D, KNO=3D, INS=6D, PRE=3D
 - Skills: Resistance-6D, Willpower-9D, Sub-geography-8D, Sub-biology-6D, First Aid-8D, Medicine (Healing)-6D, Arcana-6D, Arcana-Voodoo and Animism-9D, Alchemy-Voodoo-8D, Value-7D, Language-Ancient-7D, Search-6D, Profile-10D, Con-8D, Command-7D. Mama Fast probably has many more skills than those listed here.
 - Magicks: Augury-10D, Hindsight-8D, Healing-7D, Seance-6D.
- **Gripner** (Dealer of Curiosities)
 - Description: Gripner is a lean, cagey old man with as keen a nose for business as any in the World Below. He has long given up hawking normal wares and services and only participates in a deal that provides special challenges or piques his very unique sense of curiosity. Because of this, Gripner has squandered whatever riches he once had on deals that others would consider insane (and impossible): trafficking in fresh dinosaur eggs, arranging a trip to Limbo, attaining the services of a dead musician for a wedding. It is entirely impossible to predict what deal will catch Gripner's interest and, likewise, what he will have to offer on any given day.
 - Attributes: STR=2D, DEX=2D+2, CON=2D+1, KNO=3D+2, INS=4D, PRE=3D+1
 - Skills: Dodge-5D, Melee Weapon-Knife-6D, Missile Weapon-Crossbow-7D, Resistance-6D, Willpower-7D, Sub-geography-8D, Sub-biology-6D, Arcana-4D, Alchemy-Voodoo-4D, Value-10D, Steamworks-5D, Business-11D, Navigation-7D, Search-6D, Profile-7D, Con-9D, Persuasion-7D.
 - Magicks: Pockets-7D.
- **Christian the White** (Faction Zealot)
 - Description: Christian the White is a tall, imperious-looking white man, with shining blond hair and sparkling blue eyes. Like some of his aryan bretheren above, he believes strongly in notions of racial purity, morality and an amalgam of Christian and Aryan mythology. He has managed to carve out a small niche for himself in the relatively tolerant World Below, claiming to have not "fallen

between the cracks" to arrive there, but, rather, having journeyed there on a mission from God to save the pure blood whites living Below and maintain their genetic and moral superiority. As you might imagine, Christian the White did not come to New Orleans to make friends and his zealotry--sometimes erupting in violence--has created rifts in the underdweller community. Christian has amassed enough followers, however, to make him a player in the happenings below.

- Attributes: STR=3D+2, DEX=3D+2, CON=3D, KNO=2D, INS=2D, PRE=3D
- Skills: Brawling-6D, Dodge-7D, Melee Weapon-8D, Missile Weapon-8D, Run-7D, Resistance-6D, Willpower-7D, Sub-geography-4D, Scholarship-Aryan History-5D, Arcana-Christian-Aryan Mythology-5D, Value-7D, Tactics-7D, Business-4D, Search-5D, Profile-4D, Con-4D, Command-6D, Command-Aryan Followers-10D, Persuasion-7D.
- Magicks: Juice (Strength)-7D, Hidden Heart-5D.

Rio de Janeiro, Brazil

Rio also hosts a substantial underpopulation beneath its sunny streets. As the largest metropolitan area in South America, Rio has ample tunnels, nooks and shadows to house underdwellers. Like the city above, Rio Below is a somewhat colorful and chaotic place (especially when compared to other Undercities). Its inhabitants have developed somewhat primitive tribal units, often quite adversary to one another. They often practice many of the magicks associated with South American and Caribbean natives, including forms of animism, voodoo, and Catholic mysticism.

Community: Large.

Beast Rio's Beast is an ancestral rodent, endemic to South America, which grew to the size of a rhinoceros. It's fur has become blackened and matted with the soil and blood of its travels through Rio's winding catacombs. It is rumored that its organs would provide the necessary for extremely powerful magicks, including a spell to raise the dead. It has been seen wallowing the mud of the Amazon Below, far inland.

