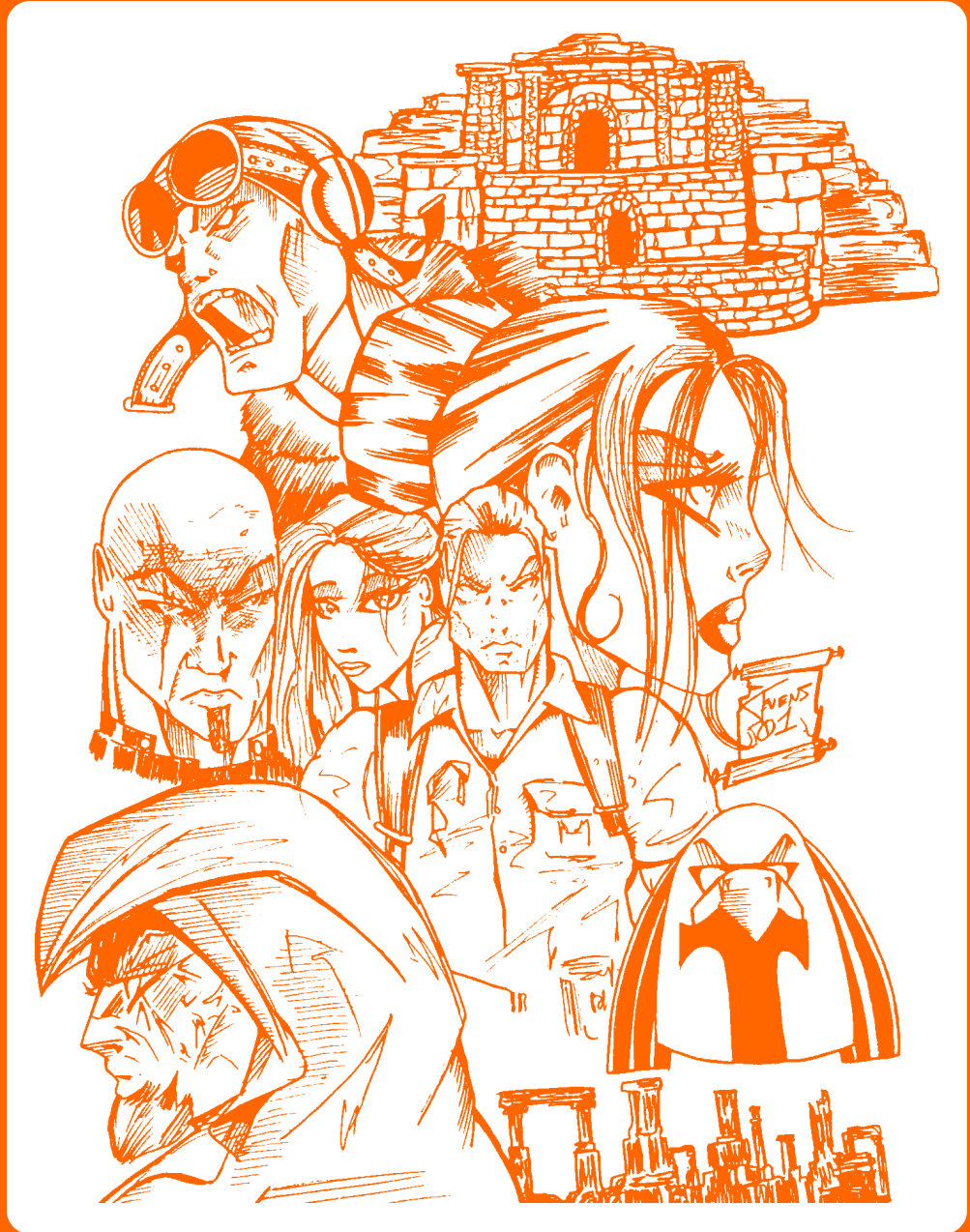# CORE RULES

OPEN CORE

CHRISTOPHER HELTON

JONATHAN THOMPSON

What is the Open Core System?

- The Open Core System is derived from the best of today's Open Gaming Content, creating a new, strong, coherent and flexible role-playing game system - it's the house rules you've been waiting for.

- The Open Core System is effects-based to help you create that "perfect" character using attributes, skills, abilities, and disabilities.

- The Open Core System is "classless," a point-based system that can allow players and GMs to create a wide variety of characters and world.

- The Open Core System can handle a wide spectrum of genres "right out of the box," from science fiction to super-heroes to anthropomorphics to classic fantasy.

- The Open Core System uses a simple, time-proven base mechanic: 3d6 + Attribute + Skill VS. Target Number. Variant rules for other dice (1d20, etc.) are included.

- It's easy to convert characters and campaigns from other popular open gaming systems to the Open Core System.

- The Open Core System is fully extensible; Open Content from other systems can easily integrate into the Open Core System.

OPEN CORE

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THE DEVELOPER WOULD LIKE TO THANK:

Tim for the initial development, Jonathan for helping to take this over, Murphy's Law for years of play testing, my parents for putting up with a hobby that they probably didn't like me having when I was younger, my current gaming group (Aaron, Leighann, and Paul), and of course Colleen. She inspires my writing, even when it is "just" a set of rules.

This is dedicated to developers of open content around the world, there are always new permutations to be found.

DESIGNER'S NOTES

Welcome to the *Open Core System*. What you have before you is the culmination of over two years of research and development. No game is designed in a vaccuum, particularly when it is a part of the Open Gaming "movement," those games and systems which are developed using what is known as open content under the Open Gaming License. The *Open Core System* started out as a set of house rules, rules pulled from a number of sources to use in my campaign at home. Through a chance meeting through the internet these house rules started on the path of development towards being a cohesive ruleset. Much of what has become the *Open Core System* is due to those early months of development. And then through a reversal of fortunes, all of the rights and marks to this system ended up reverting back to me. Through a new partnership with **Battlefield Press, Inc.** the *Open Core System* found a new home, and a renewed development path.

Now, the *Open Core System* has become more than just a generic ruleset derived from the best open content available, it is becoming a house system. In addtion to this generic ruleset we plan on using the *Open Core System* to power the second edition of the **Luftwaffe 1946 RPG** and the upcoming **Big Bang Universe RPG**. There is so much more in development as well - genre books and core settings are being discussed and worked out. The *Open Core System* is the next step in the evolution of the Open Content "movement."

The *Open Core System* is not a static game system, it evolves as ideas and concepts are worked out in play and testing. This version of the *Open Core System* has a few new developments to it in addition to the material that were in the preliminary electronic and print versions. There will probably be future evolution as well. For more information on the *Open Core System* check out the **Battlefield Press, Inc.** webforums at : http://www.battlefield press.com, and the *Open Core System* webpage at http://www.battlefieldpress.com/ocsystem.shtml.

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OPEN CORE SYSTEM

2 ELECTRONIC EDITION
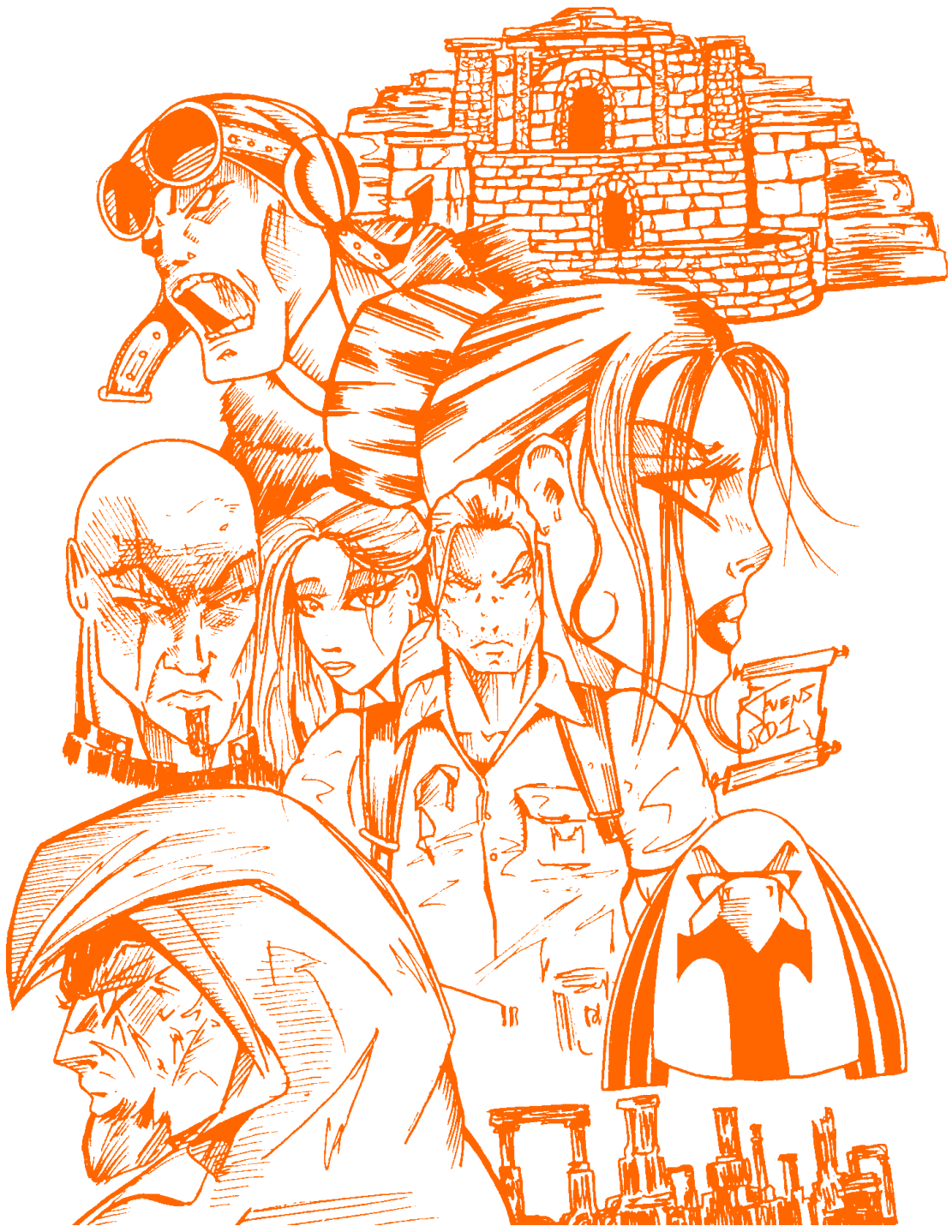
In this section we present a quick overview of the most basic rules of the game.

Dice

The game rules use three six-sided dice. It's traditional to abbreviate "three six-sided dice" by writing "3d6." In this custom, the first number is the number of dice being used (in this case 3) and the second number represents the type of dice being used (specifically, number of sides they possess), so "d6" means "six-sided dice."

Six-sided dice are the common, square-shaped dice that can be found in many board games. They can also be purchased in many general department stores, but chances are you have at least three of these dice somewhere in your house, in other games.

There are options to use other numbers and kinds of dice, which are discussed later and in other optional rules. For now all you need to play the game are 3d6—three six-sided dice.

The GM

One member of the group assumes the role of moderator and controls the Non-Player Characters ("NPCs" for short). This player is known as the Game Master, or GM.

In situations when the rules are unclear or need to be applied in a new or unique way, the GM uses his or her best judgment. The GM also constructs the basics of the game. Basics include the setting, theme, NPCs and some goals for the players' group, normally called a Party, but also referred to as a Team, Troupe, Group, or Cabal. We'll talk more about what makes a good Game Master later in this book.

Players and Characters

Each player has a fictional character, called a Player Character (or "PC"), a made-up person that the player will use during the game. The player chooses what his character does and says during the game.

Players are in no way assumed to actually *be* their characters. Players are real people. Characters are pretend. Think of the player as an actor, and the PC as a role that the actor is playing in a movie or play, and you'll begin to get the idea.

Attributes & Skills

Each character has attributes and skills that represent the character's personal ability or aptitude in various areas or for performing certain tasks.

Each attribute and skill has a numerical score. This score tells you how strong or proficient the character is in that area. Most characters will have scores from 1 to 10, which represents the normal human range of ability.

Attributes

There are six attributes, which are arranged in two groups: Body and Mind.

Each group contains a Power Attribute, an Aptitude Attribute and a Resistance Attribute.

New attribute groups can be added, providing more variety and additional attributes for characters, but the core rules use only these two.

Skills

Each character also has skills, which represent the character's general ability or aptitude in various tasks. There are skills for arts and crafts, using weapons, and even diplomacy. Skills reflect how good your character is at what he knows.

Skills are also arranged into groups. Each group contains from 5 to 8 related skills.

Each skill is associated with a specific Attribute Group. Persuasion, for example, is associated with the Mind Group, whereas the Swords skill is associated with the Body Group.

When a character attempts a simple task, such as walking or opening an unlocked door, the player doesn't need to roll dice. When a character attempts an action that has a chance of failure, however, such as attacking an opponent or maneuvering a car through an obstacle course, the player must make a skill roll.

Skill Checks

Skill rolls are used to determine if a character is successful at some attempted action or task.

Players decide if they want their character to perform an action. An action can be as simple as walking through a door, which would not require a skill roll. Sometimes there is a level of skill involved in performing the action, however, so the player may need to make a skill roll for his character. The GM decides whether or not an action requires a skill roll.

Attribute + Skill

If the GM determines that a player's chosen action requires a skill roll, the GM determines which Skill and which Attribute (from the Attribute Group associated with the skill) apply to the task.

If a character attempts to shoot an opponent with a revolver, the player must make a Pistols skill roll. Because the Pistols skill is associated with the Body Group, the GM must choose Strength, Reflexes, or Health as the attribute that the player uses with the Pistols skill. The logical choice is Reflexes, the Aptitude Attribute for the Body Group.

Difficulty Levels and Target Numbers

The GM then determines the Difficulty Level (or "DL") of the action being attempted. Each Difficulty Level has an associated Target Number (abbreviated as "TN"; see the *Difficulty and Target Number Chart*). The more difficult the action being

attempted is, the greater the Difficulty Level and the higher the Target Number.

The Target Number is the number that the player must meet or beat when making a dice roll in order for the task to be successful. A Target Number of 18 would be shown as "(TN 18)."

Making the Roll

To make a skill roll, a player rolls 3d6 and adds his character's attribute and skill scores to the number rolled on the dice. If this new total is equal to or more than the Target Number, the attempted action is successful. If the total is lower than the Target Number, the attempt fails.

Attribute Checks

Attribute rolls are made much the same as skill rolls, with the GM determining a Difficulty Level and assigning a Target Number. The difference is that instead of adding an attribute score to a skill score, the player simply rolls against the character's attribute score without any modifiers.

John's character has a Reflexes score of 8. The GM tells John to make an Difficult attribute roll (TN 21) using his character's Reflexes. He then rolls 3d6, and gets 13. Because 13 plus 8 equals 21, John's character's attribute roll is successful.

Damage

If a character suffers injury, such as from being hit by a weapon or falling into a pit, the injury is represented by *damage points*. Damage points are subtracted from the character's Life Points. When a character's Life Points are reduced to 0, the character is dying.

Attributes are scores that reflect the character's basic physical and mental abilities. In short, the core attributes define the character's "body and mind."
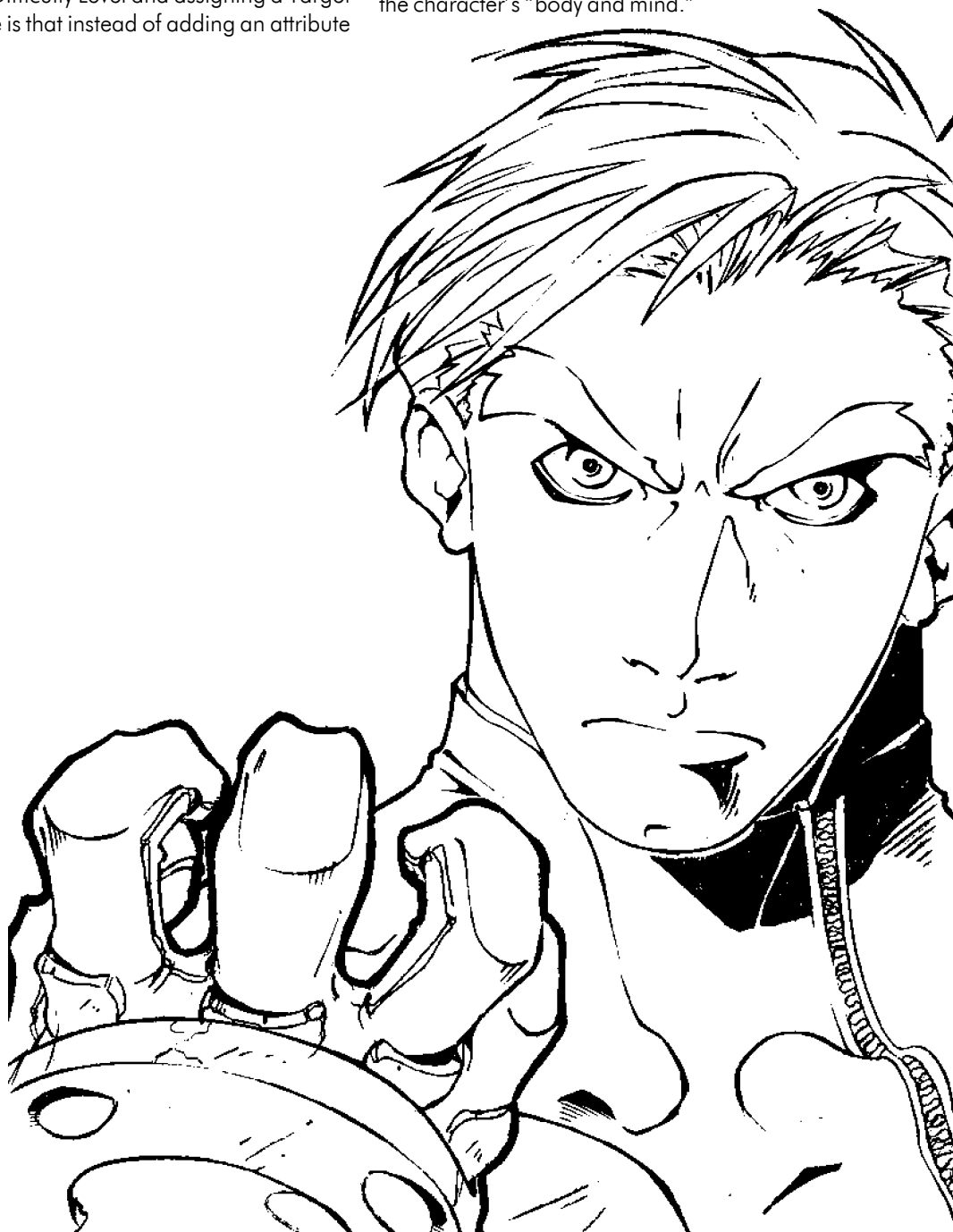
BUYING ATTRIBUTES

Characters have numerical scores that define their basic capabilities, called Attributes. Each character can also have traits, benefits, and skills. These are described in detail later in their own sections.

Attributes cost 1 Character Point for each level in an attribute. Buying a STR of 5 for a starting character, for instance, has a cost of 5 Attribute Points.

Each player gets a number of points to divide among the character's Attributes and Abilities. Another pool of points, called Skill Points, is used to purchase a character's Skills. The separate point pools are a method to allow the GM to help prevent the abuses of power gamers. (See the table below.)

Character Points

The six core Attributes represent your character's basic abilities, but his or her more specific acquired or innate talents and abilities are known as Character Abilities. Any Character Points remaining after you have purchased your character's Attributes, are available to acquire Abilities.

The Character Points given to all characters in *Open Core* are used to purchase Attributes and Abilities. Abilities can represent anything from racial abilities to super-powers. Also Points gained from Disabilities are equal to Character Points. Future Experience gained can be exchanged on an equal basis for Character Points.

can extend it beyond Rank 6 with GM permission. Acquiring an Ability or increasing it in Rank requires the expenditure of one or more Character Points (or Experience Points) depending on the Ability's Character Point cost per Rank. The Ability descriptions indicate the Character Point cost, its game effects and limitations, and the Ability most relevant to the Ability's use should a Ability check dice roll be needed.

One the character has been created, if the Player wishes to increase the Ranks of Abilities, or purchase new abilities for the character (with the GM's permission), experience points maybe traded for Character Points on a one to one basis.

The selection of Abilities is one of the most important steps during character creation. Through Abilities, you define your character's unique capabilities compared to other individuals. Think carefully about the balance between a few high-rank Abilities and a large number of low-rank Abilities.

If you find yourself needing more Character Points than you have been assigned, consider burdening your character with one or more Disabilities. Each Disability can provide you with an additional Character Points, which can be used to acquire more Character Abilities or further increase your character's Ability Scores.

Attributes can be improved after character creation by spending Experience Points (see *Experience*, page xx). To increase an attribute by one level costs 5 times the new level in

Campaign Power Level				
Power Level	Character Points	Skill Points	Max Att.*	Max Skill*
Low-powered game	32	16	4	4
Average-powered game	40	20	5	5
High-powered game	64	32	8	8
Very high-powered game	80	40	10	10
Extremely high-powered game	96	48	None	None
Cosmic-powered game	120	60	None	None

* Attributes and Skills may be raised above the Campaign Maximums by Abilities (such as Skill Knack for Skills and Enhanced Attribute for Attributes). Character Points and Skill Points can not be spent directly on Attributes or Skills to raise them above the Campaign Maximums.

Character Points may be used to acquire Abilities, but since some represent exotic powers (such as magical or superhuman powers or abilities innate to non-human races), the GM may choose to place certain restrictions on their availability in his or her particular game setting.

There are many different Character Abilities, each representing a particular talent or special ability. Each Ability is rated with a Rank from 1-6 (or in a few cases, 1-10), but you

experience points.

Tom wants to increase his character's current STR from 3 to 4. It will cost 4 x 5 = 20 experience points to increase Tom's character's STR to 4.

Buying Skills

You get a number of points to divide up among the character's skills based on the Campaign's Power Level, as shown on the table above (Campaign Power Level). Skill Points are used to buy skills for your character. While Character Points can be exchanged for Skill Points at a ration of 5:1, Skill Points can not be exchanged for Character Points.

Maximum Attribute Scores

The recommended maximum score for any attribute depends on the campaign level of the game. Players may purchase up to the maximum score for any primary attribute. This limit does not include any bonuses for applicable Abilities (see the chapter on *Traits*), or Abilities if they are allowed in the campaign.

Jim is creating a character for a Average level game, with a maximum characteristic score of 5. Jim buys a REF score of 5 for his character and also buys the Enhanced Attribute [Reflexes] Ability as providing a +2 to his REF for his character. This makes the character's effective REF score a 7, which is higher than the suggested maximum attribute score for the campaign, but is allowable.

The GM is free to ignore this rule for his or her game.

Unspent Character Points

Any unspent Character Points may be converted to Skill Points at a rate of 10:1. Skill Points are used to buy skills. This means that for every 1 Character Point that a player wishes to spend on something besides his character's Attributes and Abilities, the player can "exchange" the Character Point for 10 Skill Points. Skill Points can't be used to increase a character's attributes, however.

BODY GROUP

The three attributes that define a character's "body" or physical being are Health, Strength, and Reflexes.

Strength (STR)

Strength (abbreviated STR) is the "Power" attribute for the Body Group. STR represents raw physical prowess, including the ability to lift, push and otherwise exert force.

The total weight that a character can lift to waist level without moving (i.e., dead lift) is shown on the *Basic STR Table*. A character is able to carry (lift and move) weight equal to half his lift capacity. A character can drag or pull twice his lift capacity.

Tom's character has a STR of 7. He can dead lift about 550 pounds, he can carry 275 pounds, and he can drag or pull up to 1,100 pounds.

Reflexes (REF)

Reflexes (abbreviated REF) is the "Aptitude" attribute for the Body Group. REF covers the character's agility, coordination, reaction, and overall speed. The higher a character's REF, the more dexterous and agile he is, and the better his sense of balance is. A REF of 0 represents total lack of control over one's muscles and movement (e.g., severe palsy or total paralysis).

Health (HLT)

Health (abbreviated HLT) is the "Resistance" attribute for the Body Group. HLT reflects the character's overall constitution, general health, resistance to disease, and overall fitness. The higher a character's health, the more resistant he is to illness and physiological degradation and injury. A HLT of 0 represents an absence of life (i.e., death).

MIND GROUP

The three attributes that define the character's "mind" or mental and emotional being are Presence, Intellect, and Will.

Presence (PRE)

Presence (abbreviated PRE) is the "Power" attribute for the Mind Group. PRE represents the character's general personality, charm, charisma, and innate persuasiveness. The higher a character's PRE, the more influential he can be. A PRE of 0 represents a total lack of personality, charisma, and emotion (e.g., a brick or a wall).

Intellect (INT)

Intellect (abbreviated INT) is the "Aptitude" attribute for the Mind Group. INT represents the sharpness of the character's mind, clarity of thought and overall alertness. The higher a character's INT, the brighter and more perceptive he is. An INT of 0 represents a complete lack of intelligence and thought (e.g., brain death or an inanimate object).

Will (WIL)

Will (abbreviated WIL) is the "Resistance" attribute for the Mind Group. WIL reflects the character's mental strength, ego, and force of conviction. The higher a character's Will, the greater his resolve, focus, and level of concentration. A WIL of 0 represents no resistance to emotional influence and/or a complete lack of self-awareness (e.g., an automaton, robot or zombie).

Basic STR Table

Score	Drag	Dead Lift	Carry	Damage	Example of Dead Lift Weight
0	0	0	0	0	
1	22 lbs.	11 lbs.	6 lbs.	1d6-2	Infant's weight, M1 Garand, shot-put
2	110 lbs.	55 lbs.	28 lbs.	1d6	Child's weight, full suitcase, 27" TV set
3	220 lbs.	110 lbs.	55 lbs.	1d6+2	Adolescent's weight
4	440 lbs.	220 lbs.	110 lbs.	2d6	Average man's weight
5	660 lbs.	330 lbs.	165 lbs.	2d6+2	Football lineman's weight
6	880 lbs.	440 lbs.	220 lbs.	3d6	Sumo wrestler's weight, small piano, GBU-12 500-lb bomb)
7	1,100 lbs	550 lbs.	275 lbs.	3d6+2	Large black bear, seal, large stag, small boulder
8	1,320 lbs	660 lbs.	330 lbs.	4d6	Grand piano, small nuclear warhead
9	1,540 lbs.	770 lbs.	385 lbs.	4d6+2	120mm mortar, large wooden canoe
10	1,760 lbs.	880 lbs.	440 lbs.	5d6	Motorcycle, sailboat, female polar bear

ATTRIBUTE SCORES

All attributes are based on a scale of one to ten (1-10), denoting the normal human levels of possibility. Characters in certain types of games may have attributes with scores higher or lower than humanly possible.

The higher an attribute score the better the character is in that area. For example, a character with a Strength of 3 is average, whereas a character with a Strength of 1 is roughly equivalent to an infant or small animal.

A score of 9 or 10 represents the pinnacle of human achievement. It should be rare to encounter someone with an attribute or skill at this level (at least among NPCs), and such a person may be well-known for his ability.

For example, a strength score of 9 could represent the strength of an Olympic weight-lifter and an Intellect of 10 could represent Hawking-like genius.

Scores higher than 10 are superhuman and are only possible through some unusual or supernatural means, such as drugs, magic, or paranormal power. Creatures, legendary beings, superheroes, and otherwise extraordinary beings are not subject to the maximum score of 10 rule.

A score of 0 means the character has absolutely no capability in that area. Generally, if a character's attribute drops to 0 for any reason, the character is completely impotent in that area.

Creating New Groups

The core rules use only two attribute groups: Body and Mind. Some GMs will want to add their own attributes to characters for their games. Adding attributes and keeping them compatible with the core rules is easy.

If your game uses additional Attribute Groups, make sure to increase the number of Character Points given to players when creating characters (see **Buying Attributes**). When creating new Attribute Groups, it is recommended that the number of Starting Character Points should be increased by at each Power Level, according to how the GM may wish to change this to better fit his campaign.

What To Call It

First you need to decide what the "realm" or "effect" of the group is. Is it for psionic abilities? Maybe you could call it the Psi Group. Does it deal with faith, religious conviction, or karma? Maybe you could call it the Spiritual Group. Do you want to expand on social traits and skills? Create a Social Group.

Next, you need to create three attributes for your new group. Each group has an attribute for "power," one for "aptitude," and one for "resistance."

For example, let's say you're adding a Psi Group. You could create the new attributes Prowess (PRW), Control (CON) and Mental Defense (MEN).

Do I Need Three Attributes?

If you don't want to create three new attributes, you could use one attribute for all three aspects of that group, but we recommend that you use three attributes. The game system was designed with three attributes in each group.

More Examples

You will no doubt see new Attribute Groups in various products. These are optional. They add "flavor" and atmosphere to these games, but you are free to ignore than and use only the Body and Mind Groups in the core rules, if you like. We recommend giving these new Groups a try. New Groups can be both fun and add a lot to a game, especially if the game uses an exotic setting or unusual genre.

DERIVED ATTRIBUTES

There are also a few special attributes. They are not assigned points during character creation like the core attributes. Instead, the following attributes are derived from attributes in the Body or Mind Group.

Derived attributes in the core rules are Defensive Target Number, Initiative, Toughness, Life, and Move. You can create new derived attributes in addition to these.

Some special attributes can have scores higher than 10; derived attributes are not necessarily scaled the same as a character's attributes, such as STR, INT or REF.

Derived attributes can be increased using Character Points (but not Attribute Points). The cost for increasing each Derived Attribute above its base score is given in the description.

Defensive Target Number (DEF)

A character's Defensive Target Number (abbreviated DEF) represents how difficult it is to successfully hit the character in combat. DEF becomes the base Target Number (TN) needed for any skill rolls made to hit the character in combat, for hand-

Attribute Values

Score	Description	PRE	INT	WIL	STR	REF	HLT
0	Null	"Autistic"	Brain dead	Automaton	Paralyzed	Severe palsy	Dead
1	Invalid	"Dull"	"Handicapped"	Indecisive	Infant	Trembling	Infirm
2	Weak	Impressionable	"Slow"	Gullible	Adolescent	Clumsy	Sensitive
3	Average	Average	Average	Normal	Adult	Average	Average
4	Good		Bright	Self-assured	Amateur athlete		Fit
5	Very Good	Personable	Cunning	Confident	Boxer	Nimble	Healthy
6	Impressive	Charismatic	Gifted	Motivated	Football lineman		
7	Great	Charming		Driven			
8	Outstanding	Enticing			Power-lifter	Olympic Gymnast	
9	Amazing	Enthralling	Brilliant			Martial arts star	
10	Legendary	Beyond words	Genius				Peak of health

to-hand, melee and ranged attacks. A character's DEF score may be modified up or down for variables such as distance, armor (heavy armor lowers a character's effective REF) and so on.

A character's DEF equals his **REF + 10**.

Mike's character, Arelius, has a REF of 7. His REF+10 gives him a DEF of 17, so any characters who attempt to attack Arelius must roll against a Target Number of 17.

Initiative (INI)

Initiative (abbreviated INI) represents how quickly a character can act in a turn.

A character's Initiative equals his **(REF + INT)/2**, rounding up. At the beginning of each turn of combat (or any other time the GM calls for the players to determine initiative), each player rolls 1d6 and adds the number rolled to his character's INI score.

The character with the highest INI total acts first in a turn. In cases of a tie, the character with the higher INT goes first. If both characters have the same INT, then the characters act simultaneously.

For more information about how Initiative works, see the section on *Combat*.

Toughness (TGH)

Toughness (abbreviated as TGH) represents a character's resistance to blunt force damage, such as from a punch, a baseball bat, or auto collision.

A character's starting TGH equals **(STR + WIL)/2**, rounding up.

When a character suffers damage from a pummeling, bashing, or blunt attack, subtract the character's TGH score from the damage, then subtract the remaining damage (if any) from the character's Life points (see *Life*, below). If a character suffers an amount of damage that does not exceed his TGH score, he suffers no loss of Life; he has completely shrugged off the attack.

For example, Swingin' Sam has a Health of 4 and a Toughness of 8. In a fist fight with a bad guy, Swingin' Sam is hit by his opponent, and the GM rolls 19 points of damage. Albert subtracts Swingin' Sam's Toughness of 8 from the damage, leaving 11 points of damage.

Toughness may also be used to decrease the damage suffered from some forms of *Special Damage* at the GM's discretion (see *Damage*, page 70).

Life (LIF)

Life (abbreviated LIF) points are used to keep track of damage a character suffers during an adventure. Any time a character suffers damage, he temporarily loses a number of Life points equal to the points of damage inflicted.

A character's LIF points equal **(HLT x 3) + (WIL x 2)**.

Continuing from the example above, Swingin' Sam has a Health of 3 and a Willpower of 5, so he has 9 + 10 = 19 Life points. Albert subtracts the 11 points of damage from his character's Life points. After getting punched, Swingin' Sam has 8 Life points left.

Stunning and deadly damage are both subtracted from a character's LIF (see *Damage*, page 70). When a character reaches 0 LIF from lethal damage, they are dying. If a character suffers combined stunning and deadly damage that exceeds the character's LIF, the character is unconscious but not dying.

Swingin' Sam has 19 LIF points. He has suffered 11 points of stunning damage from a punch and then a short time later he is shot (Sam's had a hard day) and suffers 8 points of deadly damage. Sam has suffered 11 points of stunning damage and 8 points of deadly damage, for a total of 19 points of damage, bringing his current LIF points to 0. Sam is unconscious. Until he regains some of his LIF points back (either from healing, medical aid or other means) he will remain unconscious.

A character may also be stunned or knocked unconscious by one mighty blow. Any time characters suffer an amount of damage from a single event or attack that exceeds half their LIF score (round up), after subtracting TGH (if applicable), they are stunned. A stunned character's STR, REF, PRE, and INT all drop to 0 for as long as the character is stunned. In addition, stunned characters lose their next action, which is spent "recovering from being stunned." On the subsequent turn, the character has recovered and may act normally.

If a character has not yet acted in the turn in which he is stunned, he loses his action for that turn but may act normally on the next (second) turn. If a character has acted in the turn in which he is stunned, he loses his action for the next (second) turn and may act normally on the following (third) turn.

Kyle's character has 20 LIF points and a TGH of 5. He is hit by a punch for 17 points of blunt damage. Kyle subtracts his character's TGH from the damage, leaving 12 points of damage. Because 12 is more than half his character's LIF, Kyle's character is stunned for one turn.

At the GM's discretion, a stunned character may go completely limp, fall down, or otherwise lose the ability to maintain his current action (for example, hold a rope, stay in the saddle, etc). A stunned character has a base DEF of 10, with no bonus for REF.

Energy Points (EP)

Energy Points (EP) represents the personal reserves and fortitude your character has at his or her disposal when carrying out difficult or spiritual tasks. Energy Points are needed to fuels certain Abilities such as Magic, but they can also be used to temporarily increase Attributes or Life points. This Ability only lasts for a few minutes — the duration of an important task.

Any Attribute can be raised by 1 for every 5 Energy Points drained from your character's total. Life points can be increased by 2 for every 5 Energy Points sacrificed and may keep a character who has fallen deep into the negatives alive long enough to receive medical attention. If your character's Energy Points total is ever reduced to 0, he or she will fall unconscious from exhaustion. Even in a campaign that does not use the Ability rules outlined below (see chapter Abilities for more information) Energy Points can be use to represent the Endurance of the character.

Energy Points can be used to "power" Abilities, making them Fatiguing to use. Each time an Ability is used it drains

Energy Points from the character equal to one half (round up) the Character Points that were spent to acquire that Rank of the Ability. While this is optional for most Abilities, those that specifically mention Energy Points use this rule. Depending on the "reality" of the campaign, the GM may rule that most super-normal Abilities cost Energy Points when used. In these campaigns, having a few Ranks of the Energy Bonus Ability would be a good thing.

The increase to Life points is permanent and cannot increase a character's Life points above their starting amount.

Using Energy Points to increase an Attribute lasts for three turns (9 seconds), after which the character must spend an additional 5 Energy Points, or the Attribute score is reduced to normal. Continuing to spend Energy Points on increasing an Attribute score can quickly exhaust a character.

A character's Energy Point total is determined by averaging the Health and Will Attributes **(HLT+WIL)/2**.

Move (MOV)

Move (abbreviated as MOV) represents the distance a character can move in a single action. A character may move up to his MOV in yards each turn, as a normal Move action or, if running, up to 2x his MOV in yards per turn. A character may also sprint, moving up to 3x his MOV in yards per turn, but a character can only sprint for a maximum number of turns equal to his HLT, after which time he must rest for one minute for each turn spent sprinting (see *Taking Actions*).

A character's MOV is **REF + (STR+HLT)/2**, rounding up.

Albert is playing in a pulp adventure game. His character, Swingin' Sam, a brawler, has a REF of 6, a HLT of 5 and a STR of 4. Albert averages his character's STR + HLT and gets 5. Then he adds his REF of 6, for a total MOV of 11. Swingin' Sam can move up to 11 meters each turn normally (the equivalent of 7.8 mph) or 22 yards per turn when running (15.5 mph), and he can sprint for up to 6 turns at a speed of 33 meters per turn (about 23 mph)!

OPTIONAL DERIVED ATTRIBUTES

These two following Derived Attributes will not be of use in all types of campaigns, but they are presented here for those GMs who may want to take their campaigns into...darker directions. Also, these Derived Attributes help to demonstrate the customizability of the *Open Core System*.

Sanity (SAN)

In horror campaigns, all characters have a Derived Attribute called Sanity (SAN). This derived Attribute is also useful in campaigns (such as ones set in a World War) where the characters are exposed to more human horrors on a regular basis. Sanity scores range from 1 to 100. A character's starting score in Sanity is equal to (WIL x 10) + PRE. So, for example, a character with a PRE 5 and WIL 6 would have a starting SAN of 65.

Dan descended into the dark hole in the basement of the home formerly occupied by the vampire dispatched by himself and his associates. The Professor and Father Nichols didn't think that it was such a good idea to go down into the dark tunnel, not after the smell that came out of it when they opened the trapdoor. But Dan figured that, after the vampire, the rest would be a piece of cake. Then Dan smells that stench of the ocean and rotting fish, he hears a wet movement in the shadows ahead of him, see a shape that he knows can't be human....and Dan screams like he hasn't since he was a baby.

Option: Starting SAN is reduced by 5 points for each Psychological Impairment or Phobia (or other Disability deemed appropriate by the GM) the character possesses at the 2 CP level and 10 points for each one possessed at the 3 CP. Psychological Impairments developed during play also lower the SAN of the character. See the Psychological Impairment and Phobia Disabilities for more information.

SAN can be reduced by exposure to particularly gruesome, violent, disturbing or mind-shattering events. Any time a character is exposed to something that could conceivably affect his Sanity, the player makes a WIL + PRE attribute roll (3d6 + WIL + PRE) against a Target Number based on the severity of the event:

TN	Example	SAN loss from failed roll	Duration of Impairment
12	A good scare	Lose 1 point of SAN	Minute
15	A graphically gory movie	Lose 2 points of SAN	Hour
18	An indescribable horror	Lose 1d6 points of SAN	Day
21	Witnessing an impossible event	Lose 3d6 points of SAN	Week
24	Witnessing an inconceivable event	Lose 5d6 points of SAN	Month
27	Witness a mind-altering event	Lose 1d6x10 points of SAN	Year
30	See a Great Old One up close	Lose 2d6x10 points of SAN	Decade

If the character fails the Will check he loses the noted amount of Sanity.

The loss of 5 points of Sanity at one time indicates the character has acquired a Psychological Impairment or Phobia at the 2 CP or higher level relating to the experience, which last for 3d6 time periods of Duration of Impairment. A loss of 10 or more points of Sanity at one time indicates the character has acquired a 3 CP level Psychological Disability or Phobia relating to the experience, which last for 3d6 time periods.

Cool (Cool)

Cool (abbreviated as COOL) represents your courage under fire. In a crisis inevitable there are people who freeze and panic. This ability represents your ability to operate under pressure. The GM can require you to make a save versus your cool to determine how you act in a hostile situation when you are first exposed to such a situation. On later exposures you either would not make a Cool check or you would make one with a positive modifier of the GM's choosing (probably +2 per exposure) reflecting your experience. If you fail a Cool check, there are two possible results. One result is that you freeze in place, and not move until you do make a successful Cool check. If you fail the Cool check by 4 or more, you will break and run in panic at twice your MOV score towards the nearest cover, until you make a successful Cool check. Cool is treated like the control score in a Control Roll (pg. XX). The player rolls against the character's Cool and if the roll is a failure, the character "loses his cool" and freezes up during a combat situation. This paralysis lasts for 1d6 Turns. Further, after failing a Cool Roll, the character is at –3 for *all* rolls until his "nerve" has been regained by a full night's worth of sleep or some similar method as determined by the GM.

Any character who repeated fails Cool Rolls in a session risks the danger of developing a Psychological Impairment Disability (see Psychological Impairment pg. XX).

A character's COOL is **(REF + PRE + WIL)/3**, rounding up.

Cool may be decreased (yes, decreased) at a cost of 3 character points for each less point of COOL the character has at creation.

BUYING SKILLS

The cost for each level of skill is shown below.

Level	Cost
Skill	1 Pt./Lv
Skill (Type)	1 Pt./Lv
Skill (Specialty)	2 Lv/1 Pt.

To buy up levels in Skill Groups use the *Skill Knack Ability*. Skills (including Skills requiring a specific "Type") cost 1 point per level. A Specialty costs 1 point for 2 levels. Levels in a specialty may only be purchased in pairs (i.e., a character cannot purchase 1 level in a Specialty).

Here's an example of how you might record some of your character's skills on your character sheet. We'll just use one Skill Group—the Arts & Crafts Group—in this example. In this example, the player has purchased 2 levels in the Arts & Crafts Skill Group, 2 levels in the Cooking skill, plus 2 additional levels in the cooking Specialty "Fast Food" (total cost: 13 CPs).

Name	Level	Total
Arts & Crafts	2	+2
Art (Painting)		+2
Cooking	2	+4
Fast Food	2	+6
Craft (Silk-screening)		+2
Jeweler		+2
Photography		+2
Smith		+2

SKILL GROUPS

Skills are organized into Skill Groups, representing collections of skills with a logical common theme. Think of it in terms of a "skill tree," in which Groups are the "branches," with individual Skills being the "leaves."

In simpler, "rules-light" games, only *Groups* are used. In many games, however, *Groups* and specific *Skills* (as well as sub-categories, called *Specialties* and *Types*) are used. Whether you use some or all of these in your game is up to you.

Game Type	Skill Group	Skills	Spec/Type
Very simple	X		
Moderate	X	X	
Detailed	X	X	X
Very detailed	X	X	X

Skill Group Scores

A score in one level is applied to the score for all other levels below it, but does not add to the score of any higher level. So, a score of 1 in a Group (see Skill Knack Ability for information on buying levels of a Skill Group) adds +1 to the score for any Skill or Specialty in that Group. This is called a "cascade bonus," and is written as a second score, with any cascade bonus added in, in parenthesis after the basic score for that level. A score of 4 in a Skill does not add +4 to the score of the governing Group, however; Cascade bonuses only apply downward, not upward.

Bicep the Barbarian has a score of 2 in the Melee Combat Group, and he has the Swords Skill at +4. He would record the skills like this: Melee Weapons +2, Swords +4 (+6).

When a character buys levels in a Skill Group, any skills within that group that require a "Type" must be defined when the group's levels are purchased. Skill Group levels apply only to the specific Skill "Type" selected by the character, not to all possible "Types" for that skill.

Mike buys two levels in the Arts & Craft Skill Group. Because the specific skills Art and Craft both require a Type, Mike selects Art (Painting) and Craft (Silk-screening).

For purchasing levels of a Skill Group, see the Skill Knack Ability (pg. XX). Skill Groups are not appropriate for all types of campaigns, and GMs of less cinematic campaigns may want to restrict the number of Ranks in Skill Knack that a Player is able to purchase, if the Ability is available at all.

SKILL LEVELS

The score reflects the level of competence or knowledge a character possesses for that skill. Skills are listed on the character sheet only if the character has levels in them. These are written on the character sheet as "**Skill +#**," where "#" is the level of skill.

Colleen is playing in a modern conspiracy game. Her character, Special Agent Glenn, has the Driving skill at level 3, so Colleen writes it on her character sheet as "Driving +3."

The definitions below are not absolute, but meant as a guideline for players and GMs. To see the proficiency each level of skill represents, comparatively speaking, consult the *Skill Levels* table.
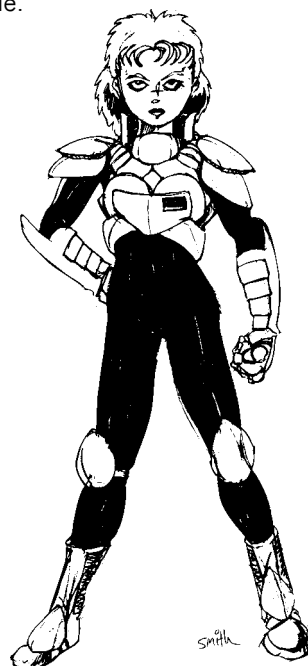
Skill Levels Table

| Score | Description |

0   **Clueless (Non-existent):** Characters with a rating of 0 in a skill have absolutely no idea about that Skill or how it works. They may have never even had heard of it before, much less know where to begin trying to accomplish an action with that skill. All skills are rated 0 until the Player uses his Character Points or Experience Points to purchase at least 1 level in that skill.

1   **Novice:** The character is familiar with the field, having done moderate reading on the subject or watched the skill being performed by others, but has no actual hands-on experience of any significance. The character is new to the particular field or activity, essentially an apprentice or beginner (e.g., a hobby, a police academy recruit, a soldier in boot camp).

2   **Amateur:** This level of knowledge indicates the character has become more familiar with the field, having read extensively on the subject with little or no formal training (e.g., an apprentice, fresh academy graduate, probationer or rookie). (Basic)

3   **Trained:** This level of knowledge indicates the character has a general, working understanding of that field, having received instruction from someone of Experienced level (a skill score of 5) or above. The character has obtained hands-on experience and practiced extensively under the tutelage of his mentor (e.g., an Associate's degree, an experienced cadet, AIT or tech school graduate).

4   **Competent:** This level of knowledge indicates the character possesses a good grasp on the details and theories of his chosen field or is capable of performing the action on his own without supervision (e.g., a Bachelor's degree, 2-year cop, junior NCO, college athlete). (Professional)

5   **Experienced:** This level of knowledge indicates the character is well qualified and informed in his chosen field, having used his knowledge or completed the action on several occasions in actual situations (e.g., a veteran professional, a senior NCO, veteran cop, professional athlete, a Master's degree).

6   **Specialist:** This level of knowledge indicates the character has become highly trained or informed in his chosen field or skill to the point he practices his skills on a regular or daily basis, even able to earn his living using skills in an occupation. Others may come to the character for training (e.g., Army Ranger, black belt, Olympic athlete, a Doctorate degree).

7   **Expert:** This level of knowledge indicates the character has become an authority in his chosen field or skill, having honed his skills to perfection after continuous practice and use (e.g., a 10-year Special Forces veteran). Without regular training and active use of the skill it is nigh impossible for a character to exceed a score of 7 in most skills.

8   **Master:** This level of knowledge indicates the character has excelled in his field, surpassing others of lesser dedication to become superior in quality, skill or achievement. There is very little the character does not know about this skill (e.g., a pioneer in the field).

9   **Genius:** This level of knowledge indicates the character has risen to a level where he is using his great mental capacity, physical prowess, and inventive ability to make unique breakthroughs in his field, creating his own original styles and theories and setting new standards (e.g., Nobel Prize winning scientist).

10   **Legendary:** This level of knowledge indicates the character has achieved the most rare and highest level of skill or knowledge possible, becoming a revolutionary figure in his field. He has become so talented that he inspires wonder, and is capable of creating, theorizing or performing any most related action with minimum effort (e.g., noted physicist Stephen Hawking, martial arts master Bruce Lee, child prodigy chess master). (Normal human max.)

11+   **Supernatural:** This level of skill surpasses normal human thresholds and enters into the realms of the augmented, enhanced, or metaphysical (e.g., computers may demonstrate this level of skill).

Specialties

Some skill names are followed by "(Spec)." These skills include a number of related specialties within the skill.

Players may buy additional levels with one of the specialties when purchasing the skill (see *Buying Skills*). The character pays 1 point for every 2 levels in a specialty. These levels are added to the basic skill score when making skill rolls involving the specialty.

Specialties are listed on the character sheet only if the character has levels in them. These are written on the character sheet as "**Skill +# (Specialty +#)**," where "#" is the level of the skill or the bonus in that specialty. Otherwise, only the base skill is listed.

Colleen is playing in a modern conspiracy game. Her character, Special Agent Glenn, has the Writing skill with a specialty of Reports. Special Agent Glenn has a score of 4 in the base skill and she has two extra levels in the specialty "Reports," so Colleen records it on her character sheet as "Writing +4 (Reports +2)."

Types

Some skill names are followed by "(Type)." These skills cover several sub-categories that may or may not be inter-related.

Players must select a specific "type" or category when purchasing the skill. The character's score for that skill applies only to skill rolls involving that specific category or Type (i.e., each "Type" represents a separate skill).

Group Skill levels apply only to those "Types" that the character possesses, which must be chosen by the player when the Skill Group levels are purchased.

Types are listed in parenthesis following the skill name, as "**Skill (Type) +#**," where "#" is the level of the skill.

Paradise wants to buy the Craft skill for her character. Because Craft requires the selection of a specific "type" of craft, Paradise selects Sculpting, and buys 2 levels in the skill. Paradise writes the skill on her character sheet as "Craft (Sculpting) +2."

USING SKILLS

Skills are used in conjunction with attributes to resolve actions. When characters attempt an action in the game that has an uncertain outcome, the player tells the GM which skill his character is using and how he is using it. The GM sets a difficulty level for the task (see *Difficulty Levels and Target Numbers*, below).

When to Roll

The most important thing to remember is that no skill rolls are needed for characters to accomplish everyday tasks related to their skill. Rolls are required only for tasks that are out of the ordinary for characters with that skill—no matter how hard they might seem to those without the skill.

Obviously, if everyone had to make a Driving skill roll just to drive to work, no one would survive the commute! Also, excess skill rolls only slow down the game. Save the rolls for amazing tasks or exciting action sequences involving great risks and daring acts.

Ben's character does not have the Piloting (Helicopters) skill. Trying to fly a helicopter will be very difficult for him, and will require Ben to make a number of Attribute rolls at high penalties.

Jenny's character, however, has the Piloting (Helicopters) skill. She does not need to roll her skill at all to perform ordinary piloting tasks, such as taking off, flying and landing under normal conditions. But Jenny will have to make a skill roll for her character to land her chopper after it has been damaged by a SAM fired by terrorists, for example, because this is an extraordinary task even for a trained pilot.

Here's another example..

Arzhange is playing the character of Dr. Raul Wayland, an emergency room physician aboard a futuristic orbital hospital in a science fiction game. Dr. Wayland has the skill of Medicine, along with various Science and Specialist skills representing his medical knowledge. Arzhange does not have to roll at all for Dr. Wayland to successfully diagnose ailments, suture lacerations, perform routine surgeries, and so forth. All these are everyday tasks for a trained physician, even though they might be impossible for a person without the skill of Physician to accomplish.

But when Peggy's character, Officer Becky West, is rushed to the ER on the verge of death after being riddled by laser fire in a shootout, the GM tells Arzhange to make a Medical skill roll for Dr. Wayland as he tries to save her life. The extent of her wounds makes this an extraordinary task even for a trained physician. Also, the dramatic tension of treating another character who has been severely injured makes this an exciting time for a skill roll.

Difficulty Levels and Target Numbers

If the task or action that the character is attempting is a simple one (such as opening a door, climbing a ladder, starting a car, and so on), no skill roll is required—the character simply succeeds at the action. If the action has a possibility of failure, the GM should require the player to make a skill roll and set the appropriate difficulty level for the task.

As a rule, only tasks of "average" difficulty or higher (i.e., more difficult) require a skill roll.

The GM assigns a difficulty level based on how difficult he believes the task would be for an average person. Use the *Difficulty Levels & Target Numbers* table, below, to help you decide what kind of difficulty level to assign the task, if any. The Target Number (TN) is the difficulty target of a task that must be beaten by Attribute + Skill + 3d6, taking into account any modifiers.

Difficulty Levels & Target Numbers

Description	TN
Average/Easy	12
Tricky	15
Challenging	18
Difficult	21
Demanding	24
Extreme	27
Legendary	30

Target Numbers in Combat

In cases where a character is trying to attack another character, such as in melee or ranged combat, use the target's DEF as the base TN instead of the table above. If the character is actively defending himself, add the appropriate skill to the target's DEF score. In addition, the GM can then add any other modifiers, as appropriate. (see *Combat Modifiers*).

Pat is playing Jake, a barnstormer pilot, in a 1920s otherworldly horror game. Jake has a DEF of 15 and is pretty good at barehanded fighting, with an Unarmed Combat skill of +5. During the game, a mad cultist tries to grapple with Jake. The GM decides that because they are both using the Unarmed Combat skill that Jake's Unarmed Combat score can be added to his DEF. The final TN that the cultist needs to hit Jake is therefore 15 + 5 = 20.

Making Sense of Difficulty Levels

While this may seem a little confusing, it's really very simple. Here's an example.

Pat is playing in a Revolutionary War (American War of Independence) game. Pat's character, Nathan Greene, an idealistic young infantryman in the Continental Army, is walking alone down a dirt road when he spots a group of British Redcoats coming his way! Pat tells the GM, Mark, that his character dashes off the road and dives into the woods to hide. Mark decides that diving into the woods quickly, before the British troops can spot Nathan, requires a skill roll. Mark isn't sure just how difficult a task it is, however, so he looks on the Generic Difficulty Levels table. Looking at the table, Mark figures the level to be one of the following: Average, Tricky, Challenging, Difficult, or Demanding. Mark thinks that diving into the woods, which includes avoiding rocks and such, is more than "average" or "tricky" difficulty, but is less than "difficult" and certainly not "demanding," so he assigns it a rating of "challenging." Mark tells Pat to make a Challenging Leaping roll. Challenging difficulty has a Target Number (TN) of 18. Pat rolls the dice and gets a total of 19—a success! Nathan Greene leaps into the woods unseen, moments before the British soldiers pass.

Automatic Success & Failure

If the Target Number for any task is lower than the character's combined (**attribute + skill score + 3**), no skill roll is required—it's an automatic success for the character.

If the Target Number (TN) is greater than the character's combined **attribute + skill score + 18**, the player may still make a skill roll. In such cases, a natural roll of 18 on the dice (i.e., three sixes) indicates success.

Characters can also use Action Points to turn a failed roll into a successful one, allowing even untrained characters to succeed at nigh-impossible tasks, thus reflecting a more cinematic approach. The player characters are assumed to be heroes in most settings—there should always be *some* chance for heroes to succeed, no matter how difficult the task. (See *Action Points*.)

Expanded Target Number Table

The following table indicates the modified target number based on the assigned difficulty of the task.

To use the table, simply add the character's attribute + skill scores (for skill rolls) or use 2x the attribute (for attribute rolls). Find that number on the left column, then read across until you find the number in the column for the assigned difficulty level of the task. For a skill roll to be successful, the player must roll the indicated number or higher *on the dice*.

Bold italicized numbers indicate that the minimum roll needed is not obtainable with a simple dice roll, and that additional bonuses (such as the use of Action Points) may be required for the task to possibly succeed.

"No roll" indicates that the player does not need to roll the dice; the task is automatically successful.

Target Numbers (Roll needed, or more)

Attribute +Skill	Avg (TN 12)	Tricky (TN 15)	Chall (TN 18)	Diff (TN 21)	Deman (TN 24)	Extr (TN 27)	Leg (TN 30)
1	11	14	17	*20*	*23*	*26*	*29*
2	10	13	16	*19*	*22*	*25*	*28*
3	9	12	15	18	*21*	*24*	*27*
4	8	11	14	17	*20*	*23*	*26*
5	7	10	13	16	*19*	*22*	*25*
6	6	9	12	15	18	*21*	*24*
7	5	8	11	14	17	*20*	*23*
8		7	10	13	16	*19*	*22*
9	No roll	6	9	12	15	18	*21*
10	No roll	5	8	11	14	17	*20*
11	No roll	4	7	10	13	16	*19*
12	No roll	No roll	6	9	12	15	18
13	No roll	No roll	5	8	11	14	17
14	No roll	No roll	4	7	10	13	16
15	No roll	No roll	No roll	6	9	12	15
16	No roll	No roll	No roll	5	8	11	14
17	No roll	No roll	No roll	4	7	10	13
18	No roll	No roll	No roll	No roll	6	9	12
19	No roll	No roll	No roll	No roll	5	8	11
20	No roll	No roll	No roll	No roll	4	7	10

Alternate Dice Mechanics

Players and GMs may wish to use the framework of the Core Rules but with a different dice mechanic. Whereas rolling three six-sided dice (3d6) provides a nice probability curve, some gamers prefer the more linear results that rolling fewer dice provides. Here are some notes for using different dice mechanics with the Core Rules.

2d10

When making skill rolls and attribute rolls, instead of rolling three six-sided dice (3d6), roll two ten-sided dice (2d10).

Leave all Target Numbers and modifiers, including bonuses from spending Action Points, the same as presented above.

Damage from attacks should still use six-sided dice.

1d20

Using this die option can make *Open Core* play very similarly to *that fantasy RPG*, and is an option that can be used for adapting material from that system into *Open Core*.

When making skill rolls and attribute rolls, instead of rolling three six-sided dice (3d6), roll one twenty-sided die (1d20).

Instead of the Target Numbers for the Difficulty Levels given above, use the following Target Numbers.

Difficulty Levels & Target Numbers

Description	TN
Average/Easy	5
Tricky	10
Challenging	15
Difficult	20
Demanding	25
Extreme	30
Legendary	35

Using the Target Numbers listed above will change the die roll needed for a given skill roll or attribute roll from those listed on page 34. Below is a modified table to reflect the use of 1d20 and the new Target Numbers, for those who have an interest in such details.

Target Numbers (Roll needed, or more)

Attribute + Skill	Avg (TN 5)	Tricky (TN 10)	Chall (TN 15)	Diff (TN 20)	Deman (TN25)	Extr (TN 30)	Leg (TN 35)
1	4	9	14	19	24	29	34
2	3	8	13	18	23	28	33
3	2	7	12	17	22	27	32
4	1	6	11	16	21	26	31
5	No roll	5	10	15	20	25	30
6	No roll	4	9	14	19	24	29
7	No roll	3	8	13	18	23	28
8	No roll	2	7	12	17	22	27
9	No roll	1	6	11	16	21	26
10	No roll	No roll	5	10	15	20	25
11	No roll	No roll	4	9	14	19	24
12	No roll	No roll	3	8	13	18	23
13	No roll	No roll	2	7	12	17	22
14	No roll	No roll	1	6	11	16	21
15	No roll	No roll	No roll	5	10	15	20
16	No roll	No roll	No roll	4	9	14	19
17	No roll	No roll	No roll	3	8	13	18
18	No roll	No roll	No roll	2	7	12	17
19	No roll	No roll	No roll	1	6	11	16
20	No roll	No roll	No roll	No roll	5	10	15

A single 20-sided die results in a linear probability. That is, the chance of rolling any number on the die (5%) is the exact same as for rolling any other number. Because of this linear probability, using 1d20 instead of 3d6 for skill rolls makes it easier for characters with lower attribute and skill scores to achieve low difficulty tasks, but also requires characters to have higher attribute + skill score totals to succeed at tasks of Extreme and Legendary difficulty.

The modifiers given for 3d6 rolls will be too high when using 1d20. To convert modifiers in the core rules for use with 1d20, simply divide the modifier by two and round up. For example, if the modifier for a skill roll using 3d6 is listed as +3, you would change that to a +2 modifier when rolling 1d20 (3/2 = 1.5, rounded up to 2).

Similarly, the bonus from spending an Action Point becomes +3 when rolling 1d20.

Damage from attacks should still use six-sided dice.

Which Attribute to Use?

All skills are associated with a primary attribute group—either the Body or Mind group. This is the group that contains the attributes associated with the common applications of the skill. The primary attribute group is indicated for each skill after the skill name.

In addition, suggested uses of specific attributes are also given (in parenthesis) in the skill description.

Governing Attribute

Which attribute is used with the skill (called the "governing attribute") depends on *how* the skill is being used. The most appropriate attribute used depends upon what the player says he wants to do. If the task involves exerting force, overbearing, or general power, the GM should assign the group's Power attribute (PRE for the Mind group, STR for the Body group). If the task involves subtlety, finesse, accuracy, or aptitude, the GM should assign the group's Aptitude attribute (INT for the Mind group, REF for the Body group). If the task involves endurance, stamina or resistance, the GM should assign the group's Resistance attribute (WIL for the Mind group, HLT for the Body group).

Tony is playing Frank Marione, a gangster in the Roaring '20s. Tony tells the GM that he wants to have Frank Marione convince a beat cop not to arrest him on some trumped up charge. The GM asks him how he plans to do this. Tony says that Frank is going to try to intimidate the cop. The GM thinks about it and decides that intimidation is essentially a projection of the "power" of the character's charisma, so he assigns PRE to the skill roll. Tony reconsiders, because Frank's PRE score is only a 3, and decided to have Frank try to fast talk the cop, in the hopes that the cop would get confused and let Frank go. The GM thinks about it and decides that baffling the cop like that requires quick thinking and wit, so he assigns INT to the skill roll.

Unusual Applications of Skills

In most cases the logical governing attribute will be obvious. For instance, knowledge- and memory-based skills will most often use the INT attribute.

Occasionally, however, characters will use skills in such a way that using a different attribute makes sense. The GM should consider which attribute is the most applicable and assign it as the governing attribute for the skill roll. Which attribute from the primary group is used with the skill to resolve actions depends on how the skill is used, as described by the player.

Example 1: a player tells the GM "My character is going to stay awake and drive all night if he has to." The GM decides that knows that this requires the Driving skill. Ordinarily, a Driving roll would use REF, but using the REF attribute just doesn't make as much sense as using HLT in this case. HLT deals with stamina and fatigue, whereas REF deals with reaction and coordination. The GM decides to require the player to make a skill roll using the character's HLT + Driving, and decides that "driving all night" is a Challenging task. The player must make a Challenging Driving roll using HLT (HLT + Driving + 3d6).

Example 2: Sean's character has the Conversation skill, allowing him to unobtrusively gain information in casual discussion. Conversation affixes to the Mind group. If the character tries to gain information by flattering or charming someone, he uses PRE + Conversation. If he tries to trick someone into revealing information, he uses INT + Conversation. And if he tries to keep a woman talking until she doesn't know what she is saying anymore, he uses WIL + Conversation.

Both Body and Mind

Some skills can be used with both groups, depending on the specific application of the skill. This is perfectly acceptable, as long as it is plausible and the GM agrees to it.

Frank Marione is arrested by the cop after all and now Frank is being interrogated in the station house. But the cops are not interested in mind games; they intend to beat a confession out of him. Although the Interrogation skill is associated with the Mind group, the GM thinks about it and decides that such physical tactics call for an exception to the rule, and the GM assigns STR to the roll.

Making the Roll

The player rolls three six-sided dice (3d6) and adds the result to his character's skill score plus the governing attribute score. If the total meets or exceeds the target number (as indicated by difficulty level), the character has successfully used the skill.

Here is a summary of the steps of using a skill in the game.

Using a Skill—Summary

1. [Player] **Choose a skill** for the task
2. [Player] Tell the GM **how the skill is being used**
3. [GM] **Determine difficulty** level (and Target Number) for the task
4. [GM] Determine governing **attribute** for the skill roll
5. [Player] **Roll** 3d6 + attribute score + skill score
6. If total meets or exceeds the Target Number, task is successful

Pat's character, Nathan Greene, is a Minuteman in a Revolutionary War game. Pat tells the GM at one point that his character, Nathan, is throwing his tomahawk at a rope to try to sever it. The GM tells Pat that Nathan will need to make a Difficult Axes skill roll, using Reflexes (as the governing attribute). Nathan has Reflexes 5 and the Axes skill at +4. Pat rolls 3d6 (three six-sided dice) and adds Nathan's REF and Axes scores. Pat rolls 13 + 5 + 4 = 22.

Any time a skill roll is required or suggested, it is written as "a [Difficulty] [Skill name] roll (TN)." For instance, if Nathan's earlier escape into the trees were presented as part of a published scenario, it might read "diving off the road into the woods requires a Challenging Leaping roll (TN 18)."

Effect Numbers

The Effect Number (EN) of a roll is simply the number of points by which a skill roll (i.e., attribute + skill + 3d6) exceeds the Target Number. If the dice roll is exactly the target number, the effect number is 0. If the TN is 14 and the skill roll total is 19, the Effect Number is 5.

Effect numbers can be used in several helpful ways in the game. They are used to determine the outcome of contested skill rolls, to determine the winner of a contest (whose arrow is closest to the bullseye?), to determine the progress of a long task (such as complex repairs, a masterful work of art, ongoing research), and so on.

Contested Skill Checks

When two characters are attempting to outdo each other using skills, it's called a *contested roll*. In a contested roll, both characters make their skill rolls, using any difficulty modifiers assigned by the GM. The character whose player achieves the higher adjusted skill roll total is the "winner." Examples of contested skill rolls include trying to sneak past a guard unseen (Stealth versus the guard's Awareness), an arm wrestling contest, and so on.

Margaret's character in a science fantasy game, Laura Starwalker, tries to block a blaster shot by an imperial trooper with her energy blade. Laura Starwalker has a REF of 5 and Energy Blade +7. The GM makes a skill roll for the trooper. The trooper must make a successful skill roll, otherwise Margaret won't need to make an opposed skill roll at all (there's no need to try to block a shot that will miss anyway!). The GM rolls well enough for the trooper to hit his target. Margaret now needs to make an Energy Blade skill roll to block the shot. The TN for the block attempt is equal to the trooper's attack roll total—in this case 15. Margaret rolls 9 + 5 + 7 = 21. She did it—Laura deflects the blaster shot with her energy blade!

In situations in which each character must achieve a minimum level of effect in order to be partially successful (e.g., an archery contest to see who can hit the target closest to the center), the GM may assign a TN to each player's skill roll. The player who achieves the higher effect number succeeds. In effect, the total of the first character's roll becomes the TN for the second character's skill roll. If both player's effect number is 0 (i.e., if the rolls are tied) there is no winner, because both characters failed at their respective attempts. (see *Effect Numbers*, above).

Mike is playing Robin Hood, who has entered an archery contest. The TN to hit the target is 15. In the contest, each character makes a Simple Missile Weapons (Bows) skill roll against TN 15. That target number indicates merely hitting the target. The higher the effect number of the roll, the closer to the center the shooter's arrow lands. Thus, the character with the highest effect number wins the round. One contestant rolled a total of 13, for an effect number of -2. The other contestants' effect numbers are 1, 2, 2, 4 and 6. Mike makes his Simple Missile Weapons (Bows) skill roll for Robin Hood and gets a total of 27—an effect number of 12! Robin Hood has won the round!

Skill Roll Modifiers

This section outlines the various modifiers, positive and negative, that can effect character dice rolls.

Complementary Skills

Sometimes a character's knowledge of a particular subject can help with a skill roll for another skill. For instance, any character with the Appraisal skill can appraise an antique vase. But a character with specific knowledge of antique vases, knowledge of the culture from which the vase originated, of glazing techniques, or of the family that owned the vase may have particular insights into the history of the vase, thus allowing the character to more accurately determine its value.

When one skill can be used to help with a task that uses a different skill, it is called a Complementary Skill. When a skill is Complementary to another skill, the player receives a bonus to the skill roll equal to one half of the Complementary Skill's score, rounding down.

Mike's character has the skills Tactics (Ambushes) +5 and Sub-machineguns +4. He is laying an ambush for some enemy soldiers. The GM tells Mike that he can use his character's Tactics (Ambushes) skill as complementary to his Sub-machineguns skill for the first turn of combat, due to his character's knowledge of launching effective ambushes. Because one half Mike's character's Tactics (Ambushes) score is 2, Mike adds +2 to his Sub-machineguns score, raising it from +4 to +6, for the first turn of combat.

At the GM's option, the bonus from a complementary skill can remain in effect for the duration of an event or task.

Off-handed

Characters are either right- or left-hand dominant (player's choice) by default. The character's non-dominant hand is his "off hand." Using your off hand incurs a -3 penalty to any skill rolls requiring manual dexterity, such as shooting a gun, throwing, writing, and so on.

Characters with the Ambidextrous Combat Technique (see Combat Technique pg. XX) can offset this disadvantage.

Time

Every task requires a certain amount of time to complete, as determined by the GM. If a character takes more or less time than usual to perform a task, he receives a bonus or penalty to the Target Number, respectively.

When determining the bonus or penalty for more or less time taken on a task, refer to the *Time Chart,* below. Simply find the level on the Time Chart that is closest to the amount of time the task normally takes. The GM should determine the average length of time normally required to perform the task, then consult the *Time Chart*. If the time required to perform a task is longer than the closest level on the Time Chart, then use the next greater time increment as the default level.

Pat's character is picking a lock. The GM feels that picking a lock should take an average person about 20 seconds. "20 seconds" is more than 1 turn but less than the "30 seconds" level, so the base time level for Pat's character's lock picking attempt is "30 seconds" for purposes of determining any bonus or penalty for taking extra time or rushing the task.

Time Chart

1 turn (3 seconds)

30 seconds
5 minutes
1 hour
1 day
1 week
1 month
1 quarter (3 mos.)
1 year
1 decade
1 century
1 millennium

Taking Extra Time

Characters can take more time than normal to perform a task in order to improve their chance of success. By taking more time than normal, the task becomes easier. For each lower level down the *Time Chart* (i.e., for each larger period of time taken), the skill roll receives a +3 bonus.

Pat's character needs to pick a lock that he knows to be very tough. The GM has decided that picking the lock is a Challenging task (TN 18). Since there is no immediate danger and his companions are watching the passageway, Pat decides to take his time and concentrate. The referee decides that If Pat spends 1 hour on the task he will get a +6 bonus to his skill roll because "1 hour" is two steps lower on the Time Chart than 30 seconds. Not wanting to take quite that long Pat decides to take 5 minutes and gets a bonus of +3, making it equivalent to a Tricky task (TN 15).

Rushing

Characters can attempt to perform a task more quickly than normal. By taking less time than the "base time" for a task, the task becomes more difficult. For each higher level up the *Time Chart* (i.e., for each smaller period of time taken), the skill roll incurs a -3 penalty.

Pat's character picks the lock and makes his way into a stable where he finds a horse. Pat decides his character is going to try to ride the horse out of the city. Unfortunately for Pat the horse is not saddled and his character is not very knowledgeable about horses and riding gear, so the GM tells Pat that he will need to spend 5 minutes and make a Challenging Riding roll (18) using INT in order to properly saddle the horse.

The city guards can also be heard nearby. Pat does not want his character to be found and captured, so he decided his character will rush the saddling of the horse, taking only 30 seconds to throw the saddle on and secure it as well as he can before riding off. Pat will suffer a -3 penalty for rushing, making the task a Difficult one (TN 21)!

Repeated Attempts

Characters who fail at a skill roll may make another attempt, with conditions.

A character who attempts a task again after failing it once may make a new skill roll, but is at -3 for each successive attempt. This penalty is cumulative and is in addition to any other modifiers for taking extra time or rushing (see *Taking Extra Time*, page 36).

Pat fails his skill roll to saddle the horse. But he really wants to get the task accomplished and soon, so Pat tells the GM that even though his character failed the first time, he is going to try again. The GM tells Pat that he can try another skill roll but this time at a -3 penalty. Pat decides to go for it, and he chooses to rush yet again. His character spends another 30 seconds on the task, the same as last time. Pat can make another skill roll, but this time with a -3 penalty for a repeated attempt, plus an additional -3 penalty for rushing, making the normally Challenging (TN 18) skill roll equivalent to a Demanding one (TN 24)!

Tools & Equipment

Some skills do not require equipment for their use. The use of specialized equipment with these skills may provide a +3 bonus to the skill roll, at the GM's discretion.

Some skills, on the other hand, require the character to have access to specific equipment in order to use the skill at all. Examples include a forge, for Blacksmith, or a weapon, for a weapon skill. If the character doesn't have the necessary items he cannot use the skill.

Other skills normally require tools of some kind but can be used with improvised tools. If a skill can be used with improvised tools, at GM's discretion, the character may attempt the task but suffers a -3 penalty.

Instruction & Study

An alternate method for increasing a character's ability in a skill is through Instruction and Study, which this section outlines.

Finding a Teacher

This is the easiest way to learn. The teacher must be at least two levels higher than the character in the desired skill. In other words, a PC with a skill level of 5 in Swords must find a teacher with a Swords skill of at least 7.

There comes a point in studying where no more education will suffice, and one must simply practice, practice, practice, and do, do, do. This is why the level difference is required; at extremely high levels of skill (9 or higher) one cannot find more skilled teachers; one must become one's *own* master. In game terms, the character continues to study as normal, but he uses his INT alone to determine the length of study/training time required to improve a level.

A teacher must also have the time to teach and the student the time to learn, and even the most knowledgeable teachers may not be any good at transferring their knowledge. That's where the Instruction skill comes in. The teacher averages his score of the skill to be taught with his Instruction skill (skill being taught + Instruction, divided by 2); he may then teach the

student *up to* that level of skill.

Study Hindrances

The simple gaining of ability (indicated by an increased skill level) from study is not automatic. There are several things that may make studying more difficult and may hinder the PC's ability to advance. Some of the hindrances are listed here, but the GM and players will have to decide what other matters might affect study. The problems are cumulative.

- Student undertakes other duties or activities, including studying other skills, in the period of study: required training time is multiplied by 1 plus 1 point *per other activity* (e.g., studying two skills takes three times as long to advance in each)
- Student is recovering from injuries or is ill: study of any physical skill is either totally impossible or his required training time is doubled (or even tripled; GM's discretion, based on the nature of the wounds or illness)
- Student is forced to interrupt his study (e.g., to perform some duty for his lord or undertake a mission): student resumes study from the point he left off with an effective loss of (10 - INT) weeks of study due to the interruption.

Study Benefits

There are a few issues that may bring benefits to study. Like hindrances, they are cumulative. The student gains the indicated bonus for that circumstance when calculating the required training time:

- Teacher has a score of 10 or greater in skill being taught
- Student studies at an institution devoted to teaching that skill (e.g., a *dôjô* or temple): +1 to student's effective INT
- Skill being studied is common for the character or is one of the skills in the profession template for that character (e.g., Swords for a *samurai*, or Buddhism for a Buddhist priest): +1 to student's effective INT
- Student is the only one for the teacher for the duration of study: +5 to teacher's effective TL
- Student has the Scholar version of the Skill Knack Ability, add +2 to his effective INT for calculating training time

Study Time

Consult the chart below to determine the number of weeks of study needed to increase the character's skill level (SL). Cross reference the desired skill level (the horizontal, bold numbers) and the student's INT + the teacher's Instruction Level (abbreviated "IL"; the vertical numbers). The resulting number is the number of weeks required for the student to gain 1 level in the skill. The teacher's IL is equal to the average of his Instruction skill score and the score in the skill being taught.

The required time must be spent by the student or no increase in the skill is gained. In other words, time must be spent

as well as Experience Points in order for characters to improve a skill. The formula for determining how long a student must study in order to achieve a new skill level is:

$$\text{Time in weeks} = ((2 \times DL) + 10) - (INT + IL)$$

In other words, the time in weeks it takes to achieve a new level equals two times the desired skill level (DL) plus 10, minus the sum of the student's INT plus the teacher's TL. For example, a student with an INT of 5 desiring to achieve a skill level of 6 in Driving by studying with a teacher who has a Instruction Level of 8 would be: $(12 + 10) - (5 + 8) = 9$ weeks.

If there is no teacher available, then use 0 for TL in the formula.