Zones:

- **The Deep Mines**

- The Sparkling Tunnels: Brazil is famous for many of the precious minerals its soils produce (often at a high human cost). The dwellers below are typically masters at finding rare minerals and gems--the likes of which have never been seen Above. Because precious metals and gems have little value below, these miners focus more on odd and magical items. Some dig years before finding anything of real value. Many of the tunnels have been abandoned, for mining purposes at least, and some residents have formed small communities therein. In other, dark and forgotten tunnels, beasts of unknown origins have taken up residence. Some say they have been put there to guard the mine's contents.

- **The Underground Amazon**

- The River of Life: Deep below the Amazon Above, a sister river flows like the River Styx. Filled with all kinds of life never seen in the world above, lined with lush vegetation and reaching into the depths of the continent and, many say, back into Time itself. The Amazon is both life and death to the dwellers below. It provides food and water, but has been known to suddenly swell and flood tunnels for miles, drowning the inhabitants.



Personalities:

- **Germania ("Hermania") de la Rocha**

- Description: A plump old woman of untold age, Germania serves as a kind of spiritual leader and advisor to the underdwellers of Rio. She is revered by nearly all of its residents, even by those who fear or despise her. Germania is generally quite cheerful and kindly, rarely showing a stern face or harsh word.
- Attributes: STR=1D+1, DEX=1D+2, CON=2D+2, KNO=5D, INS=6D, PRE=5D
- Skills: Resistance-4D, Willpower-9D, Sub-geography-7D, Sub-biology-6D, First Aid-9D, Medicine (Healing)-5D, Search-6D, Profile-8D. Germania probably has many more skills than those listed here.
- Magicks: Pockets-8D, Augury-10D, Hindsight-8D, Other Form-Serpent-8D, Healing-7D, Mending-8D, Channeling-8D, Seance-9D.

- **Che**

- Description: Young and charismatic, Che is the first real leader to appear in Rio Below for a long while. He tends to be headstrong, even arrogant, and will often commit himself to idealistic and nearly impossible feats. He hopes to some day unite the various tribal factions, and that goal alone is making him dangerous enemies. He has attracted a good number of followers and so far managed to remain on peaceful terms with the tribal leaders. However, it is apparent that if continues to seek this goal he will be marked for banishment or, more likely, death.
- Attributes: STR=3D, DEX=3D+2, CON=3D, KNO=2D+1, INS=2D, PRE=4D.
- Skills: Brawling-7D, Melee Weapons-6D, Missile Weapons-6D, Dodge-7D, Run-5D, Throw-Spear-6D, Resistance-5D, Willpower-6D, Tactics-6D, Sub-geography-6D, Sub-biology-4D, Search-5D, Survival-6D, Command-6D, Persuasion-6D, Con-5D.
- Magicks: Unknown for certain. It is rumored that he has Juice (4D).

San Francisco

San Francisco, sitting on a large bay on America's West Coast, serves as home to a large and diverse population of both up- and underdwellers. Unlike many other cities with a large underdweller population, San Francisco lacks a large number of tunnels and subterranean caverns. The unstable land upon which the city is built has precluded much digging. There are a few mass transit tunnels (the BART subway system stretching into the East Bay and limited local trains), but most of the other tunnels have been built in secret by underdwellers over the years. Because of this, the "underdwellers" of the city often spend a great deal of time above ground, co-existing in parallel with the oblivious updwellers. They merge with the city's homeless and transient populations--folks pushing shopping carts, kids begging for change down on the Haight, old haggard men trying to catch a nap in Golden Gate Park. They are just as invisible as the populations of the other Undercities, only they happen to see the sun a bit more.

San Francisco's underpopulation is also less structured than that in other regions. There are numerous notable figures, some attracting the fealty of followers, but by and large there's a somewhat chaotic feel to the community. Alliances are nearly always temporary, fitting the need and mood of the moment. That said, the underdwellers themselves tend to be a bit less factional than those in other cities, often helping one another out without extracting too high a price. As with all the other undercities, San Francisco Below is an extremely dangerous place, full of danger and magic (much of it colored by Chinese and local Native American traditions).

Community: Very Large.