Required Time to Improve SL

Student's INT + IL	Desired Skill Level									
	1	2	3	4	5	6	7	8	9	10
1	11	13	15	17	19	21	23	25	27	29
2	10	12	14	16	18	20	22	24	26	28
3	9	11	13	15	17	19	21	23	25	27
4	8	10	12	14	16	18	20	22	24	26
5	7	9	11	13	15	17	19	21	23	25
6	6	8	10	12	14	16	18	20	22	24
7	5	7	9	11	13	15	17	19	21	23
8	4	6	8	10	12	14	16	18	20	22
9	3	5	7	9	11	13	15	17	19	21
10	2	4	6	8	10	12	14	16	18	20
11	1	3	5	7	9	11	13	15	17	19
12	1	2	4	6	8	10	12	14	16	18
13	1	1	3	5	7	9	11	13	15	17
14	1	1	2	4	6	8	10	12	14	16
15	1	1	1	3	5	7	9	11	13	15
16	1	1	1	2	4	6	8	10	12	14
17	1	1	1	1	3	5	7	9	11	13
18	1	1	1	1	2	4	6	8	10	12
19	1	1	1	1	1	3	5	7	9	11
20	1	1	1	1	1	2	4	6	8	10
21+	1	1	1	1	1	1	3	5	7	9

WHICH SKILLS TO USE?

Note that not all of the skills listed will be appropriate for all campaigns. We have presented a number of skills that can be used in most settings. It is up to the GM to determine what skills are appropriate to a campaign. The recommended skills for a specific setting or genre will be listed in published genre and setting books.

Generic Skill List

The following is a generic skill list. That is, it's not created for any particular setting or genre. GMs are encouraged to make up their own setting- or genre-specific skill list for their games, omitting and/or adding skills as necessary. For guidelines for creating your own skill list for your game, see the *Skills* chapter.

Italicized skill names indicate a universal skill. All characters receive universal skills at +2 for no cost. Characters with no points spent on a universal skill still receive the +2 bonus. Any points spent on a universal skill add to this default level. Universal skills are skills common to all characters of a certain setting or genre (as determined by the published product or by the GM). Those skills marked with an asterisk are suggested common skills for modern settings.

Skill Group

Skill Group / Skill	Tools	Gov Attribute
Arts & Crafts		
Art (Type)	I	Body/Mind
Cooking (Spec)	I	Mind
Craft (Type)	I	Body
Jeweler	I	Body
Photography	R	Body
Smith (Spec)	I	Body
Athletics		
Acrobatics		Body
Climbing		Body
Contortionist		Body
Jump		Body
Para (Spec)	R	Body
Sport (Type)	I	Body/Mind
Swimming		Body
Throwing (Spec)		Body
Unarmed Combat (Type)		Body
Zero-G		Body
Communication		
Bluff		Mind
Instruction		Mind
Negotiation (Spec)		Mind
Orate (Spec)		Mind
Persuasion (Spec)		Mind
Writing (Spec)		Mind
Covert Skills		
Disguise	I	Body
Forgery (Spec)	I	Body
Gambling		Body/Mind
Lockpicking	I	Body
Shadowing		Mind
Sleight of Hand		Body
Stealth		Body
Education		
Area Knowledge (Type)		Mind
Hobby		Mind
Knowledge (Type)		Body/Mind
Language (Type)		Mind
Research (Spec)		Mind
Enterprise		
Accounting		Mind
Appraisal		Mind
Bureaucracy		Mind
Business		Mind
Economics (Spec)		Mind
Professional (Type)		Body/Mind
Trading		Mind
Focus		
Awareness (Spec)		Mind
Concentration		Mind
Intuition		Mind
Lip Reading		Mind
Power Usage		Varies
Sense Motive		Mind
Heavy Weapons		
Artillery (Spec)	R	Body
Machine Guns (Spec)	R	Body
Missile Launchers (Spec)	R	Mind
Portable Launchers (Spec)	R	Body
Vehicle Weapons (Spec)	R	Body
Investigation		
Cryptography		Mind
Deduction		Mind
Forensics	R	Mind
Gather Information	I	Mind
Intel Analysis		Mind
Interrogation		Mind
Surveillance (Spec)		Mind

Skill Group / Skill	Tools	Gov Attribute
Medicine		
Dentistry	I	Mind
First Aid * (Spec)	I	Mind
Physician (Spec)	I	Mind
Pharmacology		Mind
Surgery (Spec)	I	Body/Mind

Skill Group / Skill	Tools	Gov Attribute
Melee Weapons		
Axes (Spec)	I	Body
Bayonets	I	Body
Flexible Weapons (Spec)	I	Body
Knives	I	Body
Maces/Clubs (Spec)	I	Body
Polearms (Spec)	I	Body
Swords (Spec)	I	Body
Military Sciences		
Combat Engineer (Spec)	I	Mind
Demolitions (Spec)	I	Mind
Strategy (Spec)		Mind
Tactics (Spec)		Mind
Nature/Outdoor		
Animal Handling (Spec)	I	Mind
Fish and Game (Spec)	I	Body/Mind
Navigation (Spec)		Mind
Riding (Spec)	I	Body
Survival (Spec)		Mind
Teamster (Spec)	I	Body
Tracking		Mind
Performance		
Acting		Mind
Dancing (Spec)		Body
Instrument (Type)	I	Body
Juggling		Body
Mimicry		Mind
Singing		Body/Mind
Ventriloquist		Body
Sciences		
Astronomy		Mind
Biology (Spec)		Mind
Chemistry (Spec)		Mind
Mathematics		Mind
Physics (Spec)		Mind
Simple Missile Weapons		
Boomerangs	R	Body
Bows (Spec)	I	Body
Crossbows (Spec)	R	Body
Sling Weapons (Spec)	I	Body
Slingshots	I	Body
Small Arms		
Black Powder W. (Spec)	I	Body
Gunplay	R	Body
Gunsmith (Type)	I	Mind
Pistols	R	Body
Rifles	R	Body
Shotguns	R	Body
Sub-machineguns	R	Body
Social		
Conversation*		Mind
Intrigue		Mind
Philosophy		Mind
Sense Motive		Mind
Society (Type)		Mind
Style		Mind
Symbols		Mind
Social Sciences		
Anthropology (Spec)		Mind
Archaeology (Spec)		Mind
Geography (Spec)		Mind
History (Spec)		Mind
Politics		Mind
Psychology (Spec)		Mind
Religion (Type)		Mind
Technical		
Astrogation		Mind
Benchthumping		Ming
Computers * (Spec)		Mind
Electrician	I	Mind
Electronics (Spec)	I	Mind
Engineering (Type)		Mind
Mechanic (Spec)	I	Mind
Repair	R	Mind
Technological Knowledge		Mind
Operate Electronics (Spec)		Mind
Transportation		
Drive (Spec)*	R	Body
Piloting (Spec)	R	Body
Sailing (Spec)	I	Body/Mind
Starships (Spec)	R	Body/Mind
Watercraft (Spec)	R	Body/Mind

* Indicates a universal skill (in modern or more advanced settings)

R = Requires specialized tools. I = Usable with improvised tools.

SKILL DESCRIPTIONS

The following section provides descriptions for the skills listed on the Sample Skill List in the previous section.

Arts & Crafts Skill Group

Arts & Crafts skills are those primarily concerned with the creation of tools and knickknacks, entertainment and pleasurable pursuits.

Art (Type)

Characters with this skill are adept at creating works of art in a particular medium (REF). They also understand the finer points of artistic expression (INT) and can appreciate works of art more than the average person (PRE).

A type must be selected when this skill is bought. This skill may be purchased more than once, each time for a different type of Art.

Successful use of this skill means the character creates a quality work of art, recognizes the creator of the work, or appraises the quality or value of such works created by others. The effect number of the roll determines the quality of the work; the higher the effect number the better the quality, and, thus, the better the viewer's impression of the work.

This skill may also be used as a complementary skill to Social skills in the appropriate circumstances, such as if the character is giving a work of art as a gift (at the GM's discretion).

Types: Painting, Pottery, Sculpting, Sketching.

Cooking (Spec)

The skill of creating meals, from simple edible dishes to elaborate, gourmet meals (INT) including even artistic presentations of food (PRE).

Specialties: Cuisine, Ethnicity (e.g., Chinese, Italian), Fast Food, Gourmet.

Craft (Type)

Characters with this skill are adept at some craft, as defined by the player, and understand the finer points of their craft, including common tools, patterns, and methods associated with it (INT). The character is able to create attractive and/or functional items (depending upon the defined craft) and earn a living with his craft (REF).

Characters can practice their trade and make a decent living, earning about half their check result in money per week of dedicated work. The character knows how to use the tools of the trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems.

The basic function of the Craft Skill, however, is to allow the character to make an item of the appropriate type. The TN depends on the complexity of the item to be created. The TN, the check results, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a −2 penalty. On the other hand, masterwork artisan's tools provide a +2 bonus on the check.

To determine how much time and money it takes to make an item, follow these steps.

1. Find the item's price. For most modern-day items it is easy to find what the price would be in any number of catalogues.
2. Find the TN from the table below.
3. Pay one-third of the item's price for the cost of raw materials.
4. Make an appropriate Craft check representing one week's work. If the check succeeds, multiply your check result by the TN. If the result × the TN equals the price of the item, then the item is completed. (If the result × the TN equals double or triple the price of the item, then the task is completed in one-half or one-third of the time. Other multiples of the TN reduce the time in the same manner.) If the result × the TN doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the price of the item in silver pieces.

If you fail a check by 4 or less, you make no progress this week.

If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Progress by the Day: You can make checks by the day instead of by the week. In this case your progress (check result × TN) is decreased by one unit (from hundreds to tens, as an example, depending on the currency used in the campaign)..

Example Item	Craft Skill	Craft TN
Armor or shield	Armorsmithing	12 + Hardness
Longbow or shortbow	Bowmaking	15
Composite longbow or composite shortbow	Bowmaking	15
Crossbow	Weaponsmithing	15
Simple melee or thrown weapon	Weaponsmithing	15
Martial melee or thrown weapon	Weaponsmithing	15
Exotic melee or thrown weapon	Weaponsmithing	21
Very simple item (wooden spoon)	Varies	12
Typical item (iron pot)	Varies	12
High-quality item (bell)	Varies	15
Complex or superior item (lock)	Varies	18

Creating Masterwork Items: You can make a masterwork item—a weapon, suit of armor, shield, or tool that conveys a bonus on its use through its exceptional craftsmanship, not through being magical. To create a masterwork item, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own higher price and a Craft TN of 21. Once both the standard component and the masterwork component are completed, the masterwork item is finished. *Note:* The cost for the masterwork component is one-third of the given amount, just as it is for the cost in raw materials.

Repairing Items: Generally, you can repair an item by making checks against the same TN that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

When you use the Craft skill to make a particular sort of item, the TN for checks involving the creation of that item are typically as given on the following table.

Types: Candle-making, Glazing (i.e., lacquering), Cobbling, Shipwright, Tanning, or any other reasonable craft that the player and GM agree upon.

Jeweler

The skill of crafting fine jewelry from precious metals (silver, gold, platinum, etc.), stones and gems (REF). Characters can also appraise the quality and value of such items, create rings, necklaces, brooches, set stones, and so on (INT).

Photography

The skill of taking photographs of various subjects (REF) and developing them from film to print (INT). Use of this skill to take pictures requires a camera, and developing film requires access to a film lab, with the proper chemicals, photosensitive paper, and possibly other equipment.

Smith (Spec)

The skill of forging and crafting items from metal (bronze, iron or steel, depending on the period and technology level of the setting or culture).

Weaponsmith is the skill of creating bladed weapons, such as knives, swords, spearheads, arrowheads, and the like. The creation of handles and shafts requires woodworking (a specialty of the Craft skill), although if the character has access to these finished items he can complete the weapon in question.

Blacksmith is the skill of creating metal tools (such as hammers), blunt weapons, horseshoes and the like.

Armorer is the skill of creating metal suits of archaic armor. Specialties: Armorer, Blacksmith, Weaponsmith.

Athletics Skill Group

Athletic skills are those involving physical pursuits, exertion, and sport. The Athletic Skills group includes the following skills.

Acrobatics

Characters with this skill are very agile and able to perform flips, tumble, and swing in exciting, swashbuckling fashion. Acrobatics is very useful for sailors who spend a lot of time up in the rigging, balancing on swaying masts, and so on. While any character can attempt such actions by making a REF check (see *Attribute Checks*), characters with this skill do so in a much more flamboyant and impressive manner.

A successful use of this skill also allows a prone character to regain his feet as a free action, to "roll with a punch" (halving any damage received from a blunt blow), reduce damage from a fall (subtract the skill level in yards from the distance fallen before determining damage) or impose a -3 to Skill Checks for attacks made against him that phase, due to his incredible dodging ability (may be added to any bonuses for the Dodge maneuver).

Land Softly: The character can make an Acrobatics check (TN 15) when falling. If the check succeeds, treat the fall as if it were 10 feet shorter when determining damage.

Tumble past Opponents: With a successful Acrobatics check (TN 15), the character can weave, dodge, and roll up to 20 feet through squares adjacent to opponents, risking no attacks of opportunity. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

Tumble through Opponents: With a successful Acrobatics check (TN 21), the character can roll, jump, or dive through squares occupied by opponents, moving over, under, or around them as if they weren't there. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

With the GM's approval, a character with 5 or more ranks in Acrobatics may gain a +3 bonus to the Defense Derived Attribute.

Acrobatics may be used as a complementary skill to Climbing and Jump.

Climbing

Characters use this skill when climbing difficult surfaces or items, such as cliffs, walls, or ropes (STR). A successful check allows the character to move a number of yards equal to one half his MOV score or equal to his Climbing score (whichever is greater). Failure means the character has lost but regained his grip or footing, and has made no progress that turn. A serious failure (two or more levels below the difficulty of the roll) means the character has fallen (see *Falling*, page).

Climbing is a Universal Skill; all characters receive it at level 2 at no cost.

Contortionist

Characters with this skill can contort their body into difficult or unusual positions (REF), and remain in such positions for long periods of time (HLT). Contortionists often also have a complementary physical Feature, such as "double-jointed."

Jump

The character uses this Skill to leap over pits, vault low fences, or reach a tree's lowest branches.

The TN and the distance the character can cover vary according to the type of jump the character is attempting. Distance moved by jumping is counted against maximum movement in a round. A character can start a jump at the end of one turn and complete the jump at the beginning of your next turn.

Long Jump: This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet). The TNs for long jumps of 5 to 30 feet are given in the table below. A character cannot jump a distance greater than his or her normal speed.

All Jump TNs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the TN for the jump is doubled.

If the character fails the check by less than 5, he or she doesn't clear the distance, but can make a Reflexes Check (TN 15) to grab the far edge of the gap. The character ends his or her movement grasping the far edge. If that leaves the character dangling over a chasm or gap, getting up requires a move action and a Climb check (TN 15).

Long Jump Distance	TN
5 feet	N/A
10 feet	12
15 feet	15
20 feet	18
24 feet	21
30 feet	24

High Jump: This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The TN for the jump is the height x4 (in feet). The TNs for high jumps of 1 to 8 feet are given in the table below.

All Jump TNs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

If the character succeeds on the check, he or she can reach the height. The character grasps the object he or she was trying to reach. If the character wishes to pull him or herself up, the character can do so with a move action and a Climb check (TN 15). If the character fails the Jump check, he or she does not reach the height, and lands on his or her feet in the same square from which the character jumped.

The difficulty of reaching a given height varies according to the size of the character or creature. Generally, the maximum height a creature can reach without jumping is given in the table below.

Hop Up: The character can jump up onto an object as tall as his or her waist with a Jump check (TN 10). Doing so counts as 10 feet of movement. The character does not need to get a running start to hop up (the TN is not doubled if you do not get a running start).

Jumping Down: If the character intentionally jumps from a height, he or she takes less damage than if the character just falls. The TN to jump down from a height is 15. The character does not have to get a running start to jump down (the TN is not doubled if the character does not get a running start). If the character succeeds on the check, he or she takes falling damage as if the character had dropped 10 fewer feet than he or she actually did.

Effects that increase a character's speed also increase the character's jumping distance, since the check is modified by

the character's MOV. Using the Jump skill is either a move action.

Para (Spec)

Characters with this skill can use various types of paraflight apparatus, including hang gliders, parachutes and paragliders (REF).

Specialties: Hang Glider, Parachute, Paraglider.

Sport (Type)

Characters with this skill are adept at organized athletic activities not already covered by other skills. Skills not covered by this ability include Archery and Swimming. The character knows the rules of the game (INT) and can compete in the sport. Some sports involve primarily stamina, such as long distance running (HLT), or strength, such as power lifting (STR). Most sports are predominantly agility-based, however, such as bowling, baseball, cricket, and similar sports (REF).

A Type must be selected when the skill is purchased. This skill may be purchased more than once, each time for a different type.

Types: Baseball, Basketball, Bowling, Cricket, Football (American), Hockey, Soccer (i.e., European football), or other sports allowed by the GM.

Swimming

Characters with this skill are able to swim in water deeper than waist-level (REF) and can stay afloat for long periods of time (HLT). No Skill Check is needed to tread calm water. Rough water, however, requires the character to make a Skill Check to keep his head above water each turn (STR). Failure means the character has gone under and may be subject to drowning if a character cannot resurface on the subsequent turn by making a successful Swimming roll.

This is an important skill for sailors, competition swimmers, Navy SEALs, and the like.

Throwing (Spec)

Characters use this skill to throw objects, such as rocks and stones, for accuracy (REF) or distance (STR). (See *Combat* for rules on making attacks, damage, and so on). It can be used to throw a grappling hook, toss a weapon to a friend, to play darts, or to hurl a spear at an opponent.

Throwing is a Universal Skill; all characters receive it at level 2 at no cost.

Specialties: Darts, Football, Javelin, Knives, Stones, et al.

Unarmed Combat (Type)

The skill of unarmed, hand-to-hand fighting. Characters must choose a type or style of unarmed combat when this skill is purchased. This skill may be purchased multiple times, each time for a different type of unarmed combat.

Characters with the Unarmed Combat Skill (and the permission of the GM) can purchase any to the following Martial Arts maneuvers that is appropriate to the style of combat that is being simulated for the character. Each maneuver costs an additional 2 CP, and the character may not have more maneuvers than levels purchased in the Unarmed Combat skill.

The use of combat maneuvers in conjunction with the Unarmed Combat skill is completely optional, and if a campaign GM does not like the additional level of detail that it adds to the Open Core *RPG*, then this rule can be discarded.

Combat Maneuver	Notes
Basic Strike	STR+1 damage bonus
Breakfall	Must make Fatigue check or lose consciousness, to regain feet costs an Action
Defensive Strike	STR damage bonus Strike; +1 to skill roll
Killing Strike	On successful attack (at a penalty of –2) target must make a Health check vs. TN of 21 or be killed by the attack
Martial Block	Blocks all weapons; +2 to skill roll
Martial Disarm	Disarm, +2 STR roll
Martial Dodge	+5 DEF for dodging purposes that Turn
Martial Escape	+3 to Unarmed Combat roll for escaping a grab during combat
Martial Grab	+2 REF for purposes of attempting to grab the target
Martial Throw	Target knocked prone, takes STR damage bonus, must spend an Action to get back up again
Nerve Strike	Target must make Fatigue check or be rendered unconscious, -2 on attempt to hit target.
Offensive Strike	STR) +2 damage bonus; -2 to attack roll
Sacrifice Throw	Martial Throw, with +2 to attack roll, Target and Attacker both knocked prone.

Unarmed Combat (Brawling) is a Universal Skill; all characters receive it at level 2 at no cost.

Types: Aikido, *Brawling*, Judo, Karate, Kung Fu, Sumo, Wrestling, et al.

Zero-G

Characters with this skill are accustomed to operating in a zero-gravity environment (REF). They can perform simple tasks without incurring a penalty for the lack of gravity, such as performing EVAs (extravehicular activities—space walks, planet walks and the like), maneuvering at slow speeds, performing stationary repairs, and so on. Complex tasks, such as combat or fast movement, may be performed at no penalty with a successful Zero-G Skill Check, or at a simple -3 with a failed roll.

Communication Skill Group

The Communications Skill group is about the relaying of information, and about convincing others about things, swaying opinions and emotions. The Skill in this Skill Group are complementary to those in the Performance Skill Group.

Bluff

Bluff allows the character to make outrageous claims or untrue statements seem plausible. This skill encompasses such things as conning, fast-talk, misdirection, and deception through the use of body language. A character can bluff to create temporary confusion, get someone to turn his head in the direction the character points, or simply to try to look innocent in a situation.

A Bluff check is opposed by the target's Sense Motive check

when trying to con or mislead. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against the character: The bluff is hard to believe, or the action that the bluff requires the target to take goes against the target's self-interest, nature, personality, or orders.

If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the target's Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target's Sense Motive check succeeds by 11 or more, he has seen through the bluff, and would have succeeded in doing so even if it had not placed any demand on him (that is, even without the +10 bonus).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 Turn or less), or the target believes something that the character wants him or her to believe.

A bluff requires interaction between the character and the target. Targets unaware of the character can't be bluffed.

A bluff is not the same thing as a lie. A bluff is a quick prevarication intended to distract, confuse, or mislead, generally only for the short term. A bluff is not intended to withstand long-term or careful scrutiny, but rather to momentarily deter an action or decision. Bluffs involve attitude and body language. Bluffs often include lies, but they usually aren't very sophisticated and aren't intended to deceive the target for more than a few moments.

A lie, on the other hand, is a simple misrepresentation of the facts. Body language and attitude aren't a big part of communication. The lie may be very sophisticated and well thought-out, and is intended to deceive a character at least until he or she discovers evidence to the contrary. A character

should not make a Bluff check every time he or she utters a lie.

Feinting in Combat: A character can also use Bluff to mislead an opponent in combat so that the opponent can't dodge the character's attack effectively. If the character succeeds, the next attack the character makes against the target lowers the opponent's Defense score. The Defense of the opponent is lowered by the EN of the character's Bluff Check. Using Bluff in this way against a creature of animal intelligence requires a –8 penalty on the check. Against a non-intelligent creature, feinting is impossible.

Creating a Diversion to Hide: A character can use Bluff to help him or her hide. A successful Bluff check gives the character the momentary diversion needed to attempt a Hide check while people are aware of the character. (See the Hide skill)

Sending a Secret Message: A character can use Bluff to send and understand secret messages while appearing to be speaking about other things. The TN for a basic message is 12. Complex messages or messages trying to communicate new information have TNs of 15 or 18. Both the sender and the receiver must make the check for the secret message to be successfully relayed and understood.

Anyone listening in on a secret message can attempt a Sense Motive check (TN equal to the sender's Bluff check result). If successful, the eavesdropper realizes that a secret message is contained in the communication. If the eavesdropper beats the TN by 5 or more, he or she understands the secret message.

Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the other misinterprets the message in some fashion. Generally, a failed Bluff check makes the target too suspicious for the character to try another bluff in the same circumstances. For feinting in combat, the character may try again freely.

Bluff in Vehicle Combat: With a successful Bluff check, you mislead another vehicle so that it can't dodge your attack effectively. This check is opposed by the target pilot's Sense Motive check. You cannot use this tactic against a vehicle that's flying on autopilot. Using Bluff as a feint in vehicle combat is an attack action.

Instruction

Characters with this skill are able to teach others, imparting wisdom and knowledge to their charges (PRE). Characters may instruct others in those areas which the teacher himself is trained. The maximum skill level a student may obtain from study is equal to the average of the teacher's Instruction skill and the skill being taught.

Rourke has an Instruction skill of +4 and a Swords skill of +6. The average score of these two skills is 5, so the highest level he can train any student in Swords is a 5.

Negotiation (Spec)

Characters with this skill are adept at reaching compromises and relaying information without offending the recipient.

Negotiation is an important skill for envoys, diplomats, politicians, and police crisis negotiators.

When engaged in negotiations, the character states his goal (or demand) and makes a Negotiation roll against a Target Number set by the GM. The difficulty number is based on the other's party's general reaction to the character's stated goal (see the table below).

The target number represents the difficulty for the negotiator to achieve his stated goal while also making several concessions to the other party.

If the effect number of the Negotiation roll is 3 or higher, then the negotiator need make only one concession. If the effect number of the Negotiation roll is 6 or higher, the negotiator achieves his goal without making *any* concessions.

Effect Number	Agreement with…
0-2	Several concessions
3-5	Only one concession
6+	No concessions

It is up to the negotiator (or perhaps his superior) to decide

Reaction to Demand/Goal	Base Difficulty
Adamantly opposed (e.g., to the death)	Legendary (TN 30)
Generally opposed	Extreme (TN 27)
Somewhat opposed	Demanding (TN 24)
Apathetic, unimpressed	Difficult (TN 21)
Somewhat agreeable	Challenging (TN 18)
Generally agreeable	Tricky (TN 15)
Enthusiastically agreeable	Average (TN 12)

if the final offer is acceptable. If so, the agreement is made and the deal struck. If not, then the negotiations are called off, at least for this round.

Mark is playing Mssr. Armonde, a nobleman in a Musketeers game. Mssr. Armonde is negotiating with a local lord for the release of his daughter, who is currently a "guest" (i.e., hostage) at the lord's estate. The lord is demanding a sum of money and a portion of Mssr. Armonde's land in return for his daughter's release (i.e., two "concessions"). Mark tells the GM that his goal is the release of his daughter. The GM determines that this is something that the lord is somewhat opposed to (the lord is willing to release the daughter if his demands are met, after all) and sets the difficulty of the Negotiation roll at Demanding (TN 24). Mark makes a Negotiation roll and gets a 28, for an effect number of 4. Mssr. Armonde's EN of 4 means the lord agrees to release the daughter in return for but one concession from Mssr. Armonde. The GM decides that the lord is willing to forgo the demand for land and instead will settle for the sum of money to secure her release. Mssr. Armonde agrees. He pays the lord the money and his daughter is released.

Negotiations may last from several minutes to several months, depending on their nature and other factors, including

the method of communication, and so on. It is up to the GM and the players to determine how much of the negotiations are covered by the Skill Check. A Negotiation Skill Check can represent the entirety of the negotiations, a single round of negotiations or each individual "point" of a negotiation.

This resolution system is intentionally abstract. A "concession" represents any reasonable demand or condition made by the other party that the negotiator can meet. If it is important to know the exact nature of the concessions, the GM should consider forgoing the Skill Check altogether and simply role-play the negotiations in the game.

Negotiation represents the skill of negotiation between nations or large organizations, Hostage negotiation is the skill of negotiating with hostage-takers, and Political negotiation is the skill of negotiation among or between politicians.

Specialties: Diplomacy, Hostage, Political.

Orate (Spec)

This is the skill of effectively communicating ideas and inspiring or moving an audience's emotions with the spoken word. Characters with the Orate skill know how to tell stories, issue commands, present information (such as news), give speeches, tell tales and otherwise inform (INT), entertain or motivate (PRE) listeners. Orate could also be used to kill time or bore someone to death (WIL).

Orate can be used as a complementary skill to Acting and Poetry (for monologues and one-person performances), Strategy (for leading and inspiring troops in battle) and Persuasion.

Specialties: Command (i.e., leadership), Debate, News Reporter, Poetry, Speeches.

Persuasion (Spec)

This is the skill of using one's voice, logic, expression, body language, or some combination, to influence others. Persuasion can be in the form of an intimidating glare, a boastful challenge, batting one's eyes (seduction), stroking a cheek (consolation), grasping the handle of one's sword in a threatening manner, or invoking the name of one's superior (or even God).

The character makes a contested Persuasion roll against the subject's WIL + Concentration roll. If the character's roll is higher than the person he is trying to persuade, then he is successful. The other person sees things the persuader's way (at least to some degree) and will act accordingly.

The GM should allow skills appropriate to the situation to be used as complementary to the Persuasion roll. The GM may also award a bonus of +1 to +3 to the player's roll for good role-playing.

Tim's character, Harcourt, is confronted by a would-be robber who has demanded Harcourt's purse. Harcourt grasps his sword handle, telling the robber "If you value your life, sir, get thee back. Retreat or I will run you through and leave you to be devoured by dogs, so help me God!" The GM gives Tim a +2 bonus to the Persuasion roll for good role-playing. Tim makes a Persuasion roll and adds the +3 bonus, for a total of 24! The GM makes a Persuasion roll for the robber, totaling 17. The robber is "persuaded" not to accost Harcourt and, in fact, runs for his life!

Specialties: Bribery, Fast Talk, Intimidation, Propaganda, Romance, Seduction.

Writing (Spec)

Characters with this skill are capable of composing creative written works (INT). They also understand the finer points of written expression and can appreciate compositions within their specialty more than the average person (PRE). It is an important skill for bards and anyone wishing to create original songs. The appropriate performance skill is required to actually perform the composition.

A specialty must be selected when this skill is bought.

Successful use of this skill means the character composes a quality work, or appraises the value or quality of such compositions by others. The effect number of the roll determines the quality of the composition; the higher the effect number the better the writing, and, thus, the better the audience or reader's reaction and impression.

This skill may be used as a complementary skill to the appropriate skill when the composition is performed. For example, Writing (Music) is complementary to the Instrument skill, Writing (Speeches) is complementary to Orate, and so on.

Specialties: Comedy, Journalist, Literature, Music, Playwright, Poetry Screenwriter, Speeches.

Covert Skill Group

The Covert Skill Group contains, for lack of a better word, the sneaky and often under-handed Skills. These are the skills of spies, criminals, and sneaks.

Disguise

This is the skill of assuming another identity. It is usually accomplished by changing one's clothes, putting on a wig, applying makeup, and so on (REF). The GM should make the Skill Check for the player in secret, noting the total of the roll and using it as the difficulty number for Awareness rolls for anyone who scrutinizes the disguise.

Forgery (Spec)

Characters with this skill are able to create remarkable forgeries of documents, seals and the like (REF). The total of the character's Forgery roll is used as the target number for Awareness checks made by anyone scrutinizing the forgery to detect its true nature.

The original being copied must be available to the character for an accurate copy to be made. If the original is not available, the character uses INT with the skill (because he is working from memory) and suffers a -6 penalty to the Skill Check.

Specialties: Crests & Seals, Documents, Handwriting, Identification

Gambling

Characters with this skill know how to play common games of skill, such as cards, backgammon, and the like (INT). In addition, characters can use this skill to cheat at games of chance (REF), such as dice and roulette.

If used for games of skill, use a simple contested Gambling

roll for each player; the person with the best roll wins the game. If used to cheat at a game of chance, the total of the character's Gambling roll is used as the difficulty number for Awareness checks made by the other players to spot the cheat (i.e., to catch him in the act). If not caught, the cheater automatically wins. If both players are cheating, use a simple contested Gambling roll for each player; the person with the best roll wins the game), and allow both players an Awareness roll to try to catch the other cheating.

Lockpicking

Characters with this skill are proficient with picking locks and bypassing other simple mechanical security measures (REF). This skill requires a set of lock-picking tools to be effective; -3 if only improvised tools are available.

Shadowing

The skill of following others without being seen (INT). Characters with this skill are able to keep a target within sight while walking or Drive behind him, while remaining inconspicuous and remaining unnoticed. The GM should require characters using this skill to make periodic skill checks, with the frequency and difficulty based on the environment and the shadowing character's chances of "blending in."

Charlene is playing Veronica X, an international secret agent. She is following her target through a crowded market in Cairo. The GM decides that a busy market in Cairo is pretty easy to hide in but Veronica X is a blonde and she is wearing her trademark black latex jumpsuit (so she stands out just a tad). The GM decides that Veronica must make a Difficult Shadowing Skill Check (TN 21).

If the Skill Check fails, then the subject gets a Tricky Awareness check (TN 15) to notice the character. If the character being followed is actively watching for anyone following him, have both characters make a contested Shadowing versus Awareness roll. The character with the higher effect number wins the contest.

Sleight of Hand

Characters with this skill can lift items from others, misdirect viewers' eyes, and conceal items or cut purses and the like (REF). When a character uses Sleight of Hand against another, use a simple contested Skill Check of the character's Sleight of Hand versus the subject's Awareness. If the subject's Awareness roll beats the Sleight of Hand roll, the other person has caught him in the act, knows which shell the ball is under, or otherwise wins the contest.

Stealth

This skill is used to hide oneself in shadows and move silently. The total of the Stealth roll is used as the difficulty number for Awareness checks made by anyone who may spot the character (whether actively searching or otherwise, as the situation dictates).

Diane's character Renee is trying to follow a man through the streets of London, without herself being seen by him. Diane makes a Stealth roll, for a total of 18. When the GM makes a Awareness roll for the man to notice Renee, his difficulty number will be 18.

This skill can also be used to hide items up to and including large animals, such as horses. A single roll is made by the GM. The effect number of the roll is used as the difficulty number for Awareness checks made by anyone searching for it.

Renee has ridden her horse into the woods to escape several pursuers. Thinking that she can escape notice if she hides her horse, she rides into the brush, dismounts, and attempts to conceal herself and her horse. The GM makes a Stealth check, for a total of 20. When the GM makes Awareness rolls for the pursuers to spot Renee, their difficulty number will be 20.

Stealth is a Universal Skill; all characters receive it at level 2 at no cost.

Education Skill Group

Education skills are those skills gained primarily from formal study, whether at a university, monastery or other institute. Most Education skills are associated with the Mind attribute group. The Education skill group includes the following skills.

Area Knowledge (Type)

Characters with this skill are familiar with the geography and popular culture of a certain area, be it a single street, a neighborhood, a shire, a city, a terrain type (mountains, caverns) or an entire planet or star system. With a successful Skill Check, characters with an Area Knowledge know the lay of the area, and can locate major and minor landmarks, major businesses or organizations, utilities, transportation centers (e.g., bus stations, ship ports and airports), and even knows notable people in the area, such as local celebrities and other popular folk.

Jon is playing Max, a bounty hunter in a cyberpunk genre game. Max is in San Angeles, a huge metropolis, looking for his target. Lucky for Max (but unlucky for the person he's hunting) he grew up in the city. Max has an INT of 4 and the skill Area Knowledge (San Angeles) at +5.

The TN is determined by the level of detail sought by the character. On a successful roll, divide the effect number of the roll by three, dropping any fractions. This is the number of additional pieces of information the GM should provide to the player.

Conversely, if a character is trying to recall as much detail as possible but has no specific information he is seeking, simply have the player attempt the Skill Check and compare the total of the roll to the table below to determine how much detail the character is able to recall about the area.

Max knows that his target likes to hang out in expensive nightclubs frequented by local celebrities, so Jon asks the GM for a short list of likely places that fit the description. The GM decides that this information requires a Challenging Area Knowledge roll (TN 18). Because "big city" is the default area size for Skill Checks, there is no modifier to the difficulty. Jon attempts his Skill Check—22! The GM gives him the names of three nightclubs that match his criteria. Because Jon needed an 18 but rolled high enough to achieve the next higher

difficulty level (with a corresponding Target Number of 21), the GM tells Jon that of the three nightclubs, the "Neo-Matrix" is currently the hottest spot in town, since it changed owners last month. Jon takes the hint and Max gets on his motorcycle and heads for the "Neo-Matrix" club. He has someone to capture…

Area Knowledge can be used as a complementary skill to any appropriate Skill Checks. A character with Area Knowledge of a city could use it as complementary to Drive Skill Checks during a car chase through the city, a character with an Area Knowledge of a terrain type could use it as complementary to a Survival Skill Check, and so on.

Difficulty	Level of Detail
—	Very minor detail
Average (TN 12)	Minor detail (e.g., location of the nearest convenience store)
Tricky (TN 15)	Moderate detail (e.g., names of prominent citizens/local celebrities)
Challenging (TN 18)	Good detail (e.g., names of local leaders)
Difficult (TN 21)	Much detail
Demanding (TN 24)	Great detail
Extreme (TN 27)	Incredible detail
Legendary (TN 30)	Down to the last detail

Size of Area	Modifier
Apartment complex, street	+6
Neighborhood, village, town	+3
Large city (Tokyo, New York)	+0
State, small country	-3
Large country, continent	-6
Planet, star system	-9

Types: Specific locale or terrain.

Hobby (Spec)

This is the skill with a body of knowledge that is not formally taught through the educational system, and is either self-taught or learned through other individuals with similar interests.

Specialties: Comic books, science fiction literature, fantasy literature, bad movies, or other specialties as approved by the GM.

Knowledge (Type)

Characters with this skill are knowledgeable about some specific subject. The player chooses the subject when the skill is purchased for the character. The subject can be small or large in their scope. Most Knowledge skills are attached to the Mind group.

If knowledge skills involve the practical application of a skill, the character is also able to perform the task associated with it. A character may hold a job requiring the skill if the skill score is 3 or higher. Skill Checks for skills with physical applications may be associated with the BODY group or both the Body and Mind groups.

Peter Parker has the Knowledge skill Photography at 4. Peter understands how to use a camera, take pictures, develop film, and—because his skill is a 4—can even hold a job as a newspaper photographer. When taking normal run-of-the-mill photos, the skill uses Peter's INT. If Peter is taking photos at a sports event or in the middle of a fight, he might use his REF instead. Then, when he's back in the photo lab, developing the pictures, any Skill Checks there would likely use INT again.

The GM is encouraged to develop different Knowledge skills, and to separate them as new, unique skills for his game or setting. Depending on the specific topic covered, a Knowledge skill may be considered as being a Type, a Specialty, or neither, at the GM's discretion. Knowledge skills can be renamed and even moved to a more appropriate Skill Group (or a newly created Skill Group), based on the GM's discretion and the setting or genre of the game. Knowledge skills should not be created that duplicate other existing skills, however.

Matt is running a modern arcane magic game. Initially he creates the new skill KN: Arcana and KN: Arcane Research. After considering the new skills, he decides to rename "KN: Arcana" to "Arcane Lore." He also decides that "Arcane Research" is an unnecessary skill and that the existing "Research" will suffice, and that "Arcane Lore" can be used as a Complementary Skill with "Arcane Lore" for magic-related research. Matt adds "Arcane Lore" to his skill list in the Education Group.

Suggested Types: Civil Science, Cuisine, Family History, Humanities, Military Traditions, Mythology, Navy Ships, Wines, or any other general or specific topic that the GM approves.

Language (Type)

Characters with this skill understand and can speak a foreign language. If the character is literate he can also read and write the language (does not apply to languages for which there is no writing system, such as traditional Navaho).

This skill much be purchased separately for each language that the character understands.

All characters start with a score of 3 in their native language (unless they have a trait that limits their starting score). The character's native language should be noted on the character sheet.

In addition to being used in skill rolls, the skill score represents the character's fluency with the language.

Level	Fluency
1	Rudimentary; simple words and phrases only. Thick, noticeable accent (obviously not a local).
2	Basic; simple conversations. Moderate accent (requires Average Awareness roll to detect).
3	Conversational fluency. Minor accent or regional dialect (requires Challenging Awareness roll to detect).
4	Fluent; complex dialogue and expressions. No accent.
6	Expert; speaks perfectly, better than most natives.
8	Master; command of the language rivals the

most learned scholar (a rarity!).

Language (Type) is a Universal Skill; all characters receive it at level 3 for their native language at no cost.

The 20 most commonly used languages in the world (in alphabetical order) are: Arabic, Bengali, Cantonese, English, French, German, Italian, Japanese, Korean, Tamil, Telugu, Hindi, Malay / Indonesian, Mandarin, Marathi, Punjabi, Urdu, Portuguese, Russian, and Spanish.

Research (Spec)

The skill of researching a topic (a person, place or thing, such as a rare artifact, an event or a ship) to discover clues, evidence or general or detailed facts about it. Sometimes research is simply a matter of locating where something is supposed to be, such as when looking for a known book in the library (INT). In other instances one must perform tedious research to find "the answer," such as when looking for an obscure passage in a huge tome with no index (WIL).

Research can be accomplished on the Internet, in a library, a laboratory, in a newspaper morgue, a corporate Human Resources office, floating city computer network, or wherever the GM thinks is reasonable and appropriate for the character to conduct the research. Remember, too, that sometimes getting into the place can be a task in and of itself!

The higher the effect number, the more information is gleaned about the topic.

Specialties: Internet, Library, Medical, Publications, Records, Scientific.

Enterprise Skill Group

Enterprise Skills are those skills gained through the study of enterprise and business, as well as those skill utilized by professionals and business people. Most Enterprise Skills are associated with the Mind Attribute group. The Enterprise Skill Group includes the following skills.

Accounting

The skill of keeping track of the money in any venture. This includes, but is not limited to, receipts, supply expense, rent, and all other areas of a profit and loss statement.

Appraisal (Spec)

Characters with this skill can appraise the approximate value of items, including items for which the character does not possess a relative skill. Appraising an item requires a Challenging Appraisal Skill Check (TN 18).

The Skill Check may be modified depending on the following conditions. All modifiers are cumulative.

- -3   Character has no training in or knowledge of the item
- -3   Item is a rare or obscure specimen
- -3   Unable to inspect or examine the item closely

Characters may use appropriate skills as complementary to Appraisal (GM's discretion). For instance, a character appraising a sword could use Smith (Weaponsmith) as a complementary skill to the Appraisal Skill Check.

Characters may use appropriate skills as complementary to Appraisal (GM's discretion). For instance, a character appraising a gun could use Craft (Gunsmith) as a complementary skill to the Appraisal Skill Check.

Specialties can include almost any category of item (with GM's permission), including the following: Guns, Liquor, Knives, Textiles, Jewelry, Horses, Gold, Cattle and even Land.

Bureaucracy

The skill of dealing with bureaucracies and "cutting through red tape." Characters with this skill know what to expect from bureaucracies, how long things will take to get done and why (INT). In addition (and more beneficially), they also know how to get things done more quickly than normal, how to get in to see the "right people," and so on (PRE). Conversely, characters with this skill also know how to and how to slow projects down and impede requests to see people (WIL).

Business (Spec)

The knowledge and skill of running a business, from a lemonade stand to a multinational corporation. Business focuses on the day-to-day running of the business, including inventory, customer service, public relations and sales, but also covers broader topics, such as supply and demand, marketing, taxes, and business laws (INT). Business can also be used for Skill Checks involving customer service and public relations (PRE).

Specialties: Marketing, Operations, Personnel, Public Relations.

Economics (Spec)

The study and knowledge of the production, distribution and consumption of goods. Characters with this skill understand the basics, such as the law of supply and demand, as well as advanced economic theory. This skill is more the science of economics than the knowledge of running a business. Characters with the Economics skill can act as advisors, researchers, and the like, though they may have no practical experience running a company (that would require the Business skill, above).

Specialties: Business, National, World.

Profession (Type)

This skill represents a skill (or set of skills) for a specific profession not otherwise represented in the skill list. Characters with the Professional skill are able to do the job and operate any equipment normally associated with the profession. As with all skills, the higher the skill score the better the character is at his job.

Some professions may require special tools or equipment to perform adequately. The GM should determine if a given profession requires tools or not.

Profession (Type) is a Universal Skill; all characters receive it at level 2 at no cost. A Type must be selected for the skill.

Types: Specific career (attorney, farmer, fire-fighter, fisherman, page, police officer, rancher, soldier, student,

weaver, etc.)

Trading

Characters with this skill are adept at negotiating a mutually agreeable price for a service or goods. Trading is an important skill for merchants, traders, service providers, and business owners of all kinds.

Either the buyer or seller can initiate a negotiation. When negotiating a price, the buyer and the seller make contested Trading rolls (use just WIL + 3d6 if a character does not possess the Trading skill). The winner gains a 5% advantage to the base (list) price for each point of difference between the winner's and loser's effect number. This represents the "best, final offer." It is up to the loser to decide if this "final offer" is acceptable. If so, the agreement is made and the sale made. If not, then the transaction is called off.

Lou is playing space marine Corporal Darren Newman in a science fiction game. Corporal Newman is in a distant starport browsing at a souvenir vendor's stall and finds a holocard (which has a list price of 10 credits) that he wants to buy for his son back on Earth. But Corporal Newman's money is a little tight, so rather than paying tourist prices he decides to try to haggle with the vendor. Corporal Newman doesn't have the Trading skill so Lou rolls his WIL of 4 + 3d6, and gets a total of 17. The GM rolls the vendor's PRE (4) + Trading (4) + 3d6, for a total of 15. Because Corporal Newman's effect number was 2 points higher than the vendor's was, he gains a 2 x 5 = 10% Ability in the price. Corporal Newman can buy the holocard for 9 credits.

This resolution system is intentionally abstract. The base price is the standard list price for an item (as determined by the GM or published price list). The initial price from each person isn't actually stated, and the "final price" resulting from the negotiations represents the best offer that the loser can get from the winner.

Focus Skill Group

Focus Skills are those skills that emphasize focus and concentration. Focus Skills are associated with the Mind Attribute group. The Focus Skill Group includes the following skills.

Awareness (Spec)

This represents the character's ability to spot, smell, hear or taste things that may otherwise escape attention (INT). The GM should call for an Awareness check any time a character may encounter a potential clue, may spot a shadowy figure in an alley, or any other appropriate situation. A success means the character has perceived the person or thing (a slight breeze, a shadowy figure, a minor detail, or what have you). An effect number of 6 or higher means the character has perceived the item in detail; the GM should provide additional information about the person or thing in question that will assist the character.

Awareness is a Universal Skill.

Specialties: Hearing, Sight, Smell/Taste, Touch.

Concentration

This is the character's ability to focus his concentration on some task (WIL), as well as his general memory (INT). Concentration rolls can be assigned by the GM when a character is picking a lock in the middle of a huge brawl, laying still on a battlefield while cannonballs explode around him, keeping an eye on someone from hiding during a distraction, recalling the name of the man who gave you a coin two months ago, and so on. Success means that the character is able to concentrate on the task at hand, despite any distractions for that turn.

Concentration is a Universal Skill.

Intuition

This is the character's ability to know or understand something without conscious reasoning. Intuition can tell a character when someone is being dishonest or deceptive, whether a door is safe to open or not, or whether to go out on a date with someone he's just met. In short, Intuition can help a character decide what choice to make when logic or perception fails him.

A successful roll should result in the player gleaning some vague direction from the GM about the person or thing in question. Responses such as "Something doesn't feel right" are appropriate but responses such as "You think the car will explode if you turn the ignition" are not. Intuition should not be used as a replacement for the Danger Sense Ability.

The GM should prompt the player to make an Intuition roll any time he must make a choice that could have detrimental consequences. In addition, when the situation warrants it, the player may ask the GM "What does my character's intuition tell him?" The GM has the final discretion whether or not to allow the Intuition roll.

Bob's character is a cop cruising the streets in his patrol car. He decides to stop at a convenience store to get a cup of coffee. As he pulls into the parking lot of the Mini-Mart at 45th and Tyler, he checks out the store as usual, but Bob fails his Awareness roll, so nothing looks out of the ordinary. At that point the GM asks Bob to make an Intuition roll. He succeeds and the GM tells Bob "As your character opens the door of his patrol car, he gets a bad feeling about the situation." Bob is no dummy. He takes the GM's hint and tells the GM that he's going to wait in the car a minute and reexamine the scene. Suddenly the dispatcher's voice comes over the police radio. "All units be advised, 211 silent in progress at the Mini-Mart, 45th and Tyler. No telephone response." Thanks to his intuition, Bob narrowly avoiding walking into a robbery in progress!

Lip Reading

The ability to discern what someone is saying by watching his mouth move, without hearing what he is saying (INT). A successful Lip Reading roll means the character using this skill understands most of what has been said, though not necessarily the context nor any emotion (or sarcasm). The character will have to determine the context of the message based on the circumstances (who is speaking to whom, what is being

discussed, and so on). An effect number of 3 or higher than required, the character understands everything said.

Power Usage (Types)

Unlike other Skills, Power Usage only offers a bonus to any check for the use of one specific Power. To receive a bonus on multiple Powers, this Skill must be assigned multiple times, once for each Power. The Skill is useful to a character who may not have a high ability (such as Intelligence) that is associated with one of his or her Powers (such as Mind Control or Telepathy). When the character must make a check for the specific Power, the Power Usage Skill adds a bonus as though the check is actually a Skill check.

Please note that it is not required that a Character have the Power Usage skill for each relevant Ability, this skill is useful for those who want to try to make the most out of an Ability and work unusual variations out of them.

GM's may rule that the Power Usage Skill can be used for any unusual uses of Abilities, or in case of the need for activation.

The Relevant Attribute for this Skill is based on the Ability's Relevant Attribute.

Type: A different skill must be purchased for each Ability

Sense Motive

This skill represents sensitivity to the body language, speech habits, and mannerisms of others. A successful check allows the character to avoid being bluffed (see the Bluff skill). The character can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness. In addition, a character can use this skill to make an assessment of a social situation. With a successful check (TN 18), the character can get the feeling from another's behavior that something is wrong. Also, the character can get the feeling that someone is trustworthy and honorable.

A character can use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill (TN equal to the bluff check result of the sender). If the character's check result beats the TN by 5 or more, the character understands the secret message as well. If the character's check fails by 5 or more, the character misinterprets the message in some fashion. A Sense Motive check may be made as a reaction to another character's Bluff check. (When that's the case, the GM may roll the character's Sense Motive check in secret, so the character doesn't necessarily know someone's trying to bluff him or her.) Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

Heavy Weapons Skill Group

This Skill Group represents the knowledge and training that would be given to members of the military in the maintenance and operation of their heavy weapons. The Heavy Weapons Skill Group contains the following skills.

Artillery (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of land-based, crew-served, artillery weapons, such as Howitzers, MLRS systems, and the like. This skill covers both towed and self-propelled artillery.

Specialties: AAA, Cannon, Multiple Launch Rocket System (MLRS)

Machine Guns (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of machine-guns and other automatic weapons (REF). The character selects a specialty for which the full skill level applies; all other types use the skill at one half level (rounding up). Heavy machine-guns include the Browning .30 cal., M2 .50 cal., and the Mk-19 grenade launcher. Light machine-guns include squad support weapons such as the M60, and M249 Squad Automatic Weapon (SAW).

Specialties: Anti-aircraft, Heavy, Medium, Light.

Missile Launchers (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of large guided missiles and missile launching systems (INT). The character selects a specialty for which the full skill level applies; all other types use the skill at one half level (rounding up).

(Note: Although some modern anti-tank weapons are guided by radio or wire controls, these are governed by the Portable Launchers skill.)

Specialties: Anti-aircraft, Cruise Missiles, ICBMs, Orbital Platforms.

Portable Launchers (Type)

Characters with this skill are adept at the use (REF) and maintenance (INT) of portable grenade, anti-tank weapons (such as the TOW, Dragon, and M-72 LAW), grenade launchers (such as the M-79, M-203) and mortars (REF).

Types: Grenade launchers, Anti-tank Weapons, Mortars.

Vehicle Weapons (Type)

Characters with this skill are adept at the use (REF) and maintenance (INT) of modern, heavy, vehicle-mounted weapons. Characters using very simple weapons that have no guidance or "aiming" systems other than the aircraft itself, such as machine guns on a WWI bi-plane, can use the Piloting skill instead.

Types: Bombs, Cannon, Missiles, Rockets.

Investigation Skill Group

This Skill Group is made up of investigative skills that would be important to police officers, and any sort of detective. These skills are complementary to those in the Focus Skill Group.

Cryptography

The skill of ciphering and deciphering data, including text, digital image files, and others (INT). The technology level of the setting will determine the kinds of equipment available to the character, if any, and the complexity of the ciphers and codes the character is likely to deal with.

A number of skills can be used as a complementary to Cryptography, depending on the circumstances and the GM's discretion. Characters deciphering a code that uses or involves a foreign language should be able to use their language skill as

complementary, for instance. Likewise, Computer Programming could be used as complementary to Cryptography, for designing and running decryption software.

Deduction

Characters with this skill are able to take a few known facts and leap to a usually (at least partially) correct conclusion (INT). Successful use of this skill can reveal the names of likely conspirators, anticipate an ambush, or determine the likely motivation behind any unexpected action.

The player may ask to make use of this skill at any time. If granted, the GM should reward a successful Deduction check with some bit of information about the current adventure that the character does not currently have. Success means the character has gained one answer or several potential "right answers." Failure means the character has gained no insight or possibly bad "insight," suspecting an innocent, or some other misleading information that could result in an embarrassing (or deadly) confrontation if acted upon.

The GM should make the Skill Check for the player in secret, telling the player only that which his character would "know," based on the outcome of the roll.

Forensics

The skill of handling (REF) and analyzing (INT) evidence. Evidence can include fingerprints, hair, fibers from clothing and carpet, and imprints (such as shoe and boot prints, tire tracks, and the like). Characters with this skill are able to identify the nature and origin of samples they analyze.

The higher the effect number of the Skill Check the more information is gleaned from the analysis. Consult the table below for suggested results of successful Forensics Skill Checks:

Paul's character is analyzing residue from an explosion. Paul gets an effect number of 7 on his Forensics Skill Check, so the GM tells Paul that the residue is from an explosive compound manufactured solely for the U.S. military by a contractor based in Vermont. If Paul's effect number had been 9, the GM might have told him the date of manufacture and delivery point for the explosive, as well.

Gather Information

This is skill of, through bribery and persuasion, gathering information on a particular topic, or person. Persuasion is a complementary skill to this. This is not a skill that can be used from an armchair, or via a computer keyboard (in these cases the Research Skill might be a better purchase for the character). The person wishing to gather the information needs to go out and among the people who might know something about the subject or person at hand.

By succeeding at a skill check (TN 12) and spending 1d6+1 hours passing out money and buying drinks, a character can get a feel for the major news items in a neighborhood. This result assumes that no obvious reasons exist why information would be withheld. The higher the check result, the better the information.

Information ranges from general to protected, and the TN increases accordingly for the type of information the

EN	Results
0-2	Trivial details about the item (size and style of footwear, content of a fiber, caliber of a bullet, etc.)
3-5	Minor details about the item (manufacturer of an item, the source of a fiber—vehicle carpet, wool jacket, etc.; make of weapon)
6-8	Important details about the item (manufactured at a factory in Korea, custom made, made exclusively for Ford, specific model number of a firearm, etc.)
9-11	Crucial details about the item (date of manufacture, lot number, city where item was originally purchased, and so on)
12+	Every detail about the item (serial number, exact store where item was originally purchased, VIN number, all known owners of the item)

character seeks to gather, as given in the table below.

The determination of the "level" of the information is up to the GM. Ultimately, the more important or sensitive that the information attempted to be gathered, the higher the TN of the Skill Check.

Type of Information	TN
General	12
Specific	15
Restricted	18
Protected	21

General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and requires that the character locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance that someone will take note of anyone asking about restricted or protected information.

The character can increase the amount of money used to gather information, gaining a bonus (determined by the GM) by effectively offering a bribe (though the process might entail buying more expensive drinks, not necessarily offering a character extra money).

If the Skill Check fails and another attempt is desired, it takes 1d6+1 hours for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Intel Analysis

Characters with this skill are able to analyze intelligence and determine the significance (if any) of details gleaned from it (INT).

An agent could use Intel Analysis to examine a satellite photograph of an air field to determine if any aircraft were loaded with nuclear warheads or had been recently moved. A soldier could examine a reconnaissance report from a scout to determine the quality of troops at an enemy base.

The quality and quantity of the data that the character has to work with determines the difficulty of the task.

A high-resolution satellite photo of a military base would provide a relatively low difficulty to determine what sort of base it was, whereas a smudged, rough sketch drawn by a child overlooking the base from a nearby hill would provide a very high difficulty for the Skill Check.

Interrogation

The skill of obtaining information from an unwilling subject. The interrogator may attempt to use subtlety, confusion, or mental trickery (INT), sympathy or intimidation techniques (PRE), or simply try to "wear down" the subject through repetition and extended duration (WIL). Physically beating a confession out of a subject is also possible (STR), though not legal in most civilized nations.

When interrogating a subject, a contested roll is made against the subject's WIL Attribute Check. If the interrogator's effect number is greater than the subject's, then the subject has been broken and reveals the desired information.

Surveillance (Spec)

The skill of watching and gathering information about a target (INT). Characters with this skill know how to set up an observation point, observe a subject and record information concerning the subject's movements and actions, without being themselves observed (it is similar to the Shadowing skill, but does not involve moving and following the subject).

Police detectives, private investigators, covert intelligence operatives, snipers and soldiers assigned to reconnaissance missions or observation posts, most often possess this skill.

Can be used as complementary to Awareness Skill Checks in appropriate circumstances (GM's discretion).

Specialties: Bugging, Reconnaissance, Stakeouts, Stalking.

Medical Skill Group

Medical Skills are those skills gained through the study of medicine, as well as those skill utilized by doctors, nurses and paramedics. Most Medical Skills are associated with the Mind Attribute group. The Medical Skill Group includes the following skills.

Dentistry

Dentistry is the skill of cleaning and maintaining teeth. Successful use of this skill allows the character to diagnose symptoms (INT), treat minor and major dental problems (INT), perform procedures such as filling cavities, root canals, and the like (REF), and common procedures relating to dentistry, such as teeth cleanings. Dentists cannot prescribe medications, however.

First Aid (Type)

Characters with this skill know the basics of treating injuries, from scrapes and cuts to compound fractures (INT). The character knows how to reduce pain, stabilize broken limbs, and when not to move someone to avoid risk of paralysis, etc.

Note that this skill may reflect different knowledge, based on the particular setting and technology level of the game. A character in medieval Europe will not know CPR, for instance, but he can still use herbal remedies to heal minor burns, leeches to remove "bad blood," and so on. GMs may wish to rename this skill to better fit the setting (e.g., Chirurgery).

Successful use of this skill restores 1 Life point to the victim and stabilizes him, so that no further Life points are lost due to bleeding or other continued damage (see *Stabilizing*).

Types: Primitive, Modern.

Physician (Spec)

Characters with this skill are proficient in the arts of healing the body. Successful use of this skill allows the character to diagnose symptoms (INT), treat minor and major wounds (INT), perform minor, out-patient surgeries (REF) and common procedures relating to his specialty, as well as identify and prescribe drugs and remedies available in the campaign (INT).

To perform complex and major surgeries the character should buy the Surgery skill.

This skill is common among physicians, EMTs, combat medics, and corpsmen.

Specialties: General, Hematology, Neurology, Oncology, Pediatrics, Podiatry, Psychiatry, or any other specialty approved by the GM.

Pharmacology

Pharmacology is the science of drugs, especially as they relate to medicinal use. Characters with this skill are able to identify drugs and their medicinal effects, reactions, and properties (INT).

Surgery (Spec)

Characters with this skill are able to perform surgical procedures. Successful use of this skill allows the character to perform minor to complex surgeries. Surgery can assist in the speeding up of recovery of damage with a successful skill check. Surgery can only be used successfully on a character once in a 24-hour period. A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the TN the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

This skill is common among surgeons and paramedics.

Specialties: Cosmetic, Emergency, Neurological/Brain, Oral, or any other specialty approved by the GM.

Melee Weapon Skill Group

Melee Weapon skills are those skills gained through physical labor and effort, either through a martial training of

some sort, monastery or other institute. Melee Weapon skills are associated with the Body attribute group. The Melee Weapon skill group includes the following skills.

Axes (Spec)

Characters with this skill are adept at the use and care of hand axes (includes tomahawks, hatchets, and other one-handed axes) and battle axes (includes two-handed axes or "great axes") (REF). This skill is used when making attacks with such weapons (REF). (See *Combat* for rules on making attacks, damage, and so on).

Specialties: Battle Axes, Great Axes, Hand Axes.

Bayonets

Characters with this skill are adept at the use and care of rifle-mounted blades (REF). This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

Flexible Weapons (Spec)

Characters with this skill are adept at the use of chains, ropes (including lassos), and whips (including cat-o-nine-tails) as weapons. This skill is used when making attacks with such weapons, with or without a weapon attached to the end (REF). (See *Combat* for rules on making attacks, damage, and so on).

Specialties: Chains, Flails, Nunchaku, Ropes, Three-section Staves, Whips.

Knives

Characters with this skill are adept at the use and care of knives, dirks, and other small blades (REF). This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

Maces/Clubs (Spec)

Characters with this skill are adept at the use and care of maces and war hammers. This skill is used when making attacks with such weapons (REF). (See *Combat* for rules on making attacks, damage, and so on).

Maces/Clubs is a Universal Skill; all characters receive it at level 2 at no cost.

Specialties: Clubs/Bats, Maces, Mauls, Tetsubô, Warhammers.

Polearms (Spec)

Characters with this skill are adept at the use and care of polearms, including spears, lances, halberds and glaives (REF). This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

Specialties: Halberds, Pikes, Lance/Great Spear.

Specialties: Glaives/Halberds, Spears, Lances, Ôno, Pikes, Staves.

Swords (Spec)

Characters with this skill are adept at the use and care of swords, including cutlasses, sabers, epee, foils, and other medium-length bladed weapons (REF). This skill is used when making attacks with such weapons. (See *Combat* for rules on

making attacks, damage, and so on).

Specialties: Foils/Epee, Long swords, Kenjutsu, Machetes, Rapiers, Sabers, Short swords, Two-handed Swords

Military Science Skill Group

Military Science skills are those skills gained primarily from formal study through some sort of Military education, or through the study of a related topic like history. Most Military Science skills are associated with the Mind attribute group. The Military Science skill group includes the following skills.

Combat Engineering (Spec)

Characters with this skill know how to construct buildings, make fortified defenses, dig foxholes, lay (and remove) anti-personnel and anti-vehicle mines, create roads and airstrips, breach barriers, construct bridges, etc., in a military environment or operation.

Specialties: Bridges, Defenses, Mines, Roads.

Demolitions (Spec)

The skill of assembling explosive devices, placing them for best effect, and also disassembling and defusing them (INT). Characters with this skill can also identify types of explosive compounds, triggers and other related devices on inspection.

Only the foolhardy or those who know what they are doing play with explosives. Even setting a simple charge requires a Skill Check.

With a successful Demolitions Skill Check, characters may increase the effectiveness of an explosive. For every 2 points of positive Effect Number, the player may choose to convert one die or damage normally caused by the explosive to an automatic 6 for purposes of calculating damage. For example, if a character is setting an explosive that normally caused 6d6 damage and the player achieves an Effect Number of 5 with the Demolitions Skill Check, the player may opt to take the maximum damage

for two of the dice, resulting in a total of 4d6+12 instead of the normal 6d6.

Alternatively, a character may instead convert each such die to an "automatic 1," reducing the overall effectiveness of the explosive, if he is able to tamper with or move the device without triggering it.

TN	Task	Base time required
15	Disarm simple charge	One Action
—	Cut fuse	One Action
15	Place charge	One Turn
18	Cut timed fuse	One Action
21	Build a complicated charge	One hour or more (GM's discretion)
Contested	Disarm a complicated charge	One Turn

Demolitions Actions

Disarm simple charge: This task covers disarming a simple charge or other explosive that isn't rigged to prevent tampering. It typically involves little more than cutting or pulling the fuse or detonator cord.

Cut Fuse: This is simply cutting a length of fuse to the desired length so that the charge detonates during the next turn of combat (this occurs on your character's Initiative score that turn).

Place Charge: This covers setting an explosive charge at the correct location to do maximum damage to a structure or object. This is in addition to cutting the fuse, if required.

Cut Timed Fuse: This task covers cutting a length of fuse to the desired length so the charge detonates anywhere from 1 to 10 rounds from the time it's lit. Tell the GM which turn you want the charge to detonate. If you successfully estimate the length of the fuse required, the dynamite explodes during your initiative action on the desired turn. If you fail to estimate the length of the fuse correctly, the GM rolls 1d6 and compares the number rolled on the following table to determine the turn in which the dynamite detonates.

Build Complicated Charge: This task is used when building an explosive device that is trapped to prevent tampering or disarming attempts.

Disarm Complicated Charge: This task covers attempting to disarm any charge that has been specifically made to prevent tampering. Your character must make an opposed Demolitions Skill Check versus that of the character who made the charge (if this character was a non-player character, the GM stands in for them in this case). If your cowpoke fails this Skill Check, the charge detonates immediately. An average complicated charge has a rating of TN 18.

Roll	Explosion Turn
1	Two turns prior
2	One turn prior
3-4	During flight
5	One turn after
6	Two turns after

Special: Anytime a character rolls a 3 on his Demolitions Skill Check, the explosive detonates immediately. The character handling the explosive may attempt a REF check to "avoid" the explosion, but suffers a –2 penalty to the check.

Specialties: Dynamite, Nitroglycerine, Gunpowder, Bombs, C4, Mines, Primitive, Warheads.

Strategy (Spec)

Characters with this skill are skilled at managing multiple units in large, battle-sized engagements (usually of more than 100 soldiers per side). They can assess a battle, locate advantageous routes of advance (or retreat), determine the best place to establish a defense, and so on (INT). Successful use of this skill by the leader of an army gives his side an Initiative bonus of +1 for every two points of Effect Number. The bonus lasts for the duration of the battle (PRE). GMs may also wish to use this skill as a contested Skill Check between commanders.

Specialties: Land Battles, Logistics, Sea Battles, Sieges, Space Battles.

Tactics (Spec)

Characters with this skill are skilled tacticians and are able to lead small units with 100 soldiers or fewer. The character can assess an engagement, locate advantageous positions, determine the best place to establish a defense or execute an ambush, and so on (INT). Successful use of this skill by the leader of a group of combatants also affords an Initiative bonus to that side for the duration of the battle (PRE). GMs may also wish to use this skill as an opposed test between commanders.

Specialties: Ambushes, Close Quarter Battle (CQB), Defensive Positions, Patrolling, Skirmishes.

Nature/Outdoor Skill Group

This Skill Group is made up of those Skills that are important for interacting with, and survival in, the outdoors. These are the skills of naturalists and outdoorsmen.

Animal Handling (Spec)

Characters with this skill are proficient at caring, feeding and grooming of animals (INT), as well as training (WIL) and controlling them (PRE).

This is a critical skill for any character that works with animals, such as cowboys, ranch hands, farmers and mounted Police and Cavalry troops.

A character that does not possess this skill doesn't suffer any penalties to his other animal-related skills, such as Riding, but he will be unable to alter the temperament of the critters he's dealing with.

For example, a cowboy is riding a horse who spots a rattler and rears. The player makes a Riding roll to stay on the horse and to control it. The GM assigns a difficulty of Challenging (TN 18) to the cowboy's Riding skill check. The player makes

the roll and tells the GM that he wants to calm the horse down in order to lower the Target Number for any future rolls. But the character doesn't have the Animal Handling skill so the GM tells the player that the Riding Skill Checks won't get any easier unless and until he gets the horse away from the rattler!

Animal IQ: As an optional rule, GMs may allow a bonus to the Animal Handling roll equal to the animal's INT when the roll involves training the animal.

Some specific applications of the Animal Handling skill are described below.

Task	TN
Handle an animal	12
"Push" an animal	27
Teach an animal a trick	15 to 24*
Train an animal for a general purpose	15 to 24*
Rear a wild animal	INT of animal

See the specific trick or purpose below.

General Purpose	TN
Combat riding	21
Fighting	24
Guarding	21
Heavy labor	15
Hunting	21
Performance	18
Riding	15

Animal Handling Actions

Handle an Animal: This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any non-lethal damage or ability score damage, the TN increases by 3. If your check succeeds, the animal performs the task or trick on its next action.

Push an Animal: To "push" an animal means to get it to perform a task or trick that it doesn't know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any non-lethal damage or ability score damage, the TN increases by 3. If the Skill Check succeeds, the animal performs the task or trick on its next available action.

Teach an Animal a Trick: You can teach an animal a specific trick with one week of work and a successful Animal Handling Skill Check against the indicated target number. An animal can learn a maximum of 3 tricks for every point of Intellect it has. Thus, an animal with an INT of 2 can learn up to 6 tricks.

Possible tricks (and their associated TNs) include, but are not limited to, the following.

Trick	TN	Description
Attack	24	The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply

if able. Normally, an animal will attack only people or other animals. Teaching an animal to attack anything else (such as inanimate objects or supernatural creatures, if they exist in your game) counts as two tricks. Training an animal to attack takes eight weeks.

Come	15	The animal comes to you, even if it normally would not do so. Training an animal to come to you takes one week.
Defend	15	The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character. Training an animal to defend you takes three weeks.
Cease	12	The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated. Training an animal to cease fighting takes two weeks.
Fetch	15	The animal goes and gets something. If you do not point out or name a specific item, the animal fetches some random object. Training an animal to fetch takes one week.
Guard	21	The animal stays in place and prevents others from approaching. Training an animal to guard takes four weeks.
Heel	15	The animal follows you closely, even to places where it normally wouldn't go. Training an animal to heel takes one week.
Perform	15	The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on. Training an animal to perform takes two weeks.
Seek	18	The animal moves into an area and looks around for a specific category of item, such as flowers, or gunpowder, or even animals or people. An animal can be trained to seek one item or category of item for each point of INT. Training an animal to seek for an item takes four weeks. Teaching it to seek for an

		additional item requires 8 weeks, a third item takes an additional 16 weeks, and so on.
Stay	15	The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to. Training an animal to stay takes one week.
Track	21	The animal tracks the scent presented to it. Training an animal to track takes four weeks.
Work	18	The animal pulls or pushes a medium or heavy load. Training an animal to work takes one week.

Train an Animal for a Purpose: Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a pre-selected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an INT score of 2 or higher.

An animal can be trained for only one general purpose, though if it is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer Skill Checks than teaching individual tricks does, but no less time.

Trick	TN	Description
Combat riding	24	An animal trained to bear a rider into combat knows the tricks Attack, Come, Defend, Down, Guard, and Heel. Training an animal for combat riding takes six weeks. You may also "upgrade" an animal trained for riding to one trained for combat riding by spending three weeks and making a successful Animal Handling Skill Check (TN 21). The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew.
Fighting	21	An animal trained to engage in combat knows the tricks Attack, Down, and Stay. Training an animal for fighting takes three weeks.
Guarding	21	An animal trained to guard knows the tricks Attack, Defend, Down, and Guard. Training an animal for guarding takes four weeks.
Heavy Labor	15	An animal trained for heavy labor knows the tricks Come and Work.

		Training an animal for heavy labor takes two weeks.
Hunting	18	An animal trained for hunting knows the tricks Attack, Down, Fetch, Heel, Seek, and Track. Training an animal for hunting takes six weeks.
Performance	15	An animal trained for performance knows the tricks Come, Fetch, Heel, Perform, and Stay. Training an animal for performance takes five weeks.
Riding	15	An animal trained to bear a rider knows the tricks Come, Heel, and Stay. Training an animal for riding takes three weeks.

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once.

A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.

For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Animal Handling Skill Check. If the roll fails, the character's attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

Animal Handling may be used as complementary to any appropriate animal-related skill checks, such as the skills Riding and Teamster (GM's discretion).

Note: If a character doesn't possess the Animal Handling skill, you can use a PRE Attribute Check to handle and push domestic animals, but not to teach, rear, or train animals.

Specialties: Cattle, Dogs, Horses, Pack & draft animals.

Fish and Game (Spec)

Characters with this skill are able to track and catch game and fowl, fish, and set traps. Depending on the prey, Fish and Game may involve cunning and wits to locate and trap one's prey (INT) or simple patience to wait for a bite (WIL).

Specialties: Hunting, Fishing, Trapping.

Navigation (Spec)

Characters with this skill are able to determine their approximate position on a map, tell the time of day or night (by the sun or stars), and plot a course between two known points (INT). Navigation may be used as a complementary skill to Survival, Fish and Game, Sailing, Water Craft and other skills with GM's permission. For navigating in space, between and

within star systems, see the Astrogation skill. This skill is common among professional trackers, rangers, scouts, soldiers and sailors.

Specialties: Land, Sea.

Riding (Type)

Characters with this skill are able to ride domesticated beasts, manage tack and bridle, and perform simple care and grooming of their animals. A specialty must be selected when the skill is purchased. This skill may be purchased more than once, each time for a different specialty.

Types: Camels, Horses, or other beasts allowed by the GM (such as dragons, wolves, giant bugs, and so on).

Survival (Spec)

Characters with this skill are able to survive off the land (INT). They know which plants are edible, how to construct shelter, where to find fresh water, and the like. Even recreational campers may have some measure of this skill (e.g., a score of 1 or 2, or even higher for an avid camper).

A successful check means the character is able to survive in the wilds for a day, with food, water and shelter. A critical success extends this time to a week. A failed check means the character's efforts are insufficient for the day; he goes hungry and thirsty, is exposed to the elements, or what have you. A roll that fails by 6 points worse (i.e., an EN of -6 or lower) means the character has suffered some mishap. The mishap could be an accidental poisoning, an injury requiring a damage check, frostbite, or any other situation at the GM's discretion.

Specialties: Arctic, Desert, Temperate, Tropical, Water.

Teamster (Type)

The skill of driving teams of domestic beasts, usually to pull a wagon. The character also knows how to manage harness and bridle, and so on. A specialty must be selected when the skill is purchased. This skill may be purchased more than once, each time for a different specialty.

Types: Camels, Horses, or other beasts allowed by the GM (such as dragons, wolves, giant bugs, and so on).

Tracking

Characters with this skill are able to track both man and beast (INT). Unlike Fish and Game, which allows one to locate fresh game and fowl, Tracking is used to follow prints made by man or beast, either fresh or old. Successful use of the skill means the character is able to identify the maker of the tracks and to follow them for one day or to a point at which the conditions have changed (e.g., tracks leading through a forest and to a river). If at this point the subject has not been found, then a new Tracking roll must be made to continue.

Performance Skill Group

This Skill group consists of those Skills important to acting and other forms of public performance. These Skills are complementary to those in the Communication Skill Group.

Acting

Characters with this skill are adept at acting—more simply, feigning emotion and portraying roles that differ significantly from themselves (PRE). Actors also understand the finer points of dramatic expression and can appreciate theatrical performances from a more scholarly viewpoint than the average spectator (INT).

Successful use of this skill means the character performs in a manner that moves the audience, or appraises the quality of theatrical performances by others. The effect number of the roll determines the quality of the performance; the higher the effect number the better the performance, and, thus, the better the audience's reaction. This skill may also be used as a complementary skill to Persuasion or Orate in the appropriate circumstances (at the GM's discretion).

This skill is an important one for stage and screen actors, undercover police officers, and any character to whom misleading others is important.

Dancing (Spec)

This is the skill of dancing with grace and/or style (REF). Ballroom dancing is performed at large, formal balls, such as those thrown by royalty or the wealthy, and (in some cultures) is one of the skills expected of any cultured gentleman or lady. Dancing can also be part of important ceremonies, contests and other situations calling for stamina more than style or skill (HLT).

Successful use of this skill means the character is able to dance competently, following the steps and keeping time with the music. The character may be noticed as an accomplished and graceful dancer that evening, perhaps gaining the special attention of his partner, another suitor, or another person of note or repute.

Dancing may be used as a complementary skill for all appropriate Social skill checks, at the GM's discretion.

Specialties: Ballet, Ballroom, Break, Disco, Popular, Tap, Tribal, or any other reasonable kind of dance that the player and GM agree upon.

Instrument (Type)

Characters with this skill are adept at playing a musical instrument (REF). They also understand the finer points of musical expression (INT) and can appreciate instrumental performances more than the average person (PRE).

The specific instrument (or family of instruments, with the GM's permission) must be chosen when the skill is purchased.

Successful use of this skill means the character performs in a manner that moves or entertains the audience, or appraises the quality of instrumental performances by others. The effect number of the roll determines the quality of the performance; the higher the effect number the better the performance, and, thus, the better the audience's reaction.

This skill may also be used as a complementary skill to Persuasion in the appropriate circumstances (at the GM's discretion).

Types: Drums, Banjos, Flutes, Guitars, Harps, Horns,

Keyboards, Violins, etc.

Juggling

Characters with this skill are adept at juggling and balancing objects (REF), including heavy and unbalanced objects (STR). They also understand the finer points of these physical forms of entertainment (INT) and can appreciate such performances more than the average person (PRE).

Successful use of this skill means the character performs in a manner that wows the audience, or appraises the quality of such performances by others. The quality of a performance is determined by the effect number of the roll; the higher the effect number the better the performance, and, thus, the better the audience's reaction.

Examples of people with this skill include: Chinese acrobats, street entertainers and James Ernest.

Mimicry

With this skill, characters can mimic voices and other sounds. Some common applications of this skill include impersonating another person's voice, making non-human sounds (such as bird songs, cars or machine-gun fire), and so on. Mimicry can be used either as a ruse or for entertainment.

Mimicry can be used as a complementary skill to Acting (for impersonating a specific person) and to other Social skills (at GM's discretion).

Singing

Characters with this skill have some ability with singing. They also understand the finer points of artistic expression and can appreciate singing performances more than the average person .

Successful use of this skill means the character performs in a manner that moves or entertains the audience, or appraises the value of song writing or performances by others. The effect number of the roll determines the quality of the performance; the higher the effect number the better the performance, and, thus, the better the audience's reaction.

This skill may also be used as a complementary skill to Persuasion in the appropriate circumstances (at the GM's discretion).

Ventriloquist

The skill of throwing one's voice. Characters with this skill can perform auditory illusions (HLT), making it sound as though their voice (or any sound they can make with their throat or mouth) is coming from some other location, such as another person, from behind someone, or even from an inanimate object.

This skill can also be used as complementary to Mimicry.

Sciences Skill Group

Scientific skills are useful as sources of information. In this way, they are like specialized versions of the Knowledge Skill, and other Skills in the Education Skill Group. Education Skills can be complementary to the skills in this Skill Group. A character with a scientific skill is more likely to use one of these

Skills to know something than to do something. There are exceptions, of course, a chemist might roll to analyze or concoct something or a mathematician might roll to solve a complex equation.

Astronomy

The character has knowledge of the study of stars and planetary bodies, and includes knowledge of astrometrics, black holes, and the like. The extent of the character's knowledge will depend on the era in which the game is set (e.g., an astronomer in 2001 would know a lot more about outer space, as a rule, than one in 1801). The skill score reflects the depth of knowledge possessed by the character relative to the whole body of knowledge available in the current era.

Biology (Spec)

The character has knowledge of biology. The extent of the character's knowledge will depend on the era in which the game is set (e.g., a biologist in 2001 would know a lot more about biology, as a rule, than one in 1801). The skill score reflects the depth of knowledge possessed by the character relative to the whole body of knowledge available in the current era.

Specialties: Botany, Marine, Micro, Zoology or any other specialties approved by the GM.

Chemistry (Spec)

The character has a basic knowledge of chemical principles and formulae. The Skill's ranks reflects the depth of knowledge possessed by the character relative to the whole body of knowledge.

Mathematics is usually a complimentary skill to Chemistry.

Specialties: Biochemistry, Inorganic, Organic, or any other specialties approved by the GM.

Chemistry, Analytical

Training in chemical engineering theories useful in the analysis of compounds and their practical applications. A character with this is knowledgeable in the use of laboratory equipment and can analyze and synthesize chemicals (including explosives, but their use still requires the Demolitions Skill).

Geology

This is the science of the study of the earth. A geologist has knowledge of oil, rocks, metal ores and minerals, about earthquakes and volcanoes and about fossils.

Mathematics

The character has knowledge of mathematics (INT), including calculus, geometry, statistics, trigonometry and so on. The character is able to calculate mathematical formulae without the aid of a calculator or computer, given enough time (and, typically, something to notations, such as a pen and paper or chalk and a chalkboard). The use of a calculator, abacus, or other calculating device will provide a +3 to +9 bonus to the Skill Check.

Mathematics is usually a complimentary skill to Physics and Chemistry.

Physics (Type)

The character has knowledge of physics and the laws of nature, including kinetic energy, the effects of gravity on mass, and so on (INT). The extent of the character's knowledge will depend on the era in which the game is set. The skill score reflects the depth of knowledge possessed by the character relative to the whole body of knowledge available in the current era.

Mathematics is usually a complimentary skill to Physics.

A specialty must be selected for this skill when it is bought. This skill may be bought more than once, each time for a different science.

Types: Astrophysics, General, Nuclear, Quantum, or any other specialty approved by the GM.

Simple Missile Weapon Skill Group

Similar to the Melee Weapons Skill group, these skills represent training in, and knowledge of, various simple ranged and missile weapons. Unless otherwise stated, these Skills are all based off of the Reflexes of the Character.

Boomerangs

Characters with this skill are adept at the use and care of boomerangs. This skill is used when making attacks with such weapons (see *Combat* for rules on making attacks, damage, and so on). Some boomerangs are designed to return to the thrower if they miss their intended target (takes 1d3 turns). Some boomerangs are heavy weapons with one "arm" longer than the other, that are designed to deliver a deadly blow. The latter, heavy variety do not return in the same manner as their smaller, symmetrical cousins.

Bows (Spec)

Characters with this skill are adept at the use and maintenance (INT) of bows. This skill is used when making attacks with such weapons (see *Combat* for rules on making attacks, damage, and so on), or to string a bow in a hurry (STR).

Specialties: Longbows, Short bows, Composite bows.

Crossbows (Spec)

Characters with this skill are adept at the use and maintenance (INT) of crossbows. This skill is used when making attacks with such weapons (see *Combat* for rules on making attacks, damage, and so on), or to cock a crossbow in a hurry (STR).

Specialties: Hand crossbows, Heavy Crossbows, Light Crossbows, Spear Guns.

Sling Weapons (Spec)

Characters with this skill are adept at the use and maintenance (INT) of sling weapons. This skill is used when making attacks with such weapons (see *Combat* for rules on making attacks, damage, and so on), or to hurl missiles great distances (STR).

Specialties: Atlatl, Bolas, Simple Slings.

Slingshots

Characters with this skill are adept at the use (REF) and care (INT) of slingshots. This skill is used when making attacks with such weapons (see *Combat* for rules on making attacks, damage, and so on), or to fire small missiles great distances (STR).

Small Arms Skill Group

The Skills on this group represent the training in black powder (or energy) weapons that are fired by the character. This can range from pistols to shotguns to rifles of various types. The relevant Attribute of the Skill's use depends on whether the weapons is being used (REF) or maintained (INT).

Black Powder Weapons (Spec)

Characters with this skill are adept at the use and maintenance of primitive or low-tech firearms. This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to reduce the time needed to reload one. The normal time required to reload a black powder weapon is 10 turns (about 1 minute). With a successful Challenging REF Attribute Check (TN 18), the time required is reduced to 10 - EN turns (minimum time required is 1 turn).

Specialties: Blunderbuss, Pistols, Long Rifles.

Gunplay

Characters with this skill are adept at tricks involving firearms. Some common tricks include spinning handguns and holstering them one-handed, fast drawing a weapon, and the like. Any cowpoke can point a pistol and shoot it, but a truly skilled gun hand can make it look like a work of art, or at least a circus sideshow act. Use this skill if you want your gunslinger to be able to make trick shots, spin his six-shooters like some dime novel hero or perform other gun tricks.

This skill allows the character to perform all manner of gun-handling maneuvers. Some of those tricks are nothing but a lot of flash, but others might just give you an edge in a gunfight. Some of the more common uses of this skill are listed below. Other uses are possible, but the GM has final say on what your character can and cannot accomplish with this skill. In addition, the Gunplay skill allows a character to offset penalties for performing a Fast Draw action. For every two levels in the skill, the character may ignore 1 point of penalty to his Firearms skill when performing a Fast Draw action. For example, a Ted's character, Jake Bannon, has Gunplay +5. Jake performs a Fast Draw action to take a +4 to his INI on the first turn of a shootout. Ordinarily this would impose a 6 penalty to Jake's Firearms Skill Check, but because Jake has Gunplay at +5, he only suffers a 4 penalty.

Note that while Gunplay is a common skill among gunslingers and shootists, it is not common among other character types. In fact, the mere display of gunplay skill could gain a character the reputation as a gunslinger, whether warranted or not.

TN	Task
15	Rifle Spin
15	Free Holster
18	Trick Shot (entertainment only)
18	Road Agent Spin (1 revolver)
21	Road Agent Spin (2 revolvers)
18	Border Shift

In addition, the Gunplay skill allows a character to offset penalties for performing a Fast Draw action. For every three levels in the skill, the character may ignore 1 point of penalty to his Firearms skill when performing a Fast Draw action. For example, a Ted's character, Jake Bannon, has Gunplay +5. Jake performs a Fast Draw action on the first turn of a shootout. Ordinarily this would impose a –3 penalty to Jake's Firearms Skill Check, but because Jake has Gunplay at +5, he only suffers a –1 penalty.

The Gunplay skill may be used as complementary to Persuasion (Intimidation) rolls made while a character is flashing his or her guns about.

Gunsmith (Type)

Characters with this skill are able properly maintain and effect repairs to firearms. In addition, the character can make minor modifications to the weapon, such as installing a custom mount or modifying the capacity of an ammunition magazine. Knowledge of energy weapons allows the character to effect repairs to various energy weapons, including blasters, lasers, energy swords, and other high-tech or sci-fi weapons (Electronics may be used as complementary to this skill). Heavy weapons include all of the weapons in the Heavy Weapons skill group. Small arms include all of the weapons in the Small Arms skill group.

Types: Energy Weapons, Heavy Weapons, Small Arms.

Pistols

Characters with this skill are adept at the use and maintenance of modern handguns, regardless of the type of action of the weapon (i.e., revolver, semi-automatic). This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to reduce the time needed to reload one or to clear a jam. The normal rate for reloading a revolver cylinder with loose rounds is 2 rounds per turn. Reloading a semi-automatic pistol (i.e., exchanging an empty magazine for a full one) or reloading a revolver using a speed-loader takes 1 turn. The standard rate for reloading an empty magazine is 1 round per turn. With a successful Challenging REF Attribute Check (TN 18), the character can load a number of rounds into a magazine or cylinder per turn equal to his REF, or reload a semi-automatic weapon with a fresh magazine (or a revolver with a speed-loader) and fire the weapon in the same turn.

Rifles

Characters with this skill are adept at the use and maintenance of modern rifles, regardless of the type of action of the weapon (i.e., lever-action, semi-automatic, bolt action). This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to reduce the time needed to reload one or to clear a jam. The normal rate for reloading a bolt action or lever action rifle is 1 round per turn. Reloading a semi-automatic rifle (i.e., exchanging an empty magazine for a full one) takes 1 turn. The standard rate for reloading an empty magazine is 1 round per turn. With a successful Challenging REF Attribute Check (TN 18), the character can load a number of rounds into a magazine or weapon per turn equal to his REF, or reload a semi-automatic weapon with a fresh magazine and fire the weapon in the same turn.

Shotguns

Characters with this skill are adept at the use and maintenance of modern smoothbore shotguns, regardless of the type of action of the weapon (i.e., breech-loaded, pump-action, semi-automatic). This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to reduce the time needed to reload one or to clear a jam. The normal rate for reloading a shotgun is 1 round per turn. With a successful Challenging REF Attribute Check (TN 18), the character can load 2 rounds into a magazine per turn.

Sub-machineguns

Characters with this skill are adept at the use and maintenance of modern submachine-guns. This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to reduce the time needed to reload one or to clear a jam. The normal rate for reloading a submachine-gun (i.e., exchanging an empty magazine for a full one) is 1 turn. The standard rate for reloading an empty magazine is 1 round per turn. With a successful Challenging REF Attribute Check (TN 18), the character can load a number of rounds into a magazine or cylinder per turn equal to his REF, or reload a weapon with a fresh magazine and fire the weapon in the same turn.

Social Skill Group

Social skills are those relating primarily to social interaction with and the influencing of others. Social skills are generally governed by the Mind group, though some can be assisted by physical appearance or ability.

Conversation

The skill of obtaining information from someone through conversation, without raising suspicion or, perhaps, without the subject even knowing he has been manipulated (INT). Conversation can also be used to make "small talk," to gain someone's trust or build a rapport with him (PRE). The difficulty of the Skill Check depends on the reluctance or inability of the individual to provide the information and the circumstances

under which the conversation takes place.

Intrigue

This skill is the art of uncovering (or covering up) secrets. A secret could be a love affair, a disreputable past, or a plot to overthrow the king. Intrigue can be used to oppose Deduction (but not Intuition) when trying to effect a "cover up" or otherwise conceal important or sensitive information from others, especially in a social setting (such as at the Royal Court, a meeting of Parliament or a formal ball or dinner thrown at an embassy). This skill may also be used as complementary to Conversation, Persuasion or other social skills (GM's discretion).

Philosophy

This is the skill of philosophical theories, discussion and debate, covering such topics as "What is the meaning of life?" "Is there a God?" "What is mankind's greatest error?" and the like (INT). Philosophy also includes knowledge of theology and thus can be complementary to the Religion skill.

Sense Motive

A character uses this skill to try to determine if someone is bluffing, or lying to them (WILL). This skill represents sensitivity to the body language, speech habits and mannerisms of others.

A successful check allows the character to avoid being bluffed (see the Bluff skill). Sense Motive does not, however, allow a character to determine whether a given statement is a lie. The character can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness. In addition, a character can use this skill to make an assessment of a social situation. With a successful check (TN 18), the character can get the feeling from another's behavior that something is wrong. Also, the character can get the feeling that someone is trustworthy and honorable.

A character can use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill (TN equal to the bluff check result of the sender). If the character's check result beats the TN by 5 or more, the character understands the secret message as well. If the character's check fails by 5 or more, the character misinterprets the message in some fashion.

A Sense Motive check may be made as a reaction to another character's Bluff check. (When that's the case, the GM may roll the character's Sense Motive check in secret, so the character doesn't necessarily know someone's trying to bluff him or her.) Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

Society (Type)

Characters with this skill are familiar with a particular sub-culture (INT), whether through direct interaction or some vicarious experience. This knowledge extends to important or well-known personalities, tastes in music and fashion, language (slang and/or dialects), as well as popular social spots and important businesses, and the like. For example, characters with Society (Courtier) know the finer points of court etiquette and the proper behavior for ladies and gentlemen. This is a critical skill among courtiers, diplomats and nobility.

A specific sub-culture must be chosen when this skill is purchased. This skill may be bought more than once, each time for a different sub-culture.

A success means the character acts appropriately (+3 all social skill checks for the rest of the event) or gains one important piece of information from interaction with one or more members of the group. An effect number of 6 or higher means the character is noticed and gains the special attention of one or more important figures in the group (+3 to all social skill checks for the rest of the event, or the GM may role-play some special result at his discretion).

Colleen is playing Adrienne, a commoner, in a Victorian Era game. Adrienne is masquerading as a noblewoman at a formal ball. As she mingles with the guests, trying to be accepted as one of them, the GM tells Colleen that she must make a Difficult Society (High Society) roll (TN 21). Colleen rolls and gets a total of 27! Because Adrienne's roll was 6 points higher than the required TN, the GM decides that she has gained special attention. He tells Erin that not only has Adrienne been accepted and performed as expected by the other guests, she has gained the notice of the Duke of Effingham, who invites her to dine with him!

A failed roll means the character has failed to gain any useful information or has made some simple, but forgivable, mistake (-3 to all social skill checks for the rest of the event). A roll that fails by 6 or more (i.e., a Skill Check total that is less than TN-6) means the character has made some major gaffe, insulting the host or other dignitary at the function. The GM should determine an appropriate consequence of the character's *faux pas*. The character may have gained an enemy, been challenged to a duel, been captured by a press gang, or been mugged in an alley. In cases of a very low roll resulting in failure (e.g., 9 less than the TN), the GM can simply assign an amount of injury for the mishap (e.g., potential stunning Damage Check) or run the event as an encounter; perhaps with the intervention of the other PCs. The latter approach could easily lead to an adventure unto itself.

In the same situation, Colleen rolls below an Average success, three levels below the required Difficult success. Disastrous! The GM decides that not only has Adrienne been exposed as a fraud, the Duke of Effingham is particularly offended and orders her to be arrested and placed in gaol!

The GM is encouraged to modify the Target Number of the roll based on circumstances.

Society may be used as a complementary skill to most, if not all, social skills, including Persuasion, Politics, and Conversation.

Types: Corporate, Courtier, High Society, Military, Streetwise.

Style

This skill covers knowledge of the latest styles and fashions, fashion design, and presentation (INT). Characters with this skill can keep up with the latest fashion trends, identify the origin (region or designer) of fashion styles, design new fashions and coordinate fashion shows.

Style can be used as complementary to certain social Skill Checks (GM's discretion).

Symbols (Type)

This skill represents the study and recognition of symbols. Characters with this skill are familiar with the various family, governmental and corporate crests, banners and devices (INT). A character making a successful Symbols Skill Check will recognize the owner (individual, family, organization or nation) to which a symbol or other device belongs. The GM may subject the roll to a +3 to -3 modifier, depending on how well-known or obscure the symbol is in the local area.

Sir Thomas sees a regal crest on a tapestry in the market. Sir Thomas' player wishes to identify the owner of the crest and tells the GM so. The GM has the player make a Symbols (Heraldry) check for Sir Thomas, with a +3 to the Skill Check because the GM knows the crest is that of a lord who lives some distance away.

Types: Corporate Logos, Heraldry, Naval Flags, Runes.

Social Sciences Skill Group

Social Science skills are those skills gained primarily from formal study, whether at a university, monastery or other institute, but which are different from the so-called "hard sciences" (see Science Skill Group above). Most Social Science skills are associated with the Mind attribute group. The Social Science skill group includes the following skills.

Anthropology (Spec)

Characters with this skill are familiar with the customs, traditions, and myth about a culture, nation, or region (INT).

Skill checks are not needed for "common knowledge," such as local holidays, the names of important local people, and so on.

A successful Anthropology roll provides the character with more obscure facts, such as the names of important persons or deities, methods of food preparation, and other details about the subject.

Note that this skill does not convey information about the local underworld or seedier side of the area. For that information the character will need the Society (Streetwise) skill.

Specialties: Specific culture or civilization.

Archaeology (Spec)

Characters with this skill are trained in the systematic study of past (even prehistoric) human life and culture by the recovery and examination of remaining material evidence, such as graves, buildings, tools, and pottery. Characters also have knowledge of the science or study of antiquities (especially prehistoric antiquities), such as the remains of buildings or monuments of an early epoch, inscriptions, implements, and other relics, written manuscripts, and so on.

Specialties: Artifacts, Early Civilizations, Excavation, Paleobotany, Paleontology, Prehistoric Civilizations.

Geography (Spec)

This skill covers knowledge of natural features of the earth, landmarks, climate, political, as well as cursory knowledge of the borders and inhabitants of the nations of the world. Characters with this skill can identify internationally known landmarks, the location of major bodies of water, the average climate and rainfall of a given country, and so on.

Specialties: Specific region or continent.

History (Spec)

Characters with this skill know a great deal about history and can recall general or specific details with a successful skill check (INT). The more obscure the detail or more distant the subject from the character's locality, the higher the required difficulty of the roll is.

Sir Thomas, having recognized a tapestry as belonging to Lord Culler, tries to recall information about the lord's family from history. The player makes a History skill check for Sir Thomas and succeeds, so the GM tells the player that Sir Thomas recalls that Lord Culler died on the battlefield 20 years ago.

Specialties: Locality, National, Organizational, World.

Politics

Politics is the study of the processes, principles, and structure of government and of political institutions. Characters with this skill are familiar with government and the governing of a political entity, such as a nation or municipality, as well as the administration and control of its internal and external affairs (INT). Characters with this skill understand the procedures and rules of government, how to conduct a government meeting, draft bills and pass them into law, and how to engage in political debate (PRE). Characters also know how to garner and maintain public support, how to manipulate public opinion (PRE) and how to present information in the best possible light or to misrepresent information to avoid a scandal (INT).

Politics is an important skill for members of government (politicians), lobbyists, and even some special operations forces (such as counter-insurgents) and CIA operatives.

Orate can be used as complementary to this skill.

Psychology (Spec)

The character has knowledge of human behavior and the conscious and subconscious mind, including effects of abuse, the effects of mood disorders, and so on (INT). The extent of the character's knowledge will depend on the era in which the game is set. The skill score reflects the depth of knowledge possessed by the character relative to the whole of knowledge available in the current era.

A specialty must be selected for this skill when it is bought. This skill may be bought more than once, each time for a different science.

Specialties: Alien (species), Animal, Behavioral, Criminal, Counseling, Profiling, or any other specialty approved by the GM.

Religion (Type)

Characters with this skill are knowledgeable in the history, traditions, tenets and ceremony of major religions (INT). When this skill is purchased, the character must specify one primary religion to which the skill score applies.

Sir Thomas has the skill Religion (Christianity) +5. He has a skill of +5 with his specialty (Christianity) but no practical knowledge of other major religions.

Religion may be used as a complementary skill to other applicable Skill Checks (GM's discretion). For example, the GM should allow Religion to be used as complementary to a Philosophy roll if the character is involved in a religious debate.

Types: Christianity, Islam, Judaism, Paganism, Wicca or any other religion allowed by the GM.

Technical Skills

The Skills in the Technical Skill Group represent a practical application of many of the Skills available in the Education and Science Skill Groups. While those Skill Groups deal with the knowledge of a particular subject matter, science, or topic, the Skills in the Technical Skill Group deal with the practical application of that knowledge. Many of the Skills of the Science Skill Group, and individual Knowledge skills can be appropriate as complementary skills for Skills in this Skill Group. Unless otherwise stated, the Skills of the Technical Skill Group are governed by the Mind Attribute group.

Astrogation

Characters with this skill are able to determine their approximate position in space, plot a course between two known points and navigate between and within star systems. Astrogation may be used as a complementary to the Starships skill and others with GM's permission.

This skill is common among professional starship pilots, merchants, and space smugglers.

Benchthumping

Sometimes equipment or machinery becomes fouled up to the point that no amount of tinkering or repair will fix it. At this point, as a last ditch effort, a good, solid hit is all that can get the machinery working again. On a successful check with this skill, the machine will operate for a number of Turns equal to the EN of the check. On a failed check, the equipment is inoperable until it can be worked on.

Computers (Spec)

The knowledge and use of computer language code to create or alter software programs. Characters with this skill can create programs, hack computer networks, and so on.

Specialties: Hacking, Programming, Use.

Electrician

Electrician is the skill of building, installing, maintaining, and repairing electrical devices and systems, such as those in computers, vehicles, environmental systems, buildings, and the like. Characters with this skill are able to effect repairs on, maintain and even rebuild items within their specialty. The types

of devices or equipment that a specialty will apply to depend on the technology level available in the campaign.

Electronics (Spec)

Electronics is the skill of building, repairing and, maintaining electronic devices and equipment. Characters with this skill understand the principles of electronics and are able to diagnose problems occurring in electronic devices and fix them.

Specialties: Appliances, Comm., Security Systems, Weapons.

Engineering (Type)

Engineering is the skill of designing, building, maintaining, and repairing systems. Characters with this skill are able to effect repairs on, maintain, and even rebuild items within their specialty. The kinds of devices or equipment that a specialty applies to depends on the technology level available in the campaign.

This skill must be purchased separately for each type of engineering the player wishes his character to possess. Note that this is not the same skill as Combat Engineering.

Specialties: Architectural, Propulsion, Structural, Transportation.

Mechanic (Spec)

Mechanics is the skill of repairing and maintaining motorized vehicles (such as planes, cars, trucks, boats and military vehicles), as well as diagnosing problems. When the skill is bought the player must select a specialty. Characters with this skill can repair axles, motors, brakes, and so on.

Specialties: Specific part or system (e.g., brakes, transmission, jet engines).

Repair

The character is skilled in repairing, or jury-rigging, damaged machinery or equipment.

Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a TN of 10 or 15 and require no more than a few minutes to accomplish. More complex repair work has a TN of 18 or higher and can require an hour or more to complete.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the Repair check's TN by 5, and allows the character to make the checks in as little time as a turn. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter. A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The TN for this is at least 15, and it can be higher depending on the presence of security devices.

The character can re-attempt a failed Repair check, but in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Repair requires an electrical tool kit, a mechanical tool kit,

or a multipurpose tool, depending on the task. If the character do not have the appropriate tools, he or she takes a −4 penalty on the check. Mechanic or Electronics can provide a +2 bonus on Repair checks made for mechanical or electronic devices.

Technological Knowledge

The one thing that the Character knows is technology, so much that he can make guesses about advanced or alien technologies as well. Of course, these technologies do not stay alien to the Character for very long.

The character can make a Technological Knowledge Check to correctly identify starships, mecha, robots, and cybernetic attachments, as well as identify unfamiliar technological devices.

Repair Task (Example)	Repair TN	Time
Simple (tool, simple weapon)	10	1 min.
Moderate (mechanical or electronic component)	15	10 min.
Complex (mechanical or electronic device)	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	25	10 hr.

The TN for identifying technological items vary depending on the type of information required:

Unfamiliar Item	TN
Basic tool or instrument	12
Robotic or vehicular component	15
Cybernetic attachment	18
Alien weapon or nano-technology	21
Alien artifact	24

Identifying a starship by its type and subtype, identifying a mecha by its superstructure, or identifying a robot by its frame: TN 12.

Determining the function or purpose of a particular mechanical system or cybernetic attachment: TN 15.

Recalling the standard, factory-model design specs of a particular type or class of starship, mecha, or robot: TN 18.

When confronted with an unfamiliar piece of technology or alien artifact, you can make a Knowledge (technology) check to correctly surmise the primary (if not singular) purpose of the device. A successful check result does not enable you to activate the item, nor does it make you proficient with the item. The TN of the Knowledge (technology) check depends on the item being identified and the difference in Progress Level, as shown below.

Operate Electronics (Spec)

Characters with this skill can operate electronic communication and sensor equipment, including both military and civilian versions, and those aboard vessels, portable and stationary devices, and so on. Characters can also maintain and make minor, emergency repairs to such devices, though any complex repairs will require the Electronics skill.

A successful Skill Check also allows the user to detect objects using sensor equipment, such as sonar and radar. Operate Electronics can also be used to try to jam sensors as with jamming communications.

Attempts to jam communication equipment requires a contested Skill Check, with both sides using the Operate Electronics skill. If one side has more advanced or powerful technology, the GM may allow a bonus of +1 to +5 to that side's Skill Check. The side with the higher Effect Number wins the contest.

Specialties: Communication, Sensors.

Transportation Skill Group

The Transportation Skill Group consists of those Skills which deal with the operation and driving/piloting of the various sorts of vehicles that would be available in a campaign. These are the skills of race car and truck drivers, as well as Air Force pilots, and ship captains.

Drive (Spec)

Characters with this skill have practical experience operating ground vehicles, including performing maneuvers in difficult conditions, avoiding obstacles, performing routing maintenance and operating all common equipment normally associated with them (such as climate control, radio, checking gauges, and filling the gas tank).

Drive is a Universal Skill.

Specialties: Cars, Motorcycles, Tracked Vehicles, Tractors/Semis.

Piloting (Spec)

Characters with this skill have practical experience piloting aircraft, including performing maneuvers in difficult conditions, dog fighting, aerial acrobatics, performing routing maintenance and pre-flight checks, and operating all common equipment normally associated with them (such as climate control, radio, radar, and so on).

Specialties: Helicopters, Jets, Planes, Space Craft, Vectored Thrust.

Sailing (Spec)

Characters with this skill have practical experience piloting sailing vessels, including performing maneuvers in difficult conditions, performing inspections for fitness and sea-worthiness, and operating all common equipment normally associated with them (such as securing sails and rigging, radio [if appropriate], signaling with flags, and so on). Any characters with this skill can perform as a crewman on a sailing ship. Seamanship is also important for ships' captains and masters, who must issue orders to the crew.

Specialties: Sailboats, Tall Ships.

Starships (Spec)

Characters with this skill have practical experience piloting interplanetary and interstellar craft, including performing maneuvers in difficult conditions, dog fighting, performing routine maintenance and pre-flight checks, and operating all

common equipment normally associated with them (such as climate control, radio, sensors, and so on).

Specialties: Capital Ships, Cargo Ships, Starfighters, System Boats.

Watercraft (Spec)

Characters with this skill have practical experience piloting powered, sea-going vessels, including performing maneuvers in difficult conditions, maneuvering and formations, performing inspections for fitness and sea-worthiness, and operating all common equipment normally associated with them (such as climate control, radio, radar or sonar, signaling with flags, and so on). Characters with this skill also know the basic workings of powered sea-going vessels and can perform as a crewman on one.

Specialties: Hovercraft, Large Vessels, Motorboats, Submarines.
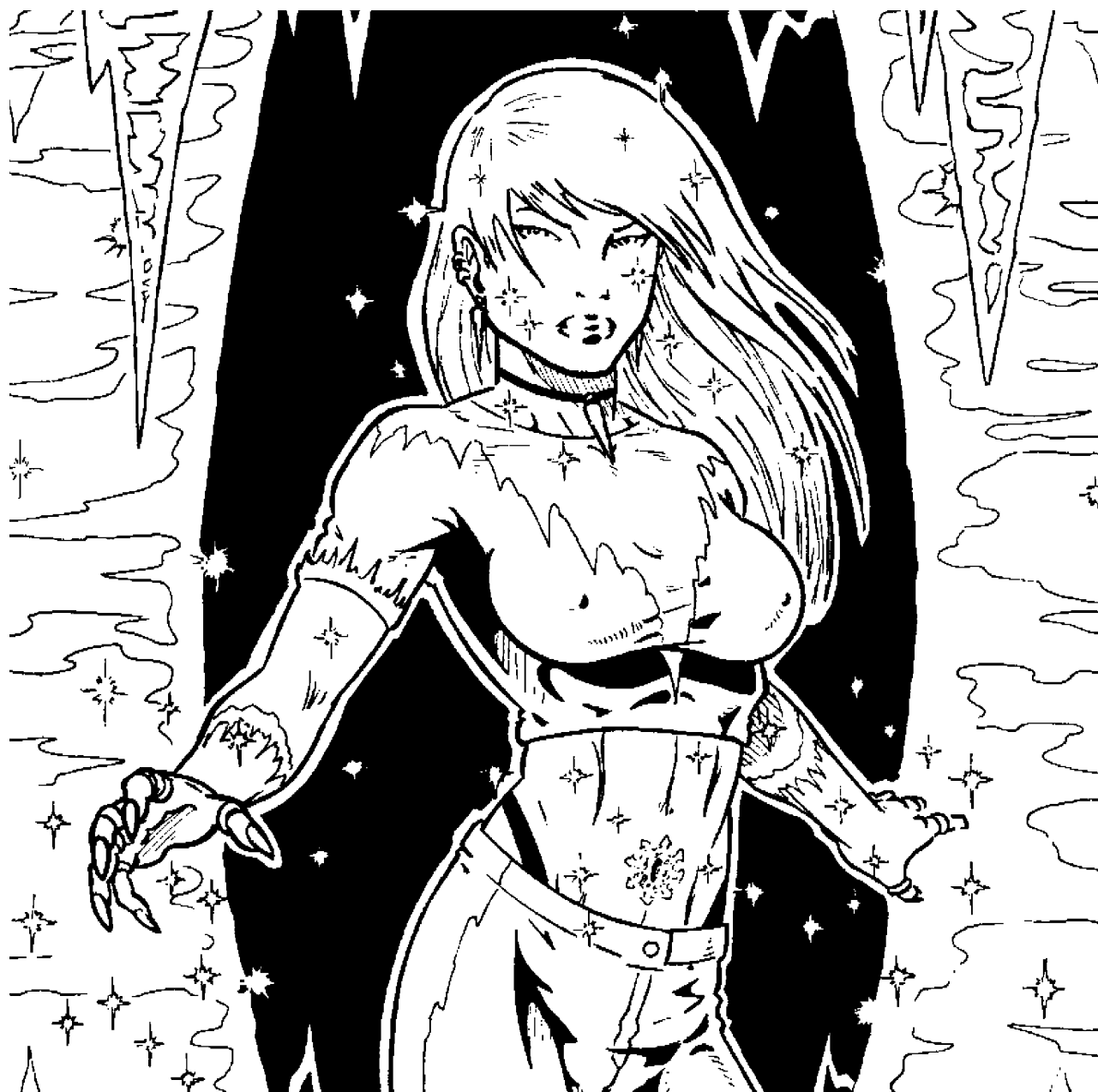
ABILITIES

What are Abilities? Many role-playing systems have advantages or other character traits that help to make the characters different from each other, to give each character different advantages during play. In the *Open Core System* those traits are known as Abilities. This section outlines the most common Abilities that would be available for characters in a wide variety of different campaign types and genre simulations.

EFFECT-BASED VS. POWER-BASED

Open Core is an effect-based system. This means that the effects of an Ability are provided, and then the player or GM have to define the specific application of those effects. For example, a character may achieve the capabilities of the Flight Ability by using: wings, magic, anti-gravity field, psionics, force of will, reality-warping techniques, thermal wave-riding, or many other methods. Similarly, a Rank 2 Special Attack does 2d6 points of damage that could take the form of a near-infinite number of sources.

A power-based system defines both the effects and the application of an Ability. That fantasy RPG, for example, details magic and special attack spells such as Burning Hands, Fireball, Lightning Bolt, and Magic Missile. They all deliver damage, but the way in which the way in which they deliver damage is determined by the rules, not the players.

An effect-based system gives players more freedom to create, but a particular application might not make any sense if not used with forethought. Talk with your GM if you have any questions regarding the special effect applications of your character's Abilities

While the Abilities section of these rules may not seem as "crunchy" and well-defined as other sections, that is due to the nature of effects-based games. For Players and GMs who are used to Power-based games, making the transition to effect-based games can be challenging, that is where this section helps.

An important thing to remember when purchasing Effect-Based powers, is that in order to get an effect the Player **must** pay for that effect. Otherwise, assume that the character can not do it. GMs are allowed some flexibility in allowing characters to do things, but as a rule of thumb the Player and the GM should keep in mind that there is no such thing as a free lunch.

Effects in Open Core

Special effects are a very important factor to character creation using the Abilities in Open Core. The special effects of a power created with these Abilities help to define what it is and how it's created, and help distinguish one power from another power. For instance, three different characters could all have 4d6 Special Attacks, but each might have different effects: One is fire, another uses electricity, and the third fires a sonic attack. Each type of effect can have extra benefits or limits beyond the

basic power description; exactly what is up to the GM.

Each of these categories is general; within each category there can be many types of effects, related but different.

Some Examples of Effects

This list demonstrates some sample effects that can be used in your Open Core campaigns. This list is by no means extensive or complete and it is recommended that the campaign's GM customize this list to fit the campaign. These sample effects are just included as guidelines o help out with GMs and Players to "get" the concept of an effect-based system.

Ultimately, it is the interplay during the character creation process of the GM and the Player that helps to determine the effect of anything created using the Open Core Abilities.

Biochemical: This category includes acids, venoms, poisons, diseases, drugs and other chemicals. Biochemical attacks are sometimes manifested as gasses, which might be affected by high winds or extreme temperatures.

Cold/Ice: Everything related to extreme cold, including freezing blasts of super-cold materials, ice, or other such effects. Cold attacks can work against physical or energy defenses, depending on what you decide when you buy the power. Cold powers are usually less effective in high temperature environments.

Electricity: The classic electrical bolt, lightning, sparks, and zaps. Any combination of amperage and voltage would be in this category. Electrical powers may have greater effect against delicate electronics, and less effect against well-insulated targets.

Heat/Fire: Everything connected with high temperatures, such as flames, hot metal, or hot gasses. Fire can start fires in flammable materials, which is sometimes handy and sometimes can cause excess property damage or threaten innocent lives. Heat powers are usually less effective in low-temperature environments.

Kinetic: This category includes all physical force, such as punches, clubs, rocks, chunks of ice, or anything that creates a solid thump on target. This can include force-blasts or telekinetic attacks if you choose to define them that way.

Light: This category is electromagnetic radiation in the visible or near-visible spectrum, from infrared to ultraviolet. This includes lasers, high intensity flashes, and similar effects. Blasters fall into this category. Light attacks are often less effective in very dusty or smoky environments.

Magic: A catch-all term to describe mysterious forces used to produce a wide variety of effects. It's important to note that magic can be used to create many different effects; for instance, magic could be used to create a lightning bolt. See the Magic Ability (pg. XX) for more information.

Magnetism: This covers magnetic effects, and is often connected with force fields and telekinesis. Magnetic attacks often work against physical defenses rather than energy defenses. Magnetic powers are often less effective against non-metallic substances, and more effective against magnetic

materials such as iron.

Psionics: This force is psychic power or mental forces; the raw power of the mind. Mental powers usually (but not always) have a psionic special effect. Psionic attacks usually work against mental defenses such as the Mind Shield Ability.

Radiation: This includes ionizing radiation such as gamma rays, and radiation from radioactive materials, as well as more bizarre forms of radiation emanated by comic book materials. Essentially, all short wavelength electromagnetic radiation falls into this category.

Sonics: Pressure waves of all varieties (including infrasound and ultrasound) are in this category. This category of effects would not work at all without a medium of transmission, so it won't function in a vacuum. Sonics would generally be less effective in a low pressure environment, and more effective in a high-pressure environment.

Supernatural? Perhaps…

Well, yes, it could be. Any ability sufficiently advanced can be construed as magic instead of superpowers. A Special Attack can be called a laser bolt or a magical fireball – depending on what you want to call it. Those wishing to use the Abilities of Open Core to create magical power are directed towards the Magic Ability (pg. xx), as well as the power-based spell system (see Magic pg. xx) that Open Core has to offer for those who wish to use that option. The beauty of the Open Core system is that it simply defines the game effect of a power; you get to decide how it was created and what it looks like-in short, its effects.

Handling Effects in A Campaign

Effects can and should be used to make adventures more dramatic, and sometimes to help characters overcome problems. It's a classic bit – the hero manages to defeat the villain's plot by tuning his energy blast to just the right frequency to deactivate the force field, or some such pseudo-scientific explanation.

Effects can let a character do a little bit more than the basic power description suggests, or sometimes they can restrict a power somewhat. For instance, sonic effects just won't work in a vacuum, but the GM may let you do some extra damage with a sonic effect under water. It's up to the GM how much or how little the special effect can affect an Ability.

The GM can have the Player make a Power Use skill check to see if effects can have a game effect outside of the ordinary; the relevant Attribute for this is typically Will, but can be based on other Attributes depending on the nature of the power being simulated, as well as the GM of the campaign.

The important thing to remember is that Open Core is your game, to be used as you desire. How the given effect of a power built through the Abilities is ultimately up to the decision of the GM and the "reality" of her campaign.

Designing New Effects

The list of special effects above is provided as a sample which the GM can add to if needed. Like all aspects of the Open Core rules, the example Special Effects can be altered and customized to fit a GM's individual campaign. All of this section is presented to help out those GMs and Players who may not be as familiar with effect-based RPGs and may need a bit of assistance one creating their first character using the Abilities of Open Core. However, Open Core is simple enough that once someone has gotten the hang of the Abilities system, character creation is very simple and easy.

A new character invented by the GM may have completely new special effects; the Power Cosmic, for instance, which is unlike any other power. Or existing special effects categories can be split into two or more categories. Magic, for instance, is very broad, and might be easily split into two or more different types of magic.

ABILITY CHECKS

An "Ability Check" is a roll to see if an Ability can be used successfully. As with Attribute Checks and Skill Checks, it isn't necessary to roll for every little thing that a character wants to do, but rather the rolls are saved for when the character is trying something that requires extra effort, or is in direct competition with someone else.

Relevant Attributes: Each Ability lists a *Relevant Attribute*; Ability Checks will usually be treated as an Attribute Check using the Relevant Attribute. For certain Abilities there are multiple possible Relevant Attributes; in these cases the choice of which one to use depends on the nature of the Ability itself, and how the character is using it in that particular instance.

Power Usage Skill: Players who want to improve their character's success rate for Ability Checks without raising the character's attributes can take the Power Usage skill (see p. XX). This is a Type skill; each Ability counts as a separate Type, and thus a separate skill. If the character has an appropriate Power Usage skill, the Ability Check can be treated as a Skill Check.

Other Skills: The GM may opt to allow players to use other skills for an Ability Check where appropriate, either as the basis of the check or as a Skill Synergy bonus. In the case of Abilities that represent a particular mode of attack such as Natural Weapons and Special Attack, the GM may allow players to use an appropriate combat skill rather than buying a separate Power Usage skill. For example, it's perfectly reasonable for a character with Natural Weapons (Claws) to use his or her Unarmed Combat skill to fight with them.

MODIFYING ABILITIES AND ADJUSTING POINT COSTS

Players may occasionally find that an Ability does not exactly match their concept of how a particular power or capability should function. The GM (and, with GM permission, the players) may redefine the effects of existing Abilities to better suit particular character concepts. If the GM feels a changed effect makes the Ability significantly more or less powerful, he or she may alter its Point cost to reflect this.

Additionally, the value of Abilities assumes the setting of the game gives them a good chance of actually being useful in play. If a character is given an Ability that the GM decides is

unlikely to have much, if any, utility in the campaign, he or she can reduce its Character Point Cost or even give the Ability away for free. If circumstances change and the Ability becomes useful on a regular basis, the character should pay for the Ability with Character Points granted through experience.

Table: Character Abilities

Ability	Point Cost	Relevant Attribute
Ace! Technique	1 / Rank	None
Adaptation	1 / Rank	Health
Alternate Form	2, 3 or 9 / Rank	Health
Animal Friendship	1 / Rank	Presence
Armor	2 or 4 / Rank	Health
Art of Distraction	1 / Rank	Presence
Attack Combat Mastery	3 / Rank	None
Aura of Command	1 / Rank	Presence
Awareness	5 / Rank	Will
Block Ability	1 or 6 / Rank	Will
Combat Techniques	1 / Rank	None
Combination Attack	3 / Rank	None
Computer Intrusion	2 / Rank	Intellect
Contamination	2 or 4 / Rank	None
Damage Absorption	8 or 10 / Rank	Health
Damage Conversion	6 or 8 / Rank	Health
Damn Healthy!	2 / Rank	None
Defense Combat Mastery	2 / Rank	None
Displacement	3 / Rank	Health
Divine Relationship	1 / Rank	None
Duplicate	6 or 8 / Rank	Health
Elasticity	2 / Rank	Health
Energy Bonus	3 / Rank	None
Enhanced Presence	2 / Rank	Presence
Enhanced Health	3 / Rank	Health
Enhanced Reflexes	4 / Rank	Reflexes
Enhanced Intellect	2 / Rank	Intellect
Enhanced Strength	4 / Rank	Strength
Enhanced Will	3 / Rank	Will
Environmental Control	1-2 / Rank	Will
Exorcism	1 / Rank	Will
Extra Arms	1 / Rank	None
Extra Actions	8 / Rank	None
Features	1 / Rank	None
Flight	2-4 / Rank	Reflexes
Flunkies	1-2 / Rank	Presence
Force Field	2-4 / Rank	Will
Healing	4 / Rank	Will
Heightened Awareness	1 / Rank	Will
Heightened Senses	1 / Rank	Will
Highly Skilled	1 / Rank	Variable
Hyperflight	1 / Rank	Health
Immunity	10 / Rank	Health
Insubstantial	3 / Rank	None
Invisibility	3 / Rank	None
Item of Power	3-4 / Rank	None
Leaping	1 / Rank	Strength
Magic	4 / Rank	None
Mass Increase	8 / Rank	Health
Massive Damage	2 or 5 / Rank	None
Mechanical Genius	2 / Rank	Intellect
Memory Art	4 or 6 / Rank	Intellect
Metamorphosis	5 / Rank	None
Mimic	7 or 10 / Rank	Intellect
Mind Control	3-6 / Rank	Will
Mind Shield	1 / Rank	Will
Natural Weapons	1 / Rank	None
Nullify	7 or 12 / Rank	Will
Organizational Ties	1-3 / Rank	Presence
Personal Gear	2 / Rank	None
Place of Power	1 / Rank	None
Plant Control	2 / Rank	Will
Pocket Dimension	2-4 / Rank	Will
Power Defense	1 / Rank	Variable
Power Flux	5, 10, 15 or 20 / Rank	Variable
Projection	1-4 / Rank	Intellect
Regeneration	4 / Rank	None
Reincarnation	2 or 4 / Rank	None
Rejuvenation	1 / Rank	Will
Sensory Block	1 / Rank	Intellect
Servant	2 or 5 / Rank	None
Sixth Sense	1 / Rank	Will
Size Change	1, 5, or 6 / Rank	Health
Skill Knack	5 / Rank	Variable
Special Attack	1 or 4 / Rank	None
Special Defense	1 / Rank	None
Special Movement	1 / Rank	Reflexes
Speed	2 / Rank	Reflexes
Spirit Ward	1 / Rank	Will
Swarm	2 / Rank	Health
Telekinesis	8 / Rank	None
Telepathy	1-3 / Rank	Intellect
Teleport	5 / Rank	Intellect
Transmutation	3-5 / Rank	Intellect
Tunneling	2 / Rank	None
Unique Attribute	1-5 / Rank	Variable
Unknown Superhuman Power	Variable	Variable
Water Speed	2 / Rank	None
Wealth	3 / Rank	None

ABILITY LIST

Below is a list of all the Abilities available in these rules. GMs and Players are encouraged to come up with their own new and unique Abilities. Abilities cover a gamut from social advantages and natural abilities, to super-human powers.

Ace! Techniques

Cost:	1 Point/Rank
Relevant Stat:	None
Progression:	1 technique per Rank

The Ace! Ability is for those characters whose forte is with vehicles, whether automobile, aircrafts or watercraft. The character is a natural Ace with a type of vehicle. Each Rank gives the character one Ace! technique, the GM will determine if a special maneuver can be assigned multiple times. While some of these techniques are usable only for certain types of vehicles, most are usable for almost any type. When this Ability is combined with a Skill Knack (pg. XX) that effects driving and/ or piloting skills, the combination creates a character who is truly the best at what they do.

- Acceleration Tolerance

This is the ability to withstand the sudden high-G forces of extreme acceleration for short periods. It is most useful for fighter pilots, especially those pilots that fly jets or other high speed vehicles. This advantage gives a bonus on HLT rolls to avoid the effects of acceleration. The character's bonus to skill rolls involving sports or athletic pursuits and HLT checks is +4.

- Battle Run

When using an attack action with a vehicle ranged weapon, the pilot can move both before and after the attack, provided that the total distance moved does not exceed the vehicle's normal MOV.

- Dodge

When operating a vehicle of a type with which the character is skilled, apply a +1 bonus to the vehicle's Defense against attacks from one enemy vehicle designated during your action. You can select a new enemy ship on any action.

- Feel For the Road

The character has an unusually good sense of how a vehicle reacts to rough terrain; reduce all terrain penalties by half.

- Feint

When piloting a vehicle with which the character is skilled, make a Bluff check in vehicle combat as a move action. In addition, you receive a +2 bonus on Bluff checks made to feint in vehicle combat. Feinting in vehicle combat requires an attack action.

- Force Stop

The character knows how to make another vehicle come to a stop after a special kind of sideswipe attack. When the character attempts a sideswipe stunt with a surface vehicle, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition to the normal requirements for attempting a sideswipe stunt, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number.

After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so that they form a tee. Move them forward a distance equal to the character's turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage. If the character fails the check, resolve the sideswipe normally.

Hover vehicles are difficult to catch in a force stop because they do not have tires and can overcome the skid effect through increased vector thrust. If the character with this feat tries to use Force Stop on a hover vehicle and fails the Drive check, his vehicle suffers ramming damage from the opponent and does not force the vehicle to stop.

- Gunnery

You do not take a penalty on attack rolls when firing a vehicle weapon. Without this technique, you take a –4 penalty on attack rolls when firing a starship weapon.

- Heavy-Helmer

The character is unusually adept at handling large and heavy vehicles. When piloting Colossal or larger vehicles, the character can ignore up to 4 points in handling penalties. If the vehicle's MB (see p. XX) is -1 or better, the character gets a +2 bonus instead.

- Hotshot

The character gains a +4 bonus to piloting rolls made for attempting Extreme Maneuvers (see p. XX).

- Internal Compass

The character has a naturally unshakable sense of direction; +2 to all navigation checks.

- Masterful Control

You have a deft touch on steering wheels, throttles, and other control surfaces. Whenever the character suffers a vehicular mishap, he or she may attempt an immediate Driving Check without using an action to regain control of the vehicle before anything can go wrong.

- Mobility

When operating a vehicle of a type with which you are proficient, apply a +4 bonus to the character's ships.

- Move-By Attack

The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, he or she can take his or her attack action to make an attack at any point along the vehicle's movement. When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his or her attack action either before or after the vehicle's movement.

- Ram

The character knows how to use his or her vehicle as a weapon. When he or she attempts to ram another vehicle, the target does not get a Reflexes Check for half damage.

- Strafe

The character can use a vehicle's ranged weapon set on automatic fire to affect a wider area than normal. When using a starship's ranged weapon on autofire, you can affect an area 2,000-feet long and 500-feet wide (that is in a straight line). A starship weapon on autofire normally affects a 1,000-feet-by-1,000-feet area.

- Throttle Jockey

The character has a masterful control over his or her vehicle's speed; penalties for maneuvering at high speeds are halved.

Adaptation

Cost: 1 Point/Rank
Relevant Attribute: Health
Progression: The character is adapted to 1 environment/Rank

The character can adapt to survive in a number of environments hostile to ordinary humans equal to his or her Adaptation Rank. Examples of hostile environments include: acidic/basic liquids, extra dimensional, extreme pressure, intense cold, intense heat, noxious gases, radiation, underwater (the ability to "breathe" water), and vacuum (low pressure, not the absence of air). Adaptation does not apply to non-human characters whose natural environment is not the Earth's atmosphere (such as a mermaid living in the ocean). In these cases, the character must assign Adaptation (Earth Atmosphere) to survive in normal human environments. Surviving in low- or no-oxygen environments is a Special Defense Ability, not Adaptation.

The Ability also provides 2 Points of Armor against environmental conditions and attacks similar to the adapted environment. For example, Adaptation (Heat) provides Armor while in the desert heat and against fiery blasts, while Adaptation (Pressure) provides Armor while deep-sea diving and against a crushing gravity attack. In most natural Earth environments, this Armor provides complete protection against the elements.

Adaptation can thus be viewed as a very limited form of the Armor Ability in many situations. A character with even Rank 1 Armor gains the benefits of Adaptation against normal environmental conditions. Armor does not protect against specific hostile environments that have less tangible damaging effects, such as extra dimensional, noxious gases, and underwater.

Alternate Form

Costs: 2, 3 or 9 Points/Rank
Relevant Attribute: Health
Progression: The character's alternate form is built from 10 Character Points/Rank

A character with Alternate Form can instantaneously transform into one other specific form that is determined during character creation and approved by the Game Master. Once selected, the form cannot be altered. Alternate Form allows the character to possess a radically different body shape than his or her normal human form, and exhibit exotic physical features as well.

If a character only has a single, permanent, non-human form, this Ability should not be applied. Instead, the character must acquire the relevant Abilities and Disabilities that best represent the form's capabilities. A character with several different Alternate Forms should assign this Ability multiple times. The Abilities gained in the character's Alternate Form obviously cannot be Dependent upon the Alternate Form Ability. Different Alternate Forms can be built with different Ability Ranks as well.

Partial-Powered Form (3 Points/Rank)

The form is built from 10 Character Points for each Alternate Form Rank, which can be used to acquire Attributes and Abilities. The character's Attributes all drop to zero and thus must be raised with the Alternate Form's new Character Points (using the Enhanced Attribute Ability below); Derived Attributes also must be recalculated. Additionally, the character's regular Abilities, Skills, and Disabilities no longer function in the Alternate Form, though the GM may decide that some Abilities (such as Personal Gear, Flunkies, Organizational Ties, Wealth, and others) and some Disabilities still retain their effects. Disabilities can also be assigned to the new Form to provide additional Character Points. Unless the GM indicates otherwise, normal clothing becomes part of the Alternate Form as well.

Full-Powered Form (9 Points/Rank)

The form is built from 10 Character Points for each Alternate Form Rank, which can be used to acquire Abilities for the new form. The character retains all the Attributes, Ability Ranks, Skill Ranks, and Disability Bonus Points associated with his or her regular form. The newly acquired Abilities and Disabilities add to the character's normal form. If the character's Abilities are modified by the Enhanced [Attribute] Ability or Less Capable [Attribute] Disability, the Calculated Values should be recalculated as necessary. Unless the GM indicates otherwise, normal clothing becomes part of the Alternate Form as well.

Cosmetic Changes (2 Points)

A "Rank 0" option of the Alternate Form Ability is also available at the cost of 2 Character Points. This Rank allows a character to undergo cosmetic changes that confer no additional abilities on the target. This includes: a 10% size increase or decrease, change of gender, 50% age increase or decrease, color changes (eye, skin, or hair), and minor physical changes (shape of ears, facial features, or bodily proportions).

Sample Alternate Forms

The examples herein suggest some Abilities that may be appropriate for the Alternate Forms, but the GM can modify them if desired. Other types of alternate forms can include electricity, radiation, light, emotion, data, dream, sound, and many others.

- Animal Forms

Many nature-based shape shifters (and cursed martial artists) have one or more Partial-Powered animal forms. Suggested Abilities: any that are relevant to the specific animal form, such as Animal Friendship, Armor, Attack Combat Mastery, Damn Healthy!, Features, Flight, Heightened Senses, Jumping, Natural Weapons, Special Movement, Tunneling, etc.

- Elemental/Chemical Forms

This option covers a wide range of possible forms, including: acid, base, gold, granite, ice, mercury, water, sulfur, synthetic drugs, etc. Suggested Abilities: Adaptation, Armor, Duplicate, Damn Healthy!, Elasticity, Enhanced [Ability], Extra Arms, Insubstantial, Massive Damage, Regeneration, Special Attack, Special Defense, Special Movement, Enhanced Strength, Swarm, Water Speed.

- Flame Form

The character is composed of fire, and can ignite flammable objects on contact. Any person near the character may suffer burn damage as well. Suggested Abilities: Adaptation (Heat), Armor (Optimized to heat), Environmental Influence (Heat), Flight, Force Field, Special Attack (Aura).

- Gaseous Form

This form is less substantial than a liquid form. The character cannot pick up solid objects and can only exert the pushing force of a gentle wind. Suggested Abilities: Adaptation, Extra Attacks, Flight, Heightened Awareness, Invisibility, Insubstantial, Projection, Regeneration, Sixth Sense, Size Change, Special Attack, Special Defense, Speed.

- Incorporeal Form

An Incorporeal form is without physical substance (for example, a ghost or living shadow). The character can pass through walls, walk on air or water, and perform similar ghost-like feats. Suggested Abilities: Adaptation, Flight, Invisibility, Insubstantial, Special Defense.

- Melding Form

The character can meld into any inanimate object, and still perceive nearby events as though he or she is still human. Once merged, the character cannot be harmed unless the object is damaged. Suggested Abilities: Adaptation, Insubstantial, Teleport (Within melded object), Tunneling.

- Two-Dimensional Form

A 2-D character has height and width, but not depth. He or she can squeeze through the spaces between atoms, and is completely invisible when viewed from the side. An entire new two-dimensional universe may be waiting to be explored by such a character. Suggested Abilities: Adaptation, Insubstantial, Pocket Dimension, Special Defense, Special Movement, Speed.

Animal Friendship

Cost: 1 Point/Rank
Relevant Attribute: Presence
Progression: Descriptive; see below

A character with this Ability has an unusual, instinctive empathy towards animals. On a successful Presence check, the character can befriend an otherwise hostile or even ferocious animal. For example, this would allow a character to get past a police dog or guard dog. Utilizing this ability requires behaving in a calm and friendly manner; a friendship cannot be made if the character or his or her friends have already attacked the animal. An "animal" is defined as a natural creature with Intellect of 1-2 that lacks the ability to communicate via a structured language (that is, it cannot speak).

The GM can apply difficulty penalties or bonuses to the Presence check based on the character's actions and the situation. For example, the dice roll modifier could be -4 if the animal is especially fierce or very loyal to its current owner, or +4 if the characters just saved the animal from some nasty fate. When befriending a pack of animals, a dice roll penalty of -2 is assigned for two animals, -4 for 3-4 animals, -6 for 5-8 animals, -8 for 9-16 animals, and higher penalties for larger packs. If the attempt fails, the animal(s) may attack, threaten the character, or slink away, depending on its nature. A second attempt is usually not possible within a short period of time. If an animal is befriended, it will let the character and companions approach it, and will not attack or act aggressively unless it or the members of its pack or family are threatened. At the GM's option, it may be affectionate enough to want to follow behind the character or somehow assist him or her.

An animal that has been befriended simply likes the character. Actual training of the animal takes time and requires the application of the Animal Handling Skill. The character's Rank in this Ability (round up) is added to his or her Animal Handling Skill.

Rank 1	+1 to the Animal Handling Skill.
Rank 2	An additional +1 modifier is applied to the Presence check. +2 to the Animal Handling Skill.
Rank 3	An additional +2 modifier is applied to the Presence check. +3 to the Animal Handling Skill.
Rank 4	An additional +3 modifier is applied to the Presence check. +4 to the Animal Handling Skill.
Rank 5	An additional +4 modifier is applied to the Presence check. +5 to the Animal Handling Skill.
Rank 6	An additional +5 modifier is applied to the Presence check. +6 to the Animal Handling Skill.

Armor

Cost: 2 or 4 Points/Rank
Relevant Attribute: Health
Progression: All attack damage the character receives is reduced by 4 points/Rank

The Armor Ability represents actual Armored plates, or simply skin or clothing that is highly resistant to damage. It is most often found on combat vehicles, cyborgs, androids, giant monsters, and, powerful magical beings.

Armor reduces the damage that is inflicted on the character or structure. Armor reduces the damage of each attack by 4 Points per Rank. The base cost for Armor is 4 Points/Rank. Unlike TGH, which only protects effects Blunt or Stunning damage, Armor protects against all sorts of damage/

A number of options are available for the Armor Ability, which alter the Ability's Point cost or modify the Armor's effectiveness. The minimum Point cost of Armor, regardless of options, is 1 Character Point.

Partial

The Armor has a small thin area (half Armor value, -1 to Point cost) or an unarmored area (no Armor value, -2 to Point cost) that can be targeted using a Called Shot. Point cost reductions apply to the total cost of Armor, not the cost per Rank.

Optimized Armor

The Armor is focused against a particular uncommon attack form. Eligible attack forms include electricity, cold, laser beams, fire/heat, energy blasts, psionic attacks, etc. Armor cannot be optimized against broad categories such as blunt impacts or piercing weapons, however. Optimized Armor provides doubled protection against the chosen attack form only, and no protection against other forms. A character can acquire both Optimized Armor and ordinary Armor by assigning the Armor Ability twice.

Shield Only

The Armor does not cover the character's entire body. Instead, it is a shield that the user must deliberately interpose in front of a melee or unarmed attack using a Block Defense. The character must also possess the Combat Technique (Block Ranged Attacks) Ability to use the shield in a Block Defense against ranged attacks. If the character successfully defends, the shield's Armor can protect against damage associated with the Ability Rank. This option reduces the cost of Armor to 2 Points/Rank (rather than 4 Points/Rank), and increases the protection provided from 4 Points/Rank to 8 Points/Rank.

Attack Combat Mastery

Cost: 3 Points/Rank
Relevant Attribute: None
Progression: The character's REF Bonus is increased by 1 Point/Rank

Attack Combat Mastery denotes either an innate "killer instinct" or the character's intimate knowledge of a wide range of offensive combat techniques covering all aspects of armed and unarmed encounters (including ranged weapons).

Individual Combat Skills let a character specialize with particular weapons or specific styles, but Attack Combat Mastery allows a character to pick up any weapon (or use none at all) and still be dangerously proficient. The bonus gained from Attack Combat Mastery can be applied either to any melee, ranged, firearm or unarmed attack skill, or to REF Attribute checks in combat situations, if the character does not have an appropriate skill.

This Ability can be used to simulate someone who is not very graceful or agile under normal circumstances, but has had a great deal of combat training, natural ability in this area, or someone who has a power or talent that simulates combat prowess, like the "photographic reflexes" ability popular in comic books.

Purchasing this Ability with the Restriction Disability can tailor the bonuses of Attack Combat Mastery to forms of combat besides just the straight forward. For example, if purchased with the "Psionic Combat Only" Restriction, Attack Combat Mastery can be applied to the Will rolls for psionic combat. Clever GMs and Players will likely come up with more variations upon this Ability.

Each Rank in this Ability raises the character's REF Bonus, in combat situations, by one. Players may purchase more than six Ranks in this Ability, if the GM allows for his or her campaign.

Aura of Command

Cost: 1 Point/Rank
Relevant Attribute: Presence
Progression: Descriptive; see below

The character possesses a natural knack for leadership. This Ability is similar to Charismatic, except it only works on allies or subordinates or possibly with leaderless individuals looking for guidance (such as ordinary people caught in an emergency). Instead of distracting them, the character is able to inspire allies or neutrals into following him or her into dangerous situations that they might otherwise avoid.

Simply because a character is in a position of authority over other people does not automatically imply that he or she possesses the Aura of Command Ability. In a military structure, subordinates will usually follow most orders (even dangerous ones) without hesitation because it is part of their job. Aura of Command reflects a character's almost unnatural ability to inspire others to engage in actions that few people would ever consider undertaking. Note that few leaders have an Aura of Command sufficient to inspire their entire force at once. Commanders usually concentrate on key individuals (such as immediate subordinates) and hope the actions of these people will encourage others to follow them.

Rank 1	The character can inspire one person.
Rank 2	The character can inspire up to two people.
Rank 3	The character can inspire a small team (1-10 people).
Rank 4	The character can inspire a medium team (11-50 people).
Rank 5	The character can inspire a large team (50-200 people).
Rank 6	The character can inspire a very large team (200-1000 people).

Awareness

Cost: 5 Points/Rank

Relevant Attribute: Will

Progression: +1 to Will checks to detect upcoming cosmic or mystical events

This Ability allows the character to be "in tune" with the cosmos while possessing a certain faculty for anticipating events on the cosmic scale and recognizing when the universe is being threatened.

Whenever a cosmic event or catastrophe is imminent, the GM should allow a character with the Awareness Ability to make a Will check (modified by the character's Ranks in this Ability) against a TN determined by the GM. The more powerful the "individuals" and the larger of the "scale" of the events, the easier it is for the character with Awareness to detect what is coming. In most cases, the GM should make the Will check when using Awareness, so that the player will not automatically assume that something is going to happen. The information given about the upcoming cosmic event should be as vague or as detailed as the GM thinks is necessary.

Block Ability

Cost: 1 or 6 Points/Rank

Relevant Attribute: Will

Progression: Linear, see text

Opponents have difficulty affecting the character with specific Abilities because the Abilities' effects are blocked. For 1 Point/Rank the character can block one Ability at each Rank (that Ability must be determined during character creation) or when the Block Ability is purchased for the character. In the case of the Special Attack Ability, only another character's single, specific attack is blocked (which reduces an enemies chance to hit the character). For 6 Points/Rank, the character can block all Abilities, including all Special Attacks (they suffer a penalty to hit the character but if they do hit, they have full effect). Targets cannot be blocked from the effects of their own Abilities, however.

When an opponent targets the character, he or she must make a successful Attribute check against a TN of 15 with a +1 to the TN for every Rank of the target character's Block Ability. If the check fails, the Ability does not affect the character (although a multi-target Ability may still affect the other targets). The Attribute check roll is determined by the "Relevant Attribute" of the Ability used. If the check succeeds, the target character is affected by the Ability as normal.

Charismatic

Cost: 2 Point/Rank

Relevant Attribute: Presence

Progression: Descriptive; see below

Art of Distraction may represent oratorical ability, innate Presence, or even a beautiful or resonant voice. This Ability allows a character to distract a number of people or animals at a critical moment, provided he or she has some method of communicating with them (for example, talking, dancing, television broadcast, illusionary image, written word, etc.) If the character is trying to directly distract a potentially hostile group, such as an angry mob or a group of security guards, his or her Rank dictates how many people are distracted. If the character has an audience that is already prepared to listen, the Rank determines the percentage of that audience that is distracted or moved enough to take action, whether that involves buying the character's next CD, donating money to a charity, or voting for the character in an election.

If multiple people with this Ability work as a team, the total number of people distracted is added together. Presence is used both when distracting people physically (for example, with sex appeal) and when distracting someone through emotion, rhetoric, or force of personality.

Also, characters can add their Ranks of Charismatic to any Skills from the Performance and Social Skill Groups, however the character must have Ranks in individual Skills in order to use this Ability as a modifier.

Rank 1   The character can distract one individual, or 5% of an audience will be motivated.

Rank 2   The character can distract up to two individuals, or 10% of an audience will be motivated.

Rank 3   The character can distract a small crowd (1-10 individuals), or 20% of an audience will be motivated.

Rank 4   The character can distract a medium crowd (11-50 individuals), or 50% of an audience will be motivated.

Rank 5   The character can distract a large crowd (50-200 individuals), or 75% of an audience will be motivated.

Rank 6   The character can distract a very large crowd (200-1000 individuals), or 95-100% of an audience will be motivated.

Combat Technique

Cost: 1 Point/Rank

Relevant Stat: None

Progression: 1 technique per Rank

The Combat Technique Ability allows a character to perform astounding feats with a wide variety of melee or ranged weapons, or Special Attacks. Each Rank gives the character one combat technique, the GM will determine if a special maneuver can be assigned multiple times.

- Accuracy

The character suffers reduced dice penalties when attempting an accurate attack, such as striking at partial Armour, weak points, or vital spots, shooting at longer-than-usual ranges. Accuracy is also used when attempting a special trick shot, such as carving an initial on someone's body or ricocheting an arrow off a wall to shoot a target around a corner, and when using the Deflection Feat. Each difficulty penalty is reduced by 2 (to a minimum of 0).

- Ambidextrous

The character does not suffer penalties when using his off hand in Combat (see Off Handed). The normal –3 Off Handed penalty (see Off Handed, pg. xx) does not apply to the character with this Technique.

- Blind-Fight

The character does not suffer penalties associated with attacking or defending with melee weapons or while unarmed in poor light, absolute darkness, or against an invisible opponent.

- Blind-Shoot

The character suffers half penalties associated with attacking with ranged weapons in poor light, absolute darkness, or against an invisible opponent. This Feat can be assigned twice to reduce the penalty to zero. The character must be capable of detecting the general presence of the target, however, through one of his or her senses (smell, hearing, sixth sense, etc.).

- Block Ranged Attacks

Under normal circumstances, a character cannot use a Block action against a ranged attack. With this technique, a character gains this defensive option.

- Concealment

The character has an unearthly ability to conceal weapons about his or her person. As long as the character has something

- Far Shot

When the character uses a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When the character uses a thrown weapon, its range increment is doubled.

- Judge Opponent

The character can judge his or her opponent's approximate Attack abilities and weapon Skill Rank from the foe's attitude and posture even without actually seeing him or her fight. Additionally, the character can accurately estimate the opponent's remaining Life points. For both of these Abilities, the GM may decide to provide descriptive indications such as "your enemy is much better than you with a sword, but if you connect a few times with your ki blast, it will drop him," rather than saying "the enemy's REF is 14, with a Sword Skill of +4, and he has 60 Life points remaining."

- Leap Attack

The character can make leaping attacks with his or her melee weapon, delivering additional damage due to
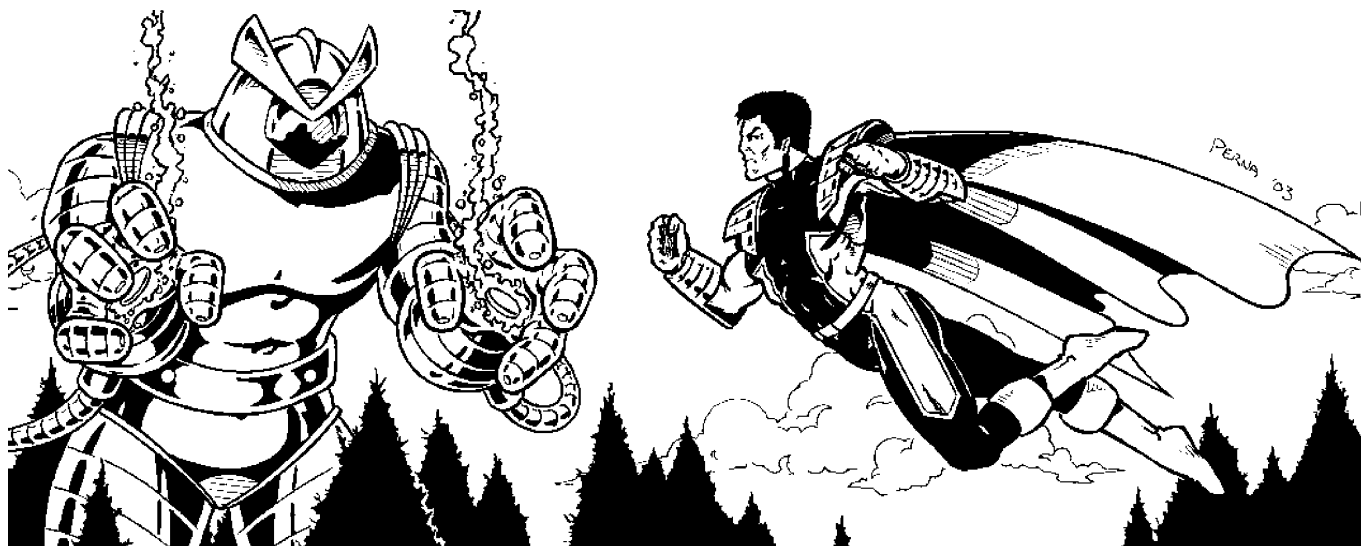
to hide the weapons (even if it only long hair or a light robe) the character's weapons will not be noticed by anything short of an actual physical search, and such a search is conducted at a penalty of -8. A Special Attack weapon with the Concealable Ability is even harder to find: searches suffer a -12 penalty.

- Deflection

If the character makes a successful Block Defense, he or she can deflect a standard melee or ranged attack away harmlessly without damaging the blocking object. The GM may decide that some types of attacks cannot be deflected. When trying to deflect a Special Attack, the Block Defense roll is penalized: -2 for each Rank of the Special Attack.

- Dodge

During the character's action, the character designates an opponent and receives a +1 bonus to Defense against any subsequent attacks from that opponent. The character can select a new opponent on any action.

momentum. Any time the character has a higher Initiative than his or her opponent, he or she may attempt a leaping attack. If the strike is successful (it hits and the target fails a defense) the character gets an extra +2 bonus to damage and may additionally add half his or her Jump Skill Ranks (if any) to the damage. If the character fails to hit, however, or the opponent succeeds with his or her defense, the character is off balance and receives a -4 penalty to any further defense checks until his or her turn to act in the following round.

- Lightning Reflexes

The character gets a +2 bonus on all Reflexes and INI rolls.

- One Shot Left

The character will always have at least one projectile remaining for his or her ranged weapon, even after an extended combat. This might be a final bullet in a gun, arrow in a quiver, plasma unit in a wrist blaster, or stone in a sling. This option

does not remove the need to reload weapons in a game that uses realistic ammunition rules, but rather assures that the character will not be forced to reload at a critical moment. One Shot Left does not affect weapons or Special Attacks built using the Limited Shots Drawback.

- Point Blank Shot

The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

- Portable Armory

The character will always have easy access to any weapon required for a particular task, including illegal weapons and accessories not available to the general public. The actual weapons and accessories must still be acquired via the Personal Gear Ability, but remarkably, the character can access them whenever he or she needs them instead of being forced to return to where they are normally stored. Characters with Portable Armory may also make field modifications on their weapons, switching options such as laser sights or scopes in a single round.

- Quick Draw

The character can draw a sheathed or holstered weapon and attack in the same round without penalty. Otherwise it requires on combat action to ready his or her weapon.

- Steady Hand

This is the ability to attack with ease while moving quickly (running or sprinting, flying at high speeds, etc.) or otherwise engaged in complex stunts. This reduces the penalties suffered for attacking while in motion. Each penalty is reduced by 2 (to a minimum of 0). A character with this Feat may also use weapons in conjunction with the Acrobatics Skill, and may aim while they are moving. This Feat may be assigned more than once.

- Two-Weapon Fighting

The character can effectively fight with two melee or ranged weapons at once against the same or different targets, provided both weapons are designed for one-handed use. When using two weapons, the character can attack twice using the normal Two Weapons rules, but the penalties for doing so are reduced by 2 each time this Feat is assigned (to a minimum of 0). Alternatively, the character can attack with one weapon and defend with another receiving a -2 penalty to Attack checks he or she makes but adding a +2 bonus to his or her DEF checks vs. melee or unarmed attacks. This bonus lasts until the character's turn in the following round.

- Weapons Encyclopedia

A character has the ability to recall the vital statistics and important quirks of practically all known commercially available weapons. This includes, but is not limited to, its general level of reliability as well as all vital statistics — material composition, ammunition capacity, caliber, possible outfitted accessories, etc. Characters without this ability will only have such information on weapons they actually own or use regularly and will need to successfully roll an Intelligence based Knowledge: Military Science (Hardware Recognition) Skill check to recall important details. In addition, Weapons Encyclopedia also includes knowledge on acquiring weapons, so characters will have a +4 bonus on any Society (Streets) or Business Skill checks needed to locate or buy weapons.

Combination Attack

Cost: 3 Points/Rank
Relevant Attribute: None
Progression: The character can combine attacks with up to 2 other characters/Rank

With training, individual characters can learn to combine their Special Attack Abilities into awesome displays of power. In order to do this, all the characters must have both the Combination Attack Ability and the Special Attack Ability. The number of characters that can combine at once is dependant on the Rank of Combination Attack; a character can combine with up to 2 other characters for each Rank. There is also an Energy Point cost associated with Combination Attack: 2 Energy Points per person involved in the attack. Each character must pay this cost separately. For example, if four characters are combining, they each must pay 8 Energy Points.

The attack takes place on the Initiative of the character with the lowest Initiative and uses the character with the lowest REF to determine if it hits. A single attack roll is made. The target has a DEF of -1 per character involved in the attack. If the attack succeeds, it inflicts double the damage of the character with the most powerful attack (for example, if two character combine, one with a 2d6 Special Attack and one with a 5d6 Special Attack, the total damage inflicted would be 10d6 — 5dd doubled).

Note that characters with the Combination Attack Ability are not subject to the same restrictions as normal characters that perform a similar action.

Computer Intrusion

Cost: 2 or 4 Points/Rank
Relevant Attribute: Intellect
Progression: Descriptive; see below

This Ability allows a character to access, read, and understand data from all computers or "Silicon Age" technology in the surrounding area. The TN for the check is determined by the complexity and security of the computer; most home computers are TN 12 while high-tech secure machines are TN 18 to 24. For 2 Points/Rank, the character has the ability to read the data on computers (and computer media) within his range. When trying to access a computer built as an Item of Power, the character suffers a penalty of -2 for each Rank of the Item of Power. The Ability Rank determines the maximum distance in which scanning can take place. To read multiple computers over a network, the area must be sufficient to encompass the target computers. Since this Ability can be a very powerful tool in a campaign, the GM and players should ensure it is used appropriately.

For 4 points/Rank, the character possesses a more powerful tool with the ability to also write to the system, effectively interacting with the operating system and data. The TN halved is also the time needed to input the new data onto the system. The character doesn't need computer skills to think in "plain language" instructions as the Interface Ability directly translates into machine code. However characters with computer hacking skills may either complement the Interface's success or further halve the time needed (pick one depending on the situation).

Self-Aware Artificial Intelligences are nigh impossible to reprogram, however there are ways around this depending on the computer knowledge and resourcefulness of the player or character.

See the rules for Computer Intrusion (pg. XX) for more details.

Rank 1   Scanning can happen at the range of 1 foot.
Rank 2   Scanning can happen at the range of 10 feet.
Rank 3   Scanning can happen at the range of 100 feet.
Rank 4   Scanning can happen at the range of 1 mile.
Rank 5   Scanning can happen at the range of 10 miles.
Rank 6   Scanning can happen at the range of 100 miles.

Contamination

Cost: 2 or 4 Points/Rank
Relevant Attribute: None
Progression: Descriptive; see below

This Ability represents the character's ability to transform other people (or animals, or objects) into entities like him or herself. Frequently, this victim can then contaminate even more people. The method should be specified when the character is created. It might be similar to myths behind the vampire legend — the character's blood carries a "plague" that, when ingested, mutates the person over a matter of hours or days. Alternatively, the character might lay an egg or seed (real or metaphorical) in the body of his or her prey, which will later hatch within the victim, killing him or her as a new monster is born. The character might even need to perform some special ritual that alters the victim. Whatever the case, the conditions under which the victim can become "contaminated" must be specified.

For 2 Points/Rank, contamination is "difficult" — the victim must be willing, unconscious, or restrained for deliberate contagion to occur, or the target must perform an unusual activity (such as eating a morsel of the character's flesh).

For 4 Points/Rank contamination is "easy" — the contagion might be similar to a traditional werewolf attack, where a scratch or bite results in a victim becoming a werewolf. The GM can add special conditions, limitations, or effects to ensure that becoming a monster is a curse and not a blessing.

The higher the Rank of Contamination, the faster the transformation occurs. There should always be some means of curing or delaying the eventual mutation, however. Possible cures include the death of the creature that inflicted the contaminant, radical surgery, blood transfusion, or a successful mystical healing.

The GM will decide whether a player character who is turned into a monster remains in the player's control or is reclassified as an NPC. Any retention (dreams, memories, etc.) of the victim's former existence depends on the nature of the contamination and whether the victim has been "transformed," "devoured," or "reborn" in the process. A person who has been successfully contaminated will usually gain a certain number of Abilities "paid for" with the Bonus Points acquired by assigning new character Disabilities (often including Cursed, Ism, Marked, Permanent, and Owned, the last one representing servitude to his or her new master). Usually the mutation will result in a monstrous form similar to that of the character

responsible. Thus, a spider alien that laid an egg in its victim may produce another spider alien, the victim of a vampire will grow fangs, etc. The GM should be wary of potentially undesirable possibilities such as a werewolf character infecting the entire group of characters, thereby creating an entire group of werewolves.