Beast: San Francisco's Beast appears as a massive, hoary Grizzly Bear. Like his more mundane kin, he is extremely intelligent, adaptable and a brutal fighter. He dwells in the subterranean caverns created by the San Andreas Fault which runs below the Bay. No one is sure how old this Beast is, but it rumored that his predecessor was killed in 1906, when a devastating earth quake nearly destroyed the city. It is unclear whether the Beast's death caused the earthquake or whether it was killed for causing it.

Zones:

- **Alcatraz**
 - **The Prison:** ghosts still roam the empty halls, no more able to escape the stone walls and bars than they were when living. Thieves, rapists and murders, the lost souls still retain much of their twisted ways and demonic personalities. They know much of the spiritual underworld, usually the darker rumors and blackest secrets.
 - **The Cormorant Colony:** on the rough rocks of the island, a large colony of Brandts Cormorant makes nests and raises young every year. These wise seabirds hold much knowledge, passed from parent to chick, regarding the wilds and the sea. The Cormorant King rules over them all, as he has done for millenia. Like other cormorant colonies, the Alcatraz site is crammed full of birds, extremely loud and raucous, and quite smelly. Visitors will often be met with fear or aggression unless the visitor makes it known that he seeks the King.
- **The Backyards**
 - A major part of San Francisco Below consists of the backyards of numerous homes. Large Victorian-style homes were built up with their facades right on the street, leaving room for sizeable backyards. In the aggregate, these yards create fairly wide-open spaces within each city block. Many clever underdwellers know

how to use these backyards to quickly travel from one part of the city to another. There are also often old, forgotten sheds from decades gone by that underdwellers will sometimes inhabit.

- **Chinatown**

- Tunnels: Chinatown is home the largest number of secret tunnels in the city. Built mainly by Chinese immigrants in the latter half of the 19th century, these tunnels often lead to large underground chambers, dark pools full of danger and mystery, and even below the ocean itself. Some say that the right tunnel will give you a short cut right into Beijing Below.
- Magic: Chinatown also has the largest magical resources in San Francisco Below. It is quite possible to find an Arcanist or Eyeball and procure their services. There are regular markets comprised of only Chinatown dwellers. Also, it appears that there are some among the updwellers who can see and deal with underdwellers (though they may not always deal fairly...).

- **The Fog**

- Hidden Worlds: San Francisco Above is famous for its fog. In the World Below, it is more than a mere weather event. When the Fog creeps into the City, the very nature of San Francisco Below can change. Lost Souls, demons and other creepies become more bold. Whole neighborhoods take on a more gothic, dangerous feel. It is possible, too, that certain pathways, when followed in a Fog, will lead to other times and places. Just be sure you know how to get home.



- **Golden Gate Park**

- Wild Lands: The Park sits firmly in the middle of the city's largest residential zones and stretches for miles to the ocean. Within its boundaries, nearly anything associated with pre-developed California may be found: thick, scrubby hills; deep, dark forests; running streams; whole Indian tribes still living their lives as normal; even Grizzly Bears. What one finds in the Park is often dependent upon the entrance taken.

- **The Haight**

- Street Urchins: The Haight attracts youth like no other place in the city. They come from all over the world and then fall between the cracks, often well on their way to becoming an underdweller before arriving in San Francisco. Lost, hungry, tired and desperate, they make their living as they can--often begging during the day and evening and finding a place to sleep in the nearby park at night. Many of these youths are "Twixts, able to interact with the updwellers and underdwellers alike, but unable to every truly belong. As such, they make good contacts for when someone needs something done in the World Above, and there are a fair number that may be hired as Bravos, thieves and assassins.

- **Mission Street**

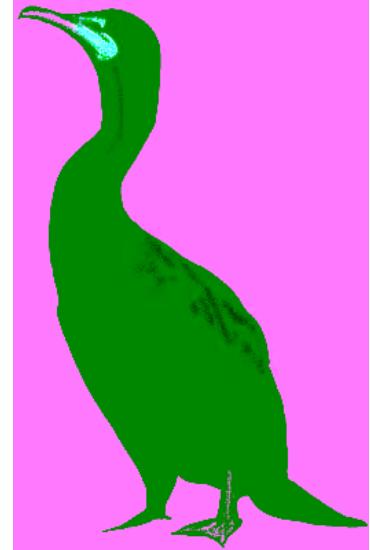
- The Rabble: Mission Street's underpopulation is probably the largest and most diverse of that in the City. There are numerous immigrants from all over the world (both Below and Above) and a fairly steady flow of upwellers who have "fallen through the cracks." Because of its size, the Mission offers a wide range of services and products, as well as some of the greatest dangers in the City. Many underdwellers have tried to wrest control over the residents, but none has succeeded, with the slight exception of the Chairman (see below).
- **The Marina:**
 - The Burning: The Marina is the one zone in the City that underdwellers cannot seem to access. In fact, they are actively repelled as they approach (will take stunning damage of the character's Constitution score +1D). Obviously, someone knows of the underdwellers and has wrought some magic to keep them away from the pristine homes and boutiques of the neighborhood. Even 'Twixts experience nausea and frequent hassling from police when they show up in the neighborhood. There are many rumors as to what is hidden in the Marina to require such a shield and, perhaps more importantly, who would have the power to create it.
- **The Tenderloin**
 - The Black Market: The Tenderloin Above is the most dangerous part of San Francisco. Filled with the poor, desperate and often addicted, the neighborhood itself is often run down and full of homeless. It comes as no surprise, then, that the Tenderloin Below is even more dark and dangerous. Few underdwellers will go there, and when they do, only if they too are extremely desperate. If they can afford it, they arrive with at least a couple of Bravos to watch their backs. But, as with all dangerous places, the Tenderloin also offers some of what others cannot. There, one may find reagents for the blackest magicks, information on demons whose names go unspoken, and hire services that would make most shudder to think of.

Personalities:

- **Chairman of Mission Street**
 - Description: The Chairman runs the undercity in the Mission district with the iron fist, yet megalomaniacal flair, of a revolutionary Communist leader. He rejects the notions of the East Coast and European hierarchies, though, of course he has set up his own hierarchy on the West Coast. He has numerous followers, many of whom adhere to his orders with zeal.
 - Language: English, Ratspeak (5D), Pigeonspeak (5D).
 - Attributes: STR=2D+1, DEX=2D, CON=3D, KNO=3D, INS=3D+2, PRE=4D.
 - Skills: Brawling-6D, Melee Weapons-7D, Dodge-7D, Missile Weapons-6D, Resistance-5D, Willpower-7D, Streetwise-9D, Sub-geography: San Francisco-10D, Sub-biology: San Francisco-7D, Tactics-8D,
 - Magicks: Beastspeak: Ratspeak (5), Pigeonspeak (5); Avoidance (5D); Suggestion (6D); Fluster (5D).

- **The Cormorant King**

- Description: An ancient, hoary cormorant who stands about 5 feet tall (taller than his kin), is covered in rough brown feathers, has shining blue skin patches on either side of his head, and mesmerizing yellow eyes.
- Language: Bird-Cormorant. Can understand English (and probably every other language). If a character who does not speak Cormorant asks the King a question, and the King decides to answer, the character will "know" the answer without hearing words or understanding how he came to have that knowledge.
- Attributes: STR=2D, DEX=2D, CON=7D; KNO=8D; INS=7D; PRE=8D.
- Skills: Unknown. He seems to know a lot--a whole lot--about history, past civilizations, ancient artifacts (especially those lost at sea), and other even more arcane lore. He also has a very commanding presence.
- Magicks: Unknown. It is rumored that he has a Pacifistic Bubble around him (STR=10D) which prevents anyone from attacking him or his nearby kin. He obviously has communication abilities as well.



- **Empress Han**

- Description: Shrunken and bent with centuries of age, the wise Empress Han rules over San Francisco's Chinatown Below like a stern mother bear would her cub. Nearly everyone in San Francisco Below fear her wrath, and nearly all owe her a favor of one sort or another. Aside from a fair number of skilled troops, the Empress also employs a vast array of spies, informants and assassins. Further, Chinatown sits atop the most extensive tunnel system in the City, nearly every inch controlled by Han. Very little happens in the undercity without her knowledge.
- Language: English. Numerous Chinese dialects. She probably knows many others.
- Abilities: STR=1D+1, Dex=1D+2, Con=3D, KNO=6D, INS=7D, PRE=7D.
- Skills: the Empress probably has many more skills than those listed: Resistance 8D, Willpower-9D, Streetwise-9D, Tactics-6D, Sciences-6D, Arcana -9D, Profile-9D, Search-7D, Command-8D, Command-Imperial Guard-12D, Intimidate-9D.
- Magicks: Warping (9D); Avoidance (9D), Harm (8D), Augery (9D), and probably many more.