The Contamination Ability usually allows the creator or mother some measure of control over the newly transformed character. In these instances, the Rank of Contamination is added as a favorable modifier to any Mind Control attempts performed against the subject.

A variation to Contamination inflicts the target with some sort of curse or disease, rather than transforming him or her into a different type of creature. Examples of these afflictions include rapid ageing, debilitating diseases, sensitivity to specific elements, etc.

Rank 1   The transformation occurs over several months.
Rank 2   The transformation occurs over several weeks.
Rank 3   The transformation occurs over several days.
Rank 4   The transformation occurs over several hours.
Rank 5   The transformation occurs over several minutes.
Rank 6   The transformation occurs over several rounds.

Damage Absorption

Cost: 8 or 10 Points/Rank
Relevant Attribute: Health
Progression: Linear, with 5 points damage converted into Life points per rank

A character with this Ability can absorb up to 5 points of damage received from physical attacks (such as guns, swords, punches, or energy blasts) for each Rank, and change them into a corresponding number of Life points before damage is inflicted. The new Life points are added to the character's current total immediately, which may temporarily raise the total above its normal maximum. Damage that is blocked by the character's Armour or Force Field Abilities cannot be absorbed. For 8 Points/Rank, the character's Hit Point total can never rise above his or her normal maximum (extra points are lost). For 10 Points/Rank, the character's Life points total can be raised as high as twice their normal maximum value (for a duration of one hour). Damage can both be absorbed and converted (by the Damage Conversion Ability, see page 44) at the same time.

Damage Absorption does not convert damage from non-physical or complex attacks, including Special Attacks with the following Adders: Burning, Drain (Any), Flare, Incapacitating, Irritant, Mind or Soul Attack, Stun, Tangle.

Damage Conversion

Cost: 6 or 8 Points/Rank
Relevant Attribute: Health
Progression: Linear, 1 CP for every 10 points of damage received per Rank

A character with this Ability suffers damage from physical attacks (such as guns, swords, punches, or energy blasts) as normal, but receiving damage grants additional CPs he or she can assign to Abilities temporarily. Points can be accumulated

between attacks or combat rounds. Additionally, these CPs can only be assigned to Abilities the character already possesses at Rank 1 or higher. Damage can both be converted and absorbed (by the Damage Absorption Ability) at the same time. Damage Conversion does not convert damage from non-physical or complex attacks, including Special Attacks with the following Abilities: Burning, Drain (Any), Flare, Incapacitating, Irritant, Mind or Soul Attack, Stun, Tangle. The extra CPs gained through combat dissipate very shortly after the battle has finished, or before the next dramatic scene (GM's discretion).

For 6 Points/Rank, damage that is blocked by the character's Armor Ability cannot be converted. For 8 Points/Rank, damage that is blocked by the character's Armor Ability can be converted. Damage blocked by the Force Field Ability can never be converted.

At each Rank, the character gains 1 CP for every 10 points of damage received from each single attack (round down). Most often, characters use these points to enhance the following Ability Abilities: Armour, Regeneration, Special Attack, and Enhanced Strength. Additionally, characters can also enhance the Extra Attacks, Extra Defenses, Massive Damage (for specific or for all attacks) Abilities. Damage Conversion cannot be used to increase Damn Healthy! - to increase the character's Life points see Damage Absorption, page 43.

For example, a character with Rank 5 Damage Conversion gains 5 CPs for every 10 points of damage received. If an enemy blasted the character with a weapon that inflicts 47 points of damage, the character's Hit Point total would reduce by 47 points, but he or she would gain 20 temporary CPs (47 ÷ 10 = 4.7, rounded down to 4; 4 x 5 = 20). If the character possessed Enhanced Strength at a minimum of Rank 1, he or she could raise it by 5 ranks immediately (since 20 CPs ÷ 4 Points/Rank = 5 ranks). Alternatively, the character could raise his or her other Attribute scores by a total of 40 through the Enhanced [Attribute] Ability (since 20 CPs ÷ 2 Points/Rank = 10 ranks).

With GM permission, Damage Conversion may be designed to convert forms of energy into CPs, rather than converting damage. Examples of energy include: sound, light, radiation, mass, heat, and others. The progression of the Ability under these conditions must be discussed with the GM.

Damn Healthy!

Cost: 2 Points/Rank
Relevant Attribute: None
Progression: The character's Life points are increased by 2d6/Rank

Possessing this Ability increases the Life points of the character, allowing him or her to withstand more damage in combat. Note that characters with high Health scores may be very healthy even without this Ability.

Defense Combat Mastery

Cost: 2 Points/Rank
Relevant Attribute: None
Progression: The character's DEF is increased by 1/Rank

Defense Combat Mastery denotes either an innate "danger instinct," or the character's intimate knowledge of a wide range of defensive combat techniques covering all aspects of armed and unarmed encounters (including Special Attacks and ranged weapons). Individual Defense combat Skills let a character specialize with particular weapons or specific styles, but Defense Combat Mastery allows character to defend him or herself proficiently at all times.

Displacement

Cost: 3 Points/Rank
Relevant Attribute: Relfexes
Progression: Attack rolls against the character are at –2/Rank.

A character with the Displacement Ability is never quite where he or she seems to be. Often this ability is possessed by speedsters, as another way to simulate their incredible speeds, and the difficulty in track or even touching them. Special Attacks with Area Effect work normally against the character, and other speedster with the Speed Ability and Displacement are put on an equal footing if their Ranks are equal to or higher than the character's.

A character with a higher Rank of Displacement than another speedster subtracts the other speedster's Ranks in Displacement from his own, to create an effective Rank in Displacement when dealing with that speedster.

Divine Relationship

Cost: 1 Point/Rank
Relevant Attribute: None
Progression: The player may re-roll a number of dice rolls each game session equal to 1/Rank

A character possessing a Divine Relationship may have powerful forces acting as his or her guardian, which can beneficially influence the outcome of important events. Alternatively, the character may be really lucky, have great karma, or can subtly influence his or her surroundings with thought alone. This relationship is represented through the re-rolling of undesirable dice rolls (this includes undesirable re-rolls as well). The player may choose to use the original roll, or any of the re-rolls, when determining the success of the action. The Rank dictates the number of times dice can be re-rolled in a single role-playing session, though the GM can alter this time frame as desired.

Duplicate

Cost: 6 or 8 Points/Rank
Relevant Stat: Health
Progression: The duplicate is built from 10 Character Points/Rank

A character with this ability can create one or more independent, self-aware duplicates of him or herself, each of which have a maximum number of Character Points dictated by the Ability Rank. The duplicate is not under the character's control, but will act in a manner consistent with the original character. Multiple duplicates can be in existence at any time, but creating a duplicate requires one non-combat action.

Duplicates only remain in existence for a limited time, usually for a single scene or long enough to complete a single task. Since this Ability can have tremendous impact on a

campaign if used too frequently, the GM should impose restrictions on its use as necessary. For example, the GM may limit the total number of simultaneously existing duplicates. The player should consider what consequences, if any, will arise should an enemy kill the duplicate.

There are two different types of Duplicate: Customized (8 Points/Rank) and Proportionate (6 Points/Rank).

Customized Duplicate

The character can assign the duplicate's Character Points as desired when this Ability is first acquired, provided the duplicate does not gain any Abilities or Disabilities the original character does not possess. Additionally, Abilities and Disabilities cannot be raised to Ranks that would exceed the original character's Ranks. The GM may waive this restriction if it seems appropriate. Once the Character Points are allocated to the duplicate in a specific pattern during character creation, the distribution cannot be changed; all duplicates ever made will be identical.

Proportionate Duplicate

If the Duplicate Rank is not sufficiently high to create a duplicate with the exact same number of Character Points as the original, a less-powerful duplicate is created. In these cases, the reduced Character Points are distributed over the duplicate's Attributes, Abilities, Skills, and Disabilities proportionately with the original character. The one exception to this rule involves the Duplicate Ability; the character may decide that his or her twin does not have the Duplicate Ability.

Elasticity

Cost: 2 Points/Rank
Relevant Attribute: Health
Progression: Descriptive; see below

The character can stretch or contort his or her limbs and/or body to a superhuman degree. Increased Ranks not only provide greater flexibility, but also the control over fine manipulation (such as using a stretched finger to move specific tumbling mechanisms on a key lock). At high Ranks, characters can squeeze under doors and through small holes and cracks, as well as mimic crude shapes (an excellent way to represent a character who has a liquid-like form as well). While stretched, the character receives +1 to Unarmed Combat (Wrestling) Skill checks for each Rank of Elasticity. Examples of characters with this Ability are monsters (especially those with serpentine or tentacle limbs) or giant robots with extendable arms.

Rank 1   The character can stretch one body part up to 5x its regular dimensions and receives +1 to Unarmed Combat (Wrestling) Skill checks.

Rank 2   The character can stretch two body parts up to 5x their regular dimensions and receives +2 to Unarmed Combat (Wrestling) Skill checks.

Rank 3   The character can stretch three body parts up to 5x their regular dimensions and receives +3 to Unarmed Combat (Wrestling) Skill checks.

Rank 4   The character can stretch his or her entire body up to 5x its regular dimensions and receives +4 to Unarmed Combat (Wrestling) Skill checks.

Rank 5   The character can stretch his or her entire body up to 10x its regular dimensions and receives +5 to Unarmed Combat (Wrestling) Skill checks.

Rank 6   The character can stretch his or her entire body up to 20x its regular dimensions and receives +6 to Unarmed Combat (Wrestling) Skill checks.

Energy Bonus

Cost: 3 Points/Rank
Relevant Attribute: None
Progression: The character's Energy Points are increased by 20 Points/Rank

Possessing this Ability increases the Energy Points of the character, allowing him or her to draw on a greater pool of energy reserves in times of need. This Ability is particularly important for characters with the Sorcery (*see Magic* Chapter) or Magic Abilities.

Enhanced [Attribute]

These are the "enhanced" version of the Attributes that are used to help define all characters in the Open Core *RPG*. There is a different Enhanced [Attribute] for each of the Attributes in this system. In order to purchase any Attribute above the campaign maximums, the Player must have one of these Super [Attribute] Abilities. The use of any of these Abilities in a campaign must be approved by the GM before they can be purchased for a character.

Enhanced Presence

Cost: 2 Points/Rank
Relevant Attribute: Presence
Progression: The character's Presence receives a +1 for Presence and Presence-based Skill Checks/Rank

The character is extremely charismatic, with a force of personality and influence beyond that of normal people. Super-Presence adds its rank to Presence Checks and Skill Checks with Presence as their key ability score.

Enhanced Health

Cost: 3 Points/Rank
Relevant Attribute: Health
Progression: The character's Damage and Health Checks are at +1/Rank

The character has a superhuman endurance and stamina, beyond the ability of normal people. Super-Health adds its ranks to the Damage and Health Checks of the character, for resisting physical harm ranging from attacks to disease, poison, and environmental hazards.

Enhanced Reflexes

Cost: 4 Points/Rank
Relevant Attribute: Reflexes
Progression: The character's Reflex Checks and Defense are +1/Rank

The character is both extremely agile and dexterous, beyond the ability of normal people. Super-Reflexes adds its rank the character's Defense and to his Reflex Checks, for avoiding danger based on speed and reaction time. Also, add its Ranks to any Skill Checks for Skills that are based on Reflexes.

Enhanced Intellect

Cost: 2 Points/Rank
Relevant Attribute: Intellect
Progression: +1 to Intellect and Intellect-based Skill Checks/Rank

You're extremely intelligent, with intellectual abilities beyond those of normal people. Super-Intellect adds its rank to your Intellect checks and to Checks on Intellect-based Skills.

Enhanced Strength

Cost: 4 Points/Rank
Relevant Attribute: Strength
Progression: Descriptive; see below

The character is capable of tremendous feats of strength. Super-Strength adds its rank to your damage with melee attacks, Climb, Jump, and Swimming skills and any skill checks based on Strength, and Strength checks (for feats of strength like breaking through doors or walls or snapping chains). Each rank also doubles the character's Drag, Dead Lift and Carry. It does not provide a bonus to melee attack rolls.

Enhanced Will

Cost: 3 Points/Rank
Relevant Attribute: Will
Progression: +1 to Will Checks and Will-based Skill Checks/Rank

The character has self-control beyond that of normal people. Super-Will adds its rank to the character's Will Checks, for resisting attempts at influence or powers that directly affect the mind, and to any Skill Checks for Skills based on Will.

Environmental Control

Cost: 1-2 Points/Rank
Relevant Attribute: Will
Progression: Descriptive; see below

The character can affect environmental conditions such as light, heat, darkness, or weather. This is most appropriate for characters with magical control over a particular element or facet of nature such as sorcerers, demons, and spirits, but it could also represent various technological devices. If a character wishes to perform multiple effects (for example, control light and darkness) he or she should acquire the Ability multiple times.

- **Light**

The character can illuminate an area with light as bright as a sunny day on Earth. Light control costs 1 Point/Rank.

- **Darkness**

The character can summon smoke, fog, darkness, or the like to enshroud an area, blocking normal vision. Darkness control costs 2 Points/Rank if the character can create total darkness that completely obscures light sources, or 1 Point/Rank if the darkness is only partial.

- **Silence**

The character can block out sounds within the area of effect. It costs 1 Point/Rank to create a barrier that prevents anyone outside from hearing sounds coming from within or vice versa, or 2 Points/Rank to create a zone of silence where no sounds exists.

- **Temperature**

The character can alter temperatures in the area from arctic cold to desert heat. If the character wishes to produce heat or cold sufficient to start fires or instantly freeze someone solid, the player should assign the Special Attack Ability instead. Temperature control costs 1 Point/Rank if the character is limited to either increasing or decreasing temperature, or 2 Points/Rank if he or she can do both.

- **Weather**

The character can alter the weather to create or still weather conditions of various sorts such as breezes, winds, rain, snow, fog, or storms. For weather that is reasonable for the local climate, the area affected depends on the character's Level. For weather that is abnormal (rain in a desert, snow in a hot summer) or violent (lightning storm, blizzard, hurricane), the character's Rank is treated as one less for purposes of area affected or two less if both violent and abnormal. If this would reduce the Rank below 1, the effect cannot be produced. For focused attacks, such as lightning bolts or tornadoes, use the Special Attack Ability instead. To produce precise effects or keep abnormal or violent weather under control, the GM may require a Will check with a penalty equal to the area Rank (for example, -4 if affecting a regional area) and a bonus equal to the character's Ability Rank (for example, +5 if the character has Rank 5). It will often take several rounds for weather to build up or disperse. Abnormal weather effects will return to normal soon after a character ceases to use this Ability. Weather control costs 2 Points/Rank if general in nature, or 1 Point/Rank if very specific (such as, "rain making").

Maintaining Environmental Control requires a slight amount of concentration: the character can perform other actions while doing so, but can only affect one area at any given time. The size of the environment the character can control is determined by the character's Rank.

Rank 1	The character can affect a small area (like a room).
Rank 2	The character can affect a modest area (like a house).
Rank 3	The character can affect a local area (like a neighborhood or village).
Rank 4	The character can affect a regional area (like an entire city).
Rank 5	The character can affect a large area (like an entire county).
Rank 6	The character can affect an entire region (like a state, province, or small country).

Exorcism

Cost: 1 Point/Rank
Relevant Attribute: Will
Progression: Descriptive; see below

A character with this Ability knows how to perform or create rituals, charms, or spells capable of driving out, binding, or banishing demons (or possibly other supernatural entities). Exactly what entities qualify will depend on the nature of the game world; in some settings, undead, such as zombies or ghosts, may be vulnerable to exorcism. Normal characters and creatures are not affected by Exorcism.

Each attempt at exorcism counts as an attack and requires a Will check with a +1 bonus per Rank of the Ability. A ritual action is also necessary in most cases, such as a chant or mystical gestures, or use of particular objects, such as holy water or spirit wards. During the exorcism attempt, the character is completely focused on the exorcism and cannot defend against other attacks. In addition, the target entity must fail a Will Check, with a penalty equal to the Rank of the Exorcism Ability.

If the attack succeeds (the exorcist makes his or her Will check and the entity fails his or her own Will Check) the entity will be affected. It cannot attack the exorcist (and any companions sheltered behind him or her) for one round. In addition, the entity loses Energy Points equal to 5 Points times the attacker's Exorcism Rank. Although prevented from attacking the exorcist for one round, the creature may choose to take other actions, such as taunting or threatening the exorcist, fleeing, or even vanishing.

Exorcism may be repeated each round with successes draining additional Energy from the target, and failures having no effect (and leaving the demon free to attack the character). If the entity is ever reduced to 0 or fewer Energy Points as a result of the spiritual attack, it is either banished to its own dimension (if normally extra-dimensional), turned to dust, or permanently "sealed" in an object or in a mystic location (an Item or Place of Power may be ideal) until a specific action is taken that breaks the seal (GM's option).

Rank 1   The exorcist's Will check is made at +1 bonus.
            The target's Will Check made at -1 penalty.
            Success drains 5 Energy Points from the target.
Rank 2   The exorcist's Will check is made at +2 bonus.

The target's Will Check made at -2 penalty. Success drains 10 Energy Points from the target.
Rank 3   The exorcist's Will check is made at +3 bonus.
            The target's Will Check made at -3 penalty.
            Success drains 15 Energy Points from the target.
Rank 4   The exorcist's Will check is made at +4 bonus.
            The target's Will Check made at -4 penalty.
            Success drains 20 Energy Points from the target.
Rank 5   The exorcist's Will check is made at +5 bonus.
            The target's Will Check made at -5 penalty.
            Success drains 25 Energy Points from the target.
Rank 6   The exorcist's Will check is made at +6 bonus.
            The target's Will Check made at -6 penalty.
            Success drains 30 Energy Points from the target.

Extra Arms

Cost: 1 Point/Rank
Relevant Attribute: None
Progression: Descriptive; see below

Unless indicated otherwise, all characters possess two arms (or similar appendages) and hands. By assigning this Ability, the character can acquire more. In anime, robots, tentacled monsters and non-humans with prehensile tails often have Extra Arms. Some long-haired sorcerers or demons also make their hair "come alive" to work as an Extra Arm.

An "arm" is defined loosely as an appendage that can reach out and manipulate objects with some finesse. A trunk, tentacle, or prehensile tail is an arm; a limb that simply ends in a gun-barrel, melee weapon, or tool mount is not. Legs with paws or feet are not usually considered to be "arms" unless the character has good manipulation ability when using them (such as the way chimpanzees can use their feet to grasp objects). Extra arms are useful for holding onto several things at once, but do not give extra attacks (for that ability, see Extra Attacks Ability). A tractor beam is a specialized "arm" best simulated by the Telekinesis Ability.

Possessing only one arm or no arms is reflected by the Physical Disability Trait.

Rank 1   The character possesses 1 extra arm.
Rank 2   The character possesses 2-3 extra arms.
Rank 3   The character possesses 4-8 extra arms.
Rank 4   The character possesses 9-15 extra arms.
Rank 5   The character possesses 16-25 extra arms.
Rank 6   The character possesses 26-50 extra arms.

Extra Actions

Cost: 8 Points/Rank
Relevant Attribute: None
Progression: The character gains 1 extra Action each turn/Rank

This Ability reflects the character's ability to use every combat situation to his or her benefit. For each Rank in this Ability, the character can take one additional Action per turn, without receiving any penalty. This Ability covers all types of actions: Offensive, Defensive, Movement and Special. So, at Rank
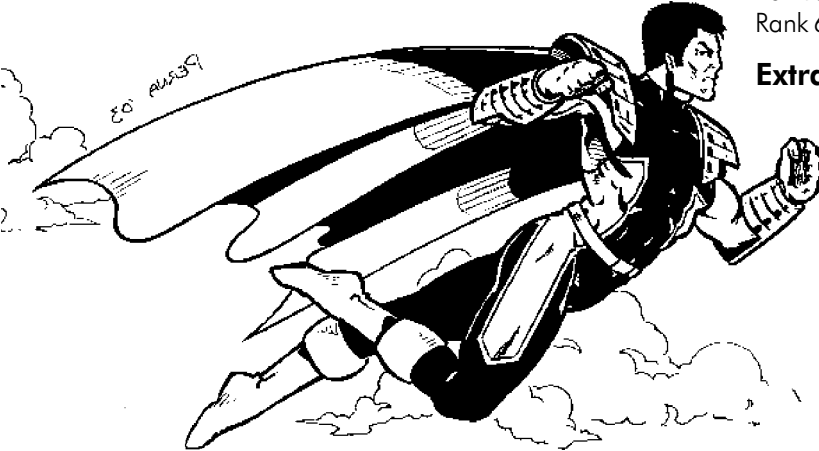
3, the character would be able to take four actions per turn. These actions can be split up in any manner the Player wants, so the Character can take two Offensive actions and two Defensive actions, depending on what the character may need to accomplish in a specific combat situation. This Ability can be used to simulate the speedster who's swiftness allows him or her extra attacks, or the combat "monster" who's intensive training makes him so much more deadly in combat.

Features

Cost:	1 Point/Rank
Relevant Attribute:	None
Progression:	The character has 1 feature/Rank

The character possesses one or more secondary abilities that grant useful but mundane, non-combat related Abilities. Features are typically possessed by non-humans and reflect various, minor biological or technological Abilities. All Features must be approved by the campaign's GM before they can be purchased for a character.

Examples of racial features include homing instinct, longevity, molting ability, a pouch, scent glands, secondary eyelids, etc. Examples of technological features suitable for building into cyborgs, robots, or androids include diagnostic equipment, gyrocompass, modem, radio, self-cleaning mechanism, etc. A wide range of other Abilities cover other more useful features such as gills, wings, fangs, and enhanced senses.

One additional Feature is appearance, representing beauty, cuteness or good looks. Which type of appearance should be specified in the description of this Ability, due to the fact that it will affect different people in different ways. Assigning appearance multiple times indicates heightened levels of extreme beauty. Characters with this Feature receive a +1 to their Presence-based checks for each Rank purchased.

Flight

Cost:	2, 3, or 4 Points/Rank
Relevant Attribute:	Reflexes
Progression:	Descriptive; see below

A character with Flight can fly through an atmosphere or in space (in space, he or she would still need protection from the environment). This is a common ability for non-humans, and people with paranormal powers. The method used to achieve flight can vary greatly: wings, propellers, rotors, rockets, anti-gravity, hot air, psionic levitation, magic, or some other technique.

Depending on the speed at which the character is moving, opponents may suffer a penalty to hit the character. A fast-moving character may have an attack penalty as well.

Flight costs 4 Points/Rank if the character can hover and fly at variable speeds, take off and land vertically, or stop in mid-air. This is the most common type of flight possessed by characters.

Flight costs 3 Points/Rank if the flyer cannot hover, but instead flies like a normal airplane. Thus, the character needs a smooth surface for landing and take off, and must maintain a minimum speed (at least 1/10 of its maximum speed) once airborne to avoid crashing.

Flight costs 2 Point/Rank if the flyer is either a Skimmer/Hovercraft or a Glider.

- Skimmer / Hovercraft

The character is limited to skimming no more than a yard or two off the ground or water. He or she may be riding on a cushion of air, magnetic lines of force, or even traveling along magical lines.

- Glider

The flyer can only become airborne if he or she launches from a high place (like a tree or rooftop) or from a fast-moving vehicle. Additionally, he or she can only gain speed by diving, or gain altitude by riding thermals.

Rank 1	The character can fly at speeds up to 10 mph (approximately 18 feet/round).
Rank 2	The character can fly at speeds up to 50 mph (approximately 90 feet/round).
Rank 3	The character can fly at speeds up to 100 mph.
Rank 4	The character can fly at speeds up to 500 mph.
Rank 5	The character can fly at speeds up to 1,000 mph.
Rank 6	The character can fly at speeds up to 5,000 mph.

Flunkies

Cost:	1 or 2 Points/Rank
Relevant Attribute:	Presence
Progression:	Descriptive; see below

Flunkies hang around the character doing whatever he or she wants and never ask for anything in return. They can provide a character with more free time ("Got some more homework for you, my faithful friend…."), can keep the character safe from

danger ("Quickly! Interpose yourself between me and that rabid wolf...."), or can simply make the character's life easier ("My shoe is untied. Fix it!") Flunkies aim to please, even at their own expense. They are also known as groupies, stooges, or toadies.

For 1 Point/Rank, the Flunkies are not warriors; they may get in the way of an enemy, or fight in self-Defense, but will not attack. For 2 Points/Rank, the Flunkies will take up arms at the request of their master. For specific talented and loyal battle-ready followers, see the Servant Ability. Mercenaries who the character hires for specific tasks are not Flunkies, since they have their own agenda and expect compensation.

Individual Flunkies are NPCs. A character's Flunkies normally have identical Abilities and Abilities, although Skills may vary. A character may have Flunkies with varied Abilities or Abilities, but each one with a different set of Abilities or Abilities counts as two Flunkies. A Flunky should be built on 20 Character Points (plus any Disabilities). Skills for the Flunky are purchased using the Highly Skilled Ability.

Rank 1	The character controls 1 flunky.
Rank 2	The character controls 2 flunkies.
Rank 3	The character controls 3 or 4 flunkies.
Rank 4	The character controls 5 to 7 flunkies.
Rank 5	The character controls 8 to 12 flunkies.
Rank 6	The character controls 13 to 20 flunkies.

Force Field

Cost: 2, 3, or 4 Points/Rank
Relevant Attribute: Will
Progression: The Force Field reduces damage by 10 Points/Rank

A Force Field is an energy field around the character that protects against incoming attacks. Force Fields can represent magical barriers, telekinetic shields, or technological "screens" that protect ships.

A typical anime Force Field is different from Armor, since it can be battered down by a sufficiently powerful attack. A Force Field can be "up" or "down." When down, it does not stop any damage. Unless the Detectable Disability is assigned, an up Force Field is invisible. Force Field status must be determined at the start of the character's actions for the round and cannot be changed until his or her turn to act in the next round.

Attack damage is first applied to the Force Field, with any additional penetrating damage applied against Armor (if any). Thus, if a weapon hit successfully penetrates a Force Field, the Armor Ability can still protect against it. A Force Field can be reduced or even knocked down by a sufficiently powerful attack. If an attack does more damage than the Force Field prevents (even if the rest of the damage is absorbed by Armor), the Force Field temporarily loses one Rank of effectiveness. The character can only regain Ranks if the field is down and regenerating, unless the Regenerating Ability is assigned. A Force Field recovers one Rank every round it is turned off and not in operation ("down"). A Force Field that is knocked down to zero Ranks automatically shuts off to regenerate.

The cost is 4 Points/Rank if it is an area Force Field that is extendable to protect others nearby, 3 Points/Rank if it only protects the character, or 2 Points/Rank if it is a two-dimensional wall (up to 100 square feet) or shield that acts as a barrier. A wall can be projected out to a distance of up to 15 feet away from the character.

An extendable Force Field can be assumed to cover a diameter out to about 25% more than the character's longest dimension (for example, the Force Field of a six-foot human would be about eight feet across). A wall is assumed to be about 100 square feet (such as a 10'x10' wall), while an ordinary Force Field is form-fitting. All Fields will block anyone who is not Insubstantial at Rank 6 from moving through it. If a character with an extended Force Field also has Flight or Hyperflight, the GM may allow the character to carry other people who are inside the Force Field with him or her while flying.

A Force Field can be given additional customized Adders or Drawbacks. Each Adder taken reduces the protection provided by the Field by 10 Points, but gives it some special capability. Each Drawback taken increases the protection of the Field by 10 Points but adds some sort of weakness.

Force Field Adders

- **Air-Tight**
The Field prevents the passage of gas molecules. While this is a beneficial defense against toxic gas attacks, a character in the Field will eventually deplete all breathable oxygen.
- **Blocks Incorporeal**
The Field prevents the passage of astral or extra dimensional characters through it. It also stops characters currently using Rank 6 Insubstantial.
- **Blocks Teleport**
A character cannot teleport into or out of the Field. This is mostly useful only for extendable Force Fields. It cannot be used with the Shield Only Drawback.
- **Field-Penetrating**
The Force Field can be used to interpenetrate other Force Fields while making attacks (or moving through them). If the character's Field is in direct contact with an enemy Force Field, and can stop more damage than the foe's, the enemy's Field is neutralized and offers no protection against the character's attack, but is still up. In the case of an extended Field or wall, the character can actually move through the Field.
- **Offensive**
The Field delivers a powerful electric or energy shock to anyone who touches it, inflicting 1d6 damage for every 10 damage the Force Field currently blocks. Consequently, the damage delivered by an Offensive Force Field decreases as the Field becomes damaged and is knocked down in Ranks of effectiveness.
- **Regenerating**
If the character uses one non-combat action to regenerate the Force Field, it regains one lost Rank of effectiveness. A character with the Extra Attacks Ability can regenerate multiples Ranks each round.

Force Field Drawbacks

- Both Directions

The Force Field blocks attacks moving in any direction, both inwards and outwards, thereby virtually preventing the user from attacking when the Force Field is up. This means that when the Force Field is active and the user makes an attack, the Force Field will affect their attack as it would an outside attacker's (reducing the damage inflicted and going down in Ranks if its protection value is exceeded). This Drawback cannot be used with the Shield Only Drawback.

- Internal

The field is only usable inside a specific structure. This can be used to represent a Field that protects a vital part of a building's interior such as the power plant or dungeon cells, or a character who draws his or her personal Force Field's energy from some sort of power source inside his or her headquarters.

- Limited

The field has a major or minor limitation. An example of a minor limitation would be a Force Field that is effective against ranged attacks but not melee, one that offers full-strength frontal and rear protection but only half-strength protection from above, or one that requires one minute to reach full strength. An example of a major limitation would be a Force Field that prevents the character from making any attacks during operation, one that is unstable in certain types of environments (such as sub-zero temperatures or near water), or one that only works against a very specific type of weapon (such as lasers). A minor limitation counts as one Drawback, a major limitation as two Drawbacks.

- Shield Only

This type of Field is one of the 2 Points/Rank versions. The Field does not entirely surround the character. Instead, it is a shield (maximum of about 1 yard in diameter) that the user must deliberately interpose between an attack using a Block Defense. The character must also possess the Combat Technique (Block Ranged Attacks) Ability to us the Field in a Block Defense against ranged attacks. If the character successfully defends, the Force Shield provides protection as normal. This Drawback cannot be used with the Block Teleport Ability or Both Directions Drawback. It counts as two Drawbacks.

- Static

The character cannot move when generating the Field. He or she may still attack or otherwise act, but must stay in one place (or continue to drift if floating through space, continue to fall if falling, etc.)

- Uses Energy

The Force Field drains Energy Points from the character. Upon activation, the Field burns a number of the character's Energy Points equal to half the total Point cost of the Ability. The same number of Energy Points are consumed each minute the Field is up. This is not available for Force Fields acquired with the Magic Ability since they ordinarily burn Energy Points.

- Psionic Only

The Force Field is usable only against attacks of a Psionic nature: such as Special Attacks with the Drain Mind or Mind or Soul Attack Adders.

Healing

Cost: 4 Points/Rank
Relevant Attribute: Will
Progression: The character can restore up to 5 Life points/Rank to a target

This Ability allows a character to heal a target's injuries (including him or herself; for continuous healing, see the Regeneration Ability). Characters with healing power can include holy individuals, psychic healers, and sorcerers.

The maximum number of Life points that a Healer can restore to a particular person in any single day equals 5 per Rank. This cannot be exceeded, even if multiple healers work on a subject; the combined Life points restored cannot exceed the maximum Life points that the character with the highest Rank could restore. The subject must have at least a full day's rest before he or she can benefit from any additional healing. Life points are restored over a 10-minute period, rather than instantly.

A character with Healing Rank 4+ can cause a subject to regenerate lost body parts or organs, such as a severed hand. One with Rank 5+ can restore massive damage, such as putting a character together who was literally cut in half. No healer can repair someone who was blown to bits, disintegrated, or dead for more than a few minutes, however.

A subject must normally be alive to benefit from Healing. A character with Healing Rank 3+ may, however, revive someone who is "clinically" dead (serious injury, heart stopped) but not actually brain dead. A character is considered "dead" if his or her Life points are reduced to a bigger negative number than the characters maximum Life points. A healer can revive a mortally wounded character, however, if he or she can bring the subject's Life points back up from beneath the negative threshold to a positive value quickly. This grace period can be extended indefinitely if the subject's remains have been somehow placed in suspended animation.

Heightened Awareness

Cost: 1 Point/Rank
Relevant Attribute: Will
Progression: The character gains a +2 bonus/Rank to specific Attribute and/or Skill checks

The character possesses a high degree of situational awareness. He or she is usually very alert and receives a bonus on Ability and Skill checks relevant to noticing otherwise hidden things, such as concealed objects, ambushes, or anything else related to sensory awareness. The bonuses of Heightened Awareness are cumulative with those of Heightened Senses.

Heightened Senses

Cost: 1 Point/Rank
Relevant Attribute: Will
Progression: The character gains one heightened sense or technique/Rank

A character with Heightened Senses has one or more senses that have been sharpened to a superhuman level of acuity. It can represent either the preternatural sharpening of a specific sense honed by special training (such as a blind person's trained sense of touch) or the enhanced senses of a paranormal or

technologically augmented character. Additionally, several Ranks of Heightened Senses reflect the capabilities of sensors built into spaceships and other commercial or military vehicles. For each Rank of the Heightened Senses Ability, the character will either gain one enhanced sense (Type I), one sense technique (Type II), or a combination of Type I and Type II senses. The character must make a successful Will or relevant Skill check against an appropriate TN to detect and pinpoint a specific target within a large area (for example, to listen to a specific conversation thought the background noise of the city).

Type I

One of the character's five senses — hearing, smell, vision, taste, or touch — is enhanced, and can operate over an area of several city blocks. The character may take the same sense twice, which doubles the effect and extends the area of detection. A character using a Heightened Sense has a +4 bonus (+8 if the sense was heightened twice) on Attribute and relevant Skill checks that relate to using that sense to perceive things that someone with human-level senses might conceivably notice.

Type II

The character has one Heightened Sense technique, which extends beyond human capabilities. Examples of techniques include: dark vision, electric current detection; infra-vision; magnetic field detection; microscopic vision; radar sense; radio reception; sonar detection; ultrasonic hearing; ultra-vision; vibration detection; X-ray vision. Most techniques only work at short range, often requiring line of sight.

The Heightened Awareness Ability allows a lower Rank of enhancement for all of a character's senses.

Highly Skilled

Cost: 1 Point/Rank
Relevant Attribute: Variable
Progression: The character gains an additional 5 Skill Points/Rank

A character with this Ability is more experienced or better trained than an ordinary person, and as a result has more Skill Points than an average adult. Extending this Ability beyond Rank 6 provides 5 additional Skill Points per Rank (for example, Rank 11 would provide a total of 55 Skill Points). Acquiring several Ranks of the Highly Skilled Ability is the ideal method for creating a versatile character.

Hyperflight

Cost: 1 Point/Rank
Relevant Attribute: Health
Progression: Descriptive; see below

This Ability is intended for use in star-spanning campaigns, involving travel between solar systems or galaxies (or even planets at low Ranks). A character with Hyperflight can fly in the vacuum of space (but not in an atmosphere) between planets, starts, asteroids, solar systems, and galaxies, at speeds equal to

or exceeding the speed of light. The player can determine whether this Ability represents warp technology, jump point formation, or the breaking of known physical laws. The Flight Ability is required to escape from the atmosphere and gravity of a planet similar to Earth. Without Flight, the character can only achieve Hyperflight speeds by taking off when already in space.

Rank 1	The character can travel at the speed of light.
Rank 2	The character can travel at 10 times the speed of light.
Rank 3	The character can travel at 100 times the speed of light.
Rank 4	The character can travel at 1,000 times the speed of light.
Rank 5	The character can travel at 10,000 times the speed of light.
Rank 6	The character can travel at 100,000 times the speed of light.

Immunity

Cost: 10 Points/Rank
Relevant Attribute: Health
Progression: Descriptive; see below

With this Ability, the character is completely immune to damage and adverse effects that stem from a particular weapon, element, application, or event. For example, a character with Rank 1 Immunity to silver cannot be hurt by silver weapons and will not feel pain if clubbed with a sack of silver dollars. Similarly, a character with Rank 4 Immunity to fire/heat could walk into the most intensive firestorm possible and emerge unscathed.

Rank 1	The Immunity plays a small role in the game. Typical examples include: weapons made from a rare substance (such as gold, silver, or adamantine); attacks from a specific opponent (such as a brother, single animal type, or oneself); under specific conditions (such as in water, one hour during the day, or at home).
Rank 2	The Immunity plays a moderate role in the game. Typical examples include: weapons made from an uncommon substance (such as wood, bronze, or iron); attacks from a broad opponent group (such as blood relatives, demons, or animals); under broad conditions (such as during the night, on weekends, or in holy places).
Rank 3	The Immunity plays a large role in the game. Typical examples include: electricity; cold; a specific weapon type (such as daggers, arrows, or rapiers).
Rank 4	The Immunity plays a major role in the game. Typical examples include: fire/heat; a broad weapon type (such as swords or clubs); mental attacks.
Rank 5	The Immunity plays an extreme role in the game. Typical examples include: gunfire (including forms of artillery); bladed weapons; unarmed attacks.
Rank 6	The Immunity plays a primal role in the game. Typical examples include: weapons; energy; blunt trauma.

Insubstantial

Cost: 3 Points/Rank
Relevant Attribute: None
Progression: Descriptive; see below

Each Rank of this Ability reduces a character's density so much that he or she can pass through certain types of objects (including weapons) as though insubstantial. If a specific substance is not listed in Rank progression, the GM should use the entry that it most closely resembles. The density of the human body, for example, falls approximately at Rank 2 (water); consequently, a punch from an enemy would harmlessly pass through a character with Rank 3 Insubstantial. Characters with Rank 6 Insubstantial are effectively incorporeal and can pass through virtually anything, including most forms of energy.

Rank 1	The character can pass through paper and cloth.
Rank 2	The character can pass through wood and water.
Rank 3	The character can pass through concrete and earth.
Rank 4	The character can pass through iron and steel.
Rank 5	The character can pass through lead and gold.
Rank 6	The character can pass through energy.

Invisibility

Cost: 3 Points/Rank
Relevant Attribute: None
Progression: The character is invisible to one sense or technique/Rank

This Ability will completely hide the character from one or more senses or detection methods. The character may possess a supernatural concealment ability or a technological cloaking device, or have a psychic or magical talent that causes observers to overlook him or her. To represent partially invisibility, see the Sensory Block Ability.

For each Invisibility Rank, the player selects one sense or technique to which the character is "invisible." Senses include the human range for sight, hearing, taste, touch, or smell. Detection techniques include: astral; ethereal; infrared; mental; radar; radiation; sonar; spiritual; ultraviolet; vibration. The GM may decide that the most common forms of Invisibility — often sight and hearing — cost 2 Ability slots rather than only 1.

While the character may not be detected using specific methods, indirect evidence can still reveal the character's presence. For example, a character who is invisible to sight will still leave footprints in muddy ground. Similarly, a vase that is knocked from a table by a character who is invisible to sound will still make noise as it smashes on the floor.

In normal combat situations involving human or nearly human opponents, a character who is invisible to sight has a great advantage. Once the invisible character gives away his or her general position (for example, by firing a gun, attacking with a sword, or shouting) he or she can be attacked, but there is a -4 penalty for anyone within melee range and -8 for anyone at a greater distance. Heightened Awareness and Heightened Senses can reduce this penalty, as can the Blind-Fight or Blind-Shoot Combat Techniques. This penalty is halved if using an Area or Spreading Special Attack on the invisible character. (See Heightened Senses for other detection techniques.)

Item of Power

Cost: 3-4 Points/Rank
Relevant Attribute: Usually none, but sometimes Will
Progression: The item is built using 5 Character Points/Rank

This Ability describes any exotic, portable item that directly enhances a character in some way (perhaps by conferring Abilities). An Item of Power represents advanced technology or a relic with paranormal powers. More ordinary but useful items (such as a sword or a medical kit) are covered by the Personal Gear Ability. Special weapons that others can use are often designed with Item of Power, with Points allocated to the Special Attack Ability.

Each item is built using up to 5 Character Points per Rank of the Item of Power Ability, which can be used to assign other Abilities. For some character concepts, Items of Power above Rank 6 are not unreasonable. Assigning Disabilities to the item earns Character Points, which are used to acquire additional Abilities for the item. Disabilities that cannot usually be assigned include: Ism, Marked, Nemesis, Owned, Significant Other, Skeleton in the Closet, and Wanted. Players selecting this Ability must have a discussion with the GM to determine what abilities the Item of Power possesses and how it works. The player, with GM approval, may also create specific abilities for Items of Power using the Unique Ability. An Item of Power may be combined with a mundane, minor, or major Gadget (such as a car that can fly, or a sword that can teleport people).

The item costs 4 Points/Rank if it is difficult for the character to misplace or for an enemy to steal/knock away, or it is almost always with the character. Examples include jewelry, frequently worn clothing, or equipment the character carries with them always. The item costs 3 Points/Rank if it is easier for the character to misplace or for an enemy to steal/knock away, or it is often distant from the character. Examples include thrown weapons, Armor that is stored when not in use, and vehicles or equipment that stay at the character's home until needed.

Additionally, the total Point cost (not cost per Rank) for the Item is increased by 1 if it can only be used by a small subset of individuals (Restricted Use). For example: only characters with a Strength above 18, only magicians, only members of a specific religion, or only goddesses. The total Point cost is increased by 2 if the Item can only be used by the character (Personal Use); this restriction cannot be reconfigured by someone with the Mechanical Genius Ability.

Some genres are best simulated by the Undefined Item of Power. This simulates the ability of a hero to have exactly the needed gadget for a needed situation. With an Undefined Item of Power, the Character Points purchased with the ranks of this Ability are not spent until the Item of Power needs to be defined, usually at a dramatic moment when a character needs a specific device for a specific situation, at that point the Character Points are spent and the Item is Defined. Purchasing an Undefined Item of Power costs an additional 2 Character Points per rank. Once the Item of Power is Defined, that is what that Item of Power will be (unless destroyed or lost somehow), however for +1 Point/Rank, the Undefined Item of Power can be "switched" back to its Undefined state at the end of a session. These Items of Power are considered Switchable Undefined Items.

Undefined Items must be approved by the GM, both during character creation and when the Item is Defined during play.

Items that cannot be lost or stolen, such as objects that are implanted in or fused to the character's body (often true for cyborgs), are not Items of Power. In these cases, the items are considered part of the character and thus the player should use Points to acquire the Abilities directly. If a character requires a specific object, or group of objects, to act as a focus when using one or more of his or her innate Abilities, the Special Requirement Disability applies instead of Item of Power.

Leaping

Cost: 1 Point/Rank
Relevant Attribute: Strength
Progression: +5 feet of jumping distance/Rank

The Character can jump greater distances than a normal person (see Jump Skill pg. XX). The character can make a standing jump of a distance of five feet for every Rank of this Ability. With a running start, the MOV of the character can be added to the Leaping distance total (the character must run a number of feet equal to the value of his MOV score to gain this additional distance).

Magic

Cost: 4 Points/Rank
Relevant Attribute: Intellect
Progression: The character receives 10 Magic Points/Rank to acquire magical powers

The Magic Ability can be defined as almost anything, depending on the campaign and the desires of the GM. This Ability can be used to simulate Psionics, power rings, or any sort of group of related powers that don't exactly fit with the other Abilities in this Variant.

A character with the Magic Ability has the ability to manipulate arcane energies to produce a specific set of effects that seemingly defy physical laws. The player should define the character's magical ability and establish a consistent theme for his or her powers. Themes that are common include:

- Elemental magic such as mastery over traditional elements like wind, water, or fire, or less traditional "elements" like darkness, the moon, or even love.
- Spells or powers that involve contacting or controlling natural spirits (shamanism) or the dead (necromancy).
- Black magic, involving destructive forces or evil or negative energies.
- Magical powers with an exotic or whimsical theme such as a set of abilities whose "special effects" all relate to tarot cards, flowers, cats ("nekomancy"), or pretty much anything else.
- Psionic abilities that produce psychic effects such as Telepathy, Telekinesis, or Precognition; psi powers are normally assumed to be talents with which the character was born, although they may have required special training to awaken.

- Ki-based magic, where the character focuses his or her inner spirit through martial arts training to produce various exotic attacks and abilities.
- Divine powers granted by a deity to a priest, priestess or other holy individual.
- Legendary powers innate to a magical entity such as a fox spirit's ability to change shape or possess people or the myriad powers of a vampire.

The GM may rule that only certain types of magic exist within his or her campaign setting and that all characters with the Magic Ability should conform to them. For example, in a game aimed at simulating a particular "magical girl" show, any character with the Magic Ability may be expected to emulate the way the magical powers work in the show. It is perfectly reasonable for a character to take the Magic Ability multiple times to represent a character who has multiple styles of magic.

A character with the Magic Ability receives 10 Magic Points per Rank of this Ability. Magic Points may be used like Character Points to acquire individual Abilities. Abilities acquired using Magic Points are designated "Magical Powers" and represent the extent of the character's magic. A Magical Power is used just like an ordinary Ability, except each time the character uses it he or she must perform an invocation and expend Energy Points. This can represent casting a spell, concentrating on his or her inner ki, focusing a psychic power, etc.

Characters can acquire almost any Abilities as Magical Powers using their Magic Points with these exceptions: Energy Bonus or Magic. The GM should exercise caution in allowing characters to acquire Highly Skilled or Organizational Ties, since either can be inappropriate or unbalancing. In addition, each Magical Power should be given its own descriptive name or special effects. Thus, while a Magical Power may be acquired as "Special Attack Rank 2," on a character sheet it should be written down as "Lightning Bolt: Special Attack Rank 2," etc.

An invocation normally involves a short verbal incantation or magic phrase combined with gestures, which should take one action; the character must be able to speak and have his or her hands free to perform it. (For ways to get around this, see Magic Options). If the power is an offensive one (such as Mind Control or Special Attack), the character can make his or her attack as part of the invocation.

Each invocation normally drains Energy Points from the character equal to one half (round up) the Magic Points that were spent to acquire that Rank of the Ability. For example, acquiring the Elasticity Ability at Rank 5 as a Magical Power, costs 10 Magic Points. Invoking the Elasticity Magical Power at Rank 5 drains 5 Energy Points from the character ($10 \div 2 = 5$). A character can choose to use a Magical Power as if it were acquired at a lower Rank to conserve Energy Points, however. Continuing the example, the character can use Elasticity at Rank 2 instead (even though it can be used at a maximum of Rank 5), which only drains 2 Energy Points.

If the Magical Power is an Ability with instantaneous effects, such as Exorcism, Teleportation or Weapon Attack, the character must invoke the power anew (and spend Energy Points) each time he or she wishes to make use of it. If it has continuing effects (as in the case for most other Abilities), these effects will last for one minute; the character can maintain it for a greater duration by spending additional Energy Points equal to the Magic Point cost every minute. The Game Master can adjust this time up or down as necessary for his or her campaign. Maintaining a Magical Power requires no special concentration, but if the Power is not maintained it will cease to function and need to be invoked all over again in order to reactivate it.

Magic Options

A specific Magical Power may be further customized by assigning it one or more of the following Magic Options when the character's powers are being designed. Note that a character may assign different Magic Options to each of his or her Magical Powers. There are no cost increases or breaks from utilizing Magic Options, it is mostly a matter of role-playing color and a method for creating distinctive magical styles for characters. All effects are cumulative.

- Focus

In order to invoke a Magical Power that was given the Focus option, the character requires a special tool. This may be a talisman, magic wand, or other device, or a set of exotic "spell components" such as the traditional eye of newt and wing of bat. A Magical Power that requires a Focus costs half as many Energy Points to invoke (round down). The Energy Points required to maintain the Magical Power are unaffected.

- Gesture

In order to invoke a Magical Power, the character needs to utilize some form of ritualized hand gestures, gestures that are out of the normal and would not be confused with "typical" gestures.

- Incantation

In order to invoke a Magical Power, the character needs to speak a specific incantation. The incantation must be something that does not sound like normal speech. Typically, incantations will be in some sort of poetic form, invoking strange and unusual deities.

- Ritual

Invoking a Magical Power that has this option requires a special ceremony taking several minutes to several hours to perform (GM's option), however, the Energy Points required to invoke the power and maintain it are halved (round down). If the character is interrupted during the Ritual or does anything other than concentrate on it, the Ritual fails and the character must begin again if he or she wishes to invoke the power. If a Ritual is interrupted at the last minute (when nearly complete) the GM may optionally have it go out of control, producing an undesirable or disastrous effect rather than simply fail. The GM may allow the magic-using character a Concentration Skill Check to avoid this. The magnitude of the disaster will depend on how powerful the Magical Power is and will usually be somehow related to what the character was trying to achieve.

- Silent

A Magical Power that has this option does not require magic words. A Silent Power costs twice as many Energy Points to invoke (but regular cost to maintain). This option is very common for innate or psychic powers.

- Sacrifice

While most often in the realm of evil magicians, the character is required to perform some manner of sacrifice to activate the power. This sacrifice can be anything from mystic objects to Life points (from the character or others) or even an increased Energy Point cost. The exact sacrifice is determined when the power is created.

- Still

A Magical Power that has this option does not require any gestures or motions. A Still Power costs twice as many Energy Points to invoke (but regular cost to maintain). Again, this option is very common for innate or psychic powers.

Mass Increase

Cost: 8 Points/Rank
Relevant Attribute: Health
Progression: Variable; see table

This Ability reflects the power to increase the mass – and thus density – of the character.

In addition to increased mass, the character gains a corresponding Rank of the Armor and Enhanced Strength Abilities. The chart entry indicates two columns (realistic and perceived) of substances that have a similar density to a character with increased mass. The realistic column matches the character's density (also know as specific gravity) with a close counterpart in the natural world. The perceived column matches the character's density with a substance that is commonly believed in comic books to have a corresponding

Mass Increase			
Rank	Mass Multiplier	Similar Density (Realistic)	Similar Density (Perceived)
1	2	Brick, Concrete, Rock	Hardwood
2	4	Gemstones	Aluminum
3	6	Iron	Concrete
4	8	Steel	Granite
5	10	Copper	Lead
6	12	Lead	Iron
7	14	Mercury	Steel
8	16	Uranium	Titanium
9	18	Gold	Diamond
10	20	Platinum	Adamantine

strength. For example, the gemstone, diamond, has an actual density close to four times that of the human body (3.3 to 3.7, to be specific). Since it is one of the strongest substances on Earth, however, it is also perceived as one of the densest. GMs and players may use either column when determining density/strength values in their games.

Massive Damage

Cost: 2 or 5 Points/Rank
Relevant Attribute: None
Progression: Damage the character delivers is increased by 1d6/Rank.

A character with the Massive Damage Ability knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage.

For 2 Points/Rank, additional damage is only inflicted when the character uses one specific weapon type, Special Attack, or method of attack; this attack is defined during character creation. For example, it might represent a special talent with a weapon

(such as guns, blades, blunt weapons), knowledge of a particular martial arts system, or ability with a specific Special Attack.

For 5 Points/Rank, this knowledge can be applied to all forms of physical combat including armed, unarmed, martial arts, and ranged weapons, as well as Special Attacks such as energy blasts, magical spells that inflict damage, or vehicle weapons.

Naturally, the character's attack must be successful to inflict any damage. Physical strength is not the key to delivering massive damage in an attack; the ability to sense a weakness is far more important. The capacity of Massive Damage to augment any kind of attack makes it a very useful Ability for a combat-oriented character.

Mechanical Genius

Cost: 2 Points/Rank
Relevant Attribute: Intellect
Progression: Descriptive; see below

The character has an innate knack for creating, modifying, and working with complex machines. Unlike someone who is merely well trained in a particular technical skill, a Mechanical Genius is a natural and is able to flip through a tech manual for an advanced technology in 30 seconds and figure out a way to repair the machine in an hour or so. Such characters often have high levels in Electronics and Mechanical Skills as well. (GMs may want to consider these high skills as a prerequisite to this Ability.)

A character with this Ability can also build new and modify existing gadgets at an astonishing rate, provided he or she has appropriate parts and facilities. In game terms, this means he or she can modify existing Personal Gear or technology-based Items of Power by exchanging Abilities and Disabilities, as long as the overall Point total is unchanged. A Mechanical Genius can also build Gear and Items of Power, but their creation requires the character to allocate the appropriate number of Character Points.

Alternatively, the GM may describe this Ability as "Magical Genius," that allows a character to modify magical Items of Power by exchanging Abilities and Disabilities.

Rank 1   The character can build/repair machines at 2 times normal speed.

Rank 2   The character can build/repair machines at 5 times normal speed.

Rank 3   The character can build/repair machines at 10 times normal speed.

Rank 4   The character can build/repair machines at 20 times normal speed.

Rank 5   The character can build/repair machines at 50 times normal speed.

Rank 6   The character can build/repair machines at 100 times normal speed.

Memory Art

Cost: 4 or 6 Points/Rank
Relevant Attribute: Intellect
Progression: Base TN 27, -1 to the TN/Rank, see text

A character with the Memory Art Ability rarely (if ever) forgets what they read, see, or encounter. This Ability has many different names: photographic memory, total recall, or eidetic memory. Character with a high enough Rank in this Ability never forget a single thing, becoming the living equivalent of an encyclopedia.

For 4 Points/Rank, whenever attempting to recall something, the character rolls an Intellect check against a base TN of 27, with a –1 to the TN for each Rank of Memory Art. For example, Rank 3 in Memory Art (-3) gives the character a Intellect check against a TN of 24. However, regardless of how low the Target Number for this memory roll, the character cannot remember things that he as not encountered or experienced.

At the 6 Points/Rank level, the character has access to a racial or external memory archive. This is common among mystical traditions, and in some science fiction settings.

Regardless of Rank in this Ability, in order to utilize any scientific and/or technical knowledge gained through this Ability, the character must possess some appropriate skills, otherwise he will possess the knowledge but not comprehend it. If this is the case, then the character cannot even comprehend the knowledge well enough to explain what he has remembered to someone who might be able to understand it.

Metamorphosis

Cost: 5 Points/Rank
Relevant Attribute: None
Progression: Descriptive; see below

Physical transformations are a major part of Japanese folklore, and a common ability for supernatural anime creatures or individuals laboring under a curse. Technological transformations are also possible, such as the robot who can shed its human guise and sprout weapons pods and rocket engines. Sorcerers, witches, or demons may also know how to transform others, usually through powerful magic.

The Metamorphosis Ability allows a character to transform a target into alternate forms by adding Abilities to, or adding/removing Disabilities from, the target character. The maximum duration of this change is dictated by the Ability Rank. If the target character successfully makes a HLT roll (TN 14 + Rank of Metamorphosis), the Metamorphosis attempt does not work. The GM may rule that Metamorphosis automatically fails if the

subject's new form could not survive in the present environment. Consequently, a character could turn an enemy into a goldfish, but the attempt would only work if the target was currently in water. This prevents this ability from being used as a quick way to instantly kill an opponent. Again, GMs may waive this restriction where appropriate (such as for a villain in a supernatural horror campaign). In order to transform him or herself, the character needs the Alternate Form Ability.

For each Rank of Metamorphosis, the character can assign 1 Character Point to a target's Abilities. This can either raise the target's current Ability Rank, or result in the target gaining a new power. Alternatively, for each Rank the character can add 3 Disability Bonus Points to, or remove 3 Disability Bonus Points from, a target. Cosmetic changes that confer no additional abilities on the target, but do not fall under the Marked Disability, are considered a 1 Bonus Point change total (for all changes). This includes: change of sex, 50% apparent age increase or decrease, color changes (eye, skin, or hair), and minor physical changes (shape of ears, facial features, or bodily proportions).

Unless the GM indicates otherwise, Character Points gained through Metamorphosis can only be used to add Ranks to the following Abilities: Adaptation, Armor, Elasticity, Enhanced Strength, Extra Arms, Features, Flight, Heightened Senses, Insubstantial, Jumping, Natural Weapons, Regeneration, Special Defense, Special Movement, Speed, Tunneling, and Water Speed. Additionally, only the following Disabilities can be changed: Ism, Marked, Not So Tough, Physical Impairment and Sensory Impairment. Metamorphosis is not intended for transforming people into stone or other forms where they would be effectively immobilized. In order to do that, use the Special Attack Ability with the Incapacitating Ability.

Rank 1   The character may change up to 1 Character Point or 3 Disability Points. The Metamorphosis lasts for 1 minute.

Rank 2   The character may change up to 2 Character Points or 6 Disability Points. The Metamorphosis lasts for 2 minutes.

Rank 3   The character may change up to 3 Character Points or 9 Disability Points. The Metamorphosis lasts for 5 minutes.

Rank 4   The character may change up to 4 Character Points or 12 Disability Points. The Metamorphosis lasts for 10 minutes.

Rank 5   The character may change up to 5 Character Points or 15 Disability Points. The Metamorphosis lasts for 30 minutes.

Rank 6   The character may change up to 6 Character Points or 18 Disability Points. The Metamorphosis lasts for 1 hour.

Mimic

Cost: 7 or 10 Points/Rank
Relevant Attribute: Intellect
Progression: Descriptive; see below

Upon a successful Power Usage: Mimic Skill check against a TN of 15 plus the Rank of the target Ability or Skill, the character can temporarily mimic any Ability or Skill Rank of any single

target character within range. The Rank of Mimic equals the maximum Ability Rank that can be mimicked (doubled to determine the maximum Skill Rank). The Rank of a mimicked Ability/Skill only replaces the character's corresponding Rank (if applicable) if it is higher; the character's Ability/Skill Rank cannot decrease through Mimic unless a specific Restriction is assigned.

Alternatively, upon a successful Power Usage: Mimic Skill check against a TN equal to the target Ability Score, the character can temporarily mimic any Ability Score of any single target character within range.

For 7 Points/Rank the character can only mimic one Ability/Ability/Skill at any single time. For 10 Points/Rank, the character can mimic as many Abilities/Abilities/Skills simultaneously at the appropriate Ranks (as indicated) as he or she desires (each mimicked Ability/Ability/Skill must be copied separately, each requiring a separate Skill check).

Rank 1   The character can mimic up to Rank 1 Abilities or Level 2 Skills, at a range of 15 feet and a duration of 5 rounds.

Rank 2   The character can mimic up to Rank 2 Abilities or Level 4 Skills, at a range of 30 feet and a duration of 1 minutes.

Rank 3   The character can mimic up to Rank 3 Abilities or Level 6 Skills, at a range of 45 feet and a duration of 2 minutes.

Rank 4   The character can mimic up to Rank 4 Abilities or Level 8 Skills, at a range of 60 feet and a duration of 4 minutes.

Rank 5   The character can mimic up to Rank 5 Abilities or Level 10 Skills, at a range of 75 feet and a duration of 8 minutes.

Rank 6   The character can mimic up to Rank 6 Abilities or Level 12 Skills, at a range of 90 feet and a duration of 16 minutes.

Mind Control

Cost: 3-6 Points/Rank
Relevant Attribute: Will
Progression: Descriptive; see below

This Ability allows the character to mentally dominate other individuals. Sorcerers, some psionic adepts, and creatures with hypnotic Powers (such as many demons and vampires) are among those likely to have Mind Control.

Mind Control costs 6 Points/Rank if it can be used on any human or alien with an Intellect of 3 or higher (animals are excluded). It costs 5 Points/Rank if it works on broad categories of humans ("any Japanese" or "any male," for example). It costs 4 Points/Rank if the category is more specific and less useful ("Shinto priestesses" or "people obsessed with beauty"). Finally, it costs 3 Points/Rank if the category is very specific (members of the character's family, or members of a specific military unit). The effects of Mind Control should be role-played. If necessary, the GM can take over the character, although it is more fun if the player (with GM guidance) continues to play the character.

Initiating Mind Control requires a full round. The character must successfully make a Power Usage: Mind Control Skill check (if attacking multiple targets, roll only once) against TN 15. At Ranks 1, 3, 5, 7, and 9, the character receives a +1 bonus to his or her attempt to Mind Control a target. If the check is successful, the target must make a Willpower check against TN 15 plus the attacker's Ranks in mind and the attacker's Rank in Power Usage: Mind Control. When controlling a large number of people, an average Will Check for the entire group could be used. At Ranks 2, 4, 6, 8, and 10, the target also receives a -1 penalty when attempting to defend against Mind Control (or when trying to break established contact). At Rank 7, for instance, the character gains a +4 bonus while the target suffers a -3 penalty. A character needs to defeat an opponent in Mind Combat to toy with the target's emotions (for example, giving the opponent new fears or a prejudice).

Once Mind Control is established, it remains in effect until the dominating character willingly relinquishes control, or until the target breaks free from the control. A target may attempt to break control under two circumstances: whenever he or she is given a command that conflicts with the nature of the character, and whenever the GM deems it appropriate for dramatic effect. To sever the connection, the target must make a successful Willpower save against TN 12 plus the attacker's Intellect modifier and Power Usage: Mind Control Skill Rank plus the modifiers based on the controller's Mind Control Rank.

Against Target's Nature

If a Mind Controlled target is commanded to perform an action that he or she would not willingly do under normal circumstances, the target can attempt to break control. Additionally, the target may receive a bonus if the action goes against his or her nature. The more distasteful the target finds the command, the greater the bonus. For mildly distasteful actions (such as licking an enemy's boots), no bonus is given. For highly distasteful or undesirable actions (such as stealing from an ally), a +4 bonus is given. Finally, for exceptionally distasteful or undesirable actions (such as attacking an ally), a +8 bonus is given. Note that these bonuses are cumulative with penalties associated with the controlling character's Mind Control Rank.

When the GM Deems Appropriate

If the character commands his or her target to perform a number of mundane activities (clean the house, fetching a drink of water, etc.), the GM may decide the target does not receive an opportunity to break established control. Even a seemingly inoffensive command such as "sit in the closet" or "go to sleep," however, may have a drastic impact on the lives of others if a bomb is about to explode in the shrine or the target is piloting a ship at the time. In these instances, the GM may give the target a chance to break free of the Mind Control even if the target does not regard a command as dangerous or distasteful (which would present an opportunity to end the control). This option puts the GM in direct control of the situation, which will benefit the campaign. Naturally, the GM can also apply modifiers to the save attempt that are cumulative with penalties associated with the controlling character's Mind Control Rank.

A character need not control every thought and action of his or her victims but can allow them to live normal lives until they are needed; these targets are known as "sleepers." Additionally, people who have been Mind Controlled will not usually remember events that occurred during the time period they are controlled and will have a gap in their memories.

The GM may allow a character to temporarily boost his or her Mind Control Ability by one or two Ranks against a single individual who is his or her captive by "working" on the subject for a day or more. This bonus can represent concentrated brainwashing techniques or dedicated study of a subject.

Player Characters should only be placed under Mind Control for extended periods of time in exceptional circumstances.

Rank 1	The character can control the mind of 1 target for a duration of several minutes.
Rank 2	The character can control the minds of 2-3 targets for a duration of several hours.
Rank 3	The character can control the minds of 4-8 targets for a duration of several days.
Rank 4	The character can control the minds of 9-15 targets for a duration of several weeks.
Rank 5	The character can control the minds of 16-25 targets for a duration of several months.
Rank 6	The character can control the minds of 26-50 targets for a duration of several years.

Mind Shield

Cost: 1 Point/Rank
Relevant Attribute: Will
Progression: The character gains a +2/Rank for Will checks involving mind invasion

A character with Mind Shield is protected against psychic intrusion. This may be a reflection of his or her own psychic abilities, a protective spell, special training, or some innate ability. A character with Mind Shield can detect and block attempts to read his or her mind by a character with Telepathy of equal or lower Rank to the Mind Shield. The character may also add the twice the Rank of Mind Shield to his or her Will Check (as appropriate) when defending against a Mind Control attempt, telepathic Mind Combat, or a Special Attack with the Mind or Soul Attack Ability.

Natural Weapons

Cost: 1 Point/Rank
Relevant Attribute: None
Progression: The character gains 1 Natural Weapon/Rank

The character has one or more relatively mundane natural weapons, such as sharp teeth, claws, tentacles, etc. Natural weapons are normally possessed by animals, monsters, and similar characters, but could also represent technological capabilities that mimic such abilities such as an android or cyborg with retractable claws. More powerful Natural Weapons can be designed using the Special Attack Ability, with the Melee Drawback.

The character possesses one such attack form per Rank.

Possessing more than one such natural weapon gives the character a wider variety of attack forms.

Hands, feet, a heavy tail, ordinary teeth, or hooves are not normally counted as Natural Weapons since they are (relatively) blunt; and thus inflict usual Unarmed damage.

- **Claws or Spikes**

The character possesses sharp talons or spikes on his or her fingers, paws, or feet. In addition to regular damage, the claws inflict an additional +4 damage when used in melee combat. This attack uses the Unarmed Combat (Strikers) Skill.

- **Fangs, Beak, or Mandibles**

The character has very sharp teeth, or alternatively, a beak or insect-like mandibles. This natural weapon inflicts +2 to damage in melee combat, but a successful strike that penetrates Armor gives the character the option to maintain a biting grip and continue to inflict equivalent damage in subsequent rounds. These additional attacks are automatically successful, but the opponent can break the hold with a successful Strength check. While the attacker is maintaining a biting grip, his or her own ability to defend is impeded: the attacker cannot use weapons to defend, and suffers a -4 DEF penalty against any attack. This attack uses the Unarmed Combat (Bites) Skill.

- **Horns**

These are large horns for butting or stabbing. Horns add 2 extra damage to normal damage in melee combat but are exceptionally effective if the character charges into battle. If the character wins Initiative against an opponent and has room for a running start, he or she can lower his or her head and charge. A successful attack will deliver normal attack damage, plus 1d6. If a charge fails to connect, the charging character will be off balance and suffers a -2 penalty to his or her DEF for the remainder of the round and a -4 Initiative roll penalty on the following combat round. This attack uses the Unarmed Attack (Strikers) Skill.

- **Spines**

The character is covered in nasty spikes, quills, or sharp scales. Anyone who wrestles with the character automatically suffers 2 damage each round. This damage is in addition to any attack damage delivered. During these struggles, the opponent's clothes will also be ripped and shredded unless they are Armored.

- Tail Striker

If the character has a combat-ready tail, it can be equipped with spikes, a stinger, or other similarly nasty weapon. The attack inflicts an additional 2 damage (in addition to normal damage). Upon a successful attack, the target must make a Reflexes roll or suffer a -4 INI penalty the following combat round (the target is off balance). This attack uses the Unarmed Attack (Strikers) Skill.

- **Tentacles**

One or more of the character's limbs — or possibly his or her hair — are actually tentacles. A character with tentacles gains a +2 bonus to his or her Unarmed Combat Skill and DEF when engaged in a wrestling attack or defending against one. Tentacles are also difficult to avoid in combat (opponent suffers a -1 DEF penalty).

Nullify

Cost: 7 or 12 Points/Rank
Relevant Attribute: Will
Progression: 1 Ability Rank worth of Abilities neutralized/Rank

With a successful Power Usage: Nullify Skill check against TN 12 plus the target Ability's Rank (highest Rank if targeting more than one Ability), the character can temporarily render the Ability or Abilities of other characters unusable within the Area of the Ability (see Area Table below). The Nullify Ability Rank determines the maximum Ability Rank that can be nullified.

Area Per Rank

Rank	Area
1	8 inches
2	1 yard
3	10 yards
4	100 yards
5	1 miles
6	10 miles
7	100 miles
8	1,000 miles
9	10k miles
10	100k miles

For 7 Points/Rank the character can only nullify one Ability each combat action. Thus, a character with Extra Attacks Rank 3 can Nullify four Abilities each round. For 12 Points/Rank, the character can nullify all Abilities simultaneously at the appropriate ranks (as indicated above).

- Nullify (Drain)

For an additional 3 Points/Rank, this Ability can be specified as a Nullify (Drain). At each Ability Rank, the target's single Ability (at 10 Points/Rank) or multiple Abilities (at 15 Points/Rank) are reduced by one Rank, to a minimum of Rank 0. For example, if a character with Rank 5 Nullify (Drain) at 15 Points/Rank targets a character who has Rank 3 Armour, Rank 8 Flight, and Rank 10 Teleport, the target is reduced to Rank 0 Armour (3-5=0), Rank 3 Flight (8-5=3), and Rank 5 Teleport (10-5=5). If, instead, the character only had regular Nullify, the Flight and Teleport Abilities would be unaffected since they are above Rank 5 Abilities.

If the character uses Nullify (Drain) on the Special Attack Ability, only damage is reduced. None of the Attack Abilities are affected directly, though the effectiveness of Abilities that depend on the amount of damage delivered will be reduced.

To create a character that steals a target's Abilities for his or her own use, assign both the Nullify and Mimic Abilities, linked through the Dependant Disability.

Organizational Ties

Cost: 1-3 Points/Rank
Relevant Attribute: Presence
Progression: Descriptive; see below

Organizational Ties represents a character's close relationship with a hierarchy of some sort that grants him or her access to respect and privileges. Monetary advantages are usually covered by the Wealth Ability, while access to special equipment may be represented by the Personal Gear Ability. Examples of organizations include the feudal system, powerful corporations, organized crime rings, secret guilds and societies, governmental positions, military organizations, and some religions. For campaigns in which all players belong to the same organized group, the GM may decide that Organizational Ties are not required. Consequently, this Ability is optional; the GM may prefer to treat organization membership as a background detail instead.

The value of Organizational Ties depends on its importance in the setting. An organization that exerts moderate power within the setting is worth 1 Point/Rank, one that has significant power costs 2 Points/Rank, and one that has great power in the setting costs 3 Points/Rank. Players should not assign this Ability to represent organizations that have very little power. The GM determines the extent of the organization's influence. In a high school comedy campaign, the school's autocratic Student Council might wield "significant power," while in most other settings it would be completely trivial and not worth any Points. Similarly, a criminal organization like the Mafia or Yakuza might count as "great power" (3 Points/Rank) in a traditional low-powered game set in modern times, but merely as "moderate power" (1 Point/Rank) in a high-powered magical girl campaign.

Normal organizations should be limited to a geopolitical area, such as a single country. Global organizations, or those that span multiple geopolitical areas, function at 1 Rank lower. Multi-planetary organizations function at 2 Ranks lower, while multi-galaxy organizations function at 3 Ranks lower. For example, the president of a global corporation needs to assign Rank 6 to gain access to the Controlling Rank category (1 Rank lower). Similarly, a character who has Senior Rank in a universe-wide military organization should have Rank 7 Organizational Ties (3 Ranks lower). Some organizations may be ostensibly limited to a single country, but the higher ranks still have global or multi-planetary influence. For example, the President of the United States is a Controlling Rank (Rank 6). Since the US has great influence across the world, however, the position would be Rank 7 (as if it was a global organization).

These far-ranging organization positions are only relevant, however, if the character can actually gain access to the resources of all branches of the group. If an Earth character is Connected to a multi-planetary police organization, for instance, but can only interact with and be influenced by the Earth chapter of the organization, the group is only considered to be a global organization (1 Rank lower) for that character. The group is not categorized as multi-planetary (2 Rank lower), since the extensive resource benefits normally associated with an organization that size are not available to the character.

Rank 1   The character is connected to the organization and can rely on it for occasional support and favors (and expect to be called on in return).

Rank 2   The character has respected status in an organization such as a landed knight in the feudal system, a junior executive in a corporation, a city council member, or a Mafia "Wise Guy" in an organized crime family. The organization brings the character status and some wealth.

Rank 3   The character has middle rank in an organization such as a corporate vice president in charge of a department, a lesser feudal lord with a castle and lands, or a Mafia "captain" who runs a neighborhood, or a junior congressman or member of parliament.

Rank 4	The character has senior rank in an organization, such as the senior vice-president of a large corporation, a high-ranking officer in the JSDF, or a US senator.
Rank 5	The character has controlling rank in an organization, such as the president of a corporation, the boss of a large crime family, or a US state governor.
Rank 6	The character has a controlling rank that spans multiple organizations, such as the ruler of a small nation, or "boss of bosses" of many different crime families.

Personal Gear

Cost: 2 Points/Rank
Relevant Attribute: None
Progression: The character gains 1 major and 4 minor items of Personal Gear/Rank

The Personal Gear Ability represents a character's access to useful equipment. Characters do not need to spend Character Points for items that are legal, inexpensive, and mundane in the campaign setting (such as clothing, a backpack, a knife, or consumer goods). GMs may require players to allot Points to this Ability, however, if their characters will begin the game with numerous pieces of equipment to which the average person might not have easy access such as weapons, body Armor, or specialized professional equipment. The GM may give starting players a weapon of choice and a few other inexpensive items for free.

Personal Gear cannot include magic items, secret prototypes, or technology more advanced than what is standard in the setting. It can include common civilian vehicles appropriate to the setting (for example, a car, truck, light airplane, or motorbike in the present day; perhaps a horse for fantasy campaigns). For less common or more expensive objects, see the Item of Power Ability. The GM always has the final say on whether or not an item is available to the characters. Costumes for super humans that are merely designed to withstand the effects of the character's Abilities and Disabilities (such as an outfit that stretches with a character possessing the Elasticity Ability) one minor or major slot (depending on how common the Game Master determines them to be in his campaign).

Although characters may have items that are owned by the organizations to which they belong, they still must acquire these items as Personal Gear if they will make regular use of them (though the Conditional Ownership Disability may apply). Thus, a police officer would use Gear for a pistol, police car, or handcuffs, although these items are property of the police department. This rule is intended mainly for play balance and, naturally, the GM has final say on this issue.

Each Rank in this Ability permits the character to take one major and four minor items. Alternatively, the character can exchange one major item for four minor items, or vice versa. Use these guidelines to differentiate between major and minor items:

- Minor

The item is somewhat hard to get, or rather expensive. It is something available in a shop or store or from a skilled artisan, but it costs as much as an average person's monthly wage. Alternatively, the Gear can be less expensive but needs a license or black market contact to acquire. Non-standard items that modify or improve other items of Gear, but are not functional by themselves (for example, a scope for a rifle, silencer for a pistol, or supercharged engine for an automobile) are also minor items of Gear.

Modern examples of minor items include weapon and vehicle modifications, handguns, premium medical kits, night vision goggles, full camping gear, burglary tools, expensive tool kits, and personal computers. Ancient or medieval examples include swords, longbows, crossbows, shields, lightweight Armor (such as leather or a light mail shirt), lock picks, poisons, or a mule. Gear must be appropriate to the world setting — a pistol is a minor item in a modern-day or future setting, but an Item of Power in a medieval fantasy game!

- Major

The gear is usually illegal for civilians, but it may be issued to an elite law enforcement agency, an average soldier, or a government spy may be issued. Modern-day examples of major items include machine guns, tactical Armor, and grenade launchers. Major gear items can also include quite expensive but commercially available equipment such as a science lab, workshop, car, or motorbike. The GM can rule that an occasional, very expensive item (for example, an airplane or semi truck) counts as two or more major items of Gear. Ancient or medieval examples of major items include a full suit of chain or plate Armor, a cavalry horse, a smith's forge, an alchemist's lab, or a wagon and team of draft animals.

- Mundane

Items that are easy to acquire, legal, and inexpensive count as "mundane items" and do not count as Personal Gear unless taken in quantity (GM's option). For example, "a complete tool box" would be a single a minor item; a single wrench is mundane.

Place of Power

Cost: 1 Point/Rank
Relevant Attribute: None
Progression: Descriptive; see below

A Place of Power is a home base or lair that is infused with magical or holy energies. It might be a shrine, magical circle, a sacrificial altar, a ring of standing stones or something less traditional. The place usually radiates good or evil energy, and a nearby character with an appropriate Sixth Sense can detect its presence.

While within his or her Place of Power, the character alone can perform activities using either Sorcery or Magic more easily. The Place of Power has a pool of 10 Energy Points for each Rank of this Ability. While the character is standing somewhere within the Place of Power, he or she can draw on these Energy Points as if they were the character's own. Once used, the Energy Points replenish at a rate of 1 Energy Point for each Rank of the Place of Power Ability per hour.

Several characters may share the same Place of Power. While this option does not reduce the Ability's cost, it can provide greater convenience. Each character sharing the Power has his or her own source of additional Energy Points.

At the GM's discretion, a Place of Power may also offer additional Abilities. In particular, one usually exerts a subtle, long-term, emotional influence on people who live in or near it, which may be positive if the owner of the Place of Power is a good person or negative if he or she is an evil one. In addition, individuals born or raised in a Place of Power are more likely to develop supernatural abilities.

Rank 1   The Place of Power is the size of a small rug and provides 10 Energy Points.
Rank 2   The Place of Power is the size of a small room and provides 20 Energy Points.
Rank 3   The Place of Power is the size of a large room and provides 30 Energy Points.
Rank 4   The Place of Power is the size of a house and provides 40 Energy Points.
Rank 5   The Place of Power is the size of a city block and provides 50 Energy Points
Rank 6   The Place of Power is the size of several city blocks and provides 60 Energy Points.

Plant Control

Cost: 2 Points/Rank
Relevant Attribute: Will
Progression: Descriptive, see text

Characters with this Ability can control the growth and movement of all plants in the surrounding area. The Ability Rank determines the maximum area in which the plants can be controlled (see Table: Area in Nullify Ability).

If the character limits the Control to a single broad group of plants, the Ability functions at one Rank higher. Broad plant groups include: trees, grasses, weeds, bushes, flowers, mosses, vegetables, ferns, vines, seaweeds, etc. If limited to a specific type of plant, the Ability functions at two ranks higher. Examples of plant types include: oak trees, wheat, dandelions, raspberry bushes, sunflowers, club moss, carrots, etc.

Controlled plants can grow to a maximum size of 5 times their normal mature state. For Fast growth, the Ability functions at one Rank lower when determining area. For 50x growth, two ranks lower; for 100x growth, three ranks lower; for 500x growth, four ranks lower; and for 1,000x growth, five ranks lower.

To cause significant damage with controlled plants, the character should acquire the Special Attack Ability with the Dependant Disability.

Pocket Dimension

Cost: 2, 3 or 4 Points/Rank
Relevant Attribute: Will
Progression: Descriptive; see below

This Ability allows the opening of a hole or doorway — a portal — into another dimension. In anime, this power is sometimes possessed by demons or even vampires, or, in Western myth, by fairies. Mages often create dimensional portals leading from closets or doors into other places. In less serious games, Pocket Dimension can also represent the ability some characters have to suddenly produce big items (like huge hammers or swords) seemingly out of nowhere. A Pocket Dimension could also represent an object that is simply bigger on the inside than on the outside.

The Rank of Pocket Dimension determines the maximum size of the dimension. The environment and furnishings of the dimension are up to the player within the GM's limitations; extensive furnishings should be acquired as Personal Gear. A dimension could even be partially unexplored or dangerous territory, providing adventuring opportunities to the characters.

The cost of Pocket Dimension is 2 Points/Rank if it is limited to a single fixed portal (such as a house closet), 3 Points/Rank if the portal is in a mobile location (such as inside a vehicle, or attached to an item), or 4 Points/Rank if the character can use a particular class of objects as a portal (such as "any mirror" or "any pool of water").

A character with this ability at 2 or 3 Points/Rank cannot create new portals leading out of the dimension; he or she may only leave by the one that was entered. A character can usually only have a single portal opened to his or her dimension at a time, but additional apertures to the same dimension may be possessed for 1 extra Character Point each. At the 4 Points/Rank version, the character can leave the Pocket Dimension through any other appropriate exit within 1 mile times the Rank (for example, within a 6 mile radius for Rank 6); the character is not required to leave through the same one he or she entered.

Once opened, a portal can stay open for as long as the creator is in the dimension. The creator may also be able to "leave the door open" if he or she wishes to allow individuals to enter or leave while the creator is not present within the dimensional pocket.

Pocket Dimensions may optionally be designated as only one-way, restricting access in or out until the character or machine maintaining them is destroyed, or some other condition is fulfilled. This Ability may be taken multiple times to give access to multiple different dimensions. If so, it may be taken at different Ranks for each individual dimension.

Using Pocket Dimension Offensively

Some characters may have the exotic ability of being able to suck or warp unwilling targets into their alternate dimension (at the 3 or 4 Points/Rank version only). To indicate this, assign the Pocket Dimension Ability and think acquire the Special Attack Ability with the Linked (Pocket Dimension) Ability.

Characters who have an ability to travel between dimensions should possess the Dimension Hop Special Movement Ability.

Rank 1   The dimension can be as large as a closet.
Rank 2   The dimension can be as large as a room.
Rank 3   The dimension can be as large as a house.
Rank 4   The dimension can be as large as a city block.
Rank 5   The dimension can be the size of an entire village.
Rank 6   The dimension can be the size of an entire city (or even larger).

Power Flux

Cost: 5, 10, 15, or 20 Points/Rank
Relevant Attribute: Variable
Progression: Linear, 5 Flux Points/Rank

Power Flux represents extensive control over an element, ideology, natural phenomenon, or sphere of influence. This is a very open-ended Ability and should be discussed with the GM at length to determine the effects and limitations in his or her game. Proper use of Power Flux will not unbalance the game, but rather can provide many opportunities for character innovation.

A character with this Ability has a pool of reserve Character Points (called flux points) that can be allocated to different Abilities as needed, within the thematic category chosen by the player. This often represents a magical or psionic Ability, but it can also reflect a character who has several different powered forms, or a character who has little control over his or her range of Abilities.

Power Flux uses a special table for Duration. This Duration represents how frequently a character can change the allocation of flux points from one group of Abilities to a different group, and not how long a character can use Power Flux. At low Ranks, the character will be forced to use the same group of Abilities for extended periods of time before he or she can use the flux points for alternates. At high Ranks, the character can gain a complete new set of Abilities almost at will. Attribute scores and Disabilities cannot be raised or lowered with Power Flux (though the Enhanced [Attribute] Ability may be altered).

Minor or small thematic categories cost 10 Points/Rank. Examples include: a classical element (water, fire, wind, earth), a limited concept or idea (lust, protection, charm, pride), a minor aspect of nature (temperature, insects, sunlight, clouds, orbits, sea creatures), or a limited sphere of influence (silence, cats, writing, guns, a small locality, nutrition).

Major or large thematic categories cost 15 Points/Rank. Examples include: a broad concept or idea (love, travel, strength), a major aspect of nature (weather, magnetism, gravity, electricity, animals), or a broad sphere of influence (cities, computer data, health, truth, manufacturing, fertility, weapons, drugs).

Primal or universal thematic categories cost 20 Points/Rank. Examples include core concepts and primary spheres of influence: Time, War, Death, Life, Earth, Thought, Magic, Force, Math, Self, Law, Chaos, Creation, Heaven, Hell, Dimensions, Dreams, and others.

If the character makes a successful Attribute check (the relevant Attribute score is determined by the GM) against TN

Power Flux Duration	
Rank	Duration
1	6 months
2	1 month
3	1 week
4	1 day
5	12 hours
6	1 hour
7	10 minutes
8	1 minute
9	5 turns
10	1 turn

12, he or she can assign flux points to one or more Abilities that grant Abilities that fit within the thematic category. A flux point is equal to one CP, which can be assigned to the cost of the Ability directly. Power Flux cannot imitate the Sorcery Ability (if the optional Ability from the Appendix is being used).

For example, a character with Rank 6 Power Flux with a "cat theme" has assigned a total of 65 CP to the Ability. In return, he or she gains 30 flux points. At a minimum interval of 12 hours, the character can allocate the 30 flux points to any combination of Abilities that fit the cat theme. Perhaps in the morning, the character needs to prowl around the city on patrol and assigns the following Abilities: Armor Rank 3 (9 flux points); Heightened Awareness Rank 9 (9 flux points); Heightened Senses (Hearing, Smell, Vision) Rank 3 (3 flux points); Jumping Rank 5 (5 flux points); and Enhanced Strength Rank 1 (4 flux points).

Limited Point Exchange

An alternate method of Power Flux only costs 5 Points/Rank, but limits the character to a small assortment of Ability Abilities among which CP can be exchanged. At Rank 1, CP can be exchanged in any way between the Rank cost of any two Abilities, which are determined during character creation. From Rank 2 through 10, each Rank adds one additional Ability to the list of Abilities that can be fluxed (extending to 11 Abilities at Rank 10). For instance, if a character with this Rank 3 Power Flux and Rank 4 Duration (1 day) has allocated 47 CP to four fluxable Abilities (Armor, Flight, Special Attack, and Teleport), he or she can redistribute the 45 points in any way over the four Abilities once every 24 hours.

Power Defense

Cost: 1 Point/Rank
Relevant Attribute: Variable
Progression: The character reduces the TN of Attribute Checks related to the defensive use of an Ability by 1/Rank

Power Defense is acquired in conjunction with another Ability not normally used for Defense (Ability must be defined when Power Defense is assigned). Power Defense allows a character to use the other Ability to defend against attacks, possibly avoiding all damage entirely. The character must make a roll (as appropriate for the situation or Ability) with a bonus of +1 per Power Defense Rank against a TN equal to the attacker's final to hit roll result. If successful, the character activates his or her Ability in time to defend against the attack and avoids all damage (and effects) from the attack. The player should consult with the Game Master to determine which Abilities are appropriate for a Power Defense.

A character may only attempt one Power Defense each round unless he or she also possesses the Extra Defenses Ability, in which case he or she may sacrifice one extra Defense to attempt an additionally Power Defense (the two may not be used in conjunction, through).

Characters must assign this Ability once for each Ability they wish to use defensively.

Projection

Cost: 1 to 4 Points/Rank
Relevant Attribute: Intellect
Progression: Descriptive; see below

The character can projected images that fools one or more senses. The Projection cannot be touched because it is not substantial. Closer inspection will usually reveal the Projection for what it is, which may cause it to disappear (GM's discretion). The GM may require a Will Check to "see through" a Projection against a TN equal to: 12 plus the projector's Will modifier plus the projector's Rank in Power Usage: Projection.

A Projection may be of a particular object or entity, or of a complete scene (such as a furnished room or crowd). It may also be thrown over an existing person, scene, or object to make it appear different than it really is. A Projection that is untended is normally static, either remaining in one place or (if created over something) moving as the underlying object or entity moves. To give a Projection the semblance of independent activity (such as a projected image of a person who moves and speaks), the character must actively concentrate on manipulating the Projection, and perform no other actions.

For 1 Point/Rank the character can create Projections that can be detected by one sense, usually sight (sense must be determined during character creation). For 2 Points/Rank the Projections can be detected by two senses, usually sight and hearing. For 3 Points/Rank the Projections can be detected by three senses. For 4 Points/Rank the Projections can be detected

by all senses. No matter how realistic the Projections, however, they can never cause physical sensations intense enough to inflict pain or damage. An image of a roaring fire may feel hot, and a character may believe that he or she is burning, but the fire cannot actually deliver damage. To create Projections capable of injuring targets, the character should possess a Special Attack Ability which is tied to the Illusion Ability through the Dependent Disability.

A character can normally maintain only a single Projection at a time. To be able to maintain multiple Projections at once costs the character an extra 1 Point for every distinct Projection the character can sustain simultaneously after the first. Thus, "Projection Rank 3 (one sense, four Projections)" would cost six Points: three Points for Rank 3 (one sense) and three more Points for being able to sustain four Projections at a time. The GM can assume that a group of objects or entities in close proximity, such as a furnished room, a swarm of insects, or a horde of charging warriors, counts as a single Projection rather than several. If a character is already sustaining his or her maximum number of Projections and wishes to create another one, an existing Projection must first be dispelled.

In order for the character to create a convincing Projections of something complex, the GM may require a Power Usage: Projection Skill check against an appropriate TN. The GM can adjust the TN depending on how familiar or unfamiliar the character is with the scene that is being simulated. The GM may also give the character a +1 bonus for every Rank he or she has in excess of the minimum Rank needed to create the Projection. For example, if a character with Projection Rank 5 decides to create a merely human-sized Projection (which needs only Rank 1), a +4 bonus applies. If the roll fails, the character's Projection has some subtle flaw in it; the character creating it may not be aware of this until someone else points it out, however.

Rank 1   The character can an create small illusions, about the size of a single person.

Rank 2   The character can create medium illusions, large enough for an entire room, or a large object like a car or elephant.

Rank 3   The character can create large illusions that can cover a house-sized area.

Rank 4   The character can create very large illusions that can cover an entire neighborhood (or a few hundred square yards).

Rank 5   The character can create huge illusions that cover a village-sized area.

Rank 6   The character can create great illusions that can cover a town-sized area.

Regeneration

Cost: 4 Points/Rank
Relevant Attribute: None
Progression: The character can regenerate 5 Life point each Turn/Rank

Characters with this Ability automatically heal their own injuries, whether the characters are awake, asleep, or unconscious. The character's Life points cannot exceed their original total. At higher Healing Ranks, the character's body will revive itself if "clinically" dead but not actually brain-dead (Rank 3+), repair massive trauma such as lost limbs or organs (Rank 6+), or restore the character if cut into several pieces (Rank 6+). The body cannot repair itself if it is blown to bits or disintegrated, however.

Reincarnation

Cost: 2 or 4 Points/Rank
Relevant Attribute: None
Progression: Descriptive; see below

If the character is destroyed, some of his or her essence may still survive. This may be in spiritual or digital form, or it may be something that must be retrieved from the corpse. A robot whose memory can be copied or uploaded, a creature that leaves an egg in its body upon death, or an undead monster that will reform a few minutes, hours, or days after its apparent death are all examples of this. If this remnant can be salvaged or otherwise recovered, in a matter of days or weeks and with proper care, it will develop a new body similar to the original. A reincarnated character usually starts with 1 Life point.

Reincarnation can be prevented in some way. This may be as simple as burning, blowing up, or dismembering a body, or as obscure as requiring a special ritual. For 2 Points/Rank, the Reincarnation is easy to stop; for 4 Points/Rank, the Reincarnation is difficult to stop. The GM and player must work together to determine the parameters involved in preventing the rebirth.

Rank 1   The reincarnation occurs within a few weeks.
Rank 2   The reincarnation occurs within a few days.
Rank 3   The reincarnation occurs within a single day.
Rank 4   The reincarnation occurs within a few hours.
Rank 5   The reincarnation occurs within a single hour.
Rank 6   The reincarnation occurs within a few minutes.

Rejuvenation

Cost: 1 Point/Rank
Relevant Attribute: Will
Progression: Under specific conditions, the character instantly regain 5 Life points or Energy Points/Rank

Characters with this Ability can focus on their adrenaline rush and internal reserves to restore lost Life points or Energy Points. Rejuvenation can only take place under certain circumstances (like a crowd getting behind a wrestler, a sound that triggers a certain memory or the presence of a master, or a dashing knight inspiring a magical girl) and can happen only once in a scene. The GM and player should work together to determine when Rejuvenation can occur. Rejuvenation requires one combat round, during which the character can only dodge or avoid attacks. Neither Life points nor Energy Points can be raised above their maximum.

Sensory Block

Cost: 1 Point/Rank
Relevant Attribute: Intellect
Progression: Descriptive; see below

A character with Sensory Block can cover an area (size is determined by the Rank) with a field that partially blocks specific senses or detection techniques. This can represent a magical ability, technological enhancement, or paranormal effect. Each time this Ability is assigned, the character can either block one sense or enhanced sense (Type I) or one detection technique (Type II), which is determined during character creation. The GM may allow multiple assignments to the same sense or technique, which results in cumulative penalties. To fully block a detection technique, see the Invisibility Ability.

Sensory Block, defined as Electronic Counter Measures, can also be used to block the Computer Intrusion Ability (Computer Intrusion Ability, pg. XX). In this case, each Rank of Sensory Block can block one Rank of Computer Intrusion.

Sensory Block must be purchased separately for each sense, technique or Ability that it is to block.

Type I

One of the five senses — hearing, smell, vision, taste, or touch — is partially blocked. This may mean that individuals within the area covered cannot see well (vision), cannot hear well (hearing), etc. Rolls made by these individuals when pertaining to the specific senses suffer a -4 penalty, which is cumulative with any Heightened Senses bonus.

Type II

A detection technique is partially blocked. Examples of techniques include: dark vision, electric current detection; homing weapons; infra-vision; magnetic field detection; microscopic vision; radar detection; radio reception; sonar detection; a specific Sixth Sense technique; ultrasonic hearing; ultra-vision; vibration detection; X-ray vision. Ability or Skill rolls relating to these detection techniques suffer a -4 penalty.

Rank 1   The Sensory block covers up to 100 ft radius.
Rank 2   The Sensory block covers up to 500 ft radius.
Rank 3   The Sensory block covers up to 1 mile radius.
Rank 4   The Sensory block covers up to 5 mile radius.
Rank 5   The Sensory block covers up to 50 mile radius.
Rank 6   The Sensory block covers up to 500 mile radius.

Servant

Cost: 2 or 5 Points/Rank
Relevant Attribute: None
Progression: The servant is constructed from 25 Character Points plus 10/Rank

The character has a servant or companion entity. It serves as a familiar, pet, companion, or bodyguard. Examples of Servants could include: a magical girl's talking animal companion, a pet robot, a sorcerer's apprentice, a fierce wolf, a bound demon or ghost, a mage's familiar cat, or a vampire's enslaved servants. Servants are NPCs controlled by the GM,

but they will normally work toward the character's best interests. Nevertheless, they should have their own personalities and may occasionally get into trouble of their own.

A Servant is assumed to be around "all the time." To create a servant that the character summons for a brief period of time, acquire the Ability as a Magical Power — this will result in the servant only remaining around as long as the character spends appropriate Energy Points.

This Ability costs 2 Point/Rank if the character is limited to one particular Servant. If the character can dismiss the Servant and replace it with a different one between adventures or during an adventure with suitable effort (GM's option such as casting a summoning spell or taming a new animal), then the Ability costs 5 Points/Rank. A character can take the Ability several times to have multiple Servants.

A Servant is created with his or her own Attribute Scores, Abilities, Disabilities, and Skills as normal but with only 10 Character Points. Each Rank of the Servant Ability also gives the player 10 additional Character Points to add to the Servant (for example, 20 Points at Rank 1, 30 Points at Rank 2, etc.). The Servant may not have the Servant Ability, and some relationship-based Disabilities should not be assigned due to its innate role as a character's Servant. Thus, it is inappropriate for a Servant to have the following Disabilities: Owned, Red Tape, or Significant Other.

Sixth Sense

Cost: 1 Point/Rank
Relevant Attribute: Will
Progression: The character gains 1 Sixth Sense/Rank

Some characters have the ability to detect things that are hidden to normal senses or technological sensors, while others have affinities for specific objects or people. Sixth Sense typically represents psychic or magical ability, but can also reflect trained and acute senses or divine intervention.

The character may sense one particular category of phenomena per Rank. The player should define the category with the GM's approval (Sixth Sense is very much a GM-defined ability). As a guideline, the character is automatically alerted when something his or her Sixth Sense detects is in close proximity (roughly 20 foot radius area). The GM may require a Will check to do this, with difficulty modifiers depending on the strength of the source of whatever emanations the character can sense. In some cases, the GM may allow detection at greater distances if the source is very strong. The GM should give a bonus (+2 modifier or more) if the character is touching the source.

A character who specifically concentrates on using his or her Sixth Sense may gain more precise information on a successful Will Roll. The exact content of this information is up to the GM. If the check succeeds, the GM may provide the character with a few extra clues about the source such as "the magic is coming from those buildings over there" or "you sense the evil presence feels otherworldly… and hungry." If the check fails, the character will not gain any additional information unless something happens, such as the phenomena becoming stronger, or coming much closer. The GM should always try to use Sixth Sense to plant clues that make a story more exciting, but not allow it to short-circuit the process of discovery in a mystery plot.

Examples of phenomena to which the character may be sensitive include astral/ethereal beings, danger, Pocket Dimensions, electricity, elements, emotions, evil, illusions, interpersonal dynamics, magic, magnetics, paranormal nexus points, particular objects, places of power, psionics, spirits, telepathy, truth, virtue, or the use of specific Abilities or Disabilities.

Precognition and Postcognition

Alternatively, Sixth Sense can be assigned to represent precognition and postcognition — the ability to access visions of past and future events. This option is a GM-defined Ability, however, which allows him or her limit its application and scope within the campaign. For precognition and postcognition, the Ability's Rank reflects the maximum time difference between the present situation and a perceived future or past event (the higher the Rank, the longer the time difference). Low-Ranking character may only perceive events within minutes or hours of the current time; high-Ranking characters can extend this time to hundreds or even thousands of years.

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Size Change

Cost: 1, 5, or 6 Points/Rank
Relevant Attribute: Health
Progression: Descriptive; see below

This Ability reflects the ability to increase or decrease the stature of the character. A character may have the ability to both shrink and grow for 6 Points/Rank. Alternatively, the character can choose to shrink only at a cost of 1 Point/Rank or to grow only at a cost of 5 Points/Rank; this restricts the character to changing size in one direction (with the ability to return to his or her normal size). For example, a character with Size Change (Shrinking Only) Rank 2 could shrink to half size and once shrunk could grow back, but he or she could never increase his or her height beyond normal.

It takes one round for a character to change size. Size Change is normally designed to affect only the user, but it can be specified as usable on others instead. If so, it only affects a single willing subject, whom the user must touch. For it to be used as an attack against unwilling persons or over a distance, the character must also acquire the Special Attack Ability with the Linked (Size Change) Ability.

Rank 1	The character's size can increase or decrease one size category (a Medium character can either grow to Large or shrink to Small).
Rank 2	The character's size can increase or decrease two size categories (a Medium character can either grow to Huge or shrink to Tiny).
Rank 3	The character's size can increase or decrease three size categories (a Medium character can either grow to Gargantuan or shrink to Diminutive).
Rank 4	The character's size can increase or decrease four size categories (a Medium character can either grow to Colossal or shrink to Fine).
Rank 5	The character's size can increase or decrease five size categories (a Small character can grow to Colossal; a Large character could shrink to Fine).
Rank 6	The character's size can increase or decrease six size categories (a Tiny character can grow to Colossal; a Huge character could shrink to Fine).

Table: Size Categories

Size	Example	Size Approximate Weight	MOV Modifier
Fine	Insect	1/8 lbs or less	x1/4
Diminutive	Rodent	1/8 — 1 lbs.	x1/2
Tiny	Cat	1 — 8 lbs.	x1
Small	Dog	8 — 60 lbs.	x2
Medium	Human	60 — 500 lbs.	x3
Large	Horse	500 lbs — 2 tons	x4
Huge	Elephant	2 — 16 tons	x5
Gargantuan	Sperm Whale	16 — 125 tons	x6
Colossal	Blue Whale	125 — 1,000 tons	x7

Table: Changing Sizes

Old Size		New Size	Bonus to Attribute				
			STR	REF	HTL	Armor*	REF Bonus
Fine	=>	Diminutive	-	-2	-	-	-4
Diminutive	=>	Fine	-	+2	-	-	+4
Diminutive	=>	Tiny	+2	-2	-	-	-1
Tiny	=>	Diminutive	-2	+2	-	-	+1
Tiny	=>	Small	+4	-2	-	-	+1
Small	=>	Tiny	-4	+2	-	-	-1
Small	=>	Medium	+4	-2	+2	-	+1
Medium	=>	Small	-4	+2	-2	-	-1
Medium	=>	Large	+8	-2	+4	+2	+3
Large	=>	Medium	-8	+2	-4	-	-3
Large	=>	Huge	+8	-2	+4	+3	+3
Huge	=>	Large	-8	+2	-4	-	-3
Huge	=>	Gargantuan	+8	-	+4	+4	+2
Gargantuan	=>	Huge	-8	-	-4	-	-2
Gargantuan	=>	Colossal	+8	-	+4	+5	-
Colossal	=>	Gargantuan	-8	-	-4	-	-

* This is the equivalent Rank of the Armor Ability.

Skill Knack

Cost: 5 Points/Rank
Relevant Attribute: Varies with Skill
Progression: Character receives +1 to all Skills in a Skill Group

The character has a natural aptitude or gift with a particular set of skills. The bonus received is applicable to one particular Skill Group only, and this Ability must be purchased separately for any Skill Group with which the character is gifted. Some examples of Skill Knack being used as other types of Skill enhancers:

Jack of All Trades: +1 to any 5 Professional Skills
Linguist: +1 to any 5 Language Skills
Scholar: +1 to any 5 Knowledge Skills
Traveler: +1 to any 5 Area Knowledge Skills

Special Attack

Cost: 1 or 4 Points/Rank
Relevant Attribute: None
Progression: The character possesses an attack that delivers 1d6 damage/Rank

Characters sometimes wield powerful offensive energies, such as electric zaps, magical fireballs, ki-powered martial arts strikes, or energy swords. Some characters, such as cyborgs or robots may have guns, missiles, or beam weapons built into their bodies.

Special Attack costs 4 Points/Rank, and delivers 1d6 damage per Rank.

Special Attacks may be further customized by assigning one or more attack Abilities. Each attack Ability taken reduces the damage by 1d6 but adds an additional capability. Attacks may also be assigned one or more attack Drawbacks. Each attack Drawback increases the damage by 1d6 but reduces the attack's utility by imposing some form of limitation.

The player must assign Abilities and Drawbacks when the Special Attack is designed. On the player's character sheet, they are listed in parentheses following the attack's modified damage. He or she may assign a combination of Abilities and Drawbacks that would reduce its damage to a minimum of 1d6. To create a "zero damage" Special Attack, one would

select the No Damage Drawback. For example, suppose a character has a Special Attack at Rank 2. He or she would only be able to purchase one Ability, which would reduced the attack's damage from 2d6 to 1d6. If the character wanted to purchase a second Ability, he or she must first assign a Drawback, which would raise the attack's damage back to 2d6. The character could then purchase a second Ability, reducing the damage back to 1d6.

A Special Attack should always be given a descriptive name such as "90mm Auto-Cannon" or "Raging Thunder Dragon Fist." When designing the attack, the player (with GM input) should determine what Skill and Specialization is appropriate for its use. For most magical or super-powered ranged attacks, it will be Special Ranged Attacks. For ranged weapons designed as Personal Gear, it is usually Guns or Thrown Weapon with an appropriate Specialization depending on the description. Any weapon with the Melee Drawback uses the Melee Attack or Unarmed Attack Skills depending on its description. For example, Melee Attack (Sword) is appropriate to an energy sword, while Unarmed Attack (Striking) would be suitable for a wraith that drained energy by its touch or a ki-energized martial arts strike.

Alternate Attacks

Although a character often uses his or her highest-Rank "primary" weapon, alternate or backup ones may also be possessed. The Point cost of these additional "secondary" attacks are one quarter the cost of the primary attack at 1 Point/Rank. The primary attack — the attack with the highest Rank — is the only one that costs the standard 4 Points/Rank. Secondary attacks may each possess different damages, Abilities and Drawbacks. If acquiring alternate attacks as Magical Powers (see Magic) the secondary attacks drain the regular 2 Energy Points/Rank, not 0.5 Energy Points/Rank.

Special Effects

The special effects of Area Effect, Drain (Any), Flare, Incapacitating, Irritant, Spreading, and Tangle are determined by the Rank of the Special Attack only. Massive Damage, Enhanced Strength are not included in the calculation. Additionally, Armor and Force Fields do not normally protect against the special effects of Drain (Any), Flare, Incapacitating, Irritant, or Tangle. Before making an attack, a character can choose to inflict less damage than the normal 1d6/Rank, or reduce the power of their special effects.

Effects Based on Damage Inflicted

The scope of the special effects for attacks with the Area Effect, Drain (Any), Flare, Incapacitating, Irritant, Linked, Spreading, or Tangle Abilities depend on the Rank of the Special Attack. For example, Drain (Mind) reduced the target's Intelligence Score by 2 for every Special Attack Rank; similarly, Tangle creates restraints that have 4 Life points for every Special Attack Rank. Attacks with the No Damage Drawback are treated as one Rank higher when determining the special effects for these Abilities.

To introduce randomness into these special effects, their scopes could instead be based on every 1d6 damage that the attack inflicts (or would have inflicted in the case of attacks with the No Damage Drawback). For the above examples, Drain (Intellect) would reduce a target's Intelligence Score by 2 for every 5 damage, and Tangle would create restraints that have 4 Life points for every 5 damage.

If this alternate rule is used, damage must be rolled for all attacks — including ones with the No Damage Drawback — to determine the special effect scope. While this rule will balance the attacks with each other more accurately (particularly if the No Damage Drawback is assigned), a little more calculation is involved.

Special Attack Adders

The following Adders may be assigned to a Special Attack. The GM may disallow any combination of Adders that seems inappropriate.

Special Attack Adders

Adders	# of Slots
Accurate	1
Affects Incorporeal	1
Area Effect	1
Aura	2
Auto-Fire	3
Burning	1
Concealable	1
Contagious	2 or 4
Drain Body	2
Drain Energy	1
Drain Mind	2
Drain Soul	2
Enduring	1
Flare	1
Flexible	1
Flurry	1
Homing	1 or 2
Incapacitating	3
Incurable	4
Indirect	1
Irritant	1
Linked (Attack)	2
Linked (Ability)	1
Long Range	1
Mind or Soul Attack	5
Muscle-Powered	1
No Regeneration	1
Penetrating (Armor)	1
Penetrating (Force Field)	1
Quake	1
Spreading	1
Stun	1
Tangle	2
Targeted	1 or 2
Trap	1
Undetectable	4
Unique Ability	1
Vampiric	2-4

- **Accurate**

The attack is unusually accurate giving a +4 bonus to Attack rolls (or Ability checks if the attack has the Mind or Soul Attack Ability). This Ability can be assigned two or three times for a +8 or +12 bonus, but may not be combined with the Linked (Attack) Ability.

- **Affects Incorporeal**

This attack will affect characters who are currently Astral or Incorporeal as if they were solid.

- **Area Effect**

This is an attack, like an explosive blast, that affects not only the direct target, but also anyone in the immediate area. All affected characters are allowed a Reflex check (diving for cover, swerving out of the way) for half damage. Characters that can shield themselves with very solid objects or terrain in the vicinity may avoid damage completely (GM's discretion) on a successful Reflexes roll. This represents the character ducking or moving behind cover. The GM will decide whether an object or person is within the area of effect, and may assume the area radius is equivalent to 5 feet for every Special Attack Rank. Area Effect can be assigned multiple times; each Adder doubles the area radius.

- **Aura**

Rather than having to make an actual attack, the character instead automatically damages anyone who touches his or her body. An example might be a character who was sheathed in flame or electrified. If this Ability is combined with the Area Effect Adder, it automatically damages anyone in the designated area around the character. Aura counts as two Adders.

- **Auto-Fire**

The attack consists of a burst of multiple shots like a machine gun or rapid sequence of energy bolts. Instead of scoring one hit when an attack is successful, the attacker scores hits (minimum of one, maximum of five) equal to the difference between his or her final to hit roll (including all modifiers) and the target's DEF (including all modifiers) divided by five, rounded down. For example, if a character (with a final hit roll result of 27) attempts to hit a target that has a DEF of 16, he or she would score 2 hits (27 - 16 = 11; 11 ÷ 5 = 2.2; round down to 2). Each hit delivers separate damage (important when considering Armor and Force Fields). Bonuses from Massive Damage, Enhanced Strength, and critical hit multipliers are only applied to the first hit in an Auto-Fire burst — all others only inflict the normal damage of the Special Attack. Auto-Fire counts as three Adders.

- **Burning**

This represents acid, flaming liquid, or similar attacks that deliver continuing damage over several rounds. If the initial attack damage penetrates the opponent's Armor, the target will suffer an additional 1 damage/Rank of the Special Attack each Turn for 5 Turns or until the effect is somehow neutralized (GM's discretion; it should depend on the type of attack, and may require several rounds for full neutralization). Armor does not protect against the extra burning damage in subsequent rounds. Alternatively, Burning can be defined as a "hourly burn," in which case the damage is 2 per Rank rather than 1 but is applied on a daily basis (rather than round-by-round). Finally, a "slow burn" inflicts 4 damage/Rank inflicted daily (rather than round-by-round). This Adder may best represent a disease or slow poison attack. Unlike a regular Burning attack, the hourly burn and slow burn damage will continue until the victim is dead or makes a successful HLT roll against a TN or 15 + the Rank of the Special Attack (made on an hourly or daily basis).

- **Concealable**

This option is only available for Hand-Held weapons or personal gear. Such weapons are normally assumed to be visible. A Concealable weapon is not so obvious; it may extend out from the vehicle or be disguised as something else. If built as a Hand-Held Weapon or Personal Gear, this means it is small enough to be used with one hand and concealed under clothing. Most pistol-sized or knife-sized weapons are Concealable. For more cinematic games, larger weapons such as swords and machine guns can be designed as Concealable as well.

- **Contagious**

Some or all of the attack's damage or other effects will be passed on to others who touch (or otherwise contact) a victim. If mildly contagious, not everyone will be infected; a prospective victim must fail a HLT versus a TN 15 + Rank of Special Attack to be affected. If taken twice, it is highly contagious; someone must fail the Save at a -4 penalty in order to be affected. Alternatively, the contagion may be automated under some circumstances. The roll is normally a HLT Attribute check, but some contagion may require a Will roll. The GM should adjudicate Effects and countermeasures. This Adder is usually combined with the Toxic Drawback. Contagious counts as two Adders if mildly contagious or four Adders if highly contagious.

- **Drain Body**

The attack causes the victim to suffer weakness and/or loss of co-ordination. The victim's Strength, Reflexes, or Health (chosen when the attack is designed) is reduced by 1 per Rank of the attack. The Ability drain is in addition to any Hit Point losses from the attack. To design an attack that only drains the chosen Ability, but inflicts no other punishment, the No Damage Drawback must also be assigned. If a target's Health is drained to 0, he or she is rendered unconscious but does not die. Lost Attribute Points are recovered at two Points per hour of rest. This counts as two Adders.

- **Drain Energy**

The attack drains away the victim's personal energy supply, causing him or her to become fatigued and/or despondent. In addition to the damage delivered to the victim's Life points, the attack causes the same loss of Energy Points. To design an attack that only drains Energy Points, the No Damage Drawback must also be assigned. Lost Energy Points recover at their normal rate.

- **Drain Mind**

The attack causes the victim to lose his or her mind. The attack may be a psionic attack, a tranquillizer or similar drug, or another form of attack. The victim's Intellect is reduced by 1 per Rank of the attack. This Intellect drain is in addition to any Life point losses from the attack. To design an attack that only drains Intellect, the No Damage Drawback must also be assigned. The drained Points return at the rate of two every hour. This counts as two Adders.

- **Drain Soul**

The Attack affects the victim's spirit. This attack may be a wave of fear, despair, or some other willpower-destroying emotion. The victim's Will or Presence (chosen when the attack is designed) is reduced by 1 per Rank of the attack. This drainage is in addition to any Life point losses from the attack. To design an attack that only drains the chosen Ability, the No Damage Drawback must also be assigned. The drained Points return at the rate of two every hour. This counts as two Adders.

- **Enduring**

Enduring can only be assigned in conjunction with Area Effect. The attack remains active within the affected area over multiple rounds. Examples of this type of attack include chemical clouds, sheets of fire, electrical charges, or super cooled vapors. Anyone entering or remaining in the area is immediately subject to the attack; DEF checks are outlined under Area Effect. Each time Enduring is assigned, the Area Effect attack remains active for 1 additional round.

- **Flare**

If the target is hit (or in the radius of an Area Effect weapon attack) the defending character may be blinded. Every target looking at the attack must roll a HLT roll against TN 12 + 2 per Rank of the Special Attack. If a target character fails his or her HLT check, he or she is blinded for a number of combat rounds equal to the amount by which the save was failed. Characters with appropriate Special Defenses will not be blinded. Flare may be taken multiple times; each time it is taken, add an extra 2 to the TN of the HLT roll. Flare can also be generalized to cover other sense-overloading attacks. For example, the attack might cause deafness.

- **Flexible**

This Ability represents long, flexible, or extendible attacks such as a prehensile whip, energy-lash, razor-ribbon, or similar attack mode. The target's Defense rolls are at a -2 penalty. If the attacker is strong enough to physically lift the target, a successful attack can trip or disarm an opponent (snagging a hand-held weapon) in lieu of delivering damage. Such non-damaging attack stunts are made at a -4 penalty to the attack roll since they require great talent to execute accurately.

- **Homing**

The attack or weapon fires a projectile or energy bolt that can track and follow its target. The character receives a +4 bonus to his or her attack roll, and if the attack misses or the target successfully defends, the weapon will return to try again (only one more time) in the next combat round. A Homing attack is vulnerable to Sensory Block, however. In a setting where electronic Sensory Block is not common (such as ancient Japan), Homing counts as two Adders.

- **Incapacitating**

This represents any form of attack that can instantly incapacitate a foe even if it does not inflict actual damage. This includes putting an opponent to sleep or turning him or her to stone. Regardless of whether the attack does physical damage, the victim must make a saving throw (either Health or Will — decide when the attack is designed) against TN 12 + 2 per Special Attack Rank to avoid being completely incapacitated. When designing the attack, specify the form the incapacitation

takes: asleep, awake but paralyzed, turned to stone, transformed into an inert doll, etc. The effects will wear off in several minutes, unless the Incurable Ability is also taken. To design an attack that only incapacitates the target, the No Damage Drawback must also be assigned. Incapacitating counts as three Adders.

- **Incurable**

The attack produces wounds or other effects that do not heal naturally, and are incurable by normal methods. Rather than recovering at a normal rate or being amenable to standard medical treatment, recovery cannot take place until some exotic event or treatment has occurred. This requirement must be specified when the attack is designed, subject to GM approval. The GM may rule that only the Healing or Regeneration Abilities, with specific effects, can counteract the Life points lost through an Incurable attack. Incurable counts as four Adders.

- **Indirect**

The weapon can fire shots in a high ballistic arc. Examples include grenade launchers and artillery guns. This allows the attacker to shoot at targets hidden behind buildings, hills, or other obstacles (or even shoot over the horizon, if the Long Range Ability is also assigned). Indirect fire is tricky, however. To effectively fire at an indirect location, the attacker must be able to "see" the target (sensors can be used), or someone else must spot the target and relay its position to the attacker. Indirect fire results in a -2 penalty to the attack roll with an additional -6 penalty if the target cannot be physically seen by the attacker (for a total of -8). A weapon with the Indirect Ability can be used under normal medium and short ranges without any penalty.

- **Irritant**

This represents pepper spray, a skunk's musk, an itching spell, or similar effect. Whether or not damage penetrated Armor, the subject must make a HLT roll against TN 12 + 2 per Special Attack Rank. If the target fails, the character is partially blinded and distracted (-2 penalty on all rolls to do anything) for a number of rounds equal to the amount by which he or she failed the check. Irritant is usually taken in conjunction with the Toxic Drawback to simulate an attack against which a gas mask or the like offers protection.

- **Linked (Attack)**

An attack with this Ability is "attached" to another (or "master") attack. The master attack may be an ordinary weapon (such as an item of Personal Gear, like a sword or gun), a Natural Weapon or unarmed attack, or a different Special Attack. If that master attack is successful, this linked attack automatically hits as well (no Defense allowed), but if it misses or fails to penetrate the target's Defenses (Armor, Force Fields, etc.), the linked attack automatically fails too (with full Energy Point cost, if applicable). If the master attack hits and delivered enough damage to successfully penetrate Armor, then the Armor does not protect at all against the damage of the second linked attack. Damage bonuses from Massive Damage, Enhanced Strength, and critical hit multipliers only apply to the master attack, not to each attack. An attack with the Linked Ability may not be given the Accurate or Long Range Abilities or the Inaccurate, Low Penetration, Melee, or Short Range Drawbacks; its range and accuracy are dependent on the attack to which it is linked. The attack can only be used in conjunction with the

master attack; it cannot be used separately, on its own. Unless the GM indicates otherwise, only one Special Attack can be attached to each master attack. Linked (Attack) counts as two Adders.

- **Linked (Ability)**

An attack with this Ability is attached to one of the following Abilities, which the character must also possess: Dimensional Portal, Insubstantiality, Metamorphosis, Shape Change, Size Change, or Teleport. If the attack hits, a living subject will be affected by that Ability provided he or she fails a HLT roll to resist against TN 12 + 2 per Special Attack Rank.

- **Long Range**

An ordinary attack is assumed to have an effective range of about 500 feet (2 miles in space). This Ability extends the range to 1 mile (20 miles in space). Long Range weapons are typical of beam cannons on spaceships, guided missiles, or the guns of tanks. It can be assigned multiple times: each time it is taken after the first doubles the actual range. Since the Earth's horizon limits line-of-sight for characters standing on the ground, multiple Long Range Abilities are often combined with the Indirect Ability. This Adder is incompatible with the Melee and Short Range Drawbacks.

- **Mind or Soul Attack**

The attack is not a physical attack but rather is a mental assault (Mind Attack) or contest of spirit or will (Soul Attack). During creation, the player must specify either Mind or Soul as the focus of the Ability. Instead of using the character's physical attack Attribute, the character must roll a successful Intellect (Mind Attack) or Will (Soul Attack) check for his or her character. Furthermore, instead of a normal Defense check, the subject has to make a Will Check plus any bonuses for the Mind Shield Ability (TN is the attacker's Intellect). Soul Attack ignores Armor and Force Fields, and affects Insubstantial characters normally. Both versions count as five Adders.

- **Muscle-Powered**

This ability normally is only appropriate for melee or thrown weapons. The character adds any damage modifier due to Strength to the attack's base damage.

- **No Regeneration**

This is a lesser form of Incurable. The damage from the attack cannot be restored using the Healing or Regeneration Abilities but can otherwise recover or be repaired normally.

- **Penetrating (Armor)**

Armor does not stop damage from these attacks as efficiently as usual. Each time Penetrating (Armor) is assigned, the Armor's AV is halved against that attack.

- **Penetrating (Force Field)**

The Force Field Ability does not stop damage from these attacks as efficiently as usual. Each time Penetrating (Force Field) is assigned, the Force Field is halved against that attack (up to the Field's maximum rating).

- **Quake**

This attack causes a linear shock wave in the ground, causing rumbling and fractures. The quake "fault" will only be large enough for one person to fall into its depths unless it is combined with the Area Effect Ability. A victim may fall into the crevasse if he or she fails a Reflex roll (TN 15 + Special Attack Rank). The fissure will be approximately 3 feet deep for the first 6 damage (including bonuses for Strength and Massive Damage) and is doubled for every additional 6 damage the attack inflicts. Thus a quake that delivers a total of 24 damage creates a fissure 12 feet deep, while one that delivers 30 damage creates a crevice 96 feet deep. Quake can only be used on a solid surface (which may be earth, sand, cement, or asphalt), and may not be combined with the Aura Adder or No Damage Drawback.

- **Spreading**

This type of attack spreads to cover an expanding area like a cone of energy or a spray of projectiles or energy bolts. The defender receives a -1 penalty to his or her DEF roll. Multiple adjacent targets in the attack path may also receive damage if they are lined up or in a dense formation, up to a maximum of one extra target for every Special Attack Rank. The Spreading Adder can be acquired multiple times; each one further penalizes the target's Defense roll by -1 and doubles the number of possible adjacent targets. Spreading is often assigned in conjunction with the Short Range Drawback.

- **Stun**

An attack with this Adder inflicts temporary damage such as an electric shock that shorts out electronics and renders people unconscious. Lost Life points are recovered or repaired at one Point every minute rather than at the normal rate. Stun damage cannot kill. Although the attack only inflicts temporary damage (compared to the real damage of a regular attack), it has the Ability that it may be used to incapacitate a foe without the risk of killing him or her.

- **Tangle**

Attacks that can entangle the victim may include a spray that freezes the target in ice, or traps him or her in the branches of an animated plant, simple webbing, etc. The entanglement has 4 Life points for every Special Attack Rank. If a target does not successfully defend a Tangle attack, he or she is trapped until sufficient damage is delivered to the entanglement to reduce its Life points to zero or lower (at this point it is destroyed). A trapped character has restricted movement and attacks physically at a -4 penalty, cannot defend (ignore Reflexes bonuses for DEF), and cannot perform actions that require complex gestures. A character is usually able to speak, however. A victim who has partially destroyed an entanglement may regain additional body movement (GM's discretion). A Tangle attack also inflicts damage as normal unless the No Damage Drawback is also assigned to the attack. An "Incurable" entanglement can only be damaged by some special means (such as fire or water) defined when the Tangle attack is created. Tangle counts as two Adders.

- **Targeted**

The attack inflicts double damage to a specific group of targets and normal or no damage to everyone else. Thus, an attack could be good energy (double damage to evil creatures), chaos energy (double damage to lawful creatures), life energy (double damage to undead creatures), or detrimental to a specific race. Targeted counts as one Adder if no damage is delivered to non-Targeted opponents, or two Adders if normal damage is delivered.

- **Trap**

The attack lays a mine, booby trap, or some other similar device, which "sits and waits" until someone triggers it. A successful Awareness (Sight) Skill check (TN 12 + Special Attack Rank) will reveal the trap's presence. The GM may determine that other Specializations of Awareness may be appropriate for this as well. The Trap Ability can be paired with the Melee Drawback to simulate a booby trap that must be carefully planted. Without the Melee Drawback, the trap can be deployed at a range; a successful attack roll indicates that the Trap was fired or tossed into the correct area.

- **Undetectable**

Most Special Attacks have a visible component that makes it easy for targets to determine who is attacking them. An attack with the Undetectable Ability does not provide any indication that it is about to strike and cannot be traced back to the attacker using normal methods. This may result in the attacker gaining surprise (INI of target halved). If the target knows he or she is under attack, he or she may still defend. This Ability is most often associated with non-physical attacks such as ones with the Drain (Any), or Mind or Soul Attack Adders. Undetectable counts as four Adders.

- **Unique Ability**

The attack has some other unspecified Ability that is not listed, and is subject to GM approval. Examples can include an attack that alters the target's memories, one that affects the appearance of the target, and many more. The number of Adder slots is determined by the GM based on the benefit the Unique Ability provides.

- **Vampiric**

This Ability can be added to any attack that causes normal damage or one that drains Attribute Score values. Upon a successful attack, the lost Life points or Attribute Scores are transferred to the attacker. Vampiric counts as two Abilities if the attack can only restore lost Life points or Ranks (thus, the character could heal him or herself). It counts as three Abilities if the attack can increase the character's Life points above their normal maximum value (no more than twice normal, however). Finally, it counts as four Abilities if it can increase the character's Ability Scores above their normal maximum value). Any values or Points in excess of the user's normal Rank fade at a rate of 10 Life points or two Attribute Score values per hour. This Ability may not be combined with the Area Effect or Spreading Abilities. Vampiric costs 2, 3, or 4 Adder slots.

Attack Drawbacks

Some, none, or many of these Drawbacks may be assigned to a Special Attack. The GM may disallow any combination that seems inappropriate.

Special Attack Drawbacks

Drawback	# of Slots
Backblast	1
Drop Shields	1
Extra Energy	1
Inaccurate	1
Internal	1
Limited Shots	1
Low Penetration	1
Melee	2
No Damage	1
Only In (Environment)	1 or 2
Self-Destruct	4
Short Range	1
Slow	1
Static	2
Stoppable	1
Toxic	1
Unique Drawback	1
Unreliable	1
Uses Energy	1

- **Backblast**

The attack produces some sort of backblast or other side effect that affects anyone or anything standing directly behind the attacker (within 5 feet). An example is a rocket launcher that produces a hazardous backblast to anyone standing behind the gunner, but some spells or other abilities might have similar risks. The damage of the backblast is normally one quarter the damage of the actual attack. If this Drawback is taken twice, it affects everyone in a 5-foot radius around it, including the attacking character (unless he or she also has Immunity to one's own attacks). Backblast cannot be combined with the Area Effect and Aura Abilities at the same time.

- **Drop Shields**

This Drawback can only be taken if the character also has a Force Field. It requires the character to turn off all Force Fields before using the attack, and they must remain down until the character's turn to act on the following round.

- **Extra Energy**

The attack costs twice as many Energy Points as normal (and must be combined with the Uses Energy Drawback below). Extra Energy can be taken multiple times, with each time doubling the Energy Points requirement. This is useful for simulating those "ultimate" attacks that characters have, that usually defeat the enemy but leave the character drained and sometimes helpless.

- **Inaccurate**

The attack is not as accurate as normal ones, and imposes a -4 penalty to all attack rolls. This Drawback can be taken two or three times for a -8 or -12 penalty.

- **Internal**

The attack is only usable inside a specific structure. This may represent a structure's built-in internal security systems or an attack for which the character draws power from a mechanism inside and channels it through his or her body.

- **Limited Shots**

The attack is only usable for a few combat rounds, after which it either runs out of ammunition or power, or simply burns out. Assigning this Drawback once means it can make up to six attacks; if taken twice, up to three attacks; if taken three times, only one attack. If the attack also has the Auto-Fire Ability, one "attack" means a single Auto-Fire burst.

The base number of Drawback slots are for attacks that take several minutes or more to "reload." If the attack can be "reloaded" with one action, the number of Drawback slots is reduced by 1 (minimum of 1 slot). If the attack can be "reloaded" instantly (an ammunition source is still required), the Drawback is worth two fewer slots (minimum of 1 slot).

- **Low Penetration**

The attack has an inferior ability to penetrate Armor and Force Fields relative to its damage. Examples include shotgun blasts, hollow-point bullets, or phased plasma guns. Any Armor or Force Field Ability stops an additional 10 damage. This Drawback is incompatible with either of the two Penetrating Abilities. GMs must approve Special Attacks with multiple assignments of Low Penetration.

- **Melee**

The attack is only usable against adjacent opponents and may require physical contact. An example of a Melee attack is a physical or energy sword or a touch that inflicts debilitating effects. Of course, many Melee weapons can be thrown as well in desperate situation, but the attack suffers a -4 attack penalty and the damage is divided in half. The Melee Drawback cannot be combined with the Long Range Ability or Short Range Drawback. It is sufficiently limiting that it is equivalent to two Drawbacks.

- **No Damage**

The attack does not deliver ordinary physical damage. This Drawback is usually only taken if combined with Abilities such as Drain (Any), Flare, Incapacitating, Irritant, Linked (Ability), or Tangle that produce effects that do not rely on physical damage. The damage value of the attack is used only to rate the effectiveness of these special abilities — the greater the damage value, the more effective the attack. Characters that use Special Attacks with the No Damage Drawback may still need to roll to determined the effectiveness of some attack Abilities, however.

- **Only In (Environment)**

The attack or weapon can only target objects that are on or in a particular limited environment, for example, "only in water" (representing a torpedo) or "only in space" (representing a powerful weapon that requires a vacuum to work). The environment should not be one that is ubiquitous in the campaign (for example, "only in air" is not valid unless a lot of the game action will take place in airless environments). If the environment is very rare in the campaign, the GM may allow this to count as two Drawbacks.

- **Self-Destruct**

Use of this attack destroys the weapon (characters obviously assign this Drawback to themselves very rarely). This Drawback is usually combined with Melee and Area-Effect to represent an explosive self-destruct system. It may not be combined with Limited Uses. It counts as four Drawback slots.

- **Short Range**

This attack is only usable at fairly close range (effective range of about 50 feet). The Short Range Drawback cannot be combined with the Long Range Ability or the Melee Drawback.

- **Slow**

The attacker must use one combat action to aim, charge, chant an incantation, load the weapon, or perform some other necessary activity before each attack. Someone with the Extra Attacks Ability can use one of his or her extra actions to prepare the attack rather than wasting the entire round. The Slow Drawback can be taken more than once to represent an attack that takes even longer to initiate. Assigning it twice increases the time to three rounds; three assignments increases the time to 10 rounds (about a minute); four increases the time to two-six hours; five increases the preparation to days. This Drawback may not be used with the Linked (Attack) Adder.

- **Static**

The attack cannot be used while the character is moving. This could be due to a need for precise aim or total concentration. The weapon might also require all power to be diverted to its energy supply, or might be static because of recoil, or another reason. The character cannot defend against attacks or do anything except ready the Special Attack while preparing to fire the attack. Static is worth two Drawbacks.

- **Stoppable**

The attack fires a projectile or energy bolt that is massive or slow enough to be shot. Consequently, the attack can be stopped in mid-flight. A cannon shell would probably not qualify, but a missile or plasma-ball might. Anyone with an unused combat attack action during the same round may make a ranged attack against the projectile. To stop the attack, a successful hit (or hits) must deliver at least 3 damage for every 1d6 of damage of the attack. Stoppable may not be combined with the Melee Drawback. Stoppable may be purchased more than once to reflect an attack that takes even longer to reach the target. Assigning Stoppable twice increases the time to reach the target to two rounds; each further assignment doubles the transit time. Slow moving missiles and plasma bolts are examples of attacks that might have Stoppable two or three times.

- **Toxic**

The attack is a gas, toxin, biological weapon, sound, radiation, or other harmful effect that only damages living things. Non-living material or characters who have the appropriate Adaptation or Special Defense Abilities are immune to its effects.

- **Unique Drawback**

The attack has some other unspecified limitation, which is subject to GM approval. Examples could include a weapon that fires in a random direction, one that is extremely costly to operate, an attack that drains Life points from the user, etc.

- **Unreliable**

Any time this attack is used and the attack roll is an unmodified (or "natural") 3, the attack fails to take place and the weapon or ability either burns out, jams, overheats, or otherwise malfunctions. The Special Attack will not work again until some condition is fulfilled. For example, repairing a weapon requires a skilled individual to make a successful and appropriate

skill roll (one attempt each round), and while the character is making repairs, he or she cannot carry out other activities. The same could apply to a magical attack with a Intellect check needed to remember the correct words. Other remedies might be appropriate for recovering different attacks (for example, a dragon whose breath weapon has "burned out" might have to eat a hearty meal first).

- **Uses Energy**

The attack draws upon the user's personal energy, each attack draining 5 Energy Points. This Drawback can be taken twice, and, if so, it uses 5 Energy Points per Rank. This Drawback is not available for Magical Powers, which automatically use energy (see the Extra Energy Drawback instead).

Special Defense

Cost: 1 Point/Rank
Relevant Attribute: None
Progression: The character gains 1 Special Defense slot/Rank

A character with this Ability is resistant or completely immune to a specific type of uncommon ailment or injury, normally one whose effects are otherwise insidious in nature. Special Defense can be acquired multiple times to represent a character who is resistant or immune to different kinds of attacks/events.

Special Defense Effect	1 "Slot"	2 "Slots"
Ageing	Ages slowly	Does not age
Air/Oxygen to Breathe	Survive in low-oxygen environment	Does not breathe
Hunger	Need to eat once every 2-4 days	Never need to eat
One Type of Magic	+3 DEF and rolls	+6 DEF and rolls
Pain	Unwanted sensation is reduced	No pain is felt
Sleep	Sleep once every 3-7 days	Never need to sleep
Specific Attack Ability	+3 DEF and rolls	+6 DEF and rolls

If a category is assigned one slot, the character is partially resistant; for two slots, the character has complete or enhanced resistance. For ability to survive under harsh physical conditions, see the Adaptation Ability. Several examples of Special Defenses and their effects are shown. The GM and players are encouraged to develop their own as well.

Special Movement

Cost: 1 Point/Rank
Relevant Attribute: Reflexes
Progression: The character gains 1 type of movement/Rank

This Ability is appropriate for characters such as non-humans, super martial artists or super ninja who may possess exotic ki-based abilities that let them perform unusual stunts like running over water, etc. The character may select one special movement ability for every Rank of this Ability. GMs may also develop a selection of other special movement abilities.

- **Cat-Like**

The character will take half damage (round down) from most falls and always lands on his or her feet.

- **Dimension Hop**

Upon a successful Will check against TN 12, the character can instantly travel between his or her home dimension to one other dimension, such as Asgard, Heaven, Hell, alternate Earth, the astral plane (the body is left behind), etc. Each time this method is assigned, the character can travel to another single dimension. The GM will determine if Dimension Hop is appropriate for his or her campaign.

- **Light-Footed**

The character can skim over sand, snow, or ice at full speed.

- **Slithering**

The character can slither along the ground at normal walking/running speeds. This allows a character to move quickly while maintaining a very low profile.

- **Swinging/Brachiating**

The character can swing through forests and cities (areas with natural or artificial structures above swinging height) using vines/ropes/webbing or simply his or her arms.

- **Temporal Movement**

To use the Temporal Movement Ability, the character must make a successful INT check, with the TN being 15 + 1 for every hundred years that separate the character's time from the time to be traveled to. Thus, attempting to move to an event in the 18th century, which is 300 years in the past, has a TN 18. Failure of the INT check can result in the character become lost and adrift in the "time stream." The GM is encouraged to be creative in adjudicating the results of failed checks.

- **Untrackable**

The character never leaves footprints, tracks, or a scent when he or she walks or runs.

- **Wall-Bouncing**

The character can move at regular walking speed without touching the ground by bounding back and forth between nearby vertical surfaces (walls). For example, he or she can proceed down hallways or climb an alleyway between two buildings (bouncing from wall to wall).

- **Wall-Crawling**

The character can cling to walls or ceilings as though they were on the ground or floor. This counts as two Special Movement abilities.

- **Water-Walking**

The character can run over water as if he or she were on land. This counts as two Special Movement abilities.

- **Zen Direction**

When the character opens his or her mind to the natural world, he or she will always move in the "right" direction. The "right" direction is not always the desired direction, however.

Speed

Cost: 4 Points/Rank
Relevant Attribute: Reflexes
Progression: Descriptive; see below

A character with the Speed Ability can do many things much faster than a normal character. Add the character's Ranks in Speed to the character's Initiative, and add half of the total Ranks of this Ability (round down) to the character's Defense.

Each Rank of Speed doubles the Running and Sprinting MOV of the Character.

Many characters with Speed should also purchase one or more Ranks in the following Abilities: Combat Technique (Lightning Reflexes), Displacement, Extra Actions, Heightened Awareness, Massive Damage, Regeneration, Special Movement. These Abilities do not come automatically with the purchase of the Speed Ability, and are often possessed by "speedster" characters.

Spirit Ward

Cost: 1 Point/Rank
Relevant Attribute: Will
Progression: The character's Spirit Ward inflicts 1d6 damage/Rank; targets suffer a -1 Will Check penalty/Rank.

A character with this Ability can create potent spirit wards against demons, ghosts, or other supernatural spirits. This might only be possible at an appropriate holy place such as a shrine, temple, or church; this is up to the GM. A supernatural entity cannot pass through a doorway, window, or other portal with a ward on it unless the entity expends great effort (spending 5 Energy Points per Rank of the ward and making a successful Will Check against TN 15 plus the Rank of the ward). Repeated attempts are possible as long as the creature still has Energy Points to spend. If the entity does pass through, the spirit ward might burst into flame or otherwise vanish, its power overcome by the intruder.

If a supernatural entity is struck with a spirit ward (this requires a successful attack in combat), it suffers 1d6 damage per Rank of the ward for every round the ward is in contact with it. If a Spirit Ward is placed on a person who is possessed by or under the Mind Control of a supernatural entity, the controlled character receives a chance to break free.

Swarm

Cost: 2 Points/Rank
Relevant Attribute: Health
Progression: The character can transform into 1 critter/Rank for every current Life point

A character with this Ability can transform into a swarm of small creatures: rats, bats, wasps, crows or other creatures or things (such as tiny attack robots). Vampires or demons most often possess this dramatic ability.

The type of swarm must be determined during character creation. The character can create one critter from his or her body for every current Life point multiplied by the Rank in this Ability. Thus, a character with 50 current Life points who has Swarm at Rank 4 could transform into a mass of 200 creatures (50 x 4 = 200).

When transformed into a swarm, the character cannot use any of his or her existing Abilities or Skills. The actions of the swarm are basically limited to three options: move, observe, and attack. Additionally, all the critters of the swarm must remain within close proximity of each other (within a radius of 10 feet per Rank).

A swarm's REF is equal to its Ability Rank + 4. It inflicts 1 damage for every 10 critters (round up; minimum one damage) in the swarm. A swarm has zero Energy Points, but does not fall unconscious as a normal character would. In many instances, the Armor and Force Field Abilities will protect the target character from all damage, since the Abilities stop sufficient damage from each critter attack. Against some critters, even regular clothing may be enough to stop some or all damage. Each situation will be different; the GM must determine how much damage, if any, will penetrate the target's Defenses.

A swarm can be attacked normally, and each creature in it dies if it is hit (no Defense roll is allowed). Unless an opponent is using an attack with the Area Effect or Spreading Abilities, however, only a single member of the swarm can be killed per attack (GM's discretion). Consequently, a swarm of 200 creatures requires 200 attacks to be completely destroyed. Attacks with the Spreading Ability can affect multiple critters at time, while attacks with the Area Effect Ability can be devastating to the swarm.

A character who dissolved into a swarm may choose to use an action to revert into normal form. To accomplish this, all available critters in the swarm (those not killed or trapped) must join together. Transforming back to normal form requires a character's action for that round, but does not cost any Energy Points. The character will return to normal form with Life points equal to the number of critters that recombined divided by the Swarm Ability Rank (round down). For example, if a character with 50 current Life points and Swarm at Rank 4 divided into 200 creatures, and after a battle, recombined with only 130 available critters, the character would then have a current total of 32 Life points (130 ÷ 4 = 32).

Telekinesis

Cost: 8 Points/Rank
Relevant Attribute: Intellect
Progression: Descriptive; see below

The character can concentrate on an object and move it without physically touching it. Telekinesis may represent psionic ability, magic, or some form of tractor beam. Characters with the ability to magically control a particular element (Earth, Water, etc.) may also use Telekinesis to represent their particular ability.

A character's Telekinesis Ability does the same sorts of things that a character's physical Strength does: lift, drag, throw and even punch. Telekinetic or Psychokinetic blasts or energy attacks, however, are separate from this and must be simulated using Special Attacks (pg. XX).

In order to calculate the basic capabilities of the character's Telekinesis, take the character's Intellect and, using the Basic Strength table (pg. XX) determine the character's base Telekinetic ST. This is determined by using the Intellect score instead of the

character's Strength. Record the weights for the character's Drag, Dead Lift and Carry. These weights are then doubled by each Rank in the Telekinesis Ability. Characters without the Telekinesis Ability do not have a Telekinetic ST score.

Example: The Mind Master has an Intellect of 5 and Telekinesis +2. The base Telekinetic ST for The Mind Master would be: Drag – 660 lbs., Dead Lift – 330 lbs., and Carry – 165 lbs. Then, each Rank of Telekinesis, in this case +2, doubles those capacities, so the character would have: Drag – 2640 lbs., Dead Lift – 1320 lbs., and Carry – 660 lbs.

See Strength (pg. XX) for a description of each of these capacities.

Telekinesis, being a Mental Ability, does not work in the same manner as other Abilities when it comes to range. This Ability works on line of sight, so if the character can see a target using normal or enhanced senses the Telekinesis can be used on that target.

Extra Fatigue: For a –1 Point/Rank cost, Telekinesis can be much more fatiguing to the character. Fatigue costs for this Ability are doubled.

Limited Form: For a –2 Point/Rank cost, Telekinesis can only effect one type of material (from the options outlined below):

• Air

The character can only move air (or other gases). A cubic yard of air weighs about 2.1 pounds. Enough air to fill a roughly 10' x 10' x 10' room weighs 75 pounds.

• Earth

The character can only move dirt, rock, stone, sand, etc. He or she cannot affect treated metals. A cubic yard of packed dirt masses about 2 tons; the same mass of concrete weighs about 2.5 tons, while a cubic yard of solid granite weights about 2.7 tons.

• Fire

The character can only affect flames of an existing fire, or can possibly start them with his or her mind as well (GM's discretion). Since fire does not have mass, the Rank indicates the size of the flames that can be controlled and manipulated: small fires at Rank 1 (like a candle or match flame), up to raging infernos that cover several city blocks at Rank 6.

• Metal

The character's Telekinesis only works on metal. This may be a mystical limitation, or it may be the character's power is actually based on magnetic. A cubic yard of steel weighs about 8 tons.

• Water

The character can lift and move water. A cubic yard of water weights about 1700 lbs. (close to a ton). A gallon of water weights about 8 pounds.

• Wood

The character's power only works on wood (living or dead). This ability is usually mystical in nature and common to nature priests and spirits. A cubic yard of wood weighs less than a ton.

Telepathy

Cost: 1-3 Points/Rank
Relevant Attribute: Intellect
Progression: Descriptive; see below

Telepathy is the classic psionic ability, and anime characters with ESP will often possess it. Versions of telepathy may also represent other magical capabilities; demons who can tempt their victims often possess Telepathy, for example.

Telepathy costs 1 Point/Rank if its utility is quite restricted (for example, "only works with canines" or "only with close friends"). It costs 2 Points/Rank if its utility is somewhat restricted (for example, "only with humans" or "only with beasts"). It costs 3 Points/Rank if it has universal utility.

This Ability allows the character to read and transmit thoughts, and at higher Ranks, to actually "invade" a person's mind and probe their memories or alter their thoughts. Telepathy normally works only if a subject is in sight, or can be otherwise perceived (touched, heard, etc.). If the subject is beyond normal perceptions, mental invasion is impossible, while transmitting thoughts, reading surface thoughts or sharing the subject's sensory impressions only works if that particular subject is someone the character is close to, such as a parent, sibling, long-term co-worker, close friend, or lover.

A subject cannot detect a telepath reading thoughts or sensory impressions unless he or she has the Telepathy or Mind Shield Ability at an equal or higher Rank. If so, he or she can choose to block the telepath (or attempt to block it with the Mind Shield), in which case the only way to get through is via mental invasion. A subject will always be aware of a mental invasion (although a non-telepath may not understand exactly what is going on).

Rank 1   The character can, by concentrating, use mind reading to pick up the "loud" surface thoughts of a particular subject. A "loud" thought is something about which the subject is thinking hard or that has a very strong emotional content. The character can also transmit a single feeling, such as "fear" or "love" to another person.

Rank 2   The character can, by concentrating, use mind reading to pick up the ordinary surface thoughts of a particular subject. The character can only read what a person is actually thinking at the time. Two telepaths can communicate with one another at conversational speeds by reading each other's thoughts. The character can also transmit a word, simple image, or simple concept (like "flower" or a person's face) to a non-telepath on which he or she concentrates. It requires an entire round of concentration to convey one concept, which makes telepath to non-telepath communication slow.

Rank 3   The character can, by concentrating, pick up a single subject's surface thoughts and sensory impressions (i.e., see through a subject's eyes, feel what he or she feels, etc.). The character can choose to edit out some senses if desired. Alternatively, the character can concentrate and read "loud" surface thoughts from 2-6 people. The character can transmit sub-vocalised speech to a single non-telepath at normal conversational speeds or send a single powerful image or word to 2-6 people.

Rank 4   The character has the same capabilities as at Rank 3 Telepathy. In addition, he or she can invade another person's mind. This counts as an attack, and if the subject is unwilling or unaware, the character will enter Mind Combat with him or her. If the subject is willing or loses the mental combat, the telepath can probe his or her memory for information he or she needs. The character will also instinctively read "loud" surface thoughts of anyone he or she touches (unless deliberately blocking the ability) without any need for concentration. The character can transmit thoughts at conversational speeds to 2-6 people at a time, simultaneously.

Rank 5   The character has the same capabilities as Rank 4 Telepathy, except that he or she can read "loud" surface thoughts of anyone in the general vicinity without any need for concentration, unless deliberately blocking the ability. A successful mental invasion can even probe memories that the subject can no longer consciously remember. The character can transmit thoughts at conversational speeds to 7-20 people at a time, simultaneously.

Rank 6   The character has the same capabilities as Rank 5 Telepathy. He or she automatically reads the surface thoughts of everyone in the vicinity and automatically shares the sensory experiences of anyone he or she is actually touching without any need for concentration, unless he or she deliberately tries to block this ability. The character can transmit thoughts at conversational speeds to 21-50 people at a time, simultaneously. If the character succeeds with a mental invasion, he or she may not only probe memories but may also alter them, deleting existing memories or giving the subject false ones.

Teleport

Cost: 5 Points/Rank
Relevant Attribute: Intellect
Progression: Descriptive; see below

Teleport enables the character to transport him or herself instantly from place to place without crossing the intervening space. It is a common ability for psionic anime characters and not unusual for sorcerers and various super humans.

Teleporting is only possible if the character has visited the intended destination or can clearly see or otherwise sense the destination (possibly through the Heightened Senses or Sixth Sense Abilities). The GM may allow characters to teleport to unknown destinations (such as "100 yards up" or "to the other side of the door"), perhaps for an additional 1 or 2 Character Points total. Accidentally teleporting into a solid object may be fatal or simply cause a failed teleport at the GM's option. A character can carry anything while teleporting that he or she could normally carry.

Teleporting is much quicker than any other means of travel (Flight, Space Flight, etc.), however, it is often risky. A Power Usage: Teleport Skill check against TN 15 should be required to perform a teleport beyond a "safe" distance. Failure means the character ends up in the wrong place (GM option) and his or her power "burns out" or "malfunctions" for hours or days.

When Teleport is first assigned, the GM may ask the player to decide if velocity (speed and direction) is conserved during travel. Alternatively, the character might adapt velocity to each Teleport individually. In many campaigns, the effects of velocity will simply be ignored.

Rank 1   The maximum teleportation distance is 1 miles, while the safe distance is 30 feet.
Rank 2   The maximum teleportation distance is 10 miles, while the safe distance is 300 feet.
Rank 3   The maximum teleportation distance is 1,000 miles, while the safe distance is 1 mile.
Rank 4   The maximum teleportation distance is 10,000 miles, while the safe distance is 10 miles.
Rank 5   The maximum teleportation distance is 100,000 miles, while the safe distance is 100 miles.
Rank 6   The maximum teleportation distance is 1,000,000 miles, while the safe distance is 1,000 miles.

Transmutation

Cost: 2-5 Points/Rank
Relevant Attribute: Intellect
Progression: Descriptive; see below

This Ability allows a character to transmute one non-living object (or set of connected objects) into another, or even create them an object from nothing. Transmutation costs 5 Points/Rank if the character can transmute any object into another (within the limits of his or her Rank). It costs 4 Points/Rank if the character can only transmute (to or from) a general class of objects such as "metal," "weapons," "clothing," or "food." It also costs 4 Points/Rank if the character can only transmute one object to another of similar mass; the types of objects are unrestricted. The cost is 3 Points/Rank if the character is limited to a transmutation within a specific category and of similar mass, such as "regular clothes to battle costume," "lead to gold," or "spoiled food to edible food." Finally, if the character can only create objects in one of the categories, but not transmute one object to another, the cost is reduced by 1 Point/Rank. The GM may restrict any categories that seem overly broad or too powerful.

The character cannot transmute material into new objects outside the character's experience. The character could

transmute a weapon into a book, painting or videotape, but the content must be something with which he or she was already familiar. Likewise, a character with no familiarity with computers could not transmute a television into one using Transmutation. The GM may choose to require a Intellect Attribute check (or relevant Skill check) if the character attempts a particularly complex transmutation. Failure may indicate the new object does not function properly; this is especially applicable when creating complex technological devices. Unless the GM decides otherwise, Transmutation is only able to make objects that could be classified as Personal Gear; it cannot create Items of Power. When attempting to transmute an Item of Power, the character suffers a penalty to the Intellect Ability check of -2 for each Rank of the Item of Power.

Using this Ability to create costs 3 Points/Rank if the character can create anything (within the limits of his or her Rank). It costs 2 Points/Rank if the creation is limited to a general class of objects such as "metal," "weapons," "clothing," or "food." The character cannot create new objects outside his or her experience. The character could create a book, painting or videotape, but the content must be something with which he or she was already familiar. Likewise, a character who had no familiarity with guns could not create one using Creation. The GM may choose to require a relevant Skill check if the character attempts a particularly complex creation with a TN appropriate to the difficulty of the task. Failure may indicate the created object does not function properly, or is otherwise flawed; this is especially applicable when creating complex technological devices. Unless the GM decides otherwise, Creation is only able to make objects that could be classified as Personal Gear; it cannot create Items of Power.

Rank 1	The character can transmute objects weighing up to 1 lb.
Rank 2	The character can transmute objects weighing up to 5 lbs.
Rank 3	The character can transmute objects weighing up to 10 lbs.
Rank 4	The character can transmute objects weighing up to 50 lbs
Rank 5	The character can transmute objects weighing up to 100 lbs.
Rank 6	The character can transmute objects weighing up to 500 lbs.

Tunneling

Cost: 2 Points/Rank
Relevant Attribute: None
Progression: Descriptive; see below

The Tunneling Ability allows a character to move earth and/or burrow underground. Tunneling assumes that the character is going through sand or packed earth; boring through solid rock is one Rank slower. The tunnel the character leaves behind will either be permanent or will collapse immediately (must be specified during creation of each tunnel).

Rank 1	The character tunnels very slowly, similar to the tunneling speed of ten men with shovels.
Rank 2	The character tunnels slowly, similar to the tunneling speed of a bulldozer.
Rank 3	The character tunnels at a snail's pace (up to 60 feet per minute).
Rank 4	The character tunnels at a walking speed (up to 10 mph).
Rank 5	The character tunnels at slow vehicle speeds (up to 50 mph).
Rank 6	The character tunnels at fast vehicle speeds (up to 100 mph).

Unique Ability

Cost: 1-5 Points/Rank
Relevant Attribute: Varies
Progression: Descriptive; see below

This Ability covers any abilities not detailed in the rules. Often a single Point is sufficient to give the character "flavor," but more Points can be allocated to enhance the effects on game play and must be added if the Ability would be of considerable benefit. Discuss the Ability with the GM to determine what specific game effects the Ability possesses.

The GM should assign a Point cost per Rank based on how the Ability compares to other Abilities and how useful it is. In general, an Ability that is somewhat useful in the game should cost 1 Point/Rank, one that is very useful should cost 2-3 Points/Rank, and one that is extremely useful should cost 4-5 Points/Rank (or more).

Rank 1	The Ability has little character or game effect.
Rank 2	The Ability has a moderate character or game effect.
Rank 3	The Ability has a large character or game effect.
Rank 4	The Ability has a major character or game effect.
Rank 5	The Ability has an extreme effect on the character or game.
Rank 6	The Ability has a primal effect on the character or game.

Unknown Superhuman Power

Cost: Variable
Relevant Attribute: Variable
Progression: Variable

In some campaigns, the characters may be unaware of their superhuman abilities until they manifest at crucial moments. To represent this, the player can allocate some Points to Unknown Superhuman Power when creating the character. The player does not purchase Ranks in this Ability — he or she simply spends a selected amount of Character Points. The GM takes those Points and adds a bonus of 50% (rounding up) and uses them to assign other Abilities to the character. The GM does not tell the player which Abilities have been assigned; they are revealed to the player (and character) as the game unfolds and the powers manifest. GMs are encouraged to reveal the character's powers slowly and when it is appropriate for the campaign's story. The GM should never feel pressured to tell the player what his or her character's unknown Abilities are before the time is right.

Water Speed

Cost: 2 Points/Rank
Relevant Attribute: None
Progression: Descriptive; see below

A character with Water Speed can float and travel on or under water. The character can swim on the surface at high speeds and dive underwater for brief periods by holding his or her breath, or indefinitely if he or she has the Adaptation (Underwater) Ability. To survive the pressure associated with deep diving, the Adaptation (Pressure) Ability must also be assigned. Also, depending on the speed at which the character is moving, opponents may suffer a penalty to hit the character. A character without Water Speed can still swim but much more slowly (about 2 mph).

Rank 1   The character is as fast as a slow fish or rowboat (up to 10 mph).

Rank 2   The character is as fast as a swift fish or yacht (up to 20 mph).

Rank 3   The character is as fast as a modern steamship (up to 40 mph).

Rank 4   The character is as fast as a speedboat (up to 80 mph).

Rank 5   The character is as fast as a hydrofoil (up to 160 mph).

Rank 6   The character is faster than any fish or watercraft (to 320 mph).

Wealth

Cost: 3 Points/Rank
Relevant Ability: None
Progression: Descriptive; see below

The character is more financially stable ("liquid") than an average person. This will allow him or her to easily acquire commercially available goods, and bribe or hire people. Note that hirelings that are intensely loyal to the character should still be acquired through Flunkies or the Servant Abilities. The character can be assumed to have non-liquid assets (like houses or real estate) commensurate with his or her wealth. In order to have access to things that are difficult to acquire without special licenses, or which are illegal, he or she should still take Organizational Ties or Personal Gear Abilities.

Rank 1   The character is *Well Off*. In a modern-day setting, he or she has assets totaling about $500,000.

Rank 2   The character is *Wealthy*. In a modern day setting, he or she has assets totaling about $1,000,000.

Rank 3   The character is *Rich*. In a modern day setting, he or she has assets totaling a about $10 million.