- **Falstaff**

- Description: Fat and jolly, this old rake hides a dangerous mean streak under his exuberant persona. Falstaff is both clever and cowardly, often manipulating events to his own advantage without ever taking a risk himself. He has managed to capture the loyalty of many of the Haight's youths, often employing them as thieves and bravos for his schemes. They regularly give him a 40% take on what they have managed to beg or a steal (he finds ways of transferring upworld cash into useful stock down below). Falstaff is always game for a plan that will bring

mutual benefit, and he can find almost anything, but don't be surprised if the terms of the deal change when he sees fit.

- Language: English, Ratspeak (6D), Pigeonspeak (7D).
- Attributes: STR=3D+2, DEX=2D, CON=3D+1, KNO=3D, INS=2D+2, PRE=2D+1.
- Skills: Brawling-5D, Melee Weapons-5D, Dodge-7D, Missile Weapons-8D, Resistance-6D, Willpower-8D, Streetwise-9D, Sub-geography: San Francisco-9D, Sub-biology: San Francisco-6D, Tactics-5D, Value-9D, Search-6D, Profile-7D, Command-6D, Command: Street Urchins-9D, Persuasion-8D, Con-8D.
- Magicks: Elsewhere-7D, Beastspeak: Ratspeak (6D), Pigeonspeak (7D); Suggestion (7D); Mending (6D).

- **The Sisters of Perpetual Indulgence**

- Description: The Sisters have a dual existence in San Francisco. Above, they are a transvestite, transgender and gay activist group, with a heavy dose of humor thrown in. They exist mainly to ruffle the feathers of the uptight and too-straight. Below, the Sisters have developed a deep commitment to helping the less fortunate (or even less fortunate) of the World Below. The Convent provides haven and healing to those who need it. While they cannot feed nor house all that come to their doors, they can provide some temporary services. Further, some of the Sisters have become quite skilled at combat and will act to defend a victim of violence.
- Language: English. Members of the Sisterhood speak all of the languages that are found in San Francisco Below, and probably some that aren't.
- Typical Attributes: STR=2D+1, DEX=2D+2, CON=3D, KNOW=2D+2, INS=2D, PRE=2D.
- Typical Skills: Brawling-4D, Dodge-4D, Melee Weapons-4D+1, Missile Weapons-4D+1, Resistance-4D, Willpower-3D, First Aid-5D, Sub-geography: SF-4D, Sub-biology: SF-4D, Value-3D+2, Alchemy-3D, Education-3D+2, Search-3D, Intimidate-4D.
- Leader: Holy Mother Catherine of the Blessed Thong.
 - *Description*: Mother Catherine, formally Bill Jenkins investment banker, has served as the head of the Sisterhood Below for nearly ten years. In that time, she has brought a new level of discipline and commitment to the order. Mother Catherine is firm, confident and often serious, but she has a strong sense of humor and nearly endless compassion. She will not take sides in a dispute, nor commit members of her order to



unnecessarily dangerous missions, but she will act as she sees fit to help the most people within her means.

- *Attributes:* STR=3D+1, DEX=3D, CON=3D, KNO=4D, INS=2D, PRE=2D+2
- *Skills:* Brawling-5D, Dodge-7D, Melee Weapons-6D, Missile Weapons-7D, Willpower-9D, Resistance-6D, First Aid-8D, Medicine-4D, Alchemy-7D, Arcana-6D, Value-7D, Education-6D, Search-5D, Profile-7D, Command-7D, Command: Sisterhood-9D, Intimidate-7D.
- *Magicks:* Healing (7D), Mending (7D), Augury (5D), and probably many others.