Rank 4   The character is *Very Rich*. In a modern day setting, he or she has assets totaling about $100 million.

Rank 5   The character is *Extremely Rich*. In a modern day setting, he or she has assets totaling about $1 billion.

Rank 6   The character is *Fantastically Rich*. In a modern day setting, he or she has assets totaling about a $10 billion.

DISABILITIES

Sometimes, your character just needs a few more points to work out your concept for it. That is where Disabilities come into play in the creation process.

Disabilities are disadvantages through which your character must suffer in order to overcome the hardships of day-to-day life. Disabilities serve as an excellent and often comical role-playing opportunity. They only impede your character to a limited extent and are not intended to totally negate his or her many abilities.

The Disabilities that have "Linked to Ability" in their description are direct limitations on your character's Abilities, rather than more general Disabilities. The combined Character Points and Character Points associated with the Ability cannot be lower than 1. For example, if a character's Rank 1 Teleport (5 Character Points) is restricted with a 9 CP Limited Use, Instantaneous Disability, the Disability actually only returns 4 CP to the character (since Teleport costs at least 1 Point).

By taking a character Disability you can gain up to three (or occasionally more) Character Points (CP) to increase Ability Scores or Abilities Ranks, or select additional Abilities. The number of Points you receive is directly proportional to how much the Disability hinders your character; Disabilities that do not inflict a significant Disability (such as a weakness to bullets made from the earth of planet Neptune) are not worth any CP. After you have selected your character's Disabilities, return to the previous steps to use your Character Points (treat Character Points as extra Character Points).

It is recommended that you assign no more than eight Disabilities to your character. In most cases between two and five Disabilities are appropriate.

My Overconfident, Lazy, Stubborn, Honorable Character

You are not going to find the means to get Character Points for creating an overconfident character in Open Core. Or truthful ones, or sadistic ones, or even shy ones. Less desirable character personality traits should appear in the game through role-playing and not through extra points on a character sheet. If your character is cowardly, then role-play him as a coward. It is as simple as that.

Disabilities represent disadvantages over which your character has little or no control (i.e. no free will). One example of this would e Phobia – a person with an irrational fear has no choice but to be afraid of the specific trigger. A Phobia is not a personality trait.

Disabilities

Achilles Heel
Activation Time
Attack Restriction
Awkward Size
Backlash
Bad Skill
Bane
Blind Fury
Concentration
Conditional Ownership
Confined Movement
Cursed
Dependent
Detectable
Diminutive
Easily Distracted
Famous
Girl/Guy Magnet
Inept Attack
Inept Defense
Involuntary Mental Change
Involuntary Physical Change
Ism
Limited Use, Instantaneous
Limited Use, Ongoing
Magical Restrictions
Marked
Maximum Force
Nemesis
Not So Tough
Obligation
One-Way Transformation
Owned
Part of Body
Permanent
Phobia
Physical Impairment
Psychological Impairment
Recurring Nightmares
Red Tape
Reduction
Restriction
Sensory Impairment
Significant Other (S.O.)
Skeleton in the Closet
Special Requirement
Unappealing
Unique Disability
Unreliable Power
Unskilled
Vulnerability
Wanted
Weak Point

Control Rolls

Some mental and social Disabilities (such as Phobia or Psychological Impairment) can cause a character to react in a certain ways, ways which may not always be beneficial to the character. In situations when the character is attempting to temporarily "fight off" the effects of his Disability, he will need to make a Control Roll for that Disability.

A Control Roll is a Will check, modified by the following table:

"Level" of Disability	Control Modifier
1 CP	-2
2 CP	-5
3 CP	-10

The TN for a Control Roll is typically Challenging (18), but this may be altered by the GM depending on the situation of the character.

Achilles Heel

The character loses twice as many Life points as normal from a particular attack form, which must fit with the character concept. It might be something with appropriate mystic resonance, such as wooden stakes for vampires or silver for werewolves. It could also reflect the character's nature such as a robot taking extra damage from water (as it causes short circuits), or an alien's weakness to weapons from his or her home planet. The GM must approve any Achilles Heel Disabilities. A character may have an Achilles Heel to either a common, uncommon, or rare attack form (in the context of the campaign).

1 CP	The attack form is rare.
2 CP	The attack form is uncommon.
3 CP	The attack form is common.

Activation Time

Linked to Ability. A character with this Disability cannot use one of his or her Abilities whenever desired because it requires a short time to activate. Once activation has started, only the character can stop it from becoming active when the appropriate time is up. This could represent a physical change that is not instantaneous, the collection of spiritual energies to perform a task, a device that takes time to "power up," or an Ability that only works when the character is mentally prepared (or angry, or overcome with another emotion).

One additional CP is granted if the activation can be interrupted temporarily, but restarted where it left off. One example of this is an Item of Power body suit that the character must put on. If the character stops activating the Power (i.e. stops dressing) to make a phone call, he or she can continue afterwards. 2 additional CP are granted if the activation must start again from the beginning if it is interrupted before the Activation Time has elapsed. An example of this is a spell that must be chanted completely before the Power activates; if it is interrupted, the spell must be started again from the beginning. The Concentration Disability is often linked to these two applications of Activation Time.

1 CP	The Ability requires a turn to initiate.
2 CP	The Ability requires a minute to initiate.
3 CP	The Ability requires an hour to initiate.

Attack Restriction

A character with the Attack Restriction Disability has limitations on whom he or she can attack due to a reduction of free will (such as "hard coded" commands). The attack restriction can only be overcome during exceptional circumstances and may result in harsh consequences, including unbearable guilt or punishment by superiors. This Disability obviously does not apply to heroic characters who cannot "attack innocent people."

1 CP	The character's restriction applies to very few people, or the character has slight reservations.
2 CP	The character's restriction applies to many people, or the character has strong reservations.
3 CP	The character's restriction applies to a large group of people, or the character has extremely strong reservations.

Awkward Size

This Disability means the character is notably larger than an ordinary human. A character with Awkward Size may have trouble fitting through doors and moving through narrow hallways, and does not fit into many vehicles. A character with Awkward Size is also much easier to notice. The larger the character, the more CP this Disability will be worth. In most cases, Awkward Size above 1 CP is not appropriate for human characters, only for robots, aliens, giant monsters, or similar entities.

This Disability does not match exactly against the Size Change Ability (pg. xx) however this Disability is intended for characters who's size is permanently different from a standard human size.

Awkward Size use the Table below to determine the Height and Mass/Weight Modifiers for the character.

Awkward Size Height Modifier

Character Points	Height Modifier	Mass/Weight Modifier
1	2x	8x
2	4x	64x
3	8x	512x
4	15x	3375x
5	30x	27000x
6	60x	216000
7	125x	1953125x
8	250x	15625000x
9	500x	125000000x
10	1000x	1000000000x

As demonstrated by this progression, characters can get big very quickly. Increases in Strength, or damage resistance due to increased density need to be purchased separately. Remember, in an effect-based game that the character does not get effects that are not paid for.

Backlash

Linked to Ability that requires a check to activate (GM's discretion). The character suffers from an unfortunate side effect whenever an associated Ability fails to work. If the character fails his or her check when using the Ability, the character is hit with the energy or essence that would have powered the Ability's use. The Backlash could be physical damage, memory loss, Attribute Score drain, disorientation, or many other effects that make the character's life more difficult. The player and GM should determine the game effect of the Backlash.

1 CP   The backlash occurs if the character fails the check by 6 or more.

2 CP   The backlash occurs if the character fails the check by 3 or more.

3 CP   The backlash occurs if the character fails the check by 1 or more.

Bad Skill

A character with this Disability is particularly bad at something, yet insists on attempting it regularly. The effects range from unpleasant to dangerous, and others are likely to react negatively to the character's dogged insistence on making the attempt.

A character with Bad Skill may or may not actually have the skill to represent the thing he or she is bad at. If the character does have the skill, the Effect Number of the skill check determines the *apparent* quality of the result, but the actual quality is still just as bad. In the cooking example above the dishes in question might look and maybe even smell perfectly good, but would ultimately turn out to be inedible for any but the most determined eater.

1 CP   The character's bad skill produces results that are always unpleasant to behold.

2 CP   The character's bad skill produces results that are always dangerous to be around.

3 CP   The character's bad skill produces results that are always impressive in the catastrophes they cause.

Bane

A character with the Bane Disability is vulnerable to an otherwise non-damaging substance such as water, sunlight, or a specific element, material, or object. The Bane should relate to the character's background or powers in some way. For example, a fire demon's bane might be water, while myths indicate that a vampire suffers damage when touched by a crucifix.

The character suffers damage if his or her skin is physically touched by the Bane. If the Bane does not require direct physical contact (such as sunlight, seeing one's reflection, hearing the noise of a church or temple bell, or having the Bane in close proximity), the damage is halved. Alternatively, if the Bane only affects the character when ingested, the damage is doubled. Finally, the damage rating assumes that the Bane is common, such as water, sunlight, steel, or wood. If it is less common such as a holy symbol, Buddhist scripture, or rare element, the damage is also doubled. If it is even more rare, such as one particular artifact, the damage may be tripled or quadrupled.

1 CP   The Bane causes minor damage (1d6/turn of exposure).

2 CP   The Bane causes moderate damage (2d6/turn of exposure).

3 CP   The Bane causes severe damage (3d6/turn of exposure).

Blind Fury

Under specific conditions selected by the player (and approved by the GM), the character will enter a state of unbridled anger. While enraged, the character will furiously attack the closest person, whether that individual is a friend or foe. Once that person is defeated or flees, the berserk character will attack the next closest "threat." Examples of conditions that might initiate Blind Fury include: receiving a certain amount of damage, sight of blood, a specific sound or smell, being outnumbered in combat, seeing a friend in mortal danger, confrontation with a specific opponent, etc.

The character can only return to a normal emotional state under another specific condition. This return could involve a Willpower check, or could be an automatic reversion. Examples of return conditions include: no opponents in the vicinity, a specific calming technique performed by an ally, solitude, injection of a particular drug, being knocked unconscious, etc.

1 CP   Initiating the Blind Fury is difficult; reverting to normal emotional state is easy.

2 CP   Initiating the Blind Fury and reverting to a normal emotional state are both moderately difficult.

3 CP   Initiating the Blind Fury is easy; reverting to normal emotional state is difficult.

Concentration

Linked to Ability. The character must concentrate while using a specific Ability that functions over a period of time; it does not apply to Abilities with an instantaneous effect. If the character's concentration is interrupted voluntarily or by an outside event, the Ability ceases to function.

1 CP   The Ability requires slight concentration. The character can still perform other non-combat actions, but cannot engage in combat or use other Abilities that also require Concentration.

2 CP   The Ability requires intense concentration. The character can move at a slow speed and talk with others while using the Ability, but cannot perform any complex actions or use any other Ability.

3 CP   The Ability requires full concentration. The character cannot do anything else while using the Ability; he or she must remain still and devote full attention to the Power.

Conditional Ownership

Linked to Ability. Only a character who possesses the Item of Power or Personal Gear Abilities can acquire this Disability. The character's possessions granted by those Abilities actually belong to another person or organization. They are issued to the character, but the agency imposes "mild," "strict," or "severe" conditions on their use.

"Mild conditions" indicate that the character can use the objects for some personal business (such as traveling), but if he or she is released from the organization or disobeys direct orders, the objects can be taken away. The character can also be assigned different objects at any time. For example, a police detective might have conditional use of an unmarked police car.

"Strict conditions" indicate that the character is only permitted to use the objects for activities as ordered by the organization. This is the way most military and police equipment is issued. If the character is caught using the objects for personal activities, he or she will receive a severe reprimand.

"Severe conditions" indicate that the character can only use the objects under specific orders. A government owned time travel device would probably fall under these conditions. Using the objects at any other time results in incarceration, physical punishment, or even death.

1 CP	Mild conditions are imposed on the objects' ownership and usage.
2 CP	Strict conditions are imposed on the objects' ownership and usage.
3 CP	Severe conditions are imposed on the objects' ownership and usage.

Confined Movement

This Disability prevents the character from leaving a narrowly defined area. This may represent, for example, an undead villain that is cursed to haunt a particular place, an android that is programmed to follow a specific guard route, or a government-licensed magical girl that is only registered for travel in a specific region.

2 CP	Restricted to a large area (100-mile radius), such as a single county or large city.
4 CP	Restricted to a small area (1-mile radius), such as a small town or large, multi-structure complex.
6 CP	Restricted to a tiny area (300-foot radius), such as a small village or single building.

Cursed

A Cursed character has likely offended a great being of power in his or her past, or is the direct descendent of someone who did (Curses often pass through bloodlines). The Curse can take a near limitless number of forms, but should not provide a character with an obvious Ability (remember, it's a curse!). The exact nature, background, and limitations of the Curse should be discussed with the GM.

1 CP	The character suffers from a slight Disability.
2 CP	The character suffers from a moderate Disability.
3 CP	The character suffers from a severe Disability.

Dependence

Linked to Ability. The character cannot use the chosen Ability without first using a second (or more) Ability. If the character fails to activate the second Ability, he or she cannot use the other one either. Examples of the Dependent Disability include: a character who can fly after activating his Force Field (Flight dependent upon Force Field), a character who gains additional Armor when invisible (Armor dependent upon Invisibility), a character that can run much more quickly after stretching his or her legs and growing (Speed dependent upon Elasticity and Size Change), etc. The player must justify the Dependent Disability to the GM to avoid silly combinations.

1 CP	The Dependent Ability cannot work until 1 other Ability is activated.
2 CP	The Dependent Ability cannot work until 2 other Abilities are activated.
3 CP	The Dependent Ability cannot work until 3 other Abilities are activated.

Detectable

Linked to Ability. While using a specific Ability, the character can be pinpointed and possibly identified by others who have specific detection techniques. For example, the Ability's use may make a loud noise or a bright flash, send vibrations through the ground, or emanate mental shock waves. Detection techniques include: astral; ethereal; human sight, hearing, or sense of smell; infrared; mental; radar; radiation; sonar; spiritual; ultraviolet; vibration; and others. The Special Attack Ability is an exception to this Disability — characters must acquire an Attack Ability to make the attack undetectable.

1 CP	The Ability's use can be detected using 1-2 methods.
2 CP	The Ability's use can be detected using 3-5 methods.
3 CP	The Ability's use can be detected using 6-9 methods.

Diminutive

The character is permanently smaller than a human. Although a Diminutive character is physically weaker than an average human, he or she is able to get into spaces that a human cannot and may be small enough to hide in someone's pocket. The progression is similar to the Size Change Ability

H. Haddaway
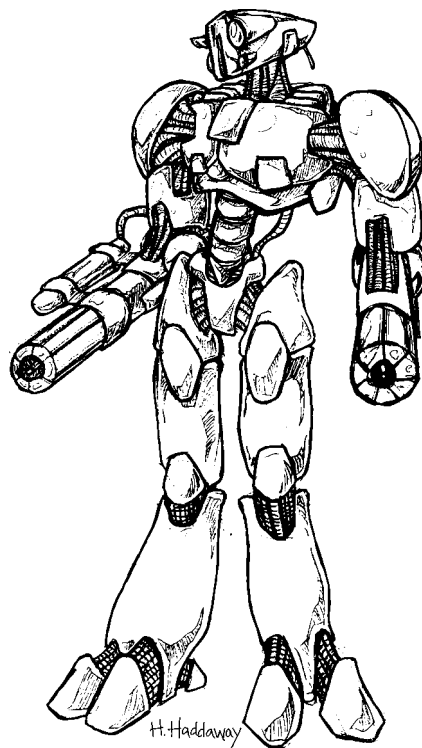
(pg. xx), but Diminutive is a disadvantage - the character does not have the option of shrinking to different Levels whenever desired, since the Disability is permanent.

Diminutive provides 2, 4, or 6 Character Points.

2 CP   The character's size category is Tiny, the size of a cat or small dog. His or her running speed and weapon range is reduced to 20%, and he or she can only lift up to one hundredth (1%) normal capacity (for an average human, this is approximately 1 pound). Any damage the character inflicts using physical melee attacks is reduced by one rank of damage (i.e., 3d6 to 2d6, 2d6 to 1d6. No damage can be reduced to below 1d6), while attacks from human-sized enemies inflict an additional 10 damage. Enemies making ranged attacks, however, suffer a -4 Attack penalty. Finally, he or she suffers a -3 penalty on any Strength checks that require lifting, carrying, or grappling with objects larger than cat size.

4 CP   The character's size category is Diminutive, the size of a rodent. His or her running speed and weapon range is reduced to 5%, and he or she can only lift up to one ten thousandth (0.01%) normal capacity (for an average human, this is approximately 10 ounces). Any damage the character inflicts using physical melee attacks is reduced by 1d6, while attacks from human-sized enemies inflict an additional 1d6 damage. Enemies making ranged attacks, however, suffer a -6 Attack penalty. Finally, he or she suffers a -6 penalty on any Strength checks that require lifting, carrying, or grappling with objects larger than cat size (-6 penalty for larger than rodent size).

6 CP   The character's size category is Fine, the size of a insect. His or her running speed and weapon range is reduced one two hundredth (0.5%), and he or she can only lift up to one ten millionth normal capacity (for an average human, this is approximately 5 ounces). Any damage the character inflicts using physical melee attacks is reduced by 2d6, while attacks from human-sized enemies inflict an additional 2d6 damage. Enemies making ranged attacks, however, suffer a -8 Attack penalty. Finally, he or she suffers a -9 penalty on any Strength checks that require lifting, carrying, or grappling with objects larger than cat size (-12 penalty for larger than rodent size; -6 penalty for larger than bug size).

Easily Distracted

Some characters are Easily Distracted by events, objects, people, or ideas, which are collectively known as triggers. Notable examples of triggers include attractive members of the opposite (or same) sex, wealth, food, movie stars, hobbies, gossip, hot cars, music, one's own looks, books or scrolls of ancient lore, and magical items. A character with this Disability will become enthralled with the trigger until it can no longer influence him or her. Many characters have interests in a variety of triggers but do not possess this Disability because their interest is moderated by their sense of judgment.

1 CP   The character is distracted by a trigger that is encountered infrequently.

2 CP   The character is distracted by a few infrequent triggers, or by one trigger that is encountered frequently.

3 CP   The character is distracted by several infrequent triggers, or by one trigger that is encountered constantly.

Famous

The character is recognizable by many people, and thus it is difficult for him or her to keep secrets or maintain a private life. Journalists and photographers may hound the character regularly, and report his or her actions on television, in newspapers, and on websites. While being Famous may have some privileges (preferred seating at restaurants, daily special treatment, etc.), it is a significant Disability for a character that maintains a secret identity (such as a magical girl).

1 CP   The character has regional fame.

2 CP   The character has national fame.

3 CP   The character has international fame

Girl/Guy Magnet

The character attracts susceptible girls (or guys, or even both sexes) like bees to nectar. For some reason they are just drawn to the character, fall helplessly in love (or lust), and will not let go nor give the character a minute's peace. Even worse, they will fight each other over the character to keep one another from consummating the relationship. The Girl/Guy Magnet does not represent some unusual Presence on the part of the character but rather his or her fate to constantly meet obsessed people.

1 CP   Only a couple of girl/guy characters are actively chasing the character.

2 CP   Several girls/guys are actively chasing the character.

3 CP   Swarms of girls/guys are actively chasing the character; a new one appears every adventure or two.

Inept Attack

This Disability reflects a character's poor judgment in offensive combat situations, which makes it much more difficult to strike an opponent successfully. A character with the Inept Attack Disability suffers a penalty to his or her base attack bonus.

3 CP   The character receives a –1 penalty to his REF in combat.

6 CP   The character receives a –2 penalty to his REF in combat.

9 CP   The character receives a –3 penalty to his REF in combat.

Inept Defense

This Disability reflects a character's poor judgment in defensive combat situations, which can often place him or her in precarious positions. A character with the Inept Defense Disability suffers a penalty to his or her DEF.

2 CP   The character's DEF is decreased by 1.

4 CP   The character's DEF is decreased by 2.

6 CP   The character's DEF is decreased by 3.

Involuntary Mental Change

This Disability is similar to Involuntary Physical Change (see below) in that certain triggers can cause the character to undergo a change; the difference is that the changes are psychological. This could be a form of Multiple Personality Disorder (in which case there might be multiple alternate personas), or simply a personality shift that happens under certain circumstances. Involuntary Mental Change can also be Linked to the Alternate Form Ability to represent a character who is radically mentally changed whenever he or she transforms.

The exact nature of the change the character undergoes, and what triggers it, are up to the player to determine. Changes can potentially be triggered by code words, bodily functions, magic, physical injury, stress, or just about anything else imaginable. Characters can become shy, belligerent, evil, good, catatonic, hyperactive, feminine, masculine, go berserk, etc. One fun cliché in anime is for a character to unknowingly be transforming into his or her best friend's enemy.

Although a character with this Disability could be handled by having the GM take over the character while the change is in effect, it's usually better for the player to maintain control. Otherwise the player will be forced to sit out significant portions of the game, and could be missing out on a fun role-playing experience to boot.

1 CP   Initiating the change is difficult and/or its effects are annoying.

2 CP   Initiating the change is moderately difficult and/or its effects are problematic.

3 CP   Initiating the change is easy and/or its effects are dangerous.

Involuntary Physical Change

This Disability is only available to characters who have the Alternate Form Ability. The character may accidentally change from normal form to the Alternate Form (or vice versa), or an external trigger (cold water, natural force, etc.) may induce the change. This Disability may represent a character who: transforms between identities upon hearing or uttering a specific sound or word, reverts to normal form when a particular chemical in the body is in low quantities (such as sugar or salt), transforms when a button on a gadget or Item of Power is pushed, transforms in times of stress, etc.

This Disability is assigned once to indicate the character can accidentally change from normal to Alternate Form or from Alternate Form to normal form. The Disability is assigned twice if the character can transform both ways unintentionally.

1 CP   It is difficult to trigger the Involuntary Change.

2 CP   It is moderately easy to trigger the Involuntary Change.

3 CP   It is easy to trigger the Involuntary Change.

Ism

Ism is discrimination based solely on one particular aspect of a character. Examples of Ism include: ageism, elitism, racism, sexism, or discrimination based on education, species, genetics, sexual preference, occupation, religion, physical features, etc. The players and GM are strongly encouraged to discuss these contentious discrimination issues, and their role in the game, before play begins.

1 CP   The character experiences a small degree of discrimination.

2 CP   The character experiences a large degree of discrimination.

3 CP   The character experiences a severe degree of discrimination.

Limited Use, Instantaneous

Linked to Ability with an instantaneous effect. The character can only use a specific Ability occasionally. This may result from a need to recharge the Ability (or a device), an incredible drain on the character's internal reserves, or a different form of limitation. Only under exceptional circumstances (and at a great sacrifice) can the character use the Ability more often than indicated by this Disability.

3 CP   The character can only use the Ability three times a day.

6 CP   The character can only use the Ability twice a day.

9 CP   The character can only use the Ability once a day.

Limited Use, Ongoing

Linked to an Ability that can be used on an ongoing basis. After the character uses a specific Ability, he or she cannot use it again for a specific period of time; the longer the Ability is used, the longer the rest period must be. For example, the muscles of a character with Enhanced Strength may need time to recuperate after use, or an Item of Power that grants Flight may need to be recharged between uses. Only under exceptional circumstances (and at a great sacrifice) can the character use the Ability again before the waiting period has elapsed.

1 CP   For every minute the character uses the Power, he or she must wait 1 minute before the Ability functions once again.

2 CP   For every minute the character uses the Power, he or she must wait 5 minutes before the Ability functions once again.

3 CP   For every minute the character uses the Power, he or she must wait 10 minutes before the Ability functions once again.

Magical Restrictions

Only someone with the Magic Ability can take this Disability.

The character's magic is either difficult to perform or occasionally ceases to function or both. Magical restrictions can be minor or major.

Some examples of minor restrictions are:

- The character must always dress in a peculiar set of ritual clothing (or body paint, or whatever) to use magic.
- The character must transform into a special costume, or alternate form, in order to use his or magic.
- The character's magic works at the pleasure of a patron spirit, god, goddess, or demon and may cease to function if the character disobeys the patron's commands or violates particular religious or other strictures.
- The character's magic is limited if the character violates certain minor taboos.
- About half of the character's magic powers are dependent on possession of a particular item, which may or may not also be an Item of Power. Should the character ever lose or misplace the item, he or she cannot access these powers.

Some examples of major restrictions are:

- The character's magic ceases to function if he or she is in contact with metal, carrying it, or wearing it on his or her body.
- The character must perform blood sacrifices for his or her magic to work.
- The character's magic only functions half or less of the time; for example, it may not work during daylight or only work when the moon is visible.
- Nearly all the character's magic (except possibly a minor power or two) is dependent on possession of a particular item, which may or may not also be an Item of Power. Should the character ever lose or misplace the item, he or she cannot access the item-dependent powers.

Magical Restrictions of this sort are a good way to establish the nature of a particular form or school of magic. This Disability cannot be taken if its CP value would be equal to or greater than the Points the character spent to acquire Magic or Sorcery.

1 CP   The character's magic suffers from one or a few minor restrictions.

2 CP   The character's magic suffers from a major restriction.

3 CP   The character's magic suffers from several minor and 1-2 major restrictions.

Marked

A character is considered Marked if his or her body hosts a permanent and distinguishing design that may be difficult to conceal. The design may be a family symbol, an identifying birthmark, a permanent scar, or a unique tattoo. If the mark is not considered out of the ordinary (such as freckles or a common tattoo), this Disability does not apply. Characters who are obviously non-human (robotic, demonic, alien, etc.) in a setting where most people are human (or vice versa) would also have the Marked Disability. In a standard high-fantasy setting, none of the typical races (dwarves, elves, halflings, etc.) have this Disability.

1 CP   The mark is easily concealable because it is small or in an inconspicuous location.

2 CP   The mark can be concealed, but this is difficult because it is large or in an obvious location.

3 CP   Under most circumstances, the mark cannot be concealed because it affects the character's entire body.

Maximum Force

Linked to Ability. The character cannot use a specific Ability at the lowest end of its power range. This could represent a character who is too talented for his or her own good, an item that only functions within certain parameters, a powerful character who pushes the Ability's limits so often that he or she has forgotten how to use it at a low Rank, or something different.

This Disability is only appropriate for the following Abilities: Elasticity, Flight, Insubstantial, Jumping, Projection, Size Change, Special Attack (applies to damage only), Speed, Teleport, Transmutation, and Water Speed.

Maximum Force extends to Rank 6, providing 1 CP each Rank. The restriction on an Ability's use is given below, where X is the number of Character Points granted and $(X+1)$ is one Rank higher than the CP Rank.

X CP   The character cannot use up to Rank X of the Ability. The Ability must be at Rank $(X+1)$ or higher.

Nemesis

The character has someone in his or her life that actively interferes with goal achievement on a regular basis. This Nemesis can take several forms. He or she could be a professional rival such as someone competing for the favor of the character's boss. The Nemesis could also be personal; for example, a thief may be pursued by a cop who devotes his or her existence to putting the character behind bars. The Nemesis may even be a romantic rival such as someone chasing the same person the character is pursuing.

The Nemesis should be someone who makes the character's life difficult frequently (and cannot easily be removed), but the Nemesis does not need to be a mortal enemy. It might be someone the character loves very much, but one whom they cannot avoid. An overbearing parent who lives at home is an example of this. If for any reason the Nemesis is defeated or goes away, the GM should create another Nemesis, unless the player also wishes to use Power Points gained through advancement to eliminate the Disability permanently.

1 CP   The Nemesis is merely annoying and/or interferes infrequently.

2 CP   The Nemesis may actively try to harm the character and/or interferes frequently.

3 CP   The Nemesis will always harm the character given the opportunity, and/or interferes constantly.

Not So Tough

The character is less durable than his character Level would otherwise suggest. This Disability is appropriate for characters with a "glass jaw," or those who succumb to physical trauma easily. A character may not take this Disability if it would reduce his or her Life points below 1.

1 CP   The character's Life points are decreased by 5 Points.

2 CP   The character's Life points are decreased by 10 Points.

3 CP   The character's Life points are decreased by 15 Points.

One-Way Transformation

Linked to Ability. This Disability is usually only be taken in conjunction with the Alternate Form, Elasticity, Insubstantial, Invisibility, or, Size Change Abilities. Once the character has transformed from a normal state, he or she cannot transform back to a prior form without meeting certain conditions. This might include a magical ritual, work by mechanics or lab technicians, consuming a specific substance, or simply the passage of time.

1 CP   It takes several hours of work or special circumstances to enable the character to transform back to an earlier form.

2 CP   As 1 CP, but the process requires expensive (or hard to find) replacement components, ingredients, or other prerequisites.

3 CP   As 2 CP, but the process takes several days.

Obligation

A character with an Obligation has some task or responsibility that he or she must take care of, to the detriment of his or her ability to handle the main activities of the campaign. This could take the form of a part-time job, going to school, a sick relative who needs to be cared for, a younger sibling or child who needs to be watched over, a high-maintenance pet, a huge debt that has to be repaid over a long period of time, duty to an organization, or anything else of that nature.

Obligation never applies to something that is the main point of the campaign; if all of the player characters are in high school or work as police officers, those don't count as Obligations.

1 CP   The obligation consumes a moderate amount of the character's time, or it has manageable consequences if it's neglected.

2 CP   The obligation consumes a large amount of the character's time, or it has severe consequences if neglected.

3 CP   The obligation consumes a massive amount of the character's time, or it has catastrophic consequences if neglected.

Owned

Free will has little meaning for a character who is Owned by a corporation, government, crime ring, or other organization or individual. Control over the character can be exerted through a variety of methods including blackmail, brainwashing, legal contract, technology, or just highly effective propaganda. Dire consequences await a character whose actions conflict with the mandate of the owning body.

1 CP   The organization has partial ownership of the character; the character is subject to slight punishment for opposing the owners.

2 CP   The organization has significant ownership of the character; the character is subject to moderate punishment for opposing the owners.

3 CP   The organization has total ownership of the character; the character is subject to severe punishment for opposing the owners.

Part of Body

Linked to Ability. Only part of the character's body is affected by a specific Ability, most commonly used for: Adaptation, Alternate Form, Armor, Invisibility, and Enhanced Strength. For example, a character might only receive Armor benefits against abdominal attacks, possess the ability to turn his or her left arm invisible, or have bionic legs with Enhanced Strength.

1 CP   The Ability affects a large part of the body (torso, both legs, both arms, etc.).

2 CP   The Ability affects a small part of the body (one leg, one arm, abdomen, chest, head, etc.)

3 CP   The Ability affects a tiny part of the body (one hand, face, one foot, groin, knee, etc.).

Permanent

Linked to Ability. A specific Ability is always functioning, and the character cannot turn it off. This Disability only applies to Abilities that would inconvenience the character if they were always active, such as: Force Field, Invisibility, or Size Change. The player and GM should discuss the problems and limitations associated with an eternally active Power.

1 CP   The Ability is a slight inconvenience to the character.

2 CP   The Ability is a moderate inconvenience to the character.

3 CP   The Ability is a severe inconvenience to the character.

Phobia

A Phobia is a fear (often irrational) of an event, object, or person that can limit a character's choice of actions. Avoiding situations that could trigger the phobia may take a high priority in the character's life. Note that a Phobia that effectively cripples the character with fear does not add constructively to the role-playing experience.

1 CP   The character has a slight phobia or one that is encountered infrequently.

2 CP   The character has a moderate phobia or one that is encountered frequently.

3 CP   The character has a severe phobia or one that is encountered constantly.

Physical Impairment

The character has a physical impairment that makes aspects of daily life more challenging. Possible impairments include:

one or more missing (or unusable) limbs, loss of speech, constant sickness, nagging injury, severe headaches, an android that requires frequent repairs, etc. The player and GM should discuss the problems and limitations associated with the impairment.

1 CP   The impairment is a slight inconvenience to the character.

2 CP   The impairment is a moderate inconvenience to the character.

3 CP   The impairment is a severe inconvenience to the character.

Psychological Impairment

The character has a psychological impairment that makes aspects of daily life more challenging. Possible impairments include: memory loss, depression, mania, attention deficit disorder, shyness, compulsive disorders, etc. The player and GM should discuss the problems and limitations associated with the impairment.

1 CP   The impairment is a slight inconvenience to the character.

2 CP   The impairment is a moderate inconvenience to the character.

3 CP   The impairment is a severe inconvenience to the character.

Recurring Nightmares

When the Recurring Nightmare Disability haunts a character, he or she has trouble sleeping at nights and functions at less-than-optimum performance during the day. The nightmare can be a memory of a tragic event or traumatic experience, or it might be something else such as a prophetic vision or warning. The nightmare may not occur every night but it will haunt the character on a regular basis. Additionally, the nightmares do not need to portray the exact same events repeatedly, but the visions should be related in some way. The details concerning the subject matter of the nightmares and why they occur is the responsibility of the GM and the player to create.

1 CP   The nightmares occur infrequently and have a slight effect on the character's lifestyle.

2 CP   The nightmares occur frequently and have a moderate effect on the character's lifestyle.

3 CP   The nightmares occur constantly and have a severe effect on the character's lifestyle.

Red Tape

The character must negotiate his or her way through a complicated bureaucracy in order to accomplish tasks. This Disability is often associated with characters who are members of law-enforcement organizations or similar government agencies that require paperwork. A large criminal organization, however, may also require a character to receive permission from several levels of bosses before undertaking certain high-profile jobs.

Red Tape also includes whatever measures the character must take "after the fact" to appease the organization to which he or she belongs. For example, a cop may need to fill out a report every time his or her weapon is fired or may have to follow a complicated series of steps to obtain a search warrant. A criminal may be required to pay a percentage of his or her take to the local crime boss or face some very strict penalties.

The Red Tape Disability is usually inappropriate for characters created via the Flunkies or Servant Abilities.

1 CP   The Red Tape only impedes the character before or after a major action (but not both) and/or the Red Tape is easy to manage most of the time.

2 CP   The Red Tape impedes a character both before and after a major action, and/or is difficult to manage most of the time.

3 CP   The Red Tape impedes a character before, after, and during a major action, and/or is extremely difficult to manage most of the time.

Reduction

Linked to Ability. One of the character's Abilities is limited greatly, resulting in a Reduction of its Point cost per Rank. This Disability offers a near-endless number of limitations, and consequently the player and GM should discuss the game ramifications and the Ability's new Rank costs.

Unlike other Disabilities, Reduction does not return Character Points to the character; the Ability cost changes instead. The Point cost change is directly related to the original cost of the Ability. For example, a Reduction that limits a 4 Points/Rank Ability to half of its power might be a 2 Points/Rank Reduction; the same limitation on a 10 Points/Rank Ability could be a 5 Points/Rank Reduction. This Disability is not usually appropriate for 1 Point/Rank Abilities.

A list of suggested Reductions are shown in the **Table: Sample Reductions**, below.

Sample Reductions

Ability always used in same way
Fewer sub-Points awarded
Less frequent usage
Limited control
One aspect
Partial effectiveness
Smaller target group
Very specific utility

Restriction

Linked to Ability. One of the character's Abilities is associated with one or more Disabilities that limit its use. This Disability offers a near-endless number of limitations, and consequently the player and GM should discuss the ramifications of the selected Restriction. A list of suggested Restrictions are shown in Table 9-3: Sample Restrictions.

The GM may increase the Character Points returned to the character to an alternate progression (such as 2 CP, 4 CP, 6 CP; or 3 CP, 6 CP, 9 CP) if the Ability this Disability is restricting has a high Character Point cost at each Rank (see Sorcery or

Extra Attacks for examples). Severe limitations on an Ability, which will affect the Point cost per Rank, are covered by the Reduction Disability.

1 CP   The Ability has a minor Restriction.

2 CP   The Ability has a moderate Restriction.

3 CP   The Ability has a major Restriction.

Table: Sample Restrictions

Cannot use on oneself
Check needed to maintain control
During specific times of the day
Flawed results
In particular locations
Initiative penalty to use
Limited functioning
Loss of specific effect
Naked form only
Requires consumable focus
Requires maintenance
Requires Ability checks
Restricts movement
Specific targets
Time limit
Under certain conditions
Usage inflicts pain
Use weakens character

Sensory Impairment

One or more of the character's senses (sight, hearing, taste, touch, smell) are either diminished or lost. An example of a diminished sense is being near-sighted or hard of hearing; the GM should take the impairment into consideration when deciding what the character is able to perceive, and may apply a -4 penalty on checks to notice things with that sense. An example of a lost sense is blindness or deafness. Any diminishment or loss is based on the character's status after benefiting from any technological aids such as eyeglasses or hearing aids in the setting. For example, if a character has a hearing aid but is still hard of hearing, he or she has Sensory Impairment (Diminished Hearing, 1 CP). In a setting where a hearing aid was unavailable or could not correct his or her particular impairment, he or she would have Sensory Impairment (Deaf, 2 CP) instead.

1 CP   The character has a diminished primary sense (such as short-sightedness or being hard of hearing), or has lost a secondary sense (such as taste or smell).

2 CP   The character has completely lost a primary sense (sight or hearing), or has two diminished primary senses, or has completely lost multiple secondary senses.

3 CP   The character has completely lost a primary sense (sight or hearing) and multiple secondary senses.

Significant Other (S.O.)

A character with this Disability has someone for whom he or she must go to any lengths to keep safe from harm, even at the risk of his or her own life. The S.O. should be a regular fixture in the campaign. A one-night stand, or a cousin visiting for two weeks is a plot complication and not an appropriate S.O. The character's sense of obligation towards the S.O. is enough that the character will take great pains to ensure his or her safety and well-being. Examples include spouses and steady boy or girl friends, immediate relatives (parents and grandparents, brothers and sisters, perhaps very close cousins), and close co-workers (such as a cop's partner). It is acceptable for a character to take another character as an S.O., provided the players role-play this relationship appropriately. In this case, the S.O. relationship is always worth just 1 CP but is treated as a 3 CP Disability by the GM in terms of the frequency with which it affects the game.

S.O. is inappropriate for most Flunkies and Servant characters.

1 CP   The S.O. is rarely placed in grave danger and appears infrequently.

2 CP   The S.O. is often placed in grave danger and appears frequently.

3 CP   The S.O. is always placed in grave danger and appears constantly.

Skeleton in the Closet

The character has a dark secret. Exposure of this secret could cause harm to the character in the form of public humiliation, loss of a job, arrest, injury, or even death. The number of CP gained from this Disability is based on the severity the consequences if the secret is revealed. The secret must be important enough that the character will actively take steps to keep others from learning of it. If the Skeleton is ever revealed, the character will suffer the associated consequences, and the GM should replace it with an appropriate Disability or Disabilities worth at least as many CP as Skeleton in the Closet. Skeleton in the Closet is inappropriate for most Flunkies and Servant characters.

1 CP   The Skeleton is difficult to discover, and/or the consequences of discovery are slight, and/or the character's reputation will be impacted slightly.

2 CP   The Skeleton is relatively easy to discover, and/or the consequences of discovery are moderate, and/or the character's reputation will be seriously impacted.

3 CP   The Skeleton is very easy to discover, and/or the consequences of discovery are severe, and/or the character's reputation will be devastated.

Special Requirement

This Disability forces the character to meet a Special Requirement before an action or task can be completed. The Special Requirement may involve a physical object, an event, an action, an environmental condition, or even a state of mind. Everyday activities, such as eating and sleeping, are not considered to be Special Requirements unless they must be carried out under unusual conditions or more frequently for some reason. This Disability covers a wide range of possibilities, and thus the details should be discussed with the GM.

1 CP   The Special Requirement is easy to obtain and/or needed infrequently.

2 CP   The Special Requirement is difficult to obtain and/or needed often.

3 CP   The Special Requirement is extremely difficult to obtain and/or needed constantly.

Unappealing

An Unappealing character may find it difficult to blend into a crowd because their appearance is distinctive. The term "unappealing" does not necessarily mean ugly but can also refer to a bad smell, manner of speech, or even an unpleasant habit that provokes a consistently negative reaction. This Disability is often taken in conjunction with the Marked Disability (page xx). A monstrous, ugly monster is usually both Unappealing and Marked. On the other hand, a beautiful, winged superhero would be Marked (the presence of wings) but not Unappealing.

1 CP   The character is slightly unappealing. He or she receives a -2 penalty on any Seduction Skill use.

2 CP   The character is moderately unappealing. He or she receives a -4 penalty on any Seduction Skill use.

3 CP   The character is severely unappealing. He or she receives a -6 penalty on any Seduction Skill use.

Unique Disability

This section covers any and all possible Disabilities that a character might possess but are not detailed in the rules. The boundaries and limitations of the Disability should be discussed with the GM.

1 CP   The Disability occurs infrequently and/or has a slight effect.

2 CP   The Disability occurs frequently and/or has a moderate effect.

3 CP   The Disability occurs constantly and/or has a severe effect.

Unreliable Power

Linked to Ability. One of the character's Abilities frequently does not function when desired. Before the character can use the Ability, he or she must make a successful Ability check. If the Ability does not have a "Relevant Ability" entry, the character's Will should be used as a default. If the Ability check fails, the character can try to use the Ability again during the next turn (when the character is in combat), or in a short period of time (when the character is not in combat).

At the GM's and player's discretion, Unreliable Power can also represent an Ability that does not always function in the manner desired. For example, a character with Size Change might not always grow to the desired size, or a Force Field might not always appear in the correct place. For this alternative, the Ability check determines if the Ability operates properly; a failed check indicates that it activates in an unexpected manner.

1 CP   The character must make the check against TN 12. In non-combat situations, the character cannot attempt to use the Ability again for 1 to 10 minutes.

2 CP   The character must make the check against DC 18. In non-combat situations, the character cannot attempt to use the Ability again for 10 to 30 minutes.

3 CP   The character must make the check against DC 21. In non-combat situations, the character cannot attempt to use the Ability again for 30 minutes to 2 hours.

Unskilled

An Unskilled character starts with less than the usual number of Skill Points. This Disability cannot be combined with the Highly Skilled Ability. Additionally, characters may not take this Disability if it would reduce his or her Skill Points below zero.

1 CP   The character has 4 fewer starting Skill Points.

2 CP   The character has 8 fewer starting Skill Points.

3 CP   The character has 12 fewer starting Skill Points.

Vulnerability

The character has a critical weakness to a specific object, environment, thought, activity, or condition. When in close proximity to the Vulnerability, it can temporarily strip the character of some of his or her Abilities (GM determines which Abilities are affected). The Vulnerability should only affect the character rarely, however, since it impacts him or her so severely.

1 CP   The character's accessible Ability Ranks all drop by up to 2 Ranks when affected by the Vulnerability.

2 CP   The character's accessible Ability Ranks all drop by up to 4 Ranks when affected by the Vulnerability.

3 CP   The character cannot use any Abilities when affected by the Vulnerability.

Wanted

The character is wanted by the law, a powerful criminal, or private organization that has placed a price on his or her head. Being Wanted is different from having a Nemesis; there is no single person devoting his or her life to annoying or hunting down the character. The character will need to conceal his or her identity or move around regularly to avoid having complete strangers calling the police or pursuing the character (depending on the circumstances).

1 CP   The incentive to hunt the character is minor. For example, he or she may be wanted on outstanding warrants, but there may be no actual reward posted, or the reward is fairly small.

2 CP   The reward, contract, or other incentive offered to hunt the character is significant.

3 CP   The reward, contract, or other incentive offered to hunt the character is extreme.

Weak Point

The character's body possesses an abnormal weak point (in addition to the normal human weak points, like the heart and head). If the weak point is ever hit during combat with a Called Shot, the result is an automatic critical hit. If the attacker rolls a natural critical hit (a natural 20), the target is immediately reduced to 0 Life points and falls unconscious. The opponent, or even the character, may not be aware the weak point exists, however, until its presence is discovered by accident or through careful study.

1 CP   The weak point is tiny (-6 REF attack penalty).

2 CP   The weak point is small (-4 REF attack penalty).

3 CP   The weak point is large (-2 REF attack penalty).

ACTION POINTS

Action Points (abbreviated as AP) allow player characters (and important NPCs) to receive bonuses when performing dramatic or heroic actions (see *Using Skills*). By using Action Points, players can have their characters pull off amazing stunts and heroic feats, such as jumping off of a cliff, avoiding an explosion, or even dodging a gunshot or arrow! Rather than relying on a random chance as dictated by the dice, players can create their character's successes when they need them most!

A character begins each game session with one free Action Point. A character can gain more Action Points by attempting dramatic and heroic actions. Players can be awarded additional Action Points by the GM at any time during a game. Generally, Action Points are awarded for attempting dramatic and heroic actions. GMs can also award additional Action Points for role-playing and anything else they deem appropriate. Action Points are not the only award that players will receive. There are improvements to be purchased and Disabilities to be eliminated using Experience Points as well (see *Experience Points*).

A character can save Action Points from one game session to the next, but never more than 3. If a character has more than 3 Action Points but does not use them by the end of the game session, they are lost. GMs should not be stingy with Action Points, and players should use them as often as possible, especially in cinematic style games.

WHEN TO USE ACTION POINTS

Dramatic or Heroic Actions

Action Points may be used for any dramatic or heroic action with GM's permission.

A dramatic action is any action or moment in the game that is especially exciting, tense, suspenseful, or is very important to the story. Think of it in terms of an action movie; if something happens that scares you, has you on the edge of your seat, makes you want to jump up and yell, "Yes!" or clap really loud, it was probably a dramatic moment in the movie.

Examples of dramatic moments include jumping from a high-rise office window to a helicopter hovering outside, an escaped prisoner of war narrowly avoiding enemy soldiers who are searching for him, a showdown or duel between two long-time rivals or arch enemies, and disarming a nuclear warhead with seconds to spare.

After the Dice Are Rolled

Action Points may be used after the dice have been rolled but must be used before the GM describes the outcome of the events for that turn. A player may not use more Action Points in a single game session than the character has, and no more than three Action Points can be used with any single action or skill roll.

WHAT ACTION POINTS DO

Action Points may be used in one of several ways to enhance a character's performance in a game.

A player may use up to three available *Action Points* in any single turn. These may be split up and used on different actions, events or dice rolls, as long as they all take place in the same turn.

Mighty Blow

Rather than rolling the damage dice on any successful hit or damaging attack, you can elect to declare a Mighty Blow, at the cost of 1 Action Point. A Mighty Blow adds a +5 Damage Bonus. This includes any bonus damage, such as that for Massive Damage. Any melee weapon acquired through purchases or gaming always shatters irreparably when used to deliver a Mighty Blow.

Pushing It

At a cost of one Action Point, you may double your ranks in any one Ability, for a duration of one turn only. The Ability chosen must be one which could reasonably be increased through sheer effort of will and determination. Almost all Abilities are fine for this, but those that rely on external objects, such as Item of Power, or most types of Armor, will usually be vetoed by the GM.

Improve Defense

Once per turn the character can spend an Action Point to increase the Defense score by five (5) points. This bonus lasts until the beginning of your next action.

Inspiration

The character can spend an Action Point to receive a sudden burst of insight or inspiration in the form of a hint, clue, or bit of help from the GM. It might be a way out of the villain's fiendish deathtrap, a vital clue for solving a mystery, or an idea about the villain's weakness. It's up to the GM exactly how much benefit that the character gets from the inspiration.

Destiny

You can at any time spend one or more Action Points, with the agreement of the GM, to alter the world in some minor way. Essentially, this allows you the player to have some input into the story, over and above the actions of your character. This change must be one that is plausible, minor, and not overwhelmingly beneficial to the player characters. It may assist them to accomplish their goals, but they must still achieve those goals by their own efforts, not simply by spending Action Points!

For example, a character captured and imprisoned by an archenemy might spend a Action Point to have a chance at escape — a comrade or sympathizer smuggling in a dagger, or a drunken guard falling asleep nearby, or the discovery of a loose chunk of granite with which to smash open chains. It does

not allow for escape to be handed to him or her on a plate by a sorcerer magically putting all the guards to sleep and bursting the door open.

Another option for this use of a fate point is to alter your own character in some minor way, by revealing a new facet to his or her past. This might include knowing a language that he or she did not know before, which is useful in his current situation — or having a contact in the area based on previous dealings in the region.

One good use of Destiny is when the players are at a dead end in an adventure — perhaps they have missed some crucial clue, or failed to puzzle out where to go next. A single Action Point in this case is usually enough for the GM to offer some kind of in-game hint. Preferably, this will not be so blatant as to have a friendly non-player character tell them the answer outright. Other methods of giving out background information should be used, perhaps taking a hint from comics or movies. For example, a dream or vision could reveal the past history of creatures and places crucial to the plot; or an ancient scroll could be uncovered that, with a Decipher Script check and a bit of logic, could provide a hint as to where to look next.

The GM will be more likely to accept proposed uses of Destiny which could plausibly relate to a character's own future destiny, as reflected by his or her declared goals.

Damage Checks

1 Action Point can be used to reduce the severity of a Damage Check result by one level: for example, a Disabled result would become Stunned. This can provide something of a middle ground between Damage Save and Hit Point systems, in that the characters are no longer in danger of being felled by a single blow, at least until they run out of Action Points.

Boost a Skill Check

Each Action Point used to boost a Skill Check adds a bonus of +5 to the roll.

Nicholas is playing in a gritty superhero game. His character, Dark Justice, is facing two gunmen in a shopping mall. One of the gunmen turns and fires his gun into the crowd. Nicholas wants to protect the innocent bystanders, so he tells the GM "Dark Justice is going to throw his mini-shield to hit the gun and knock it upward, so that no one gets hit." The GM considers the action and decides that Nicholas needs to make an Extreme Throwing Skill Check (TN 27). Dark Justice has REF of 7 and his Throwing skill is +5, for a total of 12. Nicholas rolls 3d6 and gets 14, for a total of 26. Ordinarily Nicholas would have failed the roll. But Nicholas decides to spend an Action Point. The GM allows it because it is a dramatic moment in the adventure. Nicholas spends one AP and adds 5 to his roll, making his new total 31, turning the failed attempt into a successful one. Dark Justice thwarts the evil gunman's plans and saves the innocents! Nicholas then marks off one Action Point from his character sheet, and the game continues.

Should the GM deem it appropriate, using Action Points to fulfill a heroic or important plot or goal may be reason enough to award an additional Action Point!

Boost a Control Roll

Action Points may also be used to add to the Control Roll of a Disability, but only with GM's permission (see *Control Rolls*, page xx). Each Action Point used to boost a Control Roll adds a bonus of +5 and is calculated the same as the Skill Check boost.

Tim's character has the Psychological Impairment (Claustrophobia) at the 2 CP level. During a game, Tim's character enters an elevator. Because psychological

Disabilities kick in automatically, the GM tells Tim that his character begins to experience extreme anxiety and that Tim must make a Control Roll to avoid mild panic and the accompanying +6 TN to all his Skill Checks. The Control Roll is 10 for a Hardship, so Tim rolls 3d6 and gets an 8. Failure! But Tim tells the GM that he really needs to make this roll and spends an Action Point to boost the roll. Tim adds 5 to his roll, making it a 13, turning the failed roll into a successful one. Tim's character gains his composure and is able to control his phobia for the elevator ride.

Boost an Attribute

Each Action Point spent will temporarily increase a primary attribute by 1, or a derived attribute by 5.

Attributes increased in this way do not also increase derived attributes, although this may be used to increase the attribute for use with a Skill Check.

This increase lasts for the duration of one "event" within the game, not merely one Skill Check.

Ryan is playing Louisiana Smith, an archaeologist and explorer, in a pulp adventure game. In the game, Louisiana has just recovered a stolen artifact from a Nazi camp. As he sneaks through the camp, he comes face to face with a big, tough Nazi soldier who is guarding a Flying Wing airplane that Louisiana needs to escape. Louisiana's STR is only 3, he will do only 1d6+2 damage when Louisiana punches his opponent. Ryan knows he'll have to do more, because this guard is very big. Ryan spends one Action Point to increase his STR to 4 for one turn. Now, if Louisiana connects with a punch he will do 2d6 damage! His increased STR does not increase any of his Derived Attributes, such as his TGH, however. The GM determines that a fist fight is an "event" and allows Louisiana to keep his STR at 4 for the duration of the fight. Whether Louisiana wins or loses, however, once the fight is over his STR will return to 3.

Reduce Damage

Each Action Point spent reduces the damage bonus from a single attack or event by 5 points. If the damage is effectively reduced to less than 0, treat it as 0 points of damage. This can simulate a "stroke of luck" in which an attack completely misses the character, a glancing blow, a miracle, or any other explanation agreed upon by the player and the GM.

During the fight with the Nazi soldier, Louisiana gets hit with a haymaker punch for 17 points of damage! Louisiana's TGH is only 3, so he will suffer 14 points of damage from the punch. Because this exceeds half his LIF, Louisiana will be knocked unconscious! Ryan decides to spend his last remaining Action Point to reduce the damage of the attack. By spending an Action Point, the damage is reduced from 14 to 9 points. Louisiana reels from the blow but he is still up and fighting!

Buy an Opportunity

The GM is the person who sets the scene in a role-playing game, describing the environment and the people, items, animals and plants it contains. However Action Points can allow a player to ask the GM for a certain item or event to exist in the scene that provides the character with an opportunity they did not have before.

Such an opportunity could be to have a useful item just be within reach during a fight, for example a fire extinguisher or pair of scissors. Or it could be to have a certain event occur that favors the character, for example, when pursuing an enemy who has just made off in a car the player could request a taxi to be just pulling up so he can leap in and shout "Follow that car!"

The GM should determine exactly how many Action Points must be spent in order to gain the opportunity, for simple things one Action Point is enough, but for events that could completely turn the tables on an opponent, two, three or even more Action Points would be required. The GM can, at any time, refuse any request by a player to buy an opportunity. Any items or events requested should be appropriate for the current environment, for example whilst having a fight in a restaurant kitchen it is very reasonable for a knife to be within easy reach, but not for a handgun!

Move Outside The Box

Sometimes the dramatic moment of the story requires "action" from the character that goes outside of his normal capabilities. Typically, it will be a situation where the character needs a skill that he does not have, after all a character can not be prepared for every situation no matter how many skills he purchases. This use of Action Points is usually only appropriate in very cinematic campaigns, and with the permission of the GM. Moving outside the box requires **at least** two Action Points be spent, and perhaps more at the judgment of the GM. Regardless, though, of how many Action Points are spent, the course of action that the player wishes the character to undertake *must* be something within the realm of the capabilities, and does not add any new Abilities or Skills to the character.

Star watched as the needle punctured Angel's chest. She knew that she didn't have time to waste, Angel would die if someone didn't do something and quickly. Star grabs Angel and rushes him to the medical facilities in the headquarters. She remembers those surgeries that she observed in college, and Star never forgets a single detail. The scalpel doesn't even shake in her hand when she starts the first cut…

Gaining More Action Points

When you spend an Action Point, it is gone forever. It does not recover with time, and you can not use Character Point or Experience Points to purchase more.

Each time your character accomplishes a major goal, either personally or as part of an adventuring party, he or she gains from 1 to 2 Action Points, always at the discretion of the GM. Usually this will occur only at the successful conclusion of an adventure. An entirely unsuccessful adventure will tend to mean you do not gain any Action Points as a result.

GAINING ACTION POINTS

Characters can gain Action Points during the game. When a character fulfills one of the following criteria, the GM should award an Action Point to the character. GMs should not be stingy with Action Points, and players should use them as often as possible, especially in cinematic style games. For guidelines on how many Action Points to award in a game session, see the next section.

When to Award an Action Point

Dramatic or Heroic Actions

The GM should award one Action Point for any particularly dramatic and heroic action attempted by the characters during the game, whether it is successful or not (see *Dramatic or Heroic Actions*).

Meet a Goal

If a character manages to fulfill the "in-game goal" for his character, he should receive an Action Point. The fulfillment of the goal must be in a way that logically fits into the current adventure or story.

Louisiana Smith narrowly defeats the Nazi guard in a tough fist fight and climbs aboard the Flying Wing to escape with the artifact he came for. The GM decides that defeating the guard so that Louisiana could use the plane to escape with the artifact is a worthy goal and awards an Action Point to Ryan. Ryan notes the new Action Point on his character sheet.

Memorable Game Moments

GMs can award Action Points to players for especially good role-playing. Any time a player performs a particularly memorable "moment" within the game, portraying his or her character, or does something to improve or propel the story or that entertains the rest of the group in a significant way (GM's discretion), that player deserves an Action Point.

The young Samurai Tateno towered over Hideo, his older, more experienced foe. The older man looked up from his broken sword with wet eyes. "You have shamed me with your skills." "No," replied Tateno, "you have shamed yourself with your lack of them." Turning his back, Tateno walks quietly away, refusing to give Hideo even the death of a Warrior.

Give the GM a Plot Hook

If a player manages to role-play some aspect of his or her character in a way that allows the GM to work it into the main plot of the adventure—especially if it allows the GM to make a "complication" for the PCs out of it—the player should receive an Action Point. Many Disabilities provide great plot hooks for

the GM, such as Dependent, Enemy and Secret.

Nicholas's character, Dark Justice, hands over two recently captured gunmen to the police. As the last assailant is placed in a squad car, Nicholas tells the GM that Dark Justice uses his communicator to call his fiancé Nancy's apartment. "He's already running late for their dinner date," Nicholas says, "but he knows she will understand." The GM decides that this is a great opportunity to add a new twist to the story! The GM tells Nicholas that the voice on the other end of the phone is definitely not Nancy. "Good evening," came the voice of Cyrus, Dark Justice's arch enemy. "I am afraid the young lady has made other plans…"

Other Circumstances

GMs can create additional circumstances under which a character gains an Action Point, and some published products will include additional guidelines for awarding Action Points, based on the setting or genre. For example, in a pulp adventure game, characters might gain an Action Point for incorporating their character's "tag line" into normal dialogue during the course of the adventure, for role-playing a scene exceptionally well and in-character, or any situation in the game that the GM feels is deserving of an Action Point award to one or more of the players.

How Many AP to Award

The GM should carefully consider how many Action Points to give out to any single character in a game session, however. Because characters cannot save more than three Action Points from one game session to the next, players will likely spend them freely. If a GM awards 10 Action Points to a character in a single game session, that's effectively the same as giving the player five "automatic successes" to use during the adventure. This is perfectly acceptable, if this is what the GM wants, but it also diminishes the usefulness of points spent on each character's attributes and skills, and some players may feel cheated.

As a guideline, GMs should award an average of one Action Point to each character in *Realistic* level games, 2 Action Points to each character in *Cinematic* level games, and 3 or more Action Points to each character in *Extreme* level games.

Mike is running an anime-style, Extreme *level game. Because the game is based on anime, the action is at times over the top, so Mike wants his players to use Action Points frequently in his game. Mike decides that he will award an average of 5 Action Points to each player in his game each game session.*

A player can save Action Points from one game to the next, but never more than 3. If a character has more than 3 AP but doesn't use them during the game, the extra points are lost.
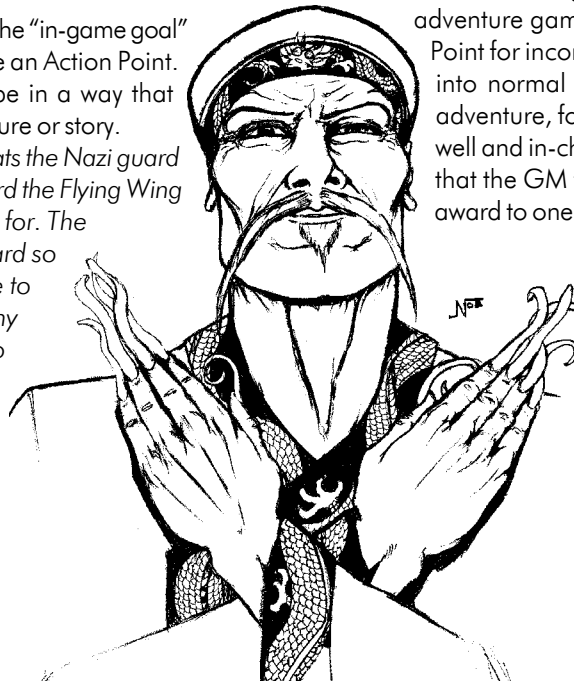
TAKING ACTIONS

Throughout the game each player declares to the GM, one at a time, the actions his or her character is performing each turn.

A turn varies in length. There is no set amount of time for a turn; a turn can be a month, a day, an hour or a few seconds. The GM during play determines the length of a turn, except during combat (see *Combat*).

What Can I Do?

The GM can allow characters to perform any action that the GM thinks is reasonable, as long as the story continues.

What Is An Action?

An action can be something as simple as opening a door, talking to another character, or even waiting for something to happen. Actions can also be more complex, such as firing a gun at something (or someone), trying to solve a puzzle or riddle, or performing calculations on a computer.

If a character performs or attempts a complex action, the player may be required to make a skill roll. The GM's job is to decide when a player needs to make a skill roll for something the character is trying to do (see *Using Skills*).

Limitations on Taking Actions

One Action Per Turn

Characters may perform one action per turn without penalty while walking or standing still. Characters who are running may perform one other action in the same turn at a -3 penalty. Characters who are sprinting may perform one other action at -6.

Jim is playing Private Stewart, a soldier in a World War II action game. Private Stewart is walking across a field when he comes under enemy fire. For his character's next action, Jim tells the GM that Private Stewart is going to run for cover while firing a few shots in the direction of the enemy. Because Private Stewart is running, but not sprinting, Private Stewart can perform both actions in the same turn, but has a -3 penalty on his shot.

Private Stewart can't make it to cover in one turn so on the next turn Jim decides to have his character sprint rather than run. Because Private Stewart is sprinting this time, he can perform an action that requires a skill roll in the same turn but at a -6 penalty, so the GM tells Jim that his character can sprint and fire blindly while sprinting (i.e., with no skill roll allowed) or he can sprint and make an attack roll at -6 in the same turn.

No Impossible Actions

A character cannot perform an action that is physically impossible given the circumstances.

A character swimming in a river cannot suddenly "appear" in the middle of a desert. The character could get to the desert eventually, but it's impossible to do so in one turn. Likewise, a sword smith cannot forge a sword in a single turn; it is simply impossible to heat the steel, hammer and shape it, and so on, in a single turn.

Common sense and fair play should be the guides for the GM in deciding whether a task is physically impossible. For instance, in some game settings, the use of magic or high technology will allow characters to do things that would be impossible to do in the real world.

See Moving Outside The Box under Action Points (see Action Points pg. XX) for those times when a character **can** perform an "impossible" action.

Declaring Actions

When declaring their character's actions, the players can simply describe what their characters say and do (called "narrative style") or they may talk "in character," talking the way they think their characters would (called, appropriately, "in character" style). Either way is fine. Most players of role-playing games use a combination of styles.

Here's an example of narrative style.

Player: *"My character tells the guy he's starting to annoy my character."*

Here's an example of in character style.

Player (in his character's voice): *"You're starting to annoy me."*

Here's an example of using a combination of the two styles.

Player: *"My character stands up."* (Then, in his character's voice) *"You're starting to annoy me."*

See? There's nothing to it.

Players who make especially good tries at role-playing and characterization should receive bonuses of +1 to +3 (added to the character's dice roll). GMs can also award Action Points to players for especially good play (see *Gaining Action Points*).

AVAILABLE ACTIONS

The following is a list of actions available to characters. This list is not exhaustive. There may be moments in your game when the players want to do something that is not specifically covered by the actions presented here. In these cases, GMs are encouraged to make up additional actions for use in their game.

Indeed, if some rule or modifier strikes you as inappropriate or just plain "wrong," then go ahead and change it for your game. This game is designed to be fun, so if you feel that any rule is getting in the way of you having fun, toss it out!

Defensive Actions

Defensive actions are those designed to protect a character from injury and harm. If a player has a held action, he may abort the held action in order to declare and use a defensive action (see *Wait*, below).

Characters may "abort" to a defensive action at any time during a turn, even if it means acting before their INI would

indicate. If a character is attacked (or if a player otherwise feels her character is in danger), the player may declare that their character is aborting their normal action that turn in order to perform a defensive action. This is particularly useful if a character is ambushed or attacked unexpectedly.

Pat is playing in a modern military game and his character is getting ready to fire his weapon at a bad guy. Before Pat's turn comes around, however, the GM tells him that a grenade lands at his character's feet! Pat tells the GM that his character aborts his action that turn and instead dives for cover.

Block Melee Attack

Block can be used to thwart an attack. The character must have something sufficiently durable with which to deflect the incoming the attack. A plastic fork, for example, cannot block a sword blow. Edged weapons may not be blocked using the Unarmed Combat (Brawling) skill, though they may be blocked using other styles, such as Karate or Aikido, at the GM's option.

To Block a hand to hand or a melee weapon attack, the character must make a successful skill roll, using his REF + appropriate combat skill +1. If the effect number of the Block roll is equal to or greater than the effect number of the attacker's skill roll, the attack has been blocked and the blocking character gains a +4 to his INI against his attacker on the next turn. This INI bonus does not apply to actions against characters other than the attacker whose attack was blocked.

Characters who are blocking a melee attack receive a bonus of +2 to their DEF against melee attacks, but no bonus against ranged attacks. This bonus lasts until their next action.

Unless the character has the Block Ranged Attacks Combat Technique (see Combat Technique pg. XX), he can not block a ranged attack.

Dodge

With this action, the character can avoid damage from a blow or other attack. The character must have an action available to use in the turn he is being attacked. No skill roll is required.

When a character is dodging, the character receives a bonus of +3 to his DEF. This bonus lasts until his next action. The character may also move up to one half his MOV in yards.

The player must declare he is dodging before the attack roll is made against the character. A character may use a held action to perform a Dodge.

Roll With the Blow

With this action, a character that has been struck by a melee or hand-to-hand attack can Roll With the Blow to avoid some of the damage. The character must have an action available to use in the same turn he was attacked. The character makes a skill roll using REF + (Unarmed Combat or Acrobatics skill). If the effect number for the skill roll exceeds the attack roll, the character suffers only half of the damage rolled, before subtracting his TGH.

Characters who are rolling with the blow receive a bonus of +2 to their DEF. This bonus lasts until their next action.

A player may declare this action after the attack roll is made but it must be declared before the damage is rolled for the attack. A character may abort a held action to roll with the blow.

Soft Fall from Mount

The character reacts instantly to try to take no damage when he falls off a mount, such as when it is killed or when it falls by making an Athletics skill roll (TN 18). If the character fails the skill roll, he takes 1d6 B/L damage. If the cowpoke succeeds at this skill roll by 6 or more, he lands on his feet. Note that this skill function only applies to falls that occur from the saddle to the ground that the mount is treading on and, therefore, cannot be used protect a character from a long fall off a cliff from the mount's saddle or something similar.

Movement Actions

Crawl

With this action, the character may crawl along the ground or any surface he could normally walk on. The character moves a distance of up to one half his MOV (rounding up) in yards each turn spent crawling.

Crawling characters are treating as if they are prone and do not add their REF to their DEF while crawling.

Climb

With this action, the character may climb a distance of up to one half his MOV (rounding up) in yards each turn. Some surfaces may require the character to make a Climbing roll, at the GM's discretion (see *Climbing*).

Dive

With this action, the character can attempt to leap out of harm's way, avoiding the effects of an explosion, a hail of gunfire, or simply dive across some distance, such as an open pit. The player declares the spot (i.e., the target hex) where he wants to land and makes a STR + Leaping roll. The base TN for the roll is equal to 10, plus 2 for every meter of distance.

If the roll is successful, the character clears the distance and lands safely. If diving to avoid an area attack, a successful roll means the character avoids the attack altogether. A failed roll means the character was caught in the area of effect in mid leap, suffering normal damage or effect of the attack.

A character may dive up to one half his STR score in yards. Characters receive a bonus of +3 to their DEF while diving. This bonus lasts until their next action.

Roll

With this action, the character may roll over an object, along the ground, or on any surface he could normally walk on. The character moves a distance up to ½ his MOV in yards each turn. Difficult obstacles may require a REF attribute roll or Acrobatics roll to successfully pass over, at the GM's discretion.

Characters receive a bonus of +2 to their DEF while rolling. This bonus lasts until their next action.

Run

With this action, the character can jog or run across the ground or any surface he could normally walk on. The character

moves a distance up to 2x his MOV in yards and may take one additional non-movement action at -3.

Characters receive a bonus to their DEF based on their total MOV velocity (see *Combat Modifiers*).

Sprint

With this action, the character can sprint across the ground or any surface he could normally walk on. The character moves a distance up to 3x his MOV in yards and may perform one other non-Movement action at -6.

Characters do not receive their REF bonus to their DEF while sprinting. This restriction lasts until their next action. Sprinting characters still receive a bonus to their DEF based on their total MOV velocity, however (see *Combat Modifiers*).

Walk

With this action, the character can walk across the ground or any surface he could normally walk on. The character moves a distance up to his MOV in yards and may take one additional action at no penalty.

Walking characters may receive a bonus to their DEF based on their speed (see *Combat Modifiers*).

Offensive Actions

Aim

When firing a missile weapon (such as a bow, crossbow, firearm, and so on) at more than short range, the skill roll becomes more difficult. By taking time to aim, characters can offset some or all of these range penalties. For each full turn spent aiming a weapon (and nothing else), the character receives a bonus of +2 to his skill roll. The maximum bonus is +6.

While aiming, the character must remain focused and his DEF for any attack rolls against him do not receive the benefit of his REF. Any attempt to react to an attack (i.e., to gain the REF bonus to his DEF) or to perform any other action ruins his aim and any bonus gained for it. The character must spend another turn aiming for any benefit, essentially starting from scratch.

Sean is playing in a Marine sniper in a modern covert ops game, Sergeant Mace Silverhawk. Mace's target is 400 yards away, imposing a -12 penalty, requiring Sean to make a Rifles skill roll with an effective TN of 22. Sean decides that Mace, who is hidden, is going to spend two turns aiming, reducing the effective TN from 22 to 18. Mace squeezes the trigger and Sean rolls the dice…

Bind Weapon

With this action, the character uses a melee weapon to bind or pin an opponent's weapon. With a successful combat skill roll at -1 (using Unarmed Combat or applicable weapon skill), the opponent's weapons are rendered immobile (e.g., the opponent's weapon arm is held, the two characters' weapons are locked together, etc.) and neither character can strike the other or otherwise use the pinned weapon.

To break out of a bind, a character must win a contested STR roll. Both characters roll STR + applicable combat skill +

3d6. The character with the higher total may either Shove his opponent, breaking the bind, or maintain the bind, at the winner's option.

Disarm

With this action, the character can disarm an opponent, causing him to drop a weapon, such as a sword or gun. The character must make a contested attack roll at -2. If the effect number of the disarm roll exceeds the effect number of the defender's roll, the opponent drops the weapon and is disarmed. Alternatively, the character may attempt a "take-away," with a successful Disarm indicating that the character has taken the opponent's weapon away and now has it in his possession and may be used against the opponent!

Characters attempting a Disarm receive a +1 bonus to their DEF. This bonus lasts until their next action.

Drag

A character that has successfully grabbed an opponent may drag or pull him. The maximum distance in yards that a resisting opponent can be dragged each turn is equal to the dragging character's STR + 1 minus the opponent's STR, up to a maximum distance equal to the dragger's MOV.

Jim has a STR 5 and Bob has STR 3. Jim has grabbed Bob and tries to forcefully pull him through a doorway, but Bob is resisting. Jim can drag Bob (5 -3 -1 = 1) meter for each action spent dragging him.

The distance a character can drag an unresisting object (such as an unconscious person) is equal to the dragger's STR +1 minus the STR required to pull the person or object, in yards, up to a maximum distance equal to the dragger's MOV.

A firefighter is trying to drag an unconscious victim out of a burning building. The victim weighs 100 kilograms and requires a STR of 3 to drag. The firefighter has a MOV of 8 and a STR of 4, so the firefighter can drag the unconscious victim (4+1-3) = 2 yards per turn. The farthest the firefighter could possibly drag an item each turn is 8 yards.

Drop

A character that has successfully Grabbed or Restrained an opponent may drop with him to the ground. Both character and opponent will fall to the ground in a pile. Each character suffers 2d6 damage from the fall, and the opponent remains Grabbed or Restrained.

Fire Multiple Shots

Characters may fire multiple shots with a firearm, up to the base Rate of Fire (RoF) for the weapon if it is a single shot weapon (such as a revolver or repeating rifle). The penalty is a cumulative –2 penalty for every shot beyond the first. This penalty is applied to *all* of the shots in that turn.

For purposes of the order of initiative, assume a –2 INI for each additional shot fired after the first. Any character that has an INI score higher than the adjusted INI score for the subsequent shots acts before the shooter fires those shots.

For example, Emmet has an INI score of 6 this turn. Clem has a REF of 5, a Firearms score of 4, and his INI score this turn

is 7. Clem has a revolver and is going to fire three shots with it this turn. He will suffer a penalty of –4 to each of his three Firearms skill rolls, and his shots will go off on INI segments 7, 5 and 3, respectively. Clem's first shot is resolved on INI segment 7. Then on INI 6, Emmet acts. On INI segment 5, Clem's second shot is resolved, then on INI 3 his third shot is resolved.

Grab

With this action, the character uses one or both hands to grab hold of the opponent. The grabbing character specifies an item (such as an article of clothing, a belt, etc.) or one limb that he will grab. The player rolls for the attack, using the Unarmed Combat skill, at -2. In addition, the grabbing character suffers a -2 DEF penalty.

If successful, the opponent is grabbed, and skill rolls for all actions attempted by the grabbed character are at -3. Once a character has an opponent grabbed, he may perform one of the following maneuvers: Drag, Drop, Restrain or Throw.

To break free from a Grab, the defender must overcome the grabber's strength with his own by making a contested STR + Unarmed Combat skill roll. If the grabber's total is higher than the defender's, then the defender remains grabbed.

Restrain

A character that has successfully grabbed an opponent may restrain him by expanding his Grab to restrain two limbs (either both arms or both legs). To successfully restrain an opponent, the character must succeed at a contested REF + Unarmed Combat skill roll against the opponent's REF + Unarmed Combat skill at -2. If the offensive character's total is higher than the defender's, the opponent is fully restrained and cannot use the restrained limbs, and any other actions attempted by the grabbed character are at -5. Once a character has an opponent restrained, he may only perform a Drag, Drop, or Throw, or he may release the opponent.

To break free from being restrained, the defender must overcome the restraining character's strength with his own by making a contested STR + Unarmed Combat skill roll. If the restraining character's total is higher than the defender's, then the defender remains restrained.

Shooting Gun Out of Enemy's Hand

A staple of many action genres is the gunslinger who shoots the gun out of his foe's hand.

Shooting something as small as a weapon is relatively difficult. The weapon's base Defense (DEF) is equal to 10 plus its user's REF bonus. Next, there's the weapon's size to consider, which effectively adds to its DEF. Most guns fall into the "Very Small" range (+4 DEF), though some long rifles and shotguns could be considered "Small" (+2) and some tiny pistols (such as Derringers) would be considered "Tiny" (+6).

For example, to shoot a pistol out of the hand of Leonard "Two Toes" Johnson (a maverick), who has REF 7 and who is standing a little over 30 feet away, using a small pistol, your character needs to make an attack against a DEF 10 + 7 (REF Bonus) + 6 (Size bonus) or DEF 23! He also gets a -3 penalty

for range on top of that. In effect, your character is trying to hit at least a DEF 26 if nothing else is working against your cowpoke!

If your crack shot hits the weapon, it might break outright. The AV and Hits of firearms are listed on the table below.

Firearms DEF, Armor Value & Life Points

Weapon	DEF	AV	Life Points
Tiny pistol	+6	12	6
Pistol	+4	12	12
Rifle	+2	12	15
Shotgun	+2	12	18

Even if the weapon doesn't break when hit by the bullet, there's a good chance the shock of the bullet hitting it may knock it out of your opponent's hand. To retain a grip on his weapon, your foe must make a successful STR + 3d6 roll versus a TN equal to 10 + the amount of damage rolled for your shot (before applying any AV). If he fails, the weapon is knocked from his hand, traveling 1 meter in a random direction.

For example, Marty shoots his pistol at Bart's pistol. The Target Number for the shot is 20. Marty's player makes a Firearms skill roll and gets a total of 23. He hit his opponent's pistol! Next the player rolls the damage; the shot does 17 points of damage. The pistol has an AV of 12, so 5 points of damage are applied to the gun's Hits, which is 12. Not enough damage was done to break the pistol outright. Next the GM makes a STR (4) + 3d6 roll for Bart against TN 17 (the total amount of damage rolled). The GM rolls a 12, plus Bart's STR of 4, for a total of 16. Bart drops his pistol!

Note: You cannot use a shotgun to disable a firearm.

Take-away

This action is similar to the Disarm action, except that with this action, the character attempts to maintain possession of the weapon that he is taking out of his opponent's hands. The character must make a contested attack roll at -3. If the effect number of the disarm roll exceeds the effect number of the defender's roll, the character has taken the opponent's weapon away and now has it in his possession. The weapon may be used against his opponent on the next turn.

Characters attempting a Take-away receive a +1 bonus to their DEF. This bonus lasts until their next action.

Throw

A character that has successfully Grabbed or Restrained an opponent may throw him to the ground. The opponent falls to the ground and suffers B/S damage equal to the thrower's STR in dice. The opponent may reduce the damage suffered from the Throw by making a successful Acrobatics roll (see *Acrobatics*).

Unarmed Strike

With this action, the character can strike an opponent with a fist, elbow, kick, etc., to inflict damage. The character makes an attack roll using his REF + Unarmed Combat + 3d6. A successful attack inflicts B/S damage for the attacker's STR, as shown on the STR Table. For determining damage for a kick, treat the attacker's STR as +1.

Weapon Strike

With this action, the character attacks an opponent or object with a readied weapon. The character makes an attack roll using his REF + (appropriate weapon skill) + 3d6. If successful, the attack inflicts damage as per the weapon listing (see *Weapons*.)

Special Actions

Border Shift

This maneuver is a favorite with those who carry two guns but who don't fight two-fisted. To use this maneuver, your character must have both guns drawn, one in each hand. When his primary weapon runs out of ammunition, he can then, as a free action, attempt a Gunplay skill roll (TN 18) to make a border shift by tossing the two guns from hand to hand so as to move the fully loaded pistol to his shooting hand and the empty one to his off hand. The character can continue firing without pause. If the roll fails, the swap takes place, but the character's turn ends. If the roll fails by more than 6 (i.e., the effect number is –6 or lower), the gunslinger drops both weapons.

Fast Draw

Fast draw is taken in conjunction with a weapon attack, such as drawing and firing a gun or unsheathing and throwing a knife. When performing a fast draw, the character receives a +2 INI bonus for that attack on that turn but the attack roll is at -3. The penalty lasts only for one turn.

Free Holster

By making a Gunplay roll (TN 15), a character can holster his weapon as a free action (i.e., the character may still perform one action in the same turn at no penalty).

Load Weapon

The character is spending the turn reloading a weapon. Reloading a weapon may take multiple turns to accomplish. As a rule of thumb, sling weapons and bows require 1 turn to reload, crossbows require 2 turns, and black powder weapons require 10 turns. Modern firearms may be reloaded at a rate of 1 loose round or one magazine (or clip or cylinder/speed-loader) per turn.

Rifle Spin

Cocking a lever-action rifle requires two hands. With this action, the shooter attempts to cock the rifle with only one hand. The shooter makes a Gunplay skill roll (TN 15). If successful, the rifle is cocked as a free action and may be fired that turn, just as though he'd used two hands. If the roll fails, the weapon is not cocked. If the roll fails by 3, the weapon is dropped, and if the roll fails by 6 or more, the shooter has shot himself!

Road Agent Spin

Your character holds his pistol or pistols out butt-first, as if to surrender to his opponent. The maneuver requires the character to make a successful Gunplay skill roll (TN 18; TN 21 if attempting the move with two pistols). If the skill roll is successful, he quickly spins and flips the guns, turning them on his opponent

as a free action. If the opponent fails an Awareness roll versus surprise, he is surprised and does not his REF bonus to his DEF that turn. Of course, if the character fails the initial Gunplay roll, he's left with his guns tangled up in his fingers and looking really foolish. If the roll fails by more than 6 (i.e., the effect number is –6 or lower), he drops his gun (or guns, if he was holding two).

Trick Shot

This covers shooting a shot glass off a friend's head, putting a bullet hole through a silver dollar tossed in the air, and so on. While it looks fancy and is sure to impress the ladies (or tinhorns), it really doesn't have all that much use in a combat situation. In effect, your cowboy can substitute his Gunplay skill roll (TN 18) for a standard attack roll when making showy trick shots outside of combat.

Examples include: quick-drawing and shooting out a candle-flame from across the room, shooting a cigarette out of someone's mouth without hitting them, or blowing someone's hat off without hurting them.

This use of the skill requires a full turn action for each trick shot attempted. Only one shot is allowed per turn. When used to impress others in this manner, Gunplay may be used as complementary to Persuasion.

Wait

With this action, the character is waiting to act. The player may either declare a specific intended action and a circumstance that will trigger the action (e.g., "My character is holding his action and will shoot the first person who walks through that door,") or simply declare that his character is waiting and will act later.

If the player declares a specific condition and a specific action, the character automatically acts first if the condition occurs.

If the player is simply waiting to act later in the turn but with no specific intent (as yet), the character can take an action at any point in the same turn. If a character does not use his held action by the end of the turn, the held action is lost and the character must wait to act until the next turn.

Characters who are waiting are still alert and able to defend themselves, and receives a REF bonus to their DEF, as well as any other applicable DEF modifiers (GM's discretion).

A character may always abort (that is, give up) a held action in order to use a defensive action.

Riding Actions

Riding actions may be performed by characters in accordance with the Core Rules. Treat Riding Actions as "Movement" for the purposes of determining any penalties imposed for characters performing multiple actions in a single turn.

Advanced Riding

Advanced Riding is an advanced version of the Cover Riding action (see below). If the character makes a successful Riding skill roll (TN 21), he gains the +3 DEF bonus and can

perform another action (including an attack) that turn, as well. A failed roll indicates that the character not only fails to gain cover, but that he may not make any other actions that turn as well.

Control Mount in Battle

The character can attempt to control an untrained horse while in combat by making a successful Riding skill roll (TN 18). If the character fails, he can do nothing else that turn. A character must attempt to control his horse anytime he shoots a gun from horseback, when a gun is fired nearby (within 3 yards of the horse), and any time the mount is struck and suffers greater than a Light Wound .

Horses that are trained for combat (including most military horses) do not require the rider to make rolls to control the animal in combat.

Cover Riding

The character can react instantly to drop down and hang alongside the mount, using it as cover. This provides a +3 to the character's DEF. This maneuver requires a successful Riding skill roll (TN 18). The character cannot attack while using his mount as cover. If the character fails the skill roll, he doesn't get the cover Benefit.

Fast Mount or Dismount

The character can mount or dismount and perform a basic Movement action with the mount in the same turn as a free action (i.e., the action does not count when determining any penalties for performing multiple actions in a turn). Performing a fast mount with a successful Athletics skill roll (TN 15). If the character fails the roll, mounting or dismounting counts as a Special action and the character cannot perform a Movement action with the mount until the following turn.

Fight with trained horse

If the character directs a trained mount to attack in battle, he can still make his own attack or attacks but at -3. Directing a trained mount to attack requires a Riding skill roll (TN 18).

Guide with Knees

The character can react instantly to guide his mount with his knees so that he can use both hands in combat. This requires a successful Riding skill roll (TN 15), which is made at the start of the character's turn. If the character fails, he can only use one hand this turn because he needs to use his other hand to control his mount. Alternately, the GM may allow the rider to perform an action using both hands but the rider automatically falls off of the horse at the end of the turn.

Leap

The character can get a mount to leap obstacles as part of its movement. A Riding skill roll is made, with the TN based on the difficulty of the jump being attempted (see the table below). A failed roll indicates that the rider falls from his mount.

TN	Situation (example)
12	Jump a short barrier (e.g., fallen log)
15	Jump a medium barrier (2 foot wall, hedge row)
18	Jump a small crevasse or pit (up to 6 feet distance)
21	Jump a tall barrier (3 to 6 foot wall, person)
24	Jump off a short cliff (up to 20 feet)
27	Jump a wide crevasse or pit (3-6 feet distance)
30	Jump off a tall cliff (more than 20 feet)

It is up to the GM whether the rider falls before, during or after the jump. For example, after a player fails a Riding roll to execute a jump, the GM decides that the horse stops short, refusing to jump, and the rider falls to the ground in front of the horse.

Mount/Dismount

The character is able to mount or dismount a steed (usually a horse, but may be any creature used for such a purpose, depending on the campaign) or vehicle. This action does not require a skill roll except in extreme circumstances (e.g., when the beast is running or the vehicle moving).

Characters who are mounting or dismounting do not receive their REF bonus to DEF. This penalty lasts until their next action.

Stay in Saddle

The character can react instantly to try to avoid falling when his mount rears or bolts unexpectedly, or when he takes damage by making a Riding roll (TN 15).

COMBAT

Combat is handled in more detail than most other situations. When any character enters a combat situation—by either attacking another character or non-player character or being attacked—game time "slows down."

The following rules are provided to allow players and GMs to determine the outcome of combat encounters in their game. And let's face it, there is likely to be a lot of combat—or potential combat—in any cinematic game.

Combat Turns

Each turn lasts for 3 seconds of "game time." Each character may perform one action per turn (see *Taking Actions*).

Initiative

During combat, characters act in order of Initiative (INI). To determine initiative, each player rolls 1d6 and adds the number rolled to his character's INI score. The GM rolls once, for the leader (usually the bad guy with the highest PRE or Persuasion), using the leader's INI +1d6 to determine the Initiative for all of the bad guys. The character with the highest initiative score acts first that turn, the character with the next highest initiative score acts second, and so on.

In the case of ties, the character with the highest Intellect acts first. If both characters have the same Intellect scores, then the actions are simultaneous (see *Initiative*).

Characters with a different length weapon than their opponent may receive a bonus to their INI when at the optimal

distance for their weapon (see *Weapon Size*).

Modifying Target Numbers

In combat, the Target Numbers listed in the *Difficulty and TN Table* do not take into account the opponent's abilities. Rather than using the generic difficulty modifiers in melee combat, the Target Number for attacks against other characters is equal to the target's DEF (see *Defensive Target Number*). The target's base DEF is 10, to which modifiers may be applied.

DEF Modifiers

There are a number of situations that affect a character's DEF score and, therefore, an attacker's TN. Some examples and suggested DEF modifiers are listed below. All listed modifiers are applied to the target character's DEF score.

Character/target is...	DEF Modifier
aware of attack	+ REF
using a combat skill to defend	+ Skill score
at optimal distance for his weapon and fighting an opponent with a different length weapon	+3
Diving or Dodging	+3
Blocking or Rolling	+2
Grabbing another character	-2

Armor & Encumbrance

Unencumbered (< STR kg)	No modifier
Partially encumbered (< Carry wt.)	-1
Greatly encumbered (> Carry wt.)	-3

Combat Modifiers

A variety of situations can affect a skill roll made to hit a target in combat. For example, skill rolls for ranged attacks are modified by the distance, size, and speed of the target. If a target is close, it will be fairly easy to hit. If a target is far away and moving quickly, it will be much harder to hit.

Some examples and suggested modifiers are listed below. All listed modifiers are applied to the skill roll for the attack.

Combat Modifiers Table

Target Size	Modifier
Colossal	+10
Gargantuan	+8
Huge	+6
Large	+2
Medium	0
Small	-2
Tiny	-4
Diminutive	-6
Fine	-8

Target Visibility	Modifier
Completely obscured/invisible	-5
Mostly obscured (heavy fog, good cover)	-3
Partly obscured (light fog, poor cover)	-1

Target Behind Cover	Modifier
Half body visible	-1
Head and shoulders only visible	-2
Head only visible	-3
Target silhouetted	+2

Elevation	Modifier
Target higher than attacker (uphill, mounted)	+2
Target lower than attacker (downhill, prone)	+1

Aiming	Modifier
Aiming	+2 per turn (+6 max)
Braced (stable base, bipod, pintle mount)	+2
Hip shot	-2

Miscellaneous Conditions	Modifier
Surprise Attack	-5
Improvised weapon (rock, bottle, small girder)	-2

Distance (ranged attacks only; offset by ACC)	Modifier
1 yard	0
2-3 yards	-1
4-5 yards	-2
6-15 yards	-3
16-25 yards	-4
26-35 yards	-5
36-50 yards	-6
51-100 yards	-7
101-150 yards	-8
151-200 yards	-9
201-300 yards	-10
301-400 yards	-11
401-600 yards	-12
601-800 yards	-13
801-1,000 yards	-14

Target Moving	Modifier
3-4 m/turn (walking)	-1
5-8 m/turn (jog)	-2
9-16 m/turn (running)	-4
17-32 m/turn (sprinting)	-6
33-64 m/turn (24-42 mph)	-8
65-128 m/turn (highway speeds, train)	-10
129-256 m/turn (small plane, helicopter)	-12
257-512 m/turn (racing car)	-14
513-1024m (1km) /turn (passenger jet)	-16
1025-2048m (2km) /turn (F-18, sound barrier)	-18
2049+ /turn (F-15 on afterburners)	-20

Ranged Combat Example

A character with REF 5 is standing 40 yards away. His base DEF is 10 + REF (5), or 15. If someone 40 yards away shoots at our character, the GM applies the -6 range modifier to his attack roll against the 15 DEF, making the total TN for the shot 21!

Action Modifiers

A number of actions that are available to characters impose a modifier to a skill roll, the character's DEF or both. Below is a condensed list of available actions and their modifiers.

For a more detailed description of each action, see *Available Actions*. Note: "Skill Mod" represents the modifier to the

attacker's skill roll to perform that action.

Defensive Actions	DEF	Skill Mod	Notes
Block	+2	+1	+4 INI vs. melee attacks next turn if block is successful
Dodge	+3	+0	Up to ½ MOV in yards
Roll with the blow	+2	+0	½ damage

Movement Actions	DEF	Skill Mod	Notes
Crawl	+1	+0	No REF bonus to DEF
Climb	+0	+0	Up to ½ MOV
Dive	+3	+0	Up to ½ STR; req. Leaping roll (TN 10 +2/ meter)
Roll	+2	+0	Roll along ground or over obstacle; up to ½ MOV
Run	Var.	+0	Up to 2x MOV plus one non-movement action at -3; DEF bonus for velocity
Sprint	Var.	+0	Up to 4x MOV; plus one non-movement action at -6; DEF bonus for velocity
Walk	+0	+0	Up to MOV plus one other non-movement action

Offensive Actions	DEF	Skill Mod	Notes
Aim	+0	+2/turn	+2 per turn (+6 max); No REF bonus to DEF
Bind Weapon	+0	-1	Opponent's weapon immobilized; requires contested (STR + combat skill + 3d6) to break.
Disarm	+1	-2	Disarms opponent
Drag	+0	+0	Drag resisting person (STR+1 - opponent's STR) yards; max distance = MOV.
Drop	+0	+0	Fall with Grabbed or Restrained opponent; 2d6 dmg
Grab	-2	-2	Grab one item or limb.
Restrain	+0	+0	Fully restrains a Grabbed character; -2 to overcome.
Take-away	+1	-3	Takes opponent's weapon away.
Throw	+1	-1	Inflicts normal STR dmg as B/S; victim thrown to ground
Unarmed Strike	+0	+0	Does STR damage as B/S
Weapon Strike	+0	+0	Does dmg as per weapon

Special Actions	DEF	Skill Mod	Notes
Fast Draw	+0	-3	+2 INI
Load Weapon	+0	+0	Load a weapon & make ready
Mount	+0	+0	No REF bonus to DEF
Wait	+0	+0	Wait to act later in same turn

Shootouts

Shootouts are a staple of many action genres. The following rules explain how to resolve a shootout between two or more gunmen. Each of the stages of a shootout are explained below.

Face Off

Two steely-eyed hombres staring each other down at 60 paces on Main Street at high noon. This is the classic Western face off. Two men in their black suits stare at each other, a group of doves fly through the space between them, guns are drawn in a Hong Kong back room. A face off isn't just about drawing your sidearm and firing. The courage of your gunfighter is also taken into account.

No proper face off starts without a test of wills. The duelists stand and stare at each other, trying to frighten, distract, or otherwise unnerve their opponent. If there are multiple gunmen on either side, have each character involved in the face off select a primary opponent from the other side. If there are only two gunmen engaged in the face off then they are automatically "paired up" for the face off.

Each character makes a contested Persuasion (Intimidate) skill roll. A bonus may be applied to the Persuasion skill roll if a character has the Infamous Disability based on a fear or awe-inspiring justification (such as "Ruthless killer" or "Expert gunfighter" or "Gunslinger"). The bonus is +3, +6 or +9 depending on the level of the Disability.

Compare the totals of each character's Persuasion roll. The character with the higher total is the winner. The loser of the contest suffers a penalty to his Firearms skill roll equal to half the amount by which he lost the opposed roll (rounded down). This penalty lasts through the first turn. If the gunman survives the first turn of combat, he regains his nerve and is no longer subjected to this penalty.

A thing to remember is that a face off doesn't always have to end in a fight. Often, the face off itself is considered to be more important than the combat.

Calling it Off

The winner of the face off may call off the fight without being labeled a coward. If the loser insists on continuing the confrontation, then the shootout proceeds as normal.

The loser of the face off may try to call off the gunfight and "talk things over." If the winner of the face off refuses to stop the fight, the shootout commences and the winner of the face off receives the Infamous: Ruthless Disability (at the inconvenience level).

If the winner of the face off is an NPC and the loser of the face off trying to back out of the fight is a player character, then the loser must make a contested Persuasion skill roll, with a Target Number equal to the winner's original Persuasion (Intimidation) roll achieved during the face off. Success indicates that the winner has agreed to call off the fight.

Draw! (Initiative)

This is where all gunfighters involved in the shootout draw their weapons and get to the shooting. Before any actual drawing of weapons occurs, all participants must declare their intended action. (It may be a good idea to have the players secretly write down or tell the GM their action to prevent ganging up on one opponent.)

To determine the order in which the characters act, each player rolls 1d6 and adds it to his character's INI, with the following modifiers.

	Modifier
Character has Lightning Reflexes Technique	+2
Weapon size	**Modifier**
Pocket pistol (from pocket or holster)	-1
Pocket pistol (spring sleeve)	+2
Small pistol (less than 6" barrel)	+/-0
Large pistol (6" or longer barrel)	-1
Sawed-off shotgun	-2
Carbine (from back holster or saddle sleeve)	-2
Rifle (from back holster or saddle sleeve)	-3
Holster	**Modifier**
Standard (military style)	-2
Fast-draw style (open top, leg tie)	+0
Weapon modifications	**Modifier**
Custom grips (pistols only)	+1
Hair trigger	+1
Shortened barrel	+1
Lengthened barrel (pistol)	-1
Lengthened barrel (rifle)	-2
Miscellaneous	**Modifier**
Fast Draw Action (-3 to Firearms)	+2
Hip shot (-2 to Firearms roll)	+1
Shooting sawed-off shotgun one-handed	-1
Shooting carbine/rifle one-handed	-2
Shooter's position	**Modifier**
Gun in hand (already drawn)	+3
Seated	-1
Prone	-2

The Fighting Starts

It's important to remember that any character who performs a Fast Draw action suffers a –3 penalty to his Firearms skill (or appropriate weapon skill if Fast Draw is used with some other weapon) that turn. For other combat skill roll modifiers, see *New Combat Modifiers*, above.

Once the first turn of combat is concluded, subsequent turns are resolved normally, as described in the *Core Rules*.

Autofire

A weapon with autofire "puts a lot of lead downrange," as they say.

When making an autofire attack, the player makes a single attack roll using his REF + Weapon Skill + 3d6 against the target's TN. To determine how many rounds hit the target, the effect number is divided by a number based on the type of attack being made.

Burst

A burst autofire (or "autoburst") attack consists of firing a short, controlled burst of fire at a single target. The shooter makes an attack roll against the target, with any modifiers for size, distance, and so on. On a successful attack roll, the target is hit by one projectile plus an additional projectile for every 2 full points of effect number. The maximum number of rounds

that may be fired in a burst is 4.

Mike is playing Sergeant Larry Craft, a SWAT team member. Larry has a REF 6 and Submachine-gun skill +6. He is carrying a submachine-gun with a RoF of 20. During a drug raid, Mike's character spots a gunman and fires a burst of four rounds, with a TN of 18. Mike makes his skill roll and gets a total of 24. Because Mike's effect number is 6 (24–18=6), his target is hit by 3 rounds of the burst. Mike rolls the damage separately for each round that hits his target.

Stream

A stream autofire attack consists of aiming the weapon at a single target and releasing a stream of rounds or projectiles at it. This is sometimes referred to as "hosing" a target. The shooter makes an attack roll against the target at a –1 penalty for every 10 rounds (or fraction) in the attack, plus any modifiers for size, distance, and so on. On a successful attack roll, the target is hit by one projectile plus an additional projectile for every 2 full points of effect number. The maximum number of rounds that may hit a target is equal to the RoF for the weapon.

Sergeant Craft spots another gunman. Mike's character fires a stream of 10 bullets at the gunman, with a base TN of 18. Because Mike's character is firing more than a burst, he suffers an additional –1 penalty to his skill roll. Mike gets a 26, minus 1 for the stream penalty, for a total of 25. Because Mike's effect number is 7 (25–18=7), his target is hit by 3 rounds from the burst. Mike rolls the damage separately for each round that hits his target.

Spray

With a spray autofire attack, the shooter can attempt to hit multiple targets at once. The width of the area (in yards) must be defined by the player before the attack roll is made. This area is called the "fire zone."

The maximum number of rounds that can hit a given target in the fire zone is equal to the total width (in yards) in the fire zone divided by the number of rounds being fired, rounding down.

The attacker makes a skill roll for each target, with a -1 penalty for every 10 rounds (or fraction) in the attack, plus any modifiers for size, distance, and so on. On a successful attack roll, the target is hit by one projectile plus an additional projectile for every 3 full points of effect number.

Sergeant Craft spots three gunmen spread out in a warehouse, and fires a full 20 rounds into a 10-meter-wide area, hoping to hit them all. Each target can be hit by a maximum of 2 rounds (20 divided by 10 = 2). The adjusted Target Number (after counting all modifiers) for each target is 15. Jim (Sgt. Craft's player) makes a skill roll for each target, and gets a 14, 19, and 25, respectively. The first target is missed, the second is hit by 2 rounds, and the third is hit by 2 rounds (Jim's effect number was high enough to score 3 hits, but only 2 rounds entered his area in the fire zone).

Method	Modifier	Divide EN by	Max rds. per target
Burst	0	2	4
Stream	-1 per 10 rds	2	RoF
Spray	-1 per 10 rds	3	RoF/Fire zone (m)

Explosions

Explosive attacks cause damage in an area. Any targets in the area of effect of the explosion are automatically hit by the attack. The type and form of damage depends on the type of explosive attack (see the table below).

Type/Form	Example
Blunt/Stunning	Rubber pellet grenade
Blunt/Lethal	HE grenade or artillery round
Penetrating/Stunning	Flash grenade, stun energy grenade, sound/kinetic wave
Penetrating/Lethal	Anti-personnel mine, HEAP artillery round

Targeting Explosive Attacks

Explosive attacks may be targeted at a person or object (such as a vehicle), using the normal rules for combat. Because explosive attacks do damage over an area, however, its simpler to use a point on the ground (or a specific hex, if using a hex map) as the target.

Treat a 1 square meter area (or a 1 meter hex) as having a TN of 10 (similar to attacking a person with a base DEF of 10 but no REF bonus), and add any other applicable modifiers to the skill roll, such as modifiers for range, obscured visibility, and so on.

If the attack roll is successful, the attack lands in the intended spot.

If the attack roll fails, the attack misses the target. To see where the attack hits, roll 1d6 to determine the direction from the target, then roll another 1d6 to determine the distance the attack lands from the target (see table next page). The distance an attack misses the target by is equal to the number of points the attack roll missed by for thrown, simple missile weapon and small arms attacks. Multiply this number times 2 for heavy weapons.

The maximum distance the attack can miss the target by is one half the total distance from the attacker to the intended target.

Direction Missed Attack Lands

1d6	Attack lands...
1	Left (attack lands to left of target)
2-3	Long (attack lands beyond target)
4-5	Short (attack lands short of target)
6	Right (attack lands to right of target)

Damage Reduced by Range

The farther a target from the center of the explosion, the less damage is done to it. An explosive attack does the listed amount of damage in a 1 meter radius. For every additional meter of

distance from the center, the damage is reduced by 3 points. Treat damage below 1 point as 0. The maximum distance at which 1 point of damage is caused indicates the maximum effect radius of the blast. The blast radius of an attack is defined as the number of yards equal to one third of the total damage points done by the attack. (Damage points/3 (round down) = Blast radius in yards)

An anti-personnel grenade explodes doing 25 points of penetrating lethal (P/L) damage. Any targets within 1 meter of the grenade when it explodes are hit by a 25 point piercing lethal attack; targets 2 yards away suffer a 22 point attack; targets 3 yards away suffer 19 points, and so on, up to 8 yards away, where targets suffer a 2 point attack. Eight yards is the effective "blast radius." Targets nine or more yards away from the explosion's center suffer no effect from the blast.

Average Blast Radius

Rather than calculating the bast radius of the grenade based on the actual damage rolled, GMs can determine the average blast radius for an attack by adding the number of dice of damage for the explosion +1. The resulting number is the maximum blast radius for the explosion, in yards.

The GM decides to use the average blast radius of the grenade. Because the grenade's listed damage is 6d6, the average blast radius of the grenade (when it goes off) is 6+1=7 yards.

Using the average blast radius of an explosion can save the GM a lot of time during the game. For instance, if a 6d6 explosion goes off, the GM knows that the average blast radius of the explosion is only 7 yards. If the closest character is 10 yards away from the explosion, the GM doesn't need to roll any damage dice at all; none of the characters are close enough to suffer any damage from the explosion. Instead of rolling the damage dice to determine the blast radius, the GM can simply describe the explosion and move on to the next character's action.

HIT LOCATIONS

When your character strikes an opponent in combat you may want to know precisely where the attack lands. To determine the "hit location," you simply roll dice and refer to the *Hit Location Table*, below. The exact combination of dice rolled depends on the kind of weapon used in the attack, if any. Consult the list below.

Attack made with…	Roll
Hands, foot/leg, or Short weapon	2d6+1
Medium or Long weapon	3d6

Random Hit Location Table

Roll	Location	Effect
3-4	Head	2x damage**
5	Neck	1½x damage**
6	Hand*	½ damage**
7-8	Shoulder *	½ damage**
9	Arm*	½ damage**
10-11	Chest/torso	
12	Stomach (lower back)	
13	Vital organ	1½x damage**
14-15	Thigh*	½ damage**
16-17	Calf/lower leg*	½ damage**
18	Foot*	¼ damage**

* Roll 1d6; 1-3 = left, 4-6 = right.

** After subtracting points for any armor
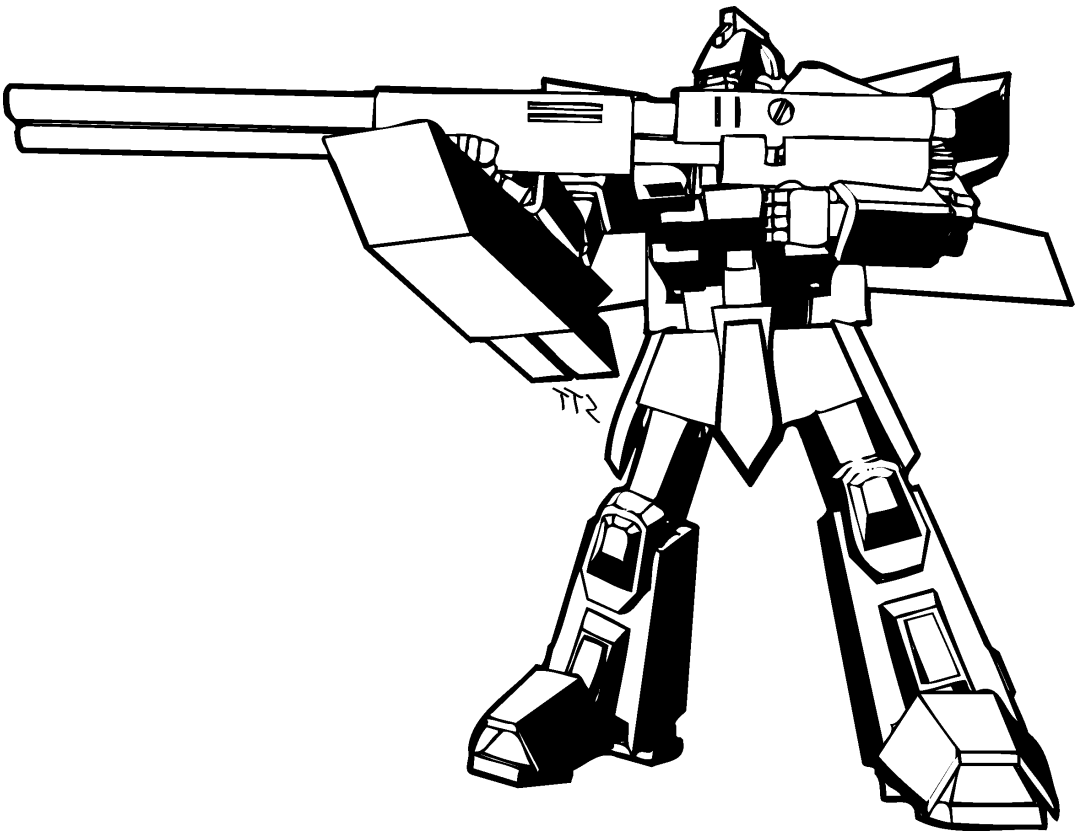
Targeting Specific Locations

If your character wants to attack a specific part of the opponent, you can use one of the two optional rules below.

Option 1: Aimed Shot Modifiers

Ignore the Random Hit Location Table, above. Apply the listed TN modifier to the TN for the attack roll. If the attack is successful, the character automatically hits the intended location; roll the damage for the attack as normal.

Targeted location	Modifier	Effect
Head	-4	2x damage
Neck	-6	1½x damage
Shoulder/arm	-2	½ damage
Hand	-3	½ damage
Chest/torso	-1	
Stomach (lower back)	-4	
Vital organ	-6	1½x damage
Thigh	-2	½ damage
Calf/lower leg	-4	½ damage
Foot	-3	½ damage

Option 2: Adjusting the Location

Once hit location is determined using the *Random Hit Location Table*, the character may still "move" the location. For every 2 points of effect number, the player may move the hit location up or down one location on the table (player's choice).

Fred is playing in a Wild West game. His character, Little Ironfinger, fires his bow at a U.S. Army soldier who is attacking his village. Fred must make a Simple Missile Weapons (Bows) skill roll against a TN 18. Fred rolls the dice and gets a total of 23, an effect number of 5. Fred rolls 3d6 for the hit location and gets a 14—thigh. Because his effect number is 5, Fred can adjust the hit location by two levels. Fred could move the hit location down two steps to "Foot," but he doesn't think this is a good idea. So Fred decides to move the hit location up two levels to "Stomach." His character, Little Ironfinger, has hit the soldier in the stomach with an arrow. Fred then rolls the damage for the attack.

MIND COMBAT

Mind combat is a special type of conflict that uses the Telepathy Ability to forcibly invade another's mind. Most telepaths make mental attacks using the Special Attack Ability with the Mind Attack Ability. This mental conflict, however, is a clashing of two psyches, each struggling to subdue the other — it is akin to two people getting into a mental fist fight. Mental combat can become lethal if either person begins tearing down neural pathways, erasing memories, or destroying brain cells. Physical strength does not play a role in this battle, only the power of the mind. Each turn of mind combat covers the same amount of time as one turn of physical combat.

Mind combat can only be carried out once mental contact has been established, usually using the Telepathy Ability. Once two minds have touched, the initiator of the contact may withdraw at any time. Alternatively, physical damage to the initiator or perhaps use of an appropriate Item of Power can break the contact. For the target to break unwanted mind

contact, the player cannot initiate any other actions for one round and must make a successful Willpower save against a TN of 15 plus the attacker's Telepathy Ability Rank. If the check is successful, the aggressor is forced from the character's mind and the mind combat ends immediately.

If any character in mental contact forfeits all physical actions for the round, he or she can attack through mind combat. A successful attack requires the player to make a successful Will check against a TN of 12 plus any bonuses from Mind Shield or other appropriate abilities. The GM has the option of modifying the TN should the attack be particularly easy or difficult.

The psychic damage of a successful attack is equal to the attacker's Ranks in the Telepathy Ability. The damage is removed from the target's Life points. However there is no actual damage that occurs to the target, this "damage" is purely for the purposes of determining the mental "status" of the target. If a character is ever reduced to or below zero Life points while in mind combat, his or her mind has been broken and is now at the mercy of the opponent. The victor can end the character's life, search through memories, plant powerful suggestions, erase thoughts, or simply render the character unconscious. Any changes to a character's mind (other than death) will remain until reversed by another character skilled in the Telepathy Ability. The GM should decide exactly how this must be accomplished. Role-playing a character whose mind has been altered is challenging but can also be very rewarding when played with consistency.

A telepath who wishes to alter a target's mind after winning a mind combat battle must spend a great deal of time to alter it. Minor changes such as removing unimportant memories or implanting unessential false memories can take a couple of hours. Massive changes, such as instilling (or removing) a prejudice or phobia, rebuilding a large portion of the target's memories, or similar large scale remodelling should take days to complete. Characters may rush the procedure, if pressed, but there is a risk of the alteration failing over time. The target may notice a gap in his or her memory and question what happened, or a personality adjustment (new phobia, for example) may weaken over time. If the character wishes to perform a change quickly, the character may perform minor changes in a matter of rounds while the character can accomplish massive changes in about an hour.

When a character attempts to alter a target's mind, he or she must make a Psychology Skill check against a TN appropriate for the extent of the change; 12 for minor changes, 18 for major changes, 24+ for massive changes. The GM may increase the TN further if the alteration is particularly severe or drastic. The character's margin of success determines how long the modification lasts, measured in years if the character took his or her time with the procedure or measured in days if the character rushed things. GMs should make this Skill check secretly and not inform the player of the result unless it is a failure — he or she will not know how long the change will hold, only that it has occurred or not.

The Mind Shield Ability provides a bonus to the character's attempt to resist mind combat and mental alterations, as well as Armor against mind combat damage.

VEHICLE MOVEMENT AND COMBAT

For simply traveling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles—cars, trucks, and light military vehicles. The rules can be modified for boats, heavier armored vehicles, and aircraft.

All vehicles have the statistics listed below:

MB: A vehicle's Maneuver Bonus reflects its size, maneuverability, and the general difficulty to hit in combat. DEF is a modifier to the driver's Driving skill.

Hits: Vehicles have Hits much like people have LIF. Attacks against the vehicle cause normal damage, and when a vehicle runs out of Hits, it is effectively destroyed (see the *Core Rules* for more information).

AV: In addition to Hits, vehicles also have an Armor Value rating.

Speed: The listed Speed is the vehicle's cruising speed in miles per hour (see *Movement* below).

Hexes: This is an abstract measure of distance, for use by those using 1-inch hex maps for mapping out movement in games. A hex is 1 yard across.

Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

Driver: The driver of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his or her attack action. There can be only one driver in a vehicle at one time.

Copilot: A copilot can help the driver by taking an aid another action. The copilot must be seated in a location where he or she can see the road and advise the driver (in a car, this generally means the front passenger seat). Aiding the driver is a move action, leaving the copilot with an attack action each round to do something else. A vehicle can have only one copilot at a time.

Gunner: Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

Passenger: All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

Vehicle Sizes

Vehicles use the same size categories as characters and creatures, as shown on Table: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and Defense. (The size modifier is already included in the vehicle statistics on Table: Vehicles)

Vehicle Sizes

Vehicle Size	Size Modifier	Size Scale*	Examples
Colossal	–8	5	Yacht, semi with trailer
Gargantuan	–4	4	Tank, limousine
Huge	–2	3	Luxury car, SUV, armored car
Large	–1	2	Economy car, Harley
Medium-size	+0	1	Racing bike, dirt bike

*Size Scale: This column refers to the number used in the Size column in the Sample Vehicles Table below.

Facing and Firing Arcs

Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction it's pointing) is important. Facing indicates the direction in which the vehicle is traveling (assuming it's not moving in reverse). It can also determine which weapons aboard the vehicle can be brought to bear on a target.

A weapon built into a vehicle can by mounted to fire in one of four directions—forward, aft (rear), right, or left—or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left, and right), while a full turret lets it fire in any direction. For vehicles with weapons, a weapon's arc of fire is given in the vehicle's description.

Getting Started

Most vehicles can be entered with a Move Action and started with an Action. An exception is noted in a vehicle's description when it applies.

Driving a Vehicle

Driving a vehicle is a move action, taken by the vehicle's driver. During his or her move action, the driver moves the vehicle a number of hexes that falls within its speed category. The driver can attempt maneuvers to change the vehicle's course or speed. These maneuvers can be attempted at any point along the vehicle's route. The driver can choose to use his or her attack action to attempt additional maneuvers.

The two kinds of vehicle movement are simple maneuvers and stunts.

Simple Maneuvers: A simple maneuver, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the driver likes while he or she moves the vehicle. However, simple maneuvers do cost movement—so a vehicle that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require the driver to make skill checks.

Extreme Maneuvers: Extreme Maneuvers are difficult and sometimes daring maneuvers that enable a driver to change his or her vehicle's speed or heading more radically than a

simple maneuver allows. An Extreme Maneuver is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the driver's attack action. Extreme Maneuvers always require Driving Skill checks.

Initiative

There are two options for determining initiative in vehicle combat. First, is individual initiative just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for drivers to perform maneuvers. An alternative is to roll initiative for each vehicle, using the vehicle's initiative modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

Speed

For the purposes of combat, vehicles move on their driver's Initiative (INI). Any passengers act on their own Initiative.

The listed Speed of each vehicle is its base score, *Cruising* speed of the vehicle.

Cautious speed is half or less of cruising speed.

High speed is up to twice the vehicle's cruising speed.

Top speed is up to four times the vehicle's cruising speed.

Once a vehicle starts moving, it moves at the same speed each turn (on its driver's Initiative) unless the driver changes the speed. The driver can increase or decrease a vehicle's speed by one category per turn.

Reverse

The maximum speed a vehicle can move in reverse is cruising speed. While moving in reverse, all penalties to Driving checks are doubled.

Turning

Unless otherwise stated, a vehicle may only be turned *up to* a total of 60 degrees in a single turn without performing a maneuver (see below). The GM must decide just how picky he wants to be about turning. Going down a windy road with multiple turns requires a Skill check in itself, so don't get picky about turning.

Bogging

Certain types of terrain (as noted on the *Driving Conditions* table below) may cause a vehicle to bog down and become stuck. Whenever a driver fails a Skill check when driving on any of these surfaces, he must make a second roll (TN 15). If this roll is failed, the vehicle bogs down.

The driver can attempt to free the vehicle on subsequent actions by making another Skill check against the same TN. Should he roll a 1 or less, the vehicle is stuck and cannot be freed without the help of another vehicle or some serious coaxing.

Skill Checks

A driver usually doesn't have to make a Driving Skill check unless something happens that might cause an accident. Specifically the operator must make a Skill check when he suffers damage or performs a repeated or extreme maneuver.

Damage To Vehicle or Driver

Whenever an attack damages the vehicle or its the driver, the driver must attempt a Skill check (TN 18).

Repeated Maneuvers

Zipping over rough ground or through a forest is called a "repeated maneuver." If this must be done in a stressful situation (such as being shot at), the driver must make a Skill check (TN 15, or more if the obstacles are really tricky), plus or minus any relevant modifiers.

H. Haddaway
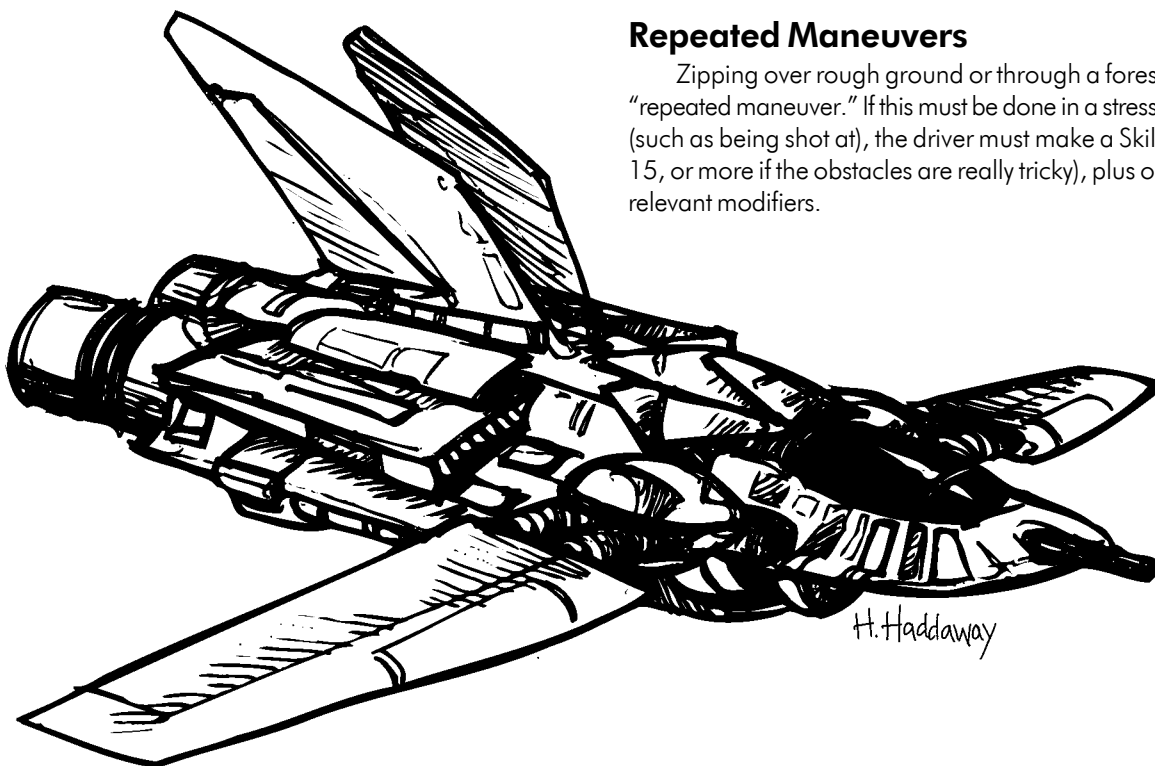
Simple Maneuvers

During a vehicle's movement, the driver can perform any one of the following maneuvers.

45-Degree Turn

Any vehicle can make a simple 45-degree turn as part of its movement. The vehicle must move forward at least a number of hexes equal to its speed (shown on **Table: Sample Vehicles**) before it can turn. Making a 45-degree turn costs 1 hex of movement.

Sideslip

A driver might wish to move to the side without changing the vehicle's facing, for instance to change lanes. This simple maneuver, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle 1 hex forward and 1 hex to the right or left, and costs 3 hexes of movement.

Extreme Maneuvers

Attempting any of the following maneuvers requires a Skill check. See the *Extreme Maneuvers Table*, below, for the TN of each maneuver.

Bootlegger Turn

The vehicle moves forward half its speed and turns between 90 and 180 degrees.

Brake Hard

A driver may decelerate by more than one speed category per turn, coming to a dead stop from a Sprint (or equivalent). This increases the TN of the maneuver by 6.

Drive with Knees

The character can react instantly to drive his car with his knees so that he can use both hands in combat. This requires a successful Driving skill roll (TN 15), which is made at the start of the character's turn. If the character fails, he can only use one hand this turn because he needs to use his other hand to control the car. Alternately, the GM may allow the driver to perform an action using both hands but the driver automatically loses control of the car at the end of the turn.

Extreme Turn

The vehicle moves at High speed and turns up to 120 degrees (i.e., up to 2 hex facings on a hex map. This maneuver may not be attempted by trains.

Jump

A driver can attempt to jump his or her vehicle across a gap in his or her path.

To make a jump, the vehicle must move in a straight line a number of hexes equal to its speed. If the vehicle doesn't have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The TN for a jump depends on the width of the gap, modified by the vehicle's speed category.

On a failed check, the vehicle fails to clear the gap, and

instead falls into it (or collides with the far side). Determine damage as for a collision (see Collisions and Ramming).

Gap Width	TN
1–3 ft. (ditch)	15
4–8 ft. (culvert)	18
8–15 ft. (creek, small ravine)	21
16–25 ft. (narrow road, small pond)	27
26–40 ft. (wide road, small river)	30

Vehicle Speed Category	TN Modifier
Slow speed	+10
Cruising speed	+5
High speed	+0
Maximum speed	–5

A shallow gap (1 to 3 feet deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see Avoid Hazard, above).

A moderately deep gap (4 to 10 feet deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (11 feet or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (GM's discretion), the vehicle might not be able to move.

Move and Act

If the driver wishes to make an action of his own (such as firing a weapon) while driving at Cruising or High speed, he may attempt a Skill check (TN 15 at high speed and 18 at top speed). Failure indicates the action cannot be taken, while failure by 6 points or more causes a loss of control as a failed maneuver (see below).

Ram

Intentionally hitting an obstacle requires the driver to make a Driving Skill check versus a TN equal to the target's DEF (medium to large-sized stationary objects are automatically hit). See *Wrecks* for details.

Regain Control

Whenever a driver loses control of his vehicle, he must perform this maneuver on his next action if he wishes to regain control of the vehicle. The driver may not perform any other vehicle maneuver until he has succeeded at regaining control (though he or she could jump off of the vehicle, taking damage as per the Falling/Velocity rules in the *Core Rules*). The vehicle continues to move at its current speed and direction until control is regained.

Failed Maneuvers

Failing a Skill check while maneuvering can be a bad thing. At the very least, it means that the attempted maneuver failed. If the driver failed by more than 6 points, it can also mean that his vehicle goes out of control.

Whenever a Skill check to perform a maneuver fails, consult the *Failed Maneuver Table* to see what ill consequences may occur, if any. Note that some of the maneuver descriptions specify the effects of a failed roll. In these cases, these effects supersede effects from the table. The effects from the table are:

Minor Slip: The vehicle goes slightly out of control and moves erratically. The driver suffers a -3 penalty to Teamster or Drive rolls related to operating the vehicle until he regains control.

Slip: The vehicle slides, moving 1 meter to the right or left (determined by the GM) for every 10 yards it traveled this turn (round down). If this brings it into contact with another object, a wreck occurs (see *Wrecks*, below). This continues each turn until the driver regains control.

Skid: The vehicle goes into a skid, moving 2 yards right or left for every 10 yards it moved this turn. If this brings it into contact with another object, a wreck occurs (see *Wrecks*, below). This continues until the driver regains control. If the driver does not regain control within two turns, the vehicle flips over at the end of the second turn (see *Flip*, below).

Spin/Tracked: A wheeled vehicle goes completely out of control, spinning wildly. It moves half its current speed in a random direction each turn until the driver regains control or it collides with another object.

A tracked vehicle throws a track and comes to a stop. The vehicle may no longer move, but it may still perform the Turn in Place maneuver.

Collisions and Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflexes Check (TN 15) to reduce the damage by half.

Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to Table: Collision Damage.

Table: Collision Damage

Highest Speed	Damage Die Type
Slow speed	1d6
Cruising speed	2d6
High speed	4d6
Maximum speed	6d6

Collision Multiplier

Smallest Object or Creature Size	Multiplier
Colossal	x20
Gargantuan	x16
Huge	x12
Large	x8
Medium-size	x4
Small	x2
Tiny	x1
Smaller than Tiny	x1/4

After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle's "front" for determining the collision multiplier.) Consult Table: Collision Direction for a multiplier.

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of hexes for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of hexes for its new speed category.

Table: Collision Direction

Colliding Vehicle's Target	Multiplier
A stationary object	x 1
A moving vehicle, striking head-on or 45 degrees from head-on	x 2
A moving vehicle, striking perpendicular	x 1
A moving vehicle, striking from the rear or 45 degrees from the rear	x 1/2
A vehicle being sideswiped (see Sideswipe)	x 1/4

The driver of the vehicle that caused the collision must immediately make a Driving check (TN 15) or lose control of the vehicle (see Losing Control, below). The driver of the other vehicle must succeed on a Driving check (TN 15) at the beginning of his or her next action or lose control of his or her vehicle.

Wrecks

When a vehicle hits something, both it and whatever it hits take 1d6 B/L damage for every 6 yards of velocity it was traveling when the impact occurs. Subtract the vehicle's AV from damage before subtracting the damage from the vehicle's Hits.

All passengers on or in the vehicle suffer an amount of B/L damage equal to one half of the damage caused by the collision.

For example, a vehicle that last moved at 40 feet per turn would inflict/take 2d6 of damage.

Speed is relative, so a vehicle that hits a wall causes damage as above. If the vehicle hits a moving target coming directly at it, combine both vehicles' speeds to determine the relative velocity.

Speed Modifiers

Speed	Skill	DEF
Stationary	+2	0
Cautious Speed	+2	0
Cruising Speed	0	+1
High Speed	-2	+2
Top Speed	-4	+4

Maneuvers

Maneuver	TN
Battle Damage	21
Extreme Turn	18
Move and Act	18
Regain Control	15
Brake Hard	+6

Fighting from Vehicles

The following rules provide a further framework for combat involving vehicles.

Vehicle Combat Actions

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, or one move action and one attack action in a round.

Move Actions: Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

Attack Actions: Anyone aboard a vehicle can make an attack with a personal weapon, and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

Crew Quality

Rather than force the GM to create, or remember, statistics for everyone aboard a vehicle, vehicle statistics include a general "crew quality" descriptor. This indicates a typical crew's aptitude with the vehicle's systems.

Vehicle Crew Quality table shows the five levels of crew quality for GM-controlled vehicle crews, along with the appropriate check modifier. Use the check modifier for all skill checks related to the operation of the vehicle (including Driving and Repair checks). Use the attack bonus for all attack rolls performed by the crew. For quick reference, Table: Crewed Vehicles shows the typical crew quality, and the crew's total initiative and maneuver modifiers, for the vehicles covered in this book.

This by no means restricts the GM from creating unique vehicles where the crew's statistics are included, or from using GM characters' abilities when they drive or attack from vehicles. It's merely a shortcut to save time if the GM doesn't have particular characters behind the wheel.

Vehicle Crew Quality

Crew Quality	Check Modifier	Attack Bonus
Untrained	–4	–2
Normal	+2	+0
Skilled	+4	+2
Expert	+8	+4
Ace	+12	+8/+3

Attack Options

Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier.

A driver with 5 or more ranks in the Driving skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving.

Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

Driving Defensively: Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Defense and applies a –4 penalty on attack rolls made by occupants of the vehicle.

Total Defense: A driver can choose the total defense, action which grants a +4 dodge bonus to Defense but does not allow the driver to attack (gunners or passengers take a –8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

Gunners or passengers, however, can take full attack actions, since they don't have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his or her own weapon. A gunner can make multiple attacks with one or more weapons controlled from his or her position.

Targeting Occupants

An attack made against a vehicle uses the vehicle's Defense, modified by its speed category. Attackers can choose instead to target specific vehicle occupants.

An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defense from both the vehicle's speed and any cover it provides.

Cover

When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target (see Cover in Combat pg. XX).

Damaging Vehicles

All vehicles have Life points, which are roughly equivalent to a character's Life points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt.

When a vehicle is reduced to 0 Life points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each

round until it comes to a stop. The driver cannot attempt any maneuvers except a 45-degree turn.

Unlike characters, vehicles don't "die" when they reach –10 Life points. Instead, a vehicle is destroyed when it loses Life points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

Energy Attacks: Vehicles are treated as objects when subjected to energy attacks.

Exploding Vehicles: If the attack that disables a vehicle deals damage equal to half its full normal Life points or more, the vehicle explodes after 1d6 rounds. This explosion deals 30d6 points of damage to everyone within the vehicle (Reflexes Check, TN 20, for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflexes Check, TN 15, for half damage).

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle.

Cover	Damage
None	Same as damage taken by vehicle
One-quarter	One-half damage taken by vehicle
One-half	One-quarter damage taken by vehicle
Three-quarters or more	None

Each of the occupants may make a Reflex check (TN 15) to take half damage.

Repairing Damage

Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. (Without the tool kit, a character takes a –4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (TN 20). Success restores 4d6 Life points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vehicle's Life points.

Driving Condition Modifiers

Obstruction	Skill	MOV
Moderate undergrowth	-2	x3/4
Thick undergrowth	-4	x1/2
Narrow streets	-4	x1/2

Surface	Skill	MOV
Mud*	-4	x1/2
Ice	-6	x1/2
Light Snow*	-2	x3/4
Heavy Snow*	-4	x1/2
Paved Road	0	x1
Rutted Road	-2	x1/2
Steep Slope	-2	x1/2
Plowed Field*	-2	x3/4
Cratered Field	-2	x3/4
Rocky	-4	x1/2

Visibility	Skill	MOV
Darkness	-4	x1
Fog	-4	x1

The vehicle may become bogged down.

Failed Maneuvers

Failed By	Effect	Penalty
1-2	Minor Slip	-1
3-4	Slip	-3
5	Skid	-6
6+	Spin/Tracked	-9

Sample Vehicles

Along with their specialized weaponry, many modern era characters use rigged and modified vehicles. Additionally, many international organizations use high tech vehicles in their quests to keep their interests safe.

This section describes the standard vehicles likely to appear in a modern-day game. Some vehicles are suitable for use as personal vehicles by characters, while a desperate individual may commandeer others (such as a city bus) when no better transportation is available. This section concentrates on general types that are in common use, rather than providing individual statistics for specific models. All costs are approximate US dollar (USD) values, which can vary greatly.

Each vehicle counts as a major item of Personal Gear, with the exception of the motor scooter and ultra-light (minor Personal Gear). These basic templates can be modified using the Customizing Vehicles guidelines. Using the customization options, the vehicle can be further modified to match the character's personal vision (adding options such as supercharged engines or armored glass windows) with each option normally considered to be as a minor Personal Gear.
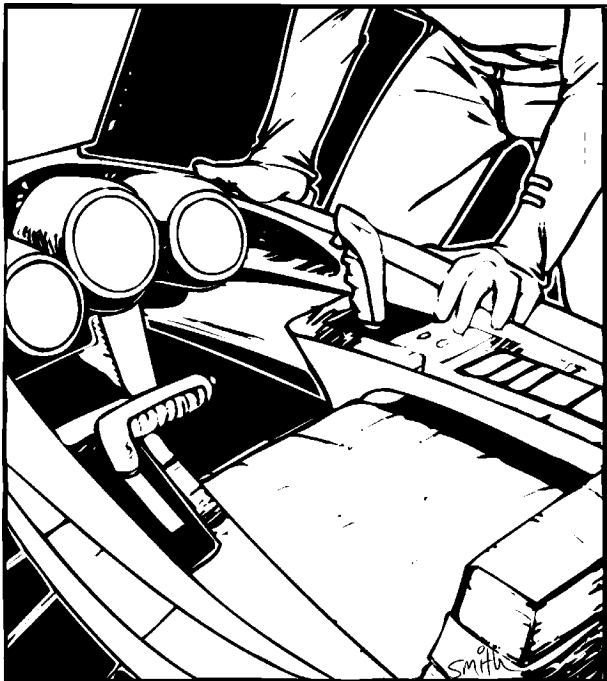
Table: Sample Vehicles

Vehicle	Speed	MB	Size	People	Cargo	AV	Hits	Skill
Automobiles								
Compact Car	40	-	2	4	200 lbs.	8	50	Drive (Car)
Passenger Car	40	-	2	5	400 lbs.	10	60	Drive (Car)
Pickup Truck	40	-	2	3	1 ton	12	70	Drive (Car)
Race Car	75	+1	1	1	-	10	60	Drive (Car)
Sports Car	50	-	2	2	400 lbs.	8	50	Drive (Car)
Sport/Utility	40	-	2	6	400 lbs.	12	70	Drive (Car)
Stretched Limousine	40	-1	2	6	1000 lbs.	10	60	Drive (Car)
Van	38	-1	3	2	1 ton **	14	80	Drive (Van)
Motorcycles								
Dirt Bike	35	+1	1	2	-	6*	40	Drive (Motorcycle)
Scooter	30	+1	0	1	50 lbs.	4*	30	Drive (Motorcycle)
Motorbike	45	+1	1	2	100 lbs.	6*	40	Drive (Motorcycle)
Oversized Vehicles								
Big Rig	38	-2	4	2	10 ton	20	110	Drive (Big Rig)
Bus	30	-2	4	30-50	1 ton	17	100	Drive (Big Rig)
Heavy Truck	38	-1	3	2	5 tons	16	90	Drive (Van)
Helicopters								
Combat Helicopter	75	+1	4	2	2 tons	20	80	Piloting (Helicopter)
Light Helicopter	50	+1	2	3	500 lbs.	8	50	Piloting (Helicopter)
Utility Helicopter	50	-	3	2	2 tons **	14	80	Piloting (Helicopter)
Airplanes								
Light Airplane	88	+1	2	4	500 lbs.	8	50	Piloting (Light Airplane)
Heavy Airplane	75	-3	5	4	40 tons **	22	120	Piloting (Heavy Airplane)
Ultra-Light	25	+1	1	1	-	4*	30	Piloting (Light Airplane)
Speed Boats								
Off-shore Racer	45	-	3	6	1000 lbs.	14	80	Boating (Small Boat)
Recreational Boat	20	+1	2	3-4	200 lbs.	8	50	Boating (Small Boat)
Military Ground Vehicles								
APC	70	18	-	4	13	2 tons	40	120 Driving (Tank)
Heavy Tank	20	-2	4	4	2 tons	60	200	Driving (Tank)

Speed is the cruising speed of the vehicle in miles per hour. Pickup trucks, sport/utility vehicles, and dirt bikes move at half speed off-road. Other non-military ground vehicles are road-bound and can move a maximum of one-quarter speed off road.

MB represents the maneuverability bonus of the vehicle, a modifier to the Driving or Piloting skill of the Driver/Pilot.

Size is a relative measure of the vehicle's mass and volume. "1" means the vehicle is about the size of a motorcycle — you could drive it through a house's door, or stow it in the back of a van (weighs up to 1000 lbs.). "2" means it is about the size of a car or pickup truck, and you can park it in a normal garage (weighs 1-5 tons). "3" means it is the size of a large truck (uses multiple parking spaces, often masses 6-10+ tons when loaded). "4" means it is even larger, such as a big tractor-trailer combination that might haul 20+ tons.

People is how many people the vehicle is designed to seat, including the driver or pilot.

Cargo is how many tons or pounds of cargo the vehicle can typically carry without suffering movement penalties. An ** indicates that the cargo area can be converted into passenger space at a ratio of 5 people per ton.

Armor is the number of damage points that the Armor stops. An * indicates that the Armor only protects the vehicle, not the driver or passengers.

Hits indicate how much damage the vehicle can sustain before it ceases to function. The vehicle is not necessarily destroyed when its Life points are reduced to zero — it has merely sustained enough damage to shut the engine down, hinder the control systems, or in some other way prevent the vehicle from working. For rules on destroying a vehicle, see Breaking Objects.

No range is listed, since all vehicles except the ultra-light can operate for 3-10 hours before requiring refueling. The ultra-light's endurance is under one hour. Oversized vehicles (trucks, big rigs, busses) usually burn diesel fuel, while most other vehicles use gasoline.

Automobile

The basic motor vehicle of the 20th century. Automobiles have four wheels and are normally powered by a gasoline internal combustion engine. Standard features on modern vehicles include headlights, seat belts, air bags, and air conditioning.

Passenger Car

An ordinary compact or mid-sized automobile. Cars are available in coupe (two doors, often with a hatch back and extra cargo space), sedan (four door), or station wagon (extra room in back, but reduced rear visibility for driver) body styles. Year 2004 cost: $12,000+ USD. For an expensive luxury car, add custom options such as Big Engine and Luxury Interior.

Sub-Compact Car

A small, somewhat cramped passenger car. It seats four, but with a lot less comfort than a comparable mid-sized vehicle. It is easier to park, but not as robust. Year 2004 cost: $10,000+ USD.

Pickup Truck or Sport/Utility Vehicle

A light truck with cab seating (2-3 people), off-road suspension, and four-wheel drive and either an open cargo bed (pickup truck) or extra passenger capacity (sport/utility vehicle). Year 2004 cost: $20,000+ USD.

Race Car

A dedicated race car (such as a Formula 1 racer or funny car) with an aerodynamic body, a single seat, and very powerful engine. Such a vehicle is not "street legal." Race cars are "hangar queens" that require periodic maintenance every few hours just to keep their finely tuned engines and transmissions in working order. Year 2004 cost: $100,000+ USD.

Sports Car

A car with good aerodynamics, a powerful engine, and superior transmission and suspension. Some sports cars carry two people, while others sacrifice already-meager cargo space to carry an extra person or two in cramped back seats. Year 2004 cost: $50,000+ USD.

Stretched Limousine

An oversized passenger car. It will usually have a number of posh features, such as a luxury interior. Year 2004 cost: $50,000+ USD.

Van

A light panel truck or mini-van, with one or two big rear doors and sliding side doors. Use this template with appropriate customization for ambulances. Year 2004 cost: $15,000+ USD.

Motorcycle

A two-wheeled bike powered by a gasoline engine. Standard features include headlights and rear-view mirrors.

Motorbike

A big bike with a reasonably powerful engine. A second person can usually be carried without much difficulty. Year 2004 cost: $3,000+ USD.

Scooter

A small bike with an anemic engine. Scooters are suitable for a single rider only. A minor gadget. Year 2004 cost: $2,000+ USD.

Dirt Bike

A motorbike designed for off-road operations. Dirt bikes include the Off-Road Suspension option at no extra cost. Year 2004 cost: $4,000+ USD.

Oversized Vehicle

A big ground vehicle with six or more wheels, usually powered by a diesel engine rather than gasoline engine (diesel fuel is cheaper, and less flammable). Standard features include headlights, seat belts, airbags, and air conditioning.

Big Rig

An 18-wheel tractor-trailer combination, with a powerful tractor cab designed to tow a big trailer. With trailer, a big rig may be 20 yards long. Pick one of these options for the cargo area: flat bed (open cargo), van (enclosed cargo), refrigerated ("reefer"), tanker. If the trailer is unhooked from the "fifth wheel" (this takes at least two turns outside the vehicle to do this), the rig's speed can increase by 10-20 mph. Year 2004 cost: $60,000+ USD.

Bus

A city, school, or excursion bus. In action series, these usually make their appearance when someone hijacks or plants a bomb on them. A typical bus seats 35-45 people (with plenty of standing and cargo room) and is about 10-15 yards long. Year 2004 cost: $50,000+ USD.

Heavy Truck

A large truck, bigger than an ordinary van. Pick one of these options for the cargo area: flat bed (open cargo), van (enclosed cargo), refrigerated ("reefer"), tanker. A heavy truck may also be a cement mixer, dump truck, street cleaner, fire engine, etc. Year 2004 cost: $30,000+ USD.

Helicopter

A rotary winged vehicle. Modern helicopters are usually powered by a gas turbine engine, and require a pilot's license to operate. They have a horizontal main rotor that provides lift and (by tilting the helicopter) propulsion, and a small vertical tail rotor to act as a stabilizer. A helicopter is capable of executing vertical takeoffs or landings, and hovering. Standard features include landing lights (treat as headlights), seat belts, and often air conditioning.

Combat Helicopter

A devastatingly offensive helicopter (such as the AH-1W Super Cobra), typically used in battle against combat forces and either very powerful or very large monster threats. A combat helicopter counts as three major Gadgets. Year 2004 cost: $10,000,000+ USD.

Light Helicopter

A small helicopter that can carry a couple of people. This is a typical news or police helicopter. Year 2004 cost: $100,000+ USD.

Utility Helicopter

A larger helicopter that is often a civilian version of a military troop-carrying model. These choppers are designed to carry a dozen people or a decent cargo load. Helicopters of this sort are often used as air ambulances. Year 2004 cost: $1,000,000+ USD.

Airplane

An airplane relies on wings for lift and a propeller or jet engine for propulsion. It requires a smooth, flat runway for takeoffs and landings. While airborne it must maintain a minimum speed (usually about 1/10 its maximum speed) to avoid stalling. Standard features include landing lights (treat as headlights), seatbelts, emergency parachutes, and often air conditioning.

Light Airplane

A single-engine propeller-driven passenger airplane, capable of operating out of grass strips or landing on a smooth stretch of highway if necessary. Light aircraft are a favorite of drug runners. Use Pilot (Light Plane) Skill. Year 2004 cost: $100,000+ USD.

Heavy Airplane

A large plane, often with two or four engines, which is used primarily to transport large numbers of people or cargo. Heavy airplanes often require longer runways in order to take off or land. A heavy airplane counts as two major Personal Gear. Year 2004 cost: $10,000,000+ USD.

Combat Jet

Military jets and bombers (such as the F/A-18 Hornet or B-2 Spirit) are incredibly powerful machines used to assist ground assaults or carry out missions alone. A combat jet counts as four major Gadgets. Year 2004 cost: $50,000,000+ USD (sometimes exceeding $1 Billion USD).

Ultra-Light

A small one-man powered hang-glider that is used mainly for recreation. Counts as a minor Personal Gear. Year 2004 cost: $10,000+ USD.

Speed Boat

Boat designs come in a variety of shapes, depending on their desired function. Speed boats have sleek hull designs and powerful engines in order to travel at high speeds. Standard features include a VHF radio (treat as a CB radio), convertible tops, running lights, and lifejackets.

Recreational Speed Boat

A medium-sized powerboat, usually with an outboard engine. These boats are often used for water-skiing. Year 2004 cost: $10,000+ USD.

Offshore Racer

These large race boats, usually measuring between 10 and 18 yards in length, are used in offshore racing. Smugglers often utilize these sleek, fast boats to transport illegal goods. Year 2004 cost: $80,000+ USD.

Military Ground Vehicles

When battling against foreign incursions or giant monsters, the army will come to the rescue with their awesome firepower. Unfortunately, sometimes even that is not enough.

Armored Personnel Carrier (APC)

A lightly armored, full-tracked, air-transportable personnel carrier designed to carry and protect personnel and certain types of cargo. Year 2004 cost: $500,000+ USD.

Heavy Tank

Heavy tanks (such as the M1 Abrams) are the backbone of military forces. They provide strong mobile firepower while providing heavy protection for its crew in almost any environment. Year 2004 cost: $4,000,000+ USD.

Customizing Vehicles

Options can be added to different types of vehicles to enhance performance or give them additional capabilities. Unless otherwise noted, each accessory counts as one minor Personal Gear and can only be taken once.

Note that Engine Rebuild, Turbocharger, and Big Engine have approximately the same effect in game terms. A super fast vehicle may have all three options assigned, however.

Some vehicles possess super technology, which grants them abilities beyond those outlined below. These abilities are covered using the Item of Power Attribute. Creating a vehicle such as this not only requires minor and major Personal Gear for the base abilities of the vehicle plus any modifications but also requires a Rank in Item of Power sufficient to purchase the Attribute(s) granted by the super technology.

Airfoils

An aerodynamic feature (airdams, spoilers, etc.) that improves traction by increasing the downward force on a car. Gives a +1 bonus to any Drive (Car) Skill check at speeds over 100 mph. Airfoils are available for any automobile and some exceptionally fast boats.

Armor

The vehicle is retro-fitted with armored panels, Kevlar inserts, and bullet proof glass on the windows. Each time the armor is assigned, the extra weight reduces top speed by 10 mph but increases the vehicle's Armor Value by 3. Armor is available for any vehicle except an ultra-light aircraft.

Big Engine

An upgraded engine, such as a big V8 in a passenger car, or a V12 in a sports car. The engine often differentiates an ordinary passenger car from a luxury model, or a basic sports car from a racer. A big engine adds 20 mph to the top speed of any vehicle.

Burglar Alarm

If a door, trunk, or window is opened without the proper key, an alarm will sound to alert (and annoy) everyone in the vicinity. Defeating the alarm requires an appropriate Skill check against a TN of 21. Marginal failure means the thief realizes he or she cannot disarm it while a worse failure means will trigger the alarm.

Citizen's Band (CB) Radio

With a range of a few miles, truckers favor CBs for exchanging information on road conditions, speed traps, and general gossip. Unlike a personal cell phone, a CB broadcasts to everyone in the area — it is not useful for private communication, but is great for distress calls. A similar option can be taken for taxi dispatcher radios. A CB radio can be installed in any vehicle.

Consumer Electronics

These electronic gadgets include small TV sets, a vehicular computer, fax machines, etc. A cassette or CD player in a car can be considered a fairly mundane item. Electronics can be added to any vehicle, provided the size seems reasonable.

Convertible Top

The vehicle with this option has a removable or retractable plastic, fiberglass, or fabric top. Removing the top gives a better view and nice breeze, but also means that the driver and passengers are now "partially exposed," and are at the mercy of the weather. Exposed occupants are also completely unprotected from overhead attacks and can be attacked (bypassing vehicle Armor/Life points) more easily from the side or rear (-4 attack check penalty to ignore the car's Armor). On the plus side, those occupants can also fire out of the vehicle without any difficulty, and jump in or out more easily. This feature is available for automobiles; recreational speed boats and most offshore racers automatically possess this option.

Door Mount

This option is a post and bracket for mounting a light or heavy machine gun out a helicopter's or van's open side door.

Electronic Countermeasures

This advanced defense system enables the vehicle to avoid detection by radar and other sensors. Any attempt to mechanically detect the vehicle (except through the basic senses such as sight or hearing) incurs a -6 penalty.

Engine Rebuild

A rebuild is major custom upgrade to the engine, rather than just simply increasing its size. In a car, this may involve removing and completely cleaning the existing system (including "hot tanking" the engine block in a chemical bath to remove grime), then adding various modifications (known as "blueprinting"). Other engine "buzz-words" include forged dome pistons, tunable fuel injection, strengthened rods and bearings, adjustable or hot cam socket, tubular headers, custom intake manifolds, big valves, and a bored-out throttle body. This option adds 20 mph to the top speed of any vehicle.

Furnishings

Furnishings include a mini-bar, mini-fridge, kitchenette, chemical toilet, bunk bed, etc. For larger furnishings (kitchenette, bunks, etc.) each one added also requires replacing one or two seats, depending on the size. Furnishings can be added to any vehicle with Size 2 or more.

Global Positioning System (GPS)

This option uses satellite systems to provide precise navigational coordinators, which prevents the driver from becoming lost. Naturally, it is still possible to miss a turn through human error. A GPS can be added to any vehicle.

Hidden Cargo Space

This space is often used in vehicles that are designed to smuggle goods across borders or past highway patrols. Up to 10% of the vehicle's cargo capacity can be considered "hidden" under fake panels and bogus fixtures. Hidden space can be added to any vehicle with cargo capacity.

Improved Brakes

This option includes high quality brakes, drag chutes, or spiked tires that allow the vehicle to stop faster than normal. Those breaks provide a +2 bonus to Driving Skill checks on any maneuver where sudden, sharp deceleration is important. Improved breaks can be added to any ground-based vehicle.

Improved Shocks

Some vehicles have high quality or adjustable shock absorbers or springs, which provide an extra +1 bonus to Driving Skill checks in any circumstance where the suspension would be important (such as crossing over obstacles).

Lights and Siren

Any vehicle can be fitted with a noisy siren and flashing lights. This option can also provide a powerful spot search light.

Luxury Interior

Fine Corinthean leather upholstery, lots of chrome, extra head room, or other items on a vehicle are a sure way to impress someone special. A plethora of luxury options are available for most vehicles.

Manual Transmission

There are two types of transmissions: manual and automatic. An automatic transmission is assumed to be standard issue for automobiles (but not other vehicles), and means that the gear mechanism changes by itself. In a manual transmission, the driver must shift the gears on his or her own, usually with a stick and the clutch pedal. In the case of automobiles, a manual transmission gives an additional -1 penalty to characters who are trying to do something else while they drive, such as shoot a gun. If, however, a vehicle with an automatic transmission and one with a manual transmission are competing in a race, the GM should give any driver who has both the Driving Skill and a manual transmission an extra +1 bonus to reflect the greater speed control the manual transmission provides. This is a mundane option for automobiles.

Nitrous Oxide Tank

This option adds a nitrous oxide tank and push-button injection system. Nitrous oxide ("laughing gas") can be injected into the engine, which releases more free oxygen and improves cylinder pressures and engine temperature. This action allows extra fuel to be burned in a more controlled fashion, resulting in a quick power boost for a short sprint. A single injection adds 30 mph to speed and +2 to Initiative on any turn it is used. A tank can be used for up to five turns before depleting the nitrous oxide bottle. This performance enhancer is available for any vehicle except helicopters.

Off-Road Suspension

A raised suspension and special tires allow the vehicle to drive cross-country at two-thirds of the on-road top speed. The extra suspension weight also means -5 mph to road speed. For airplanes, this option corresponds to Rough-Field Landing Gear that lets the aircraft land without a proper runway. Off-road suspension is available for any ground vehicle or light aircraft.

Police-Band Radio

This radio allows the driver to listen to, and communicate on, police and emergency frequencies. If the cops find one of these in a vehicle, they may be a little suspicious, however. This radio is available for any vehicle.

Pontoons

Pontoons allow an aircraft to land in, or take off from, water. The extra air drag reduces the aircraft's top speed by 5 mph. Pontoons are available for any helicopter or light airplane.

Radar Detector

A detector can warn the driver if a police radar trap is within a few miles. Recent models also detect police laser scanners.

Rocket Engine

The vehicle is outfitted with a rocket engine (either replacing propellers for an airplane or as a booster rocket for ground vehicles). The engine drastically increases the speed of the vehicle by an additional 100 mph but the expensive modification counts as a major Personal Gear. Additionally, for ground based vehicles, the driver incurs a -2 penalty on all Driving Skill checks while the rocket booster is activated.

Rotating License Plate

With a flick of a switch, the license plate can flip to reveal an alternative identity for a vehicle. This illegal modification is available for any automobile or oversized ground vehicle.

Sidecar

Sidecars are attached to motorcycles, allowing an extra person to ride. This option reduces the top speed by 10 mph. A motorbike sidecar requires three turns to attach or detach.

Slick Tires

A vehicle may be outfitted with flat racing tires (no grooves) for better traction. Slicks give a +1 bonus to any Driving checks on smooth, dry tracks, but unfortunately have a poor grip on wet roads: an additional -2 penalty is assigned to any penalties suffered by a vehicle for the weather conditions. Slicks are available for any ground vehicle.

Smoke Screen/Oil Slick

This option releases smoke behind the vehicle, obscuring view in a cloud about 10 yards in diameter. The screen will last for 1-6 turns depending on the wind. Alternatively, it could act as an oil slick, which creates a slippery area that hampers the control of any vehicle driving through it. A driver may avoid the oil slick if he or she spots it in time. At GM's option, a character caught in a smoke screen/oil slick might be required to make a successful Driving Skill check to avoid an accident. A fully charged smoke screen/oil slick is good for three turns of use, and is available for any automobile or oversized ground vehicle.

Special Tires or Puncture-Resistant

Tires may be designed with various special abilities. These include solid puncture-resistant tires that run while flat (halve penalties for losing a tire) or special snow tires (reduce or negate any penalties that the GM may assign for maneuvering on snow or ice). Any ground based vehicle can be equipped with special tires.

Stretchers and Medical Equipment

This option differentiates ambulances from regular vehicles. Each stretcher replaces two seats for passenger capacity purposes. Medical equipment can be added to any van or utility helicopter.

Stripped

These vehicles are carefully stripped down to improve their power to weight ratio. In a car, this might mean removing glass from side windows (replacing them with nets), taking out the headlights, stripping out the doors (the driver will now climb through the window), modifying the seats, and otherwise removing items that are required for regular driving but unnecessary or unsafe for a high-speed race. Stripping a vehicle will add 20 mph to top speed if the vehicle is still "street legal" or 30 mph if enough stuff is removed so that the vehicle no longer meets minimum safety standards. All vehicles, except an ultra-light, can be stripped.

Sun Roof

A sun roof is an open hatch in the top of the vehicle, which can be added to any car or van. Characters who lean out the opening can be attacked, but receive a benefit for partial cover (-4 penalty to the attacker's check). A sun roof is available for any automobile or oversized ground vehicle.

Supercharger

A supercharger is designed to increase an engine's power. The supercharger uses a belt-and-pulley mechanism linked to an engine's crankshaft. It functions by forcing extra air and fuel into the engine's combustion chambers. A supercharger adds 20 mph to top speed and the extra acceleration gives a +2 Initiative bonus. Superchargers count as two minor Personal Gear, and are available for any vehicle except a helicopter or ultra-light.

Tow Winch

A winch allows the vehicle to tow other vehicles of equal or smaller size (similar to pulling a trailer — see Trailer below). A winch is available for any pickup truck or oversized ground vehicle.

Trailer

A trailer lets the vehicle tow extra cargo. A typical trailer is designed for a car or van and can hold a half-ton (for a car-sized trailer) or 1-2 tons (for a larger trailer). The vehicle's top speed will be reduced by 25 mph and it will have a -4 initiative penalty while towing the trailer. Trailers can be added to any automobile or oversized vehicle.

Turbocharger

This device uses the engine's exhaust stream to drive an air compressor, which increases the engine's power output. This extra power adds 20 mph to top speed, but there is no extra initiative bonus, due to "turbo lag" — the delay it takes for the turbocharger to respond. Turbochargers are available for any vehicle except a helicopter or ultra-light.

Weapon Mount - Light

A weapon mount is a bracket or pintle for mounting a light or heavy machine gun on the vehicle's roof, deck, or the underside of a wing.

Weapon Mount - Heavy

This mount is used for mounting heavy weapons such as rockets.

DAMAGE

Damage is categorized by its method of delivery (i.e., the "form") and its effect (i.e., the "type"). There are three types and three forms of damage. All damage effects in the core rules use one descriptor from each category. For example, damage from a knife wound is considered Penetrating Lethal damage (abbreviated as "P/L"). Each is explained below.

Types of Damage

The three basic Types of damage are Blunt (B), Penetrating (P), and Special (Sp).

Blunt

Blunt damage represents damage caused by blunt force (known as "blunt trauma" in the medical world). Examples of blunt damage include damage caused by punches and kicks, falling, collisions, clubs, and the like.

When a character suffers blunt damage, subtract the value of any armor the character is wearing and the character's TGH score from the damage, then subtract any remaining damage points from the character's LIF.

Penetrating

Penetrating damage represents damage from an injury that penetrates the body, such as damage cause by bladed and pointed weapons, arrows, fast-moving projectiles, and the like.

When a character suffers penetrating damage, subtract the value of any armor the character is wearing, then subtract any remaining damage points from the character's LIF.

Special

Special damage represents damage or other effects from unusual attacks, such as gas, drugs (e.g., stimulants or anesthesia), magic spells, radiation, mental powers, and the like. Generally speaking, any effect that does not reduce a character's LIF points is considered a Special Attack.

Forms of Damage

The three basic Forms of damage are Stunning (S), Lethal (L), and Special (Sp).

Stunning Damage

Stunning damage is damage that temporarily weakens or incapacitates the character. Stunning damage can render a character unconscious but cannot kill him. It reflects the non-lethal and temporary effects of special substances and substances, such as pepper spray (oleoresin capsicum or "OC"), sleep gas, flash-bang grenades, depressants (such as alcohol or barbiturates), the dazing effects of a punch or mild concussion, sedation, general weakening from fatigue, and so on.

When a character's LIF is reduced to 0 because of stunning damage, the character immediately falls unconscious. An unconscious character will not regain consciousness until his LIF is raised to a score of 1 or higher, whether through healing, natural recovery, or medical or supernatural aid.

Stunning damage is healed more quickly than lethal damage (see *Recovery*).

Lethal Damage

Lethal damage is that damage that can kill a character. Lethal damage can render a character unconscious as well as kill him. Lethal damage can reflect the effects of a trauma or injury caused by weapon, a collision such as from an auto accident or a fall from a great height, the effects of high doses of radiation, extreme weakening from illness, and so on.

When a character suffers a number of points of lethal damage that exceeds his LIF, the character is dying. A dying character will lose 1 additional LIF point each turn until he reaches –10 LIF. Medical intervention is necessary to prevent the character from dying (see *Stabilizing*, page 72). If a character's LIF score reaches –10, the character is dead.

Lethal damage is healed more slowly than stunning damage.

Special Damage

Special damage is damage to some aspect of the character other than the character's LIF. Examples include the reduction of an attribute, the suppression of a paranormal power, medical symptoms (such as hallucinations or nausea) and so on.

This category is a catch-all, for any effects that can't be clearly defined as either stunning or lethal.

Wounds and Effects of Damage

Wounds come in progressive levels of severity, from Superficial to Fatal. The description for each level of wound severity and its effects are explained below.

Superficial Wounds

Any wound from which a character suffers up to 1x HLT in damage points (after subtracting any damage for armor or TGH) is a superficial wound. Superficial wounds include minor cuts, scrapes and bumps.

Superficial wounds do not restrict or reduce the character's movement, attributes or skills, although they may be painful.

In medical terms, characters suffering from superficial wounds are conscious and comfortable (at least as far as the injury goes), their vital signs are stable and within normal limits, and indicators point toward an excellent recovery. Medical patients suffering from one or more superficial wounds are generally considered in "good condition."

Light Wounds

Any wound that causes up to 2x HLT in damage points (after subtracting any damage for armor or TGH) is a light wound.

Not exactly superficial damage, but there is little if any chance a character will die from light wounds. The character will lose 1 additional LIF point each day for 1d6 days until stabilized (see *Stabilizing*).

All Body-based skill rolls are at -1 until the character receives medical aid. This penalty may be ignored for one turn with a successful Tricky WIL attribute roll (TN 15).

In medical terms, characters suffering from superficial wounds are conscious but generally uncomfortable, though their vital signs are stable and within normal limits. Indicators

point toward a favorable recovery. Medical patients suffering from one or more light wounds are generally considered in "fair condition."

Serious Wounds

Any wound that causes up to 3x HLT in damage points (after subtracting any damage for armor or TGH) is a serious wound.

Serious wounds are just that. The character is wounded in such a way that seriously impedes his ability to do anything. Serious wounds include some gunshots, broken limbs, and major burns.

Left untreated, serious wounds can pose a serious health risk from infection, bleeding, and other serious complications. The character will lose 1 additional LIF point each hour until stabilized (see *Healing*, below).

All Body-based skill rolls are at -3 until the wound is stabilized and then -1 until treated. Any Mind-based skill rolls are at -3 until treated. These penalties may be ignored for one turn with a successful Challenging WIL attribute roll (TN 18).

In medical terms, characters suffering from serious wounds are acutely ill. They may not be conscious, their vital signs are unstable and not within normal limits. Indicators are questionable. Medical patients suffering from a serious wounds are generally considered in "serious condition."

Critical Wounds

Any single wound causing up to 4x HLT in damage points (after subtracting any damage for armor or TGH) is a critical wound. Critical wounds do not close and will not just stop bleeding. Critical wounds include torn limbs, deep punctures, and lacerations, severe head trauma, and so on.

Critical wounds can be fatal without immediate stabilization and fairly quick medical treatment. A character with a critical wound will lose one additional point of LIF per minute until he is stabilized.

All Body skills are at -6 until stabilized and -3 until treated. Any Mind-based skill rolls are at -6 until treated. These penalties may be ignored for one turn with a successful Challenging WIL attribute roll (TN 18).

In medical terms, characters suffering from critical wounds may not be conscious, their vital signs are unstable and not within normal limits, and indicators are unfavorable. Medical patients suffering from a critical wound are generally considered in "critical condition."

Fatal Wounds

Any wound from which a character suffers more than 4x the victim's HLT in damage points (after subtracting any damage for armor or TGH) is a fatal wound. The character will die without immediate aid. Characters suffering from a fatal wound will lose 1 additional LIF point each turn unless stabilized (see *Healing*, below). Otherwise, treat this as a Critical Wound.

Wound Effects Table

Wound	Effects
Superficial	None.
Light	-1 to Body-based skills until medical aid received; -1 LIF per day for 1d6 days unless stabilized.
Serious	-3 to Body-based skill rolls until stabilized, then -1 until treated; -3 to Mind-based skill rolls until treated. -1 LIF per hour until stabilized.
Critical	-6 to Body-based skill rolls until stabilized, then -3 until treated; -6 to Mind-based skill rolls until treated. -1 LIF per minute until stabilized.
Fatal	-1 LIF per turn until stabilized; otherwise, treat as Critical.

Recording Damage

Damage that a character suffers should be marked on the character sheet in the boxes provided. Stunning damage is marked as a slash ("/") and lethal damage is marked as an "X."

A character suffers 2 points of lethal damage from a knife cut to the arm and 6 points of stunning damage from a kick to the chest. The damage from the knife wound is recorded on the character sheet as two "Xs" and the wound from the kick as six slashes.

If a character has suffered a total amount of combined stunning and lethal damage to bring his LIF to 0, any subsequent lethal damage should be recorded over (i.e., "replacing") any stunning damage on the character sheet. Any subsequent stunning damage is treated as lethal damage.

Mike's character has 20 LIF. During a fight he suffers 12 points of stunning damage and 8 points of lethal damage. Because the combined total of damage is 20, he is unconscious. He is then hit again for 5 points of lethal damage. Mike changes 5 of the slash marks (that indicate stunning damage) to "Xs" (indicating lethal damage).

Poison and Drugs

Poisons are described by their *Mode* of delivery, *Speed (Spd)*, *Damage Rating (DR)*, and *Duration (Dur)*.

Mode

The mode is the manner in which a poison or drug is introduced to the victim. Whenever a poison is introduced to a person, the victim must make a HLT attribute roll using a target number based on the substance's mode (the TN for each mode is listed in parenthesis). This roll is made immediately upon successful introduction of the poison. If the roll is successful, then the poison's effects are halved. A failed roll means the poison is at full effect. This roll is made for poisons and drugs alike, including beneficial drugs; some substances just don't "take."

Topical (TN 15)

Topical poisons and drugs are introduced by contact with the victim's skin. They usually take the form of a cream or ointment. The poison is then absorbed into the victim's skin. Topical poisons are near useless in combat. Topical poisons can be mixed with makeup, perfume and even medicinal herbs. Topical poisons are generally the slowest type of poison.

Ingested (TN 24)

Ingested poisons must be eaten or drunk. They usually are in powder or liquid form. Ingested substances are usually mixed with food or drink, but may be introduced directly to the victim's mouth via water dropper, spit, blowpipe or any of a number of ingenious means. Ingested drugs and poisons are generally slow, though faster acting than topical ointments as a rule.

Inhaled (TN 21)

Inhaled poisons and drugs must be introduced to the lungs of the victim. This can be accomplished by use of a powder, vapors or smoke. Inhaled substances are generally faster acting than ingested ones, though not as fast as those introduced directly to the bloodstream.

Blood (TN 18)

Blood poisons and drugs must be introduced directly to the victim's bloodstream, through a cut or abrasion. Blood poisons may be put on a blade or needle, but such applications are only effective for one strike and the strike must penetrate any armor and deliver penetrating damage to the victim. Whether or not the strike delivers the poison, the dose of poison is "used up." Blood poisons are the fastest type of poison, as a rule.

Speed of Poisons and Drugs

Speed (abbreviated "Spd") measures how often the poison or drug's effects are applied. When a poison is introduced, it first takes affect as soon as an amount of time has passed, based on the poison's Speed. The poison's effect occurs again after each passing of this time.

A poison with a Speed rating of 10 minutes is introduced to a victim. After 10 minutes the victim will suffer the effects of the poison, and again after another 10 minutes have passed, and so on.

As a general rule of thumb, ingested poisons are faster than topical poisons, inhaled poisons are faster than ingested ones, and blood poisons are faster than inhaled poisons.

Effect

The Effect (abbreviated "Eff") represents the amount of damage or other effect caused by the substance. The effect is rolled once each time period (based on the Spd of the substance) for each dose that affects the victim. Being exposed to two doses of a substance doubles the Effect of that substance. All dice rolls for Effect are cumulative.

For harmful substances, this damage may be subtracted from a character's LIF or from an attribute, depending on the type of poison. A drug or poison need not be fatal; knock-out drugs also work by accumulation, with "damage" subtracted from different point pools depending on the type of effect.

For example, a sleeping drug rated at DR3 will cause 3d6 of stunning damage. Once the victim's LIF reaches zero, they are asleep.

Beneficial and medicinal drugs work by adding to an attribute or LIF.

For example, a stimulant rated at DR2 will add 2d6 to REF and LIF.

Duration of Poisons and Drugs

Duration (abbreviated "Dur") is the total amount of time that a poison can affect someone after it is introduced to the victim. The effect is applied to the victim (or patient, as the case may be) once each time period listed based on the drug or toxin's Spd, until the poison has either dissipated or "run its course," or (in extreme cases) until the affected person dies.

Chin-doku has Eff 2d6, a Spd rating of one minute and a Duration of 10 minutes. This means that the poison will cause 2d6 of effect every minute, for 10 consecutive minutes.

Treating Poison Victims

Characters suffering the effects of any poison may not heal, nor recover any lost LIF or attribute points, until the poison has run its course. They may recover LIF lost to stunning damage, unless the poison itself causes stunning damage, in which case the character doesn't recover any LIF points at all.

Once the poison has exceeded its duration, the character may begin to heal normally. Characters recover LIF and primary attribute points per the *Core Rules* (see *Recovery* in the *Core Rules*).

Torando was bitten by a sea snake and failed his HLT roll. Torando suffers 18 points of Sp/L damage and loses 3 points from REF. Luckily, Torando was quickly treated by a physician and survived the bite. Torando has a HLT of 7, and begins the healing process. Torando is in a Cinematic level campaign, so the recovery period is one day for lethal damage and one week for attribute points. Torando will recover 7 LIF per day and 1 point of REF per week.

Characters making a successful Physician (TN 21), First Aid or Herbalist (TN 18) skill roll can determine that a person has been poisoned. If the person treating the victim makes a second successful roll at -3, they will know which specific poison was used and how to counter it.

To stop a poison's progress, the victim must be given one dose of healing herbs or medicine, as prescribed by the attending doctor. This dose will immediately halt the progress of the poison; the person will suffer no additional damage. Any damage already suffered remains, but it may be healed normally, as the victim will begin the healing (i.e., Recovery) process.

Making Poisons

Characters with the appropriate skills can concoct healing and medicinal drugs.

To create a poison the character must first obtain one unit of the necessary raw materials. The materials and their weight will vary depending on the type of poison, but GMs can assume a basic weight of .1 kg of raw materials is needed to create one

dose of poison. Some raw materials may be purchased in a market, while others will require the character to go to some effort to locate them. This could involve a trek into the mountains (possibly requiring a local guide), a quest or some other circumstances which can serve as the basis of an adventure itself.

Once the material components are gathered, the character must spend time preparing the materials, extracting the toxins and creating the final lethal product. The time it takes for this process is up to the GM, but should be no less than 1 hour for each dose of poison being created.

The final step is for the character to make a skill roll, with a target number determined by the GM, based on the skill being used. Recommended skills and target numbers are given below. Not all skills will be available in all settings.

Skill	TN	Setting
First Aid	18	Primitive
Herbalism	15	Fantasy/primitive
Chemistry	15	Fantasy/Primitive
Chemistry	18	Modern
Chemistry	15	Sci-fi
Pharmacology	12	Modern/sci-fi
Physician	21	Fantasy/primitive
Physician	18	Modern

Success means that one dose of the desired poison is created. A critical success provides two doses or increases the Speed by one step up the time table (player's choice). A failed roll indicates that some mistake was made during the creation process, rendering the poison ineffective. A failure with an EN of –6 or more indicates the character has poisoned himself.

Healing

There are three basic parts to healing damage sustained by your character. Stabilization prevents the wound from becoming worse; Treatment repairs the damage sustained; Recovery heals the body.

For GMs who want simpler rules for healing, simply ignore the rules for Stabilization and make Treatment optional, relying primarily on Recovery to determine a character's healing rate. This has the affect of lowering the mortality rate for characters who are seriously injured.

For all First Aid and Physician skill rolls, the following situational modifiers apply. Note that in some settings or genres, some of these situations will not apply (e.g., "ample medical supplies" are simply not available in a medieval setting).

Situational Modifiers

Condition	Modifier
Very dirty or unsanitary conditions	-2
Makeshift sick bay (a bedroom or office)	-1
Improvised equipment and supplies	-1
Adequate medical supplies (first aid kit, med-pac)	+1
Ample medical supplies (sick bay, hospital)	+3

Stabilizing

Stabilizing a patient is the immediate treatment of an injury to prevent worsening of the injury or condition. This could involve setting a compression bandage, immobilizing an extremity (such as putting a splint on a limb with a broken bone), or tightening a tourniquet.

A successful First Aid or Physician roll will stabilize the wound, preventing the loss of any additional LIF, for a period of time. The difficulty of the skill roll is based on the severity of the wound (see the *Stabilization Table*, below). At the end of this time a new skill roll is required. A failed roll means that the character suffers additional damage, as per the severity of the injury (see *Wounds and the Effects of Damage*).

Jim's character has suffered a serious gunshot wound and has already suffered 23 points of damage, reducing his LIF to 2. He will continue to lose LIF points at the rate of 1 point per minute unless he receives medical aid. Luckily Tony's character has the First Aid skill. Tony makes his First Aid roll, so Jim's character will not lose any more LIF for that minute. Tony then makes another First Aid roll for the second minute but fails. Jim's character loses another point of LIF, lowering his score to 1. Tony rolls again for the third minute and succeeds! Fortunately for Tony the paramedics have arrived, who have better First Aid scores and can transport Jim's character to the hospital for treatment.

Stabilization allows a patient to be moved to a medical facility, whether by ambulance or some other conveyance, for treatment. It would also allow time for a priest to prepare a healing prayer or a late night flight to the Trauma Center in an aerodyne, depending on the genre being played.

Stabilization Table

Wound	Difficulty	Roll required
Superficial	No roll required	No roll required
Light	Average (TN 12)	every day
Serious	Tricky (TN 15)	every hour
Critical	Challenging (TN 18)	every minute
Fatal	Difficult (TN 21)	every turn

Treatment

Treatment is the active part of medicine. The doctor or medic will suture, medicate and repair some of the damage caused by an accident or violent event. This may include surgery to remove foreign objects, pin broken bones, remove dead tissue or toxins, and so on.

Treatment usually occurs within 24 hours; although some types of treatment may take longer, these will not usually have a doctor as an active participant. These include long-term antibiotics, chemotherapy treatments, and the like.

Successful treatment can remove or "heal" up to one half the damage caused by a wound. The time required to properly treat the patient is shown on the Treatment Table below, based on the severity of the wound (note: this is "game time," not real time). At the end of the time period indicated, the treating character makes a Physician or Surgery skill roll (GM's discretion), using the target number indicated. Success indicates the patient has been completely stabilized and will not lose any

more LIF due to the wound. In addition, for every 2 points of the effect number for the skill roll (rounding up), the patient regains 10% of the lost LIF from the wound, up to a maximum of 50%.

Nick's character, Doctor Barrett, is working feverishly to save a patient that's just been brought to the emergency room. The patient has suffered 24 points of Special/Lethal damage from an explosion. Because the wound is a critical wound, Dr. Barrett must spend 2d6 hours working on the patient before Nick can make a Physician roll. The GM rolls 2d6 and gets 5. After 5 hours of game time, Nick must make a Difficult Physician skill roll (TN 21). Nick rolls a total of 24! The patient has been stabilized and will lose no more LIF points due to his injury. In addition, the patient regains 20% of the LIF lost due to that wound.

Treatment Table

Wound	Difficulty	Time required
Superficial	No roll required	No roll required
Light	Average (TN 12)	1d6 minutes
Serious	Challenging (TN 18)	1d6 hours
Critical	Difficult (TN 21)	2d6 hours
Fatal	Demanding (TN 24)	2d6 hours

Recovery

Recovery is the type of healing that the body does on its own. Characters heal a number of LIF points each healing period equal to their HLT. The rate at which a character heals depends on the decision of the GM, but the following is a suggestion based on broad campaign types.

Recovery Rate

	Damage Type		
Campaign Type	Stunning	Lethal	Special
Realistic	Hour	Week	Month
Cinematic	Minute	Day	Week

"Realistic" campaigns are those where realism plays the most important role, where the GM and Players are trying to as closely simulate realistic situations and character types with their play. Realistic campaign examples are: cops and robbers, some spy games, romance, and high school anime simulations. "Cinematic" campaigns are everything else – they tend to be higher energy, with more powerful characters and less of a care for simulating what is "real" within the game. Cinematic campaign examples are: wuxia martial arts, mecha combat, psionics, super-heroes, and high-level international espionage.

COMPUTER INTRUSION

Find File

Often, the character will have to find where on a system a particular file is stored. The TN for the Computers check and the time required are determined by the size of the site on which the character is searching.

Finding public information on the Internet does not fall under this category; usually, such a task requires a Research

check. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Size of Site	TN	Time
Personal computer	12	1 round
Small office network	15	2 rounds
Large office network	18	1 minute
Massive corporate network	21	10 minutes

Defeat Computer Security

This application of Computers can't be used untrained. The TN is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the TN by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Level of Security	TN
Minimum	18
Average	21
Exceptional	27
Maximum	30

Computer Hacking

Breaking into a secure computer or network is often called hacking. These rules apply to those with the Computers skill, as well as the Computer Intrusion Ability.

When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world—the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator—the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his or her personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she does, it's a new session.

Several steps are required to hack into a site:

Covering Tracks: This step is optional. By making a Computers check (TN 18), a character can alter his or her identifying information. This imposes a –5 penalty on any attempt made to identify the character if his or her activity is detected.

Access the Site: There are two ways to do this: physically or over the Internet.

Physical Access: A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

Internet Access: Reaching a site over the net requires two Computers checks. The first check (TN 12) is needed to find the site on the net. The second is a check to defeat computer security (see the Computer Use skill description). Once a character has succeeded in both checks, the character has accessed the site.

Locate What You're Looking For: To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

Defeat File Security: Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.

Do Your Stuff: Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds—or even several minutes, for especially large amounts of information—to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

Defend Security: If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.

To cut off access, make an opposed Computers check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access his or her site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.

One surefire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal—but on a large site with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computers check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it's a single computer, the character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check—if the intruder's session ends before the character finishes the check, the character automatically fails.

Degrade Programming: A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The TN for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a –4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).

A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the TN for each additional computer.

Scope of Alteration	TN	Time
Crash computer	12	1 minute
Destroy programming	15	10 minutes
Damage programming	18	10 minutes

Fixing the degraded programming requires 1 hour and a Computers check against a TN equal to the TN for degrading it + 5.

Write Program: A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task.

A specific task, in this case, is one type of operation with one target.

The TN to write a program is 20; the time required is 1 hour.

Operate Remote Device: Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parayards. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

Type of Operation	TN	Time
Shut down passive remote (including cameras and door locks)		
	18	1 round per remote
Shut down active remote (including motion detectors and alarms)		
	21	1 round per remote
Reset parayards	24	1 minute per remote
Change pass codes	21	1 minute
Hide evidence of alteration	+10	1 minute
Minimum security	–5	—
Exceptional security	+10	—
Maximum security	+15	—

Using the Computers Skill requires at least an action. The GM may determine that some tasks require several rounds, a few minutes, or longer, as described above.

THE ENVIRONMENT

Falling

The amount of damage suffered from a fall depends on the falling object's velocity when it hits the ground. Damage suffered from a fall is 1d6 for every 2 yards of velocity.

Falling objects gain 10 yards of velocity per second. This is broken down on the chart as an increase of 2 yards/second for every 2 yards fallen. The maximum velocity of a falling object in the Earth's gravity is 60 yards per second. This is referred to as "terminal velocity."

Falling damage is Blunt/Lethal damage. Characters may subtract their TGH from any damage sustained before subtracting it from their LIF.

To determine the amount of damage suffered from a fall, simply find the total distance fallen on the first column of the *Falling and Velocity Table*, then read across that row to the "Random Damage" column. Alternatively, GM's may use "flat rate" damage for falls to speed things up a bit.

Mary's character has fallen off the roof of a 6-story building. The GM determines that 6 stories is roughly equal to 24 yards. The GM consults the Falling and Velocity Table and looks at the "Distance Fallen" column until he finds "23-26." Then he reads across that row to the "Random Damage" column and sees that a 24 yard fall will inflict 9d6 of damage on Mary's character, who will hit the ground after falling for two seconds (less than a full turn). The GM picks up nine dice and suggests to Mary that she review the rules for using Action Points to avoid damage.

A quick way to estimate damage from a fall is to determine how many seconds long the character is falling and multiply that number by 5, with a maximum of 30. This is the number of dice of damage that the character will suffer when he hits the ground.

Falling and Velocity Table

Distance fallen(y)	Velocity (y/sec)	Random Damage	Flat Rate Damage	Time (Seconds)	Notes/Examples
1-2	2y/s	1d6	3	1	6-foot ladder
3-4	4y/s	2d6	6	"	1-story building
5-6	6y/s	3d6	9	"	2-story building
7-8	8y/s	4d6	12	"	
9-10	10y/s	5d6	15	"	5-story building
11-14	12y/s	6d6	18	2	
15-18	14y/s	7d6	21	"	Mature Oak tree
19-22	16y/s	8d6	24	"	
23-26	18y/s	9d6	27	"	
27-30	20y/s	10d6	30	"	10-story building
31-36	22y/s	11d6	33	3	
37-42	24y/s	12d6	36	"	
43-48	26y/s	13d6	39	"	
49-54	28y/s	14d6	42	"	
55-60	30y/s	15d6	45	"	20-story building
61-68	32y/s	16d6	48	4	
69-76	34y/s	17d6	51	"	
77-84	36y/s	18d6	54	"	
85-92	38y/s	19d6	57	"	
93-100	40y/s	20d6	60	"	Statue of Liberty
101-110	42y/s	21d6	63	5	
111-120	44y/s	22d6	66	"	Giant Redwood tree
121-130	46y/s	23d6	69	"	
131-140	48y/s	24d6	72	"	
141-150	50y/s	25d6	75	"	
151-162	52y/s	26d6	78	6	
163-174	54y/s	27d6	81	"	
175-186	56y/s	28d6	84	"	
187-198	58y/s	29d6	87	"	
199-210	60y/s*	30d6	90	"	Terminal velocity.*

* Terminal velocity (maximum velocity when falling). Increase time by 1 second for each additional 60 yards (or fraction) fallen, but do not increase damage. For objects other than falling objects (e.g., thrown objects, vehicles, etc.), add +1d6 for each additional 2m/s of velocity.

Alcohol

Not all action involves gunplay. Drinking and carousing are great scenes to liven up a game. Having a few drinks with friends in the local saloon is a favorite pastime of fantasy characters; however, drinking down the booze is not without its consequences.

For every drink consumed, there is a chance that the character's abilities are impaired. For purposes of impairment, treat alcohol as a form of poison with the following attributes:

Mode: Ingested (TN Special; see below); *Spd:* 30 min.; *Eff:* -1 REF, INT and WIL; *DR* Special; *Dur:* 1 hour

Effects of Drinking

When drinking alcohol, a character must make a Health + 3d6 roll for each drink consumed within the last hour, with a Target Number based on the number of drinks the character has consumed, as shown on the table below. For every failed roll, the character's REF, INT and WIL are temporarily reduced by 1. These lost attribute points return at a rate of 1 point per hour. If the character's INT or WIL is reduced to zero, the character has passed out and will awaken in 3d6 hours.

Example: E'sevoto (Broken Feather) the Cheyenne scout has ridden into town and made the local saloon her first stop. She quickly throws down two shots of whiskey and a beer. She makes her first Health attribute roll (TN 12), but misses her second (TN 15) and third (TN 18) rolls. She suffers a –2 reduction to her REF, INT and WIL for one hour and a –1 for one hour, after which the effects wear off.

Alcohol Effects

Drinks	HLT Roll TN
1	12
2	15
3	18
4	21
5	24
6	27
7+	30

Hangovers (Optional)

If a character passes out from drinking, there is a chance that he or she will awaken with a hangover. The character must make a HLT + 3d6 roll, with a Target Number equal to 10 plus the total number of drinks consumed in the previous 24 hours. If the roll succeeds, the character may feel a bit run down but suffers no deleterious effects in game terms. A failed roll, however, means that the character is hung over and suffers a continued –3 penalty to his REF, INT and WIL. This penalty lasts for 12-HLT hours.

Electricity

Electrical hazards come in many forms, including stun guns, downed power lines, and electric security fences. The *Electricity Damage Table* gives damage values for various electrical hazards based on relative voltage. A character can make a HLT attribute roll to apply the character's TGH to the damage. If that Character is not grounded or is otherwise insulated from the current, the character automatically receives 2x the character's TGH to resist the damage.

Electricity Damage Table

Type	Examples
Damage	TN
Jolt	Car battery, stun gun
1d6 Sp/L	10
Low voltage	Fuse box, electrical socket
2d6 Sp/L	15
Med. Voltage	Industrial transformer, electric fence
6d6 Sp/L	15
High voltage	Power line, electric chair, lightning
12d6 Sp/L	20

Heat Dangers

Heat deals non-lethal damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once rendered unconscious through the accumulation of non-lethal damage, the character begins to take lethal damage at the same rate.

A character in very hot conditions (above 90° F, or 32° C) must make a HLT attribute roll each hour (TN 12, +1 for each previous check) or take 1d6 points of Sp/S damage. Characters wearing heavy clothing or armor of any sort take a –3 penalty on their rolls. A character with the Survival skill may receive a bonus on this attribute roll equal to one-half his Survival skill score (round down) and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d6 Sp/L per hour).

In severe heat (above 110° F, or 43° C), a character must make a HLT attribute roll once every 30 minutes (TN 12, +1 for each previous check) or take 1d6 points of Sp/S damage. Characters wearing heavy clothing or armor of any sort take a –3 penalty on their rolls. A character with the Survival skill may receive a bonus on this attribute roll equal to one-half his Survival skill score (round down) and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d6 points per each 30-minute period).

A character that takes any stunning damage from heat exposure now suffers from heatstroke and is fatigued.

These penalties end when the character recovers the stunning damage she took from the heat.

Extreme heat (air temperature over 140° F or 60° C, fire, boiling water, lava) deals P/L damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no attribute roll to prevent this). In addition, a character must make a HLT attribute roll every 5 minutes (TN 12, +1 per previous check) or take 2 points of Sp/S damage. Those wearing heavy clothing or any sort of armor take a –3 penalty on their rolls. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if caught in a forest fire (see *Forest Fires*, above).

Boiling water deals 1d6 points of scalding P/S damage, unless the character is fully immersed, in which case it deals 5d6 points of P/S damage per turn of exposure.

Smoke Effects

A character that breathes heavy smoke must make a HLT attribute roll each turn (TN 15, +1 per previous check) or spend that turn choking and coughing. A character that chokes for 2 consecutive turns takes 1d6 points of Sp/S damage.

Smoke obscures vision, giving concealment to characters within it.

Radiation

There are three main types of ionizing radiation; Alpha, Beta and Gamma particles. They may be found in sources of man-made radiation as well as natural radiation sources. Radiation Poisoning is described by their *Mode* of delivery, *Speed (Spd)*, *Effect (Eff)*, and *Duration (Dur)*. The effect is damge (in d6s) taken by the person exposed to the radiation, and the duration is how often the character takes the Effect.

Mode

Alpha (TN 15) Alpha particles can be shielded by a sheet of paper or by human skin. However, if radionuclides that emit alpha particles are inhaled, ingested, or enter your body through a cut in your skin, they can be very harmful.

Beta (TN 18) Beta particles cannot be stopped by a sheet of paper. Some beta particles can be stopped by human skin, but some need a thicker shield (like wood) to stop them. Just like alpha particles, beta particles can also cause serious damage to your health if they enter your body. For example, if ingested, some radio-nuclides that emit beta particles might be absorbed into your bones and cause damage.

Gamma (TN 21) Gamma rays are the most penetrating of the three types of radiation listed here. Gamma rays usually accompany beta, and some alpha rays. Gamma rays will penetrate paper, skin, wood, and other substances. To protect yourself from gamma rays, you need a shield at least as thick as a concrete wall. This type of radiation causes severe damage to your internal organs. (X-rays fall into this category, but they are less penetrating than gamma rays.)

Radiation Table

Speed (abbreviated "Spd") measures how often the radiation's effects are applied. When radiation is introduced, it first takes affect as soon as an amount of time has passed, based on the radiation level's Speed. The effect occurs again after each passing of this time. The Duration column shows how often the effect is applied to the character and also how quickly passive "Rad-Tags" will notify the wearer the radiation levels. Active sensors will give an immediate reading.

Protection

Radiation suits shift the category of radiation down one level for environmental radiation and provide a +2 bonus to HLT checks. Better quality suits can reduce double, or even triple, categories of radiation levels and provide +4 and +6 respectively to the HLT attribute check. Surface Radiation can be washed from a character and their gear. The trouble starts when the irradiated particles are ingested or absorbed.

Asphyxiation and Drowning

Conscious characters can hold their breath for (10 x HLT) turns before suffering any negative effects. This number is halved for characters performing even moderately strenuous activity, such as swimming, fighting or otherwise exerting strength. After this time has elapsed, however, the character suffers stunning damage each turn.

Mike's character has 5 HLT and 32 LIF and has fallen into a lake. Sadly, Mike's character cannot swim and sinks under water. He can hold his breath for 50 turns before suffering damage, unless he's panicking and exerting himself, in which case he can hold his breath for only 25 turns.

The amount of stunning damage sustained depends on the character's level of activity. A passive or calm character suffers 1 point of stunning damage per turn. A character exerting himself suffers 2 points of stunning damage per turn. TGH is not subtracted from this damage.

If a character's LIF is reduced to 0 due to stunning damage, he is unconscious. If an unconscious character continues being deprived of breathable air, he suffers 1d6 Sp/L damage per turn. Characters who lose all their LIF to lethal damage due to the lack of breathable air have suffocated or drowned. Treat death from drowning as one single Serious wound, with successful stabilization (i.e., a successful First Aid or Physician skill roll) restoring the character's LIF to one-half its previous level (prior to the "death").

Radiation Table				
Level	Type	Spd	Eff	Dur	Example Effects
0	No radiation	none	none	none	
1	Low Radiation	none	1d6	1 Day	Nausea, fatigue
2	Medium Radiation	1/day	2d6	1 hour	Vomiting
3	High Radiation	1/hour	3d6	1 minute	Diarrhea, hemorrhage
4	Extreme Radiation	1/minute	4d6	1 Turn	Internal bleeding
5	Lethal Radiation	1/Turn	5d6	1 Turn	Damage to nervous system

The Elements

Exposure to the elements can inflict damage on an unprotected character, and prolonged exposure can kill a character.

To determine how much damage an element inflicts, determine its severity, then consult the table below.

All damaging elements can use the same table, as it abstract in nature. The effects of harsh elements is the same, in game terms; only the special effect differs.

Element Damage Table

Severity	Damage	Examples
Mild	1d6 per day	Stranded in desert
Moderate	1d6 per hour	Sandstorm, blizzard
Strong	1d6 per minute	Extreme cold
Severe	1d6 per turn	Fire, mild radiation
Extreme	1d6 per second	Strong radiation

Element	Damage Type
Wind	Blunt/Stunning
Fire	Blunt/Lethal
Electricity	Penetrating/Lethal
Radiation	Special/Lethal

MAPS AND FIGURES

Keeping track of where all of the player characters and bad guys are can be a little difficult. This is especially true if there are a lot of bad guys for the characters to deal with.

Using figures and maps makes things much easier, and can add a great visual element to the game. It's much easier to look at a map and see where your character is than to try to remember from turn to turn.

Figures

We recommend using action figures or metal (pewter, not lead) miniature figures (usually an inch or so tall), which can be purchased at most game and hobby stores. If you don't have any plastic or metal figures, you can substitute plastic counters or tokens from any game, or even small cardboard or paper markers. Just make sure you can tell which marker or counter represents which character.

Maps

A map can be as simple as a piece of paper with buildings and trees drawn on it, or even a bare tabletop with erasers and tissue boxes set on it to represent buildings and trees and such.

We recommend using a scale of one inch to represent one yard on your map (hex maps can be very useful for this, and can be used in conjunction with the Vehicle Movement and Combat section of the **Rules of Play** chapter. You can use a ruler to measure the distance or just let the GM estimate the distance.

If you need help drawing your maps, you can ask a friend who draws well. The map doesn't have to be perfect. As long as everyone can tell a building from a tree, you're all set.

You can also buy preprinted maps, like posters, for different games at your local hobby store. Some use hexes while others use grids or squares. They may be of different scales, but as long as the GM and the players agree on the scale (how much distance each square or hex represents) they will work fine.

Another option is to use a vinyl hex or grid mat. This is a vinyl or plastic rollout mat with hexes or squares printed on it. These mats are available with different sizes of squares or hexes. We recommend a mat with 1-inch-wide hexes on it.

The great thing about these vinyl mats is that you can write on them with water-based colored markers and then wipe them off with a wet paper towel when you're done with your map. Note: don't use a "dry erase" marker, as these will permanently mark your mat!

WEAPONS

Weapon Attributes

Each weapon has several attributes that describe and rate its performance within the rules.

The attributes that describe melee weapons are Damage (abbreviated "Dmg"), Type, Size, Initiative modifier (abbreviated as "Init"—note that this is not the same as the INI derived attribute for characters), Accuracy modifier (abbreviated "Acc"), Strength minimum (abbreviated "STR"— note that this is not the same as the STR derived attribute for characters), Weight (abbreviated "Wt"), Cost, and Notes.

The attributes that describe ranged weapons are Damage (abbreviated "Dmg"), Type, Size, Accuracy modifier (abbreviated "Acc"), Strength minimum (abbreviated "STR Min"— note that this is not the same as the STR derived attribute for characters), Maximum effective range (abbreviated "Max"), Rate of fire (abbreviated "RoF"), Ammunition capacity (abbreviated "Amm"), Weight (abbreviated "Wt"), Cost, and Notes.

Damage (Dmg)

The damage rating for the weapon indicates the number of dice of damage the weapon inflicts when used by a character with STR equal to the minimum STR score required for the weapon.

Ray's character, Spike, has a STR of 3. Spike picks up a chain during a fight. The chain has a damage rating of 3d6 and a STR minimum of 3. Because Spike's STR is equal to the minimum STR required for the chain, Spike will inflict 3d6 when he strikes an opponent.

GMs wishing to use the "flat rate" method of determining damage can convert the listed weapon damage by multiplying the number of dice times 3 and then adding any bonuses

Spike normally does 3d6 of damage with his chain. To convert the damage to flat rate damage, Ray simply multiplies the number of dice times three. Spike does 9 points of damage when using the flat rate method.

Characters with more STR than the listed minimum strength for the a weapon will do extra damage with that weapon. Characters with less STR than the listed minimum strength for a weapon may do less damage with that weapon. (See *STR Min*, pg. XX).

Type

This describes the type of damage that the weapon inflicts. The letter before the slash represents:

B = Blunt (TGH & armor apply)
P = Penetrating (only armor applies)
Sp = Special (TGH and armor may not apply; see notes).

The letter after the slash represents:

S = Stunning damage
L = Lethal damage
Sp = Special damage (see notes for effect).

For example, "P/L" indicates the weapon does penetrating lethal damage, so armor but not TGH is subtracted from the damage before applying it to the character's LIF.

See *Damage* for more information about types and forms of damage and their effects in the game.

Size

Each weapon has an "optimal distance." This is the distance that the user must be from his opponent in order to effectively and properly wield the weapon.

The optimal distance is 1 yard for short weapons (such as knives, short swords, punches and grappling maneuvers), 2 yards for medium weapons (such as swords, clubs and kicks), and 3 yardss for long weapons (such as most pole-arms).

When both characters are fighting with the same sized weapons, neither character receives a bonus, even if they are at the optimal distance for their weapon.

When characters are using weapons of different sizes, however, the character with the longer weapon receives a +3 INI and +3 DEF bonus. If the opponent successfully strikes with the shorter weapon, then the bonus is reversed, to simulate that the character with the shorter weapon "got inside" the other's defenses to his own optimal distance. If the character with the longer weapon retreats back to his optimal striking distance, he regains the Ability and respective bonuses.

Jim's character is a gladiator fighting in the coliseum. He is using a spear and his opponent is using a short sword. Because Jim's spear is a Long weapon, his weapon's optimal distance is 3 yards, while his opponent's is 1 meter because he is using a Short weapon. As long as Jim's character remains 3 yards away from his opponent, he will receive a +3 bonus to both his INI and his DEF. If his opponent successfully strike Jim's character, however, that means he has slipped into his own optimal distance—1 meter—and gains the +3 bonus to his own INI and DEF, and Jim loses the bonuses.

Initiative Modifier (Init)

Some weapons are bulkier and more awkward to wield than others, and some are smaller or better balanced and easier to use. To reflect these differences in weapon design, weight and balance, each weapon has a base Initiative Modifier (abbreviated "Init"). This modifier is applied as a temporary modifier to the INI score of the character using the weapon. The Initiative Modifier may be a positive number (e.g., +1), a negative number (e.g., -1), or zero.

If the character stops using the weapon the modifier no longer applies. If the character switches to a different weapon, then the new weapon's Initiative Modifier is used.

The Initiative Modifier is in addition to any INI modifiers for STR (see *STR Minimum*, below) or any other INI modifiers that may be available in your game, such as from supernatural abilities, special traits, and so on.

Accuracy (Acc)

Accuracy reflects the inherent accuracy of the weapon. The Accuracy modifier (abbreviated "Acc") is added to the character's skill roll (not the TN) when using the weapon.

Gail is playing Elissa Longstreet, a spy for the Colonial Army, in a game set in the U.S. Revolutionary War. Elissa has a Black Powder Weapons skill of 5. During the game she is spotted trying to sneak through British-held territory. As two armed British soldiers approach her, she draws a musket pistol she had hidden in her bag and fires at one of the soldiers. Because black powder weapons are inherently less accurate than modern guns, they have an Acc of −1. When making a skill roll for Elissa to hit the British soldier, Gail subtracts 1 from her character's skill of 5, making her effective score a 4.

Range Modifier (RMod)

The Range Modifier reflects the inherent accuracy of the weapon at longer ranges. The Range Modifier (abbreviated "RMod") is a bonus usable only to offset or cancel negative modifiers due to range. For example, a Range Modifier of +2 means that a character using the weapon treats a −4 penalty for distance as only a −2 penalty. A weapon's Range Modifier may not decrease modifiers for distance below 0.

STR Minimum (STR Min)

Most weapons have a minimum STR score. This is the minimum STR score required to wield the weapon effectively. Large, bulky or unbalanced weapons will have a higher STR minimum than small, balanced weapons. A weapon with "Crew" listed in the STR Min. column requires two or more people working together to operate the weapon, and no bonus or penalty is afforded regardless of their STR scores.

If a character has a STR score lower than the listed STR minimum for the weapon he is using, the character will incur a penalty to both INI and to any skill rolls made for using the weapon. For every point below the STR minimum, the character suffers a -1 INI and -1 to all skill rolls involving that weapon. In the case of melee weapons and bows, the character also does 1d6 less than the listed damage for the weapon.

These penalties are in addition to any initiative (Init) and accuracy (Acc) modifiers listed for the weapon. If damage for a melee weapon is reduced to "0d6" due to insufficient STR, then the character cannot wield the weapon well enough to inflict damage with it in a fight.

Bob has a STR 4, REF 5, and Machine-guns 5. Bob picks up a B.A.G. 92 machine-gun that has ACC -2, Init. -1, and STR Min 6. Bob's STR is 4 (2 less than the listed STR Min of 6), so he

incurs a -2 to his Initiative and to his skill rolls. The total modifier to his skill rolls is -4, and the total modifier to his Initiative is -3. Bob's skill roll formula would look like this: REF (5) + Skill (5) + ACC (-2) + STR penalty (-2) + 3d6... or 3d6 + 6.

If a character has a STR score higher than the listed STR minimum for a melee weapon he is using, the character does extra damage. For every point of STR the character possesses above the listed STR minimum of the weapon, the character does an extra 1d6 of damage, up to a total maximum of twice the listed damage for the weapon. Having a high STR does not allow a character to do extra damage with a bow, crossbow, firearm or energy weapon.

Bob's machine gun has run out of ammo, but the bad guys are still coming, so Bob pulls out his trusty fighting knife. A knife has a listed STR Min of 2 and a base damage of 1d6. Because Bob's STR of 4 is two points above a STR Min of 2, Bob can inflict as much as +2d6 damage when he hits with the weapon. Unfortunately for Bob, 3d6 is more than two times the base damage for a knife, so Bob does only 2d6 points of damage with the knife. But that's still better than normal damage, and Bob's feeling pretty mean…

Maximum Effective Range (Max)

Maximum effective range (abbreviated "Max") is the maximum range at which a ranged weapon, such as a bow or firearm, can reasonably hit a target at which it is aimed. While weapons can fire a projectile (e.g., an arrow or bullet) beyond the listed maximum effective range, the chances of hitting a target at this range becomes a matter of sheer luck moreso than skill. As a result, shots beyond Max range are not allowed. This distance is in yards.

Rate of Fire (RoF)

A weapon's rate of fire (abbreviated "RoF") indicates how often a ranged weapon may be fired and how many rounds are expended each turn. A whole number indicates the maximum number of rounds that may be fired per turn. A fraction indicates the number of turns required to reload the weapon between shots (e.g., "1/3" means the weapon can be fired once every three turns). More than one number separated by a colon indicates the weapon is capable of multiple rates of fire (e.g., 3:20 indicates the weapon is capable of firing either 3 shots per turn or 20 shots per turn). In such cases the player selects which rate of fire to use at the beginning of his character's action.

Ammunition (Amm)

Ammunition capacity (abbreviated "Amm") indicates how many rounds of ammunition or are contained in a ranged weapon or in an attached supply, such as a battery or magazine.

Simple missile weapons, such as crossbows and slings, have an Amm. Rating of 1 because they can't "hold ammo" (they can only fire a single arrow or stone that is loaded and readied for use).

Weight (Wt)

The weight of the weapon, listed in pounds.

If you are not keeping track of the weight of equipment or other items carried by the characters in your game, then you can ignore this number.

Notes

Notes contain additional information about a weapon, such as examples of the type of weapon, special effects, and special uses of or exceptions to the basic rules.

The following annotations are used in the core rules:

AB: Auto-burst (the weapon may be fired using the autofire rules for Burst only; no Stream or Spray attacks are allowed with this weapon)

AF: Autofire (the weapon may be fired using the rules for autofire)

AP: Armor piercing (on a successful attack using this weapon, the AV of the target is halved before subtracting it from the damage caused by the attack)

BA: Bolt action

EX: Explosion (attacks using this weapon are made using the rules for Explosions)

PA: Pump action

LA: Lever action

SA: Semi-automatic

RD: Revolver, double-action

RS: Revolver, single-action

Extensions and Variants may include special rules that apply to weapons. These will be listed under "Notes" for weapons that use rules presented in those Extensions and Variants.

Steve is running a sci-fi game in which needler pistols are able to penetrate armor better than most weapons. Steve decides that the "armor piercing" ability effectively halves the armor value of the target, and notes "AP" for needlers on the weapon list under "Notes."

Sample Weapon Lists

Melee Weapons

Weapon	Dmg	Type	Size	Init	Acc	STR Min	Wt	Notes
Ax, battle	4d6	P/L	M	-2	-1	5	20	
Ax, hand	2d6	P/L	M	0	0	3	2	
Bat, aluminum	3d6	B/L	M	-1	0	3	2	
Bat, wood	3d6	B/L	M	-1	0	3	4	
Baton, police	2d6	B/L	M	0	0	2	1	
Bayonet	2d6	P/L	M	-2	0	3	.1	Adds to rifle weight
Broadsword	4d6	P/L	M	-1	0	4	12	
Cane sword	2d6	P/L	M	0	0	3	.1	
Chain	3d6	B/L	M/L	-2	-1	3	2	
Club	3d6	B/L	M	-1	0	3	2	Tree limb, improvised weapon
Club, great/war	5d6	B/L	M	-2	-1	5	16	Japanese tetsubô
Fencing foil	2d6	P/L	M	0	0	3	1	
Flail	3d6	P/L	M	-1	-1	3	10	
Glaive	5d6	P/L	L	-2	-1	5	12	Japanese naginata
Halberd	4d6	P/L	L	-2	-1	4	10	Japanese ôno
Katana	4d6	P/L	M	0	0	3	3	Samurai long sword
Kick	Special	B/S	M	0	0	0	0	Does dmg for STR+1 (see STR Table)
Knife	1d6	P/L	S	0	0	2	.5	
Lance	3d6	B/L	L	-2	-1	4	20	
Long sword	3d6	P/L	M	0	0	3	6	
Mace	3d6	B/L	M	0	0	3	16	
Nunchaku	3d6	B/L	M	0	0	3	2	
Pike	4d6	P/L	L	-2	-1	3	8	
Punch	Special	B/S	S	0	0	0	0	Does damage based on STR (see STR Table)
Rapier	3d6	P/L	M	0	0	3	6	
Short sword	2d6	P/L	S	0	0	3	4	Gladius
Spear	3d6	P/L	L	-1	0	3	6	
Staff, short	2d6	B/L	M	0	0	2	2	Japanese jô, cane
Staff, three-section	3d6	B/L	M/L	-1	-1	3	6	
Staff, quarter	3d6	B/L	L	-1	0	3	2	Japanese bô
Two-handed sword	5d6	P/L	M	-1	-1	4	14	Claymore, Japanese nodachi
Wakizashi	3d6	P/L	M	0	0	3	2	Japanese short sword
Whip	1d6	B/L	L	-2	-1	3	1	

High-Tech/Sci-fi Melee Weapons

Weapon	Dmg	Type	Size	Init	Acc	STR Min	Wt	Notes
Energy sword	5d6	P/L	M	+1	-2	2	1	All weight in handle; difficult to wield
Stun baton	4d6	B/S	M	0	0	2	1	
Vibro-ax	5d6	P/L	M	-1	-1	4	12	
Vibro-knife	2d6	P/L	S	+1	0	2	.5	Tree limb, improvised weapon
Vibro-sword	4d6	P/L	M	0	0	3	8	

Simple Missile Weapons

Weapon	Dmg	Type	Acc	Rmod	STR Min	Max	RoF	Amm	Wt	Notes
Atlatl	3d6	P/L	-2	0	3	x5	1/2	1	2	
Bola	3d6	B/L	-2	0	3	x5	—	1	.5	
Boomerang	3d6	B/L	-2	0	3	x10	—	1	1	
Compound bow	4d6	P/L	0	+2	3	x20	1/2	1	4	
Crossbow, small	2d6	P/L	0	+2	3	50	1/3	1	4	
Crossbow, heavy	3d6	P/L	-1	+1	4	50	1/4	1	7	
Longbow	4d6	P/L	0	+2	4	150	1/2	1	6	
Short bow	3d6	P/L	0	+2	3	100	1/2	1	4	
Sling	2d6	B/L	-1	+1	3	100	1/3	1	.25	
Slingshot	1d6	B/L	0	+2	2	25	1	1	.25	
Speargun	4d6	P/L	0	+2	3	50	1/4	1	6	Stats for use out of water.

Modern Small Arms

Weapon	Dmg	Type	Acc	Rmod	STR Min	Max	RoF	Amm	Wt	Notes
Pistols (by caliber)										
.25 ACP semi-auto	1d6	P/L	-1	+1	2	50	4	6	1	SA
.22 short semi-auto	1d6	P/L	-1	+2	2	50	4	6	1	SA
.32 ACP snub-nose	2d6	P/L	-1	+1	3	50	3	6	2	RD
.32 ACP revolver	2d6	P/L	0	+2	3	50	3	6	2	RD
.22 LR semi-auto	2d6	P/L	-1	+1	2	50	4	12	2	SA
9mm short	2d6+2	P/L	0	+2	3	50	4	6	3	SA
.45 ACP (1865)	3d6+1	P/L	0	+2	3	50	2	6	4	Peacemaker, RS
.45 ACP (1980)	3d6+1	P/L	0	+2	3	50	4	7	4	M-1911A1, SA
9mm Para	3d6+1	P/L	0	+2	3	50	4	15	4	SA
.357 Mag. snub-nose	4d6	P/L	-1	+1	3	50	3	6	3	RD
.357 Mag. 6" barrel	4d6	P/L	0	+2	3	50	3	6	4	RD
10mm Auto	4d6	P/L	0	+2	3	50	4	10	4	SA
.41 Mag. snub-nose	4d6+1	P/L	-1	+1	4	50	3	6	4	RD
.41 Mag. 6" barrel	5d6	P/L	0	+2	4	50	3	6	5	RD
.44 Mag. 6" barrel	5d6	P/L	0	+2	4	50	3	6	5	RD
.50 Desert Eagle	5d6+2	P/L	0	+2	5	50	4	10	6	SA
Rifles (by caliber)										
.22 carbine	2d6	P/L	+1	+3	3	200	4	10	3	SA
9mm short	2d6+2	P/L	+1	+3	3	200	4	5	2	SA
12 gauge slug	7d6	P/L	+1	+4	5	100	2	5	6	PA; 5 or 8-rd magazine.
.30 carbine	5d6	P/L	+1	+3	4	200	4	5	6	BA or LA
5.56mm M-4	5d6+2	P/L	+1	+3	4	200	4:20	30	6	SA/AF/AB
5.56mm M-16A2	5d6+2	P/L	+1	+4	4	500	4:20	30	7	SA/AF/AB
7.62x39mm NATO	7d6	P/L	+1	+4	4	600	4:20	30	8	SA/AF/AB; FN-FAL
.50 cal. rifle	9d6	P/L	+1	+4	6	1000	3	5	12	SA; Barrett M82A1

Sci-fi Small Arms

Weapon	Dmg	Type	Acc	Rmod	STR Min	Max	RoF	Amm	Wt	Notes
Blaster pistol	4d6	P/L	0	+2	2	100	1	30	2	
Blaster carbine	6d6	P/L	+1	+3	3	200	1:5	40	4	
Blaster rifle	8d6	P/L	+1	+4	5	400	1	30	8	
Holdout pistol	3d6	P/L	-1	+1	2	50	1	20	1	
Laser pistol	4d6	P/L	0	+2	3	100	1	25	2	
Laser rifle	6d6	P/L	+1	+4	4	500	1	50	6	
Needler pistol	3d6	P/L	0	+2	3	50	1	20	2	AP
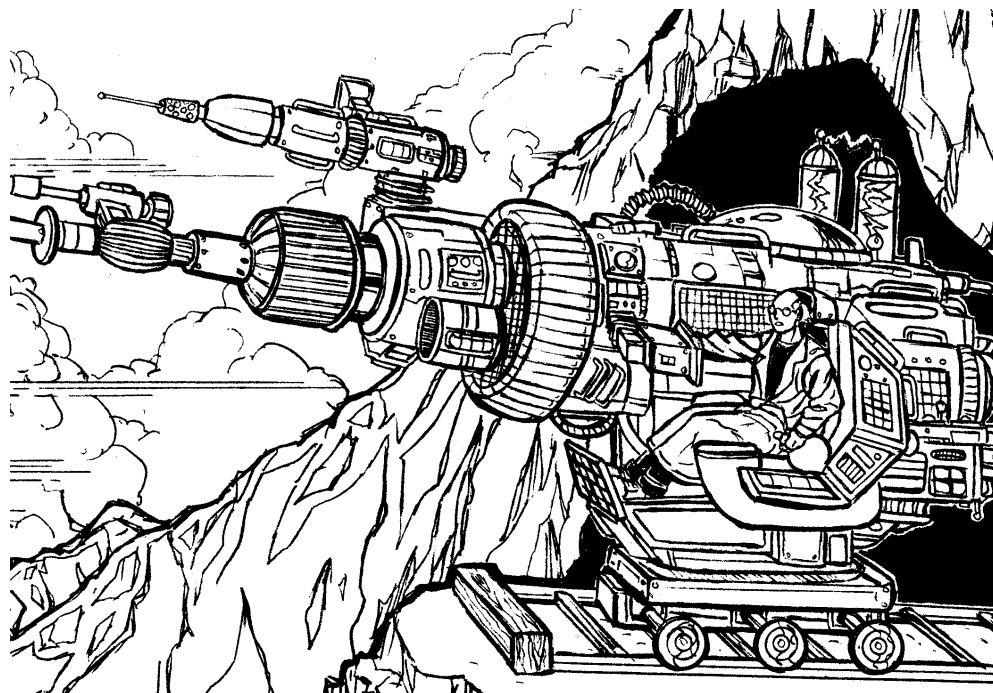
Heavy Weapons & Misc

Weapon	Dmg	Type	Acc	Rmod	STR Min	Max	RoF	Amm	Wt	Notes
Machine-guns (by caliber)										
7.62mm Light MG										
mounted	5d6+2	P/L	+2	+5	N/A	1000	20	100	30	Bipod/tripod; AF; M-60
carried	5d6+2	P/L	+1	+4	4	1000	20	100	18	Carried; AF; M-60
.50 cal. MG	9d6	P/L	+2	+5	Crew	1000	20	100	60	AF, mounted; M-2
Cannons										
Field cannon, small	12d6	B/L	+1	+3	Crew	1000	1/10	1	2000	"6-pounder" (18th cent.)
Field cannon, medium	15d6	B/L	+1	+3	Crew	1000	1/10	1	2000	"12-pounder" (19th cent.)
155mm	18d6	P/L	+2	+5	Crew	22 km	1/4	1	7154	M198 Howitzer
Ship's gun, 16-in.	24d6	P/L	+3	+8	Crew	50 km	1/20	1	—	Ship's guns
Support weapons										
Flame-thrower	4d6	B/L	+2	+2	4	40	1	50	64	M2-2
Grenade, frag.	6d6	P/L	0	0	3	STRx5	1/2	—	1	M33A1, M57; EX
Grenade, tear gas	6d6	Sp/Sp	0	0	3	STRx5	1/2	—	1	M47 (CS); EX
Grenade, stun	6d6	B/S	0	0	3	STRx5	1/2	—	1	"flash-bang"; EX
M1 Rocket Launch.	10d6	P/L	+1	+3	4	110	1/5	1	12	WWII Bazooka
M72A2 LAW	10d6	P/L	+1	+2	2	350	1	—	7	Disposable weapon; EX
Mortar, 81mm	12d6	P/L	+1	+4	Crew	1000	1/2	1	36	EX
RPG	10d6	P/L	+1	+3	3	100	1/4	1	12	Rocket-propelled grenade; RPG-7; EX

Weapon	Cal.	Dmg	Type	Acc	Rmod	STR	Max	RoF	Amm	Wt	Cost	Notes
Machine-guns (by caliber)												
1862 Gatling gun	.40	4d6+2	P/L	0	+1	4	400	5:30	100	76	$1500	AF
1862 Gatling gun	.58	5d6	P/L	0	+1	4	500	5:30	100	76	$1500	AF
1879 Gatling gun	1-in.	7d6	P/L	0	+2	4	800	5:30	100	80	$1600	AF
Cannons												
3-in. Ordnance rifle	—	10d6	B/L	0	+2	Crew	1700	1/6	1	1,500	—	"Rodman"
6-lb. field gun	—	12d6	B/L	0	+2	Crew	1400	1/10	1	800	—	1841 model
12-lb. siege gun	—	14d6	B/L	0	+3	Crew	1400	1/10	1	1,100	—	1857 model
12-lb. Mtn. howitz.	—	14d6	B/L	0	+3	Crew	800	1/10	1	400	—	1860 model
20-lb. Parrot	—	16d6	B/L	0	+4	Crew	1800	1/10	1	1,600	—	1861 model
24-lb. siege gun	—	16d6	B/L	0	+4	Crew	1200	1/10	1	1,200	—	1845 model
32-lb. Seacoast gun	—	18d6	B/L	0	+4	Crew	8 km	1/10	1	6,800		1845 model
Explosives												
Dynamite, 1 stick	—	8d6	B/L	0	0	3	STRx10	1	—	1	$4	EX
2 sticks	—	10d6	B/L	0	0	3	STRx10	1	—	2	$8	EX
4 sticks	—	12d6	B/L	0	0	3	STRx5	1	—	4	$16	EX
8 sticks	—	14d6	B/L	0	0	3	STRx5	1	—	8	$32	EX
12 sticks	—	15d6	B/L	0	0	3	STRx3	1	—	12	$48	EX
16 sticks	—	16d6	B/L	0	0	3	STRx3	1	—	16	$54	EX
Nitroglycerine, vial	—	8d6	B/L	0	0	—	STRx5	1	—	1	$3	EX
Powder, canister	—	10d6	B/L	0	0	—	STRx3	1	—	1	??	EX
Powder, keg	—	14d6	B/L	0	0	—	—	1	—	7	??	EX
Powder, barrel	—	18d6	B/L	0	0	—	—	1	—	80	??	EX

ARMOR

Armor Attributes

Like weapons, armor has several attributes that describe its performance within the rules. These are not the same kinds of attributes that characters have, but they serve a similar function.

The attributes that describe armor are Armor Value (AV), Locations covered (Loc), Strength minimum (abbreviated "STR Min"), Weight (abbreviated "Wt"), Cost, and Notes.

Armor Value (AV)

The Armor Value indicates the amount of points of protection that the armor affords. Each point of AV reduces damage inflicted upon the character by 1 point. For example, an AV of 10 would reduce a 16 point attack to a 6 point attack. The armor's AV protects from all forms of damage unless otherwise noted in the description (e.g., chain mail is flexible and does not protect as well against Blunt and piercing attacks as it does cutting attacks).

Locations Covered (Loc)

The numeric body locations (from the *Random Hit location Table*, on page 94) that the armor protects. The AV of the armor is applied to any attacks that strike one of the protected areas.

If the GM is not using Hit Locations in your game, you can ignore these numbers.

STR Minimum (STR Min)

The minimum STR score required to move about and fight unencumbered by the armor. Armor that is rigid, heavy and/or restricts air flow will have a higher STR Min than armor that is less cumbersome, allows air to circulate around the wearer's body (to "breathe" and release heat) and doesn't restrict the wearer's range of motion.

If a character has a STR score lower than the listed STR minimum for the armor he is wearing, the character will incur a penalty to his REF. For every point below the STR minimum, the character suffers a -1 to REF and MOV. This temporary reduction in REF also affects the character's INI, and of course any REF-based skill rolls.

Bob has a STR 4 and REF 5. Bob puts on a suit of full samurai armor, which has a STR Min of 4. Because Bob's STR is 1 less than the STR Min of the armor, Bob suffers a temporary −1 to his REF and MOV for as long as he wears the armor.

If a character has a STR score higher than the listed STR minimum there is no bonus.

Weight (Wt)

The weight of the armor, listed in pounds.

If you are not keeping track of the weight of equipment or other items carried by the characters in your game, then you can ignore this number.

Cost

Normally the cost of the armor will be listed here, in the currency appropriate to the setting and era in which your game is set. We have not provided prices for the armor in this book because it would be impossible to list accurate prices for all settings.

GMs are encouraged to create prices for armor in their game if they so choose. Prices appropriate to a particular setting, and in the proper currency for that setting, will be published in other products.

Notes

Notes contain additional information about the armor, such as "1/2 AV vs. Blunt damage."
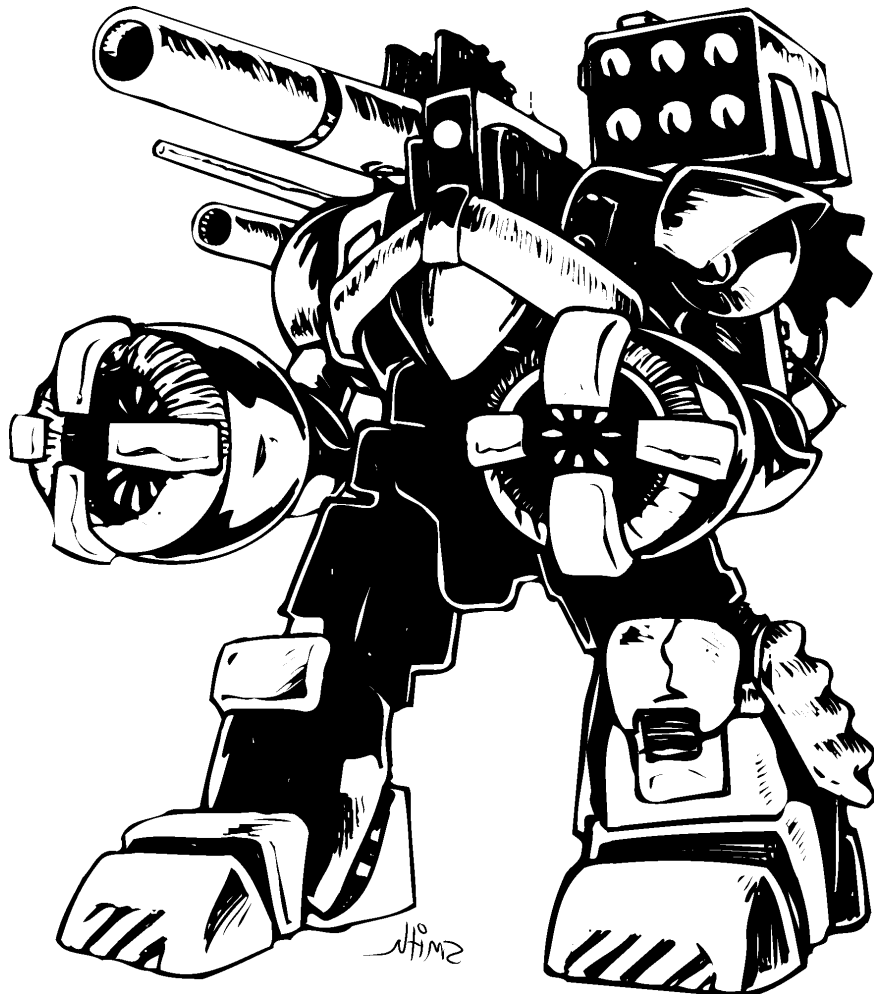
Armor List

Item	AV	Loc	STR Min	Wt.	Notes
Clothing, light	1	Varies	0	2	Typical spring/summer garb
Clothing, heavy	2	Varies	1	8	Typical fall/winter garb
Brigandine	5	7-15	4	8	½ AV vs. Blunt damage
Chainmail	6	3, 5-15	5	20	½ AV vs. Blunt damage
Football helmet	4	3-4	2	4	American football (e.g., NFL)
Football pads	4	7-8, 10-11, 13-15	4	16	American football (e.g., NFL)
Helmet, kevlar	7	3-4	2	2	Military/police helmet
Leather	3	7-15	3	4	½ AV vs. Blunt damage
Modern body armor					"Bullet proof vest"
Level IIA	5	7-12	3	2	½ AV vs. pointed weapons
Level II	6	7-12	3	2	½ AV vs. pointed weapons
Level IIIA	7	7-12	3	3	½ AV vs. pointed weapons
Level III	8	7-12	4	3	½ AV vs. pointed weapons
Tactical	9	6-13	5	4	½ AV vs. pointed weapons
Trauma plate	10	13	2	1	
Plate armor, full	9	3-18	8	60	½ AV vs. Blunt damage
Plate armor, partial					
plate sections	8	3-4,7-13	6	40	½ AV vs. Blunt damage
chain sections	6	5-6,14-18	—	—	½ AV vs. Blunt damage
Samurai armor	7	3-18	5		½ AV vs. Blunt damage
Space suit, modern	6	3-18	5	250	20th century., includes 7 hrs life support
Space suit, future	8	3-18	3	50	Sci-fi, includes 24 hrs life support
Trooper armor	10	3-18	3	12	Sci-fi; ½ AV vs. Blunt damage

INANIMATE OBJECTS

Eventually there will come a time when the GM or one of the players will want to know whether an attack can penetrate some material, whether it be a cinder block wall, a door, or even the side of a tank.

While living creatures have LIF points, non-living things have Hits. Hits work just like LIF points do, except that an object that has its Hits reduced to 0 doesn't "die" (the object isn't alive in the first place). Instead, when an object's Hits are reduced to 0, the object is presumed destroyed. "Destroyed" can mean several things, depending on the nature of the object and the GM's judgment. A "destroyed" vehicle becomes inoperable, a window is broken, a brick is broken, a wooden door is broken down, and so on.

When an object has sustained damage equal to twice its Hits, it is demolished, and is beyond repair. A "demolished" vehicle is crushed flat, a window is shattered, a brick is pulverized, a wooden door is splintered, and so on.

Realistic Values

The table below lists the Hits required to penetrate or break for some common materials that may be encountered in games of various genres. GMs wanting to apply an AV to an item (e.g., in order to keep track of cumulative damage) should split the number evenly between AV and Hits. For example, a two-inch-thick aluminum plate is listed as having 210 Hits. The plate could be treated as having an AV of 105 and 105 Hits.

Obviously if a listed item does not appear or even exist in your game setting you can ignore it.

AV of Common Materials

Material	Thickness				
	10mm (.4")	20mm (.8")	50mm (2")	150mm (6")	1m (1.3 yd)
Aluminum alloy	14	28	70	210	1400
Bronze	10	20	50	150	1000
Cement	2	4	10	30	200
Glass	1	2	5	15	100
Plexiglas, anti-ballistic	12	24	60	180	1200
Plexiglas, standard	2	4	10	30	200
Steel, tempered	26	52	130	390	2600
Steel, mild	18	36	90	270	1800
Stone	2	4	10	30	200
Wood, heavy	2	4	10	30	200
Wood, soft	1	2	5	15	100

Cinematic Values

For GMs wanting the AV and Hits values for items in Cinematic styled games (such as super-heroes), use the optional AV/Hits table below.

Games with an anime or superhero theme should use these values, as they will provide a more powerful feel to the game, allowing the characters to have a greater affect on the world around them than if using the realistic armor values of substances, as listed in the table above.
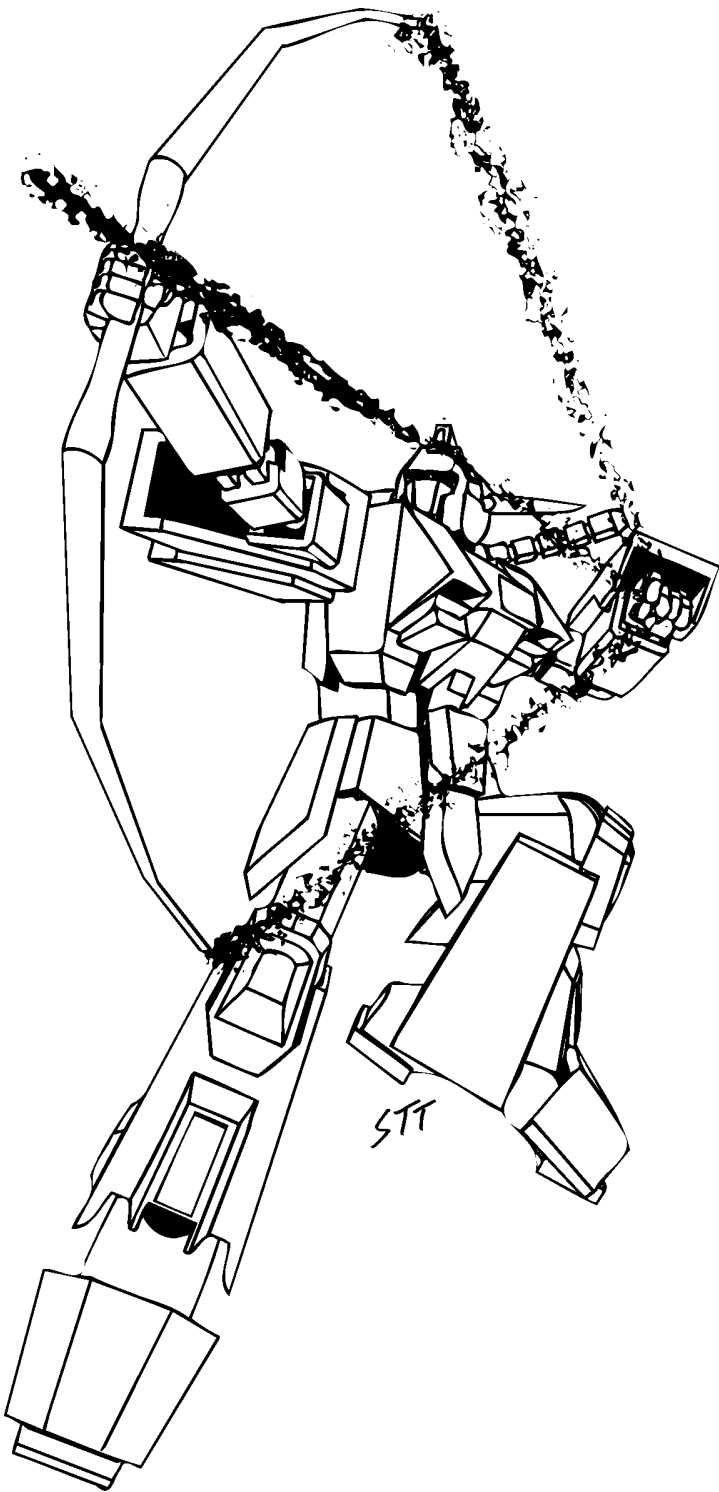
Object AV/Hits Table

Material or Object	AV	Hits
Doors		
Airlock door	24	21
City gates, small, wood	15	30
City gates, large, wood	24	60+
Interior wood door	6	9
Interior starship door	18	12
Exterior wood door	12	9
Metal fire door	15	15
Safe door	30	9
Vault door, small	45	24
Vault door, large	48	27
Furniture		
Bookcase, small	9	12
Bookcase, large	12	18
Bookcase full of books	12	24
Card catalog, wood	12	21
Chair, standard	9	9
Chair, high-back, leather	9	12
Chamber pot	6	6
Computer, personal	6	6
Computer, mainframe	9	15
Desk, small	9	12
Desk, large wooden	12	18
Desk, large metal	15	24
Filing cabinet, small metal	12	12
Filing cabinet, large metal	15	18
Furniture, light wood	9	9
Furniture, heavy wood	12	15
Furniture, plastic	6	9
Furniture, steel-reinforced	15	15
Glass	2	3
Glass, reinforced	6	3
Hearth/fireplace	15	30
Lamp post, breakaway	15	9
Mantel	9	9
Painting, small framed	6	3
Painting, large framed	9	3
Picnic table	9	21
Planter, large	9	9-18
Stanchion, metal	9	6
Stanchion, plastic	3	2
Table, medium	9	12
Table, large	12	15
Turnstile	15	12
Washbasin (sink)	9	9
Locks		
House doorknob lock	9	6
Deadbolt lock	12	9
Magnetic lock	15	9
Padlock	12	9
Machinery		
Camera, surveillance	9	3
Copier, large	18	24
Escalator	27	24
Fax machine	6	6
Fire extinguisher	12	12
Hand cart, metal	12	6
Machinery, very light/small	9	6
Machinery, light	15	12
Machinery, medium	21	18
Machinery, heavy	27	24
Metal detector, hand-held	3	6
Metal detector, walk-thru	12	9
Monitor, video	6	9
Printer, desktop	9	6
Spacesuit	6	9
Telephone	6	6
Typewriter, electric	6	6
Typewriter, manual	6	9
VCR/DVD player	9	6
Vending machine	18	18
Water fountain, metal	9	9
X-Ray machine	18	18
Outdoor Items, Miscellaneous		
Awning	9	3
Boulder	15	29
Bridge, small (1.6 ktons)	27	21
Bridge, large (100 ktons)	27	27
Bushes	6	6
Cobblestone, single	12	12
Dirt, per cubic meter	0	30
Flagpole, breakaway	12	6
I beam, per 2m length	27	24
Manhole cover	27	15
Mannequin	9	9
Porta-potty	9	12
Railroad tracks	12	15
Stone, per cubic meter	15	57
Telephone pole	15	15
Trees		
Small tree, less than 2m	12	15
Medium tree, less than 15m	15	24
Large tree, 15m or more	15	33
Vehicles		
Armored car	24	54
Automobile	9	45
Bicycle	9	6
Cart, small	9	24
Cart, large	12	36
Chariot	12	24
Helicopter	9	52
Hovercraft	15	52
Jetpack/EVU	12	12
Motorcycle	9	33
Plane, light	9	39
Plane, twin engine	9	45
Plane, multi-engine	9	54
Railroad car	18	45
Spaceship, capsule	30	30
Spaceship, medium	30	60-120
Spaceship, large	45	90-240
Submarine	30	60
Tank (front armor)	60	60
Tank (side/top armor)	48	—
Tank (bottom armor)	42	—
Truck or bus	12	51
Wagon, covered	9	36
Walls and Fences		
Armored wall	39	21
Barbed wire	15	6
Brick wall	15	9
Concrete wall	18	15
Home interior wall	9	9
Home exterior wall	12	9
Office interior wall	9	9
Office cubicle wall	9	6
Reinforced concrete wall	24	15
Spaceship interior wall	24	18
Vehicle gate arm, wooden	6	6
Wire fence	18	9
Wooden wall	12	9
Weapons		
Heavy weapon	18	24-27
Pistol	12	6-12
Rifle	12	15-21
Sword	12	12-18
Very large heavy weapon	18	36
Miscellaneous		
Barrel	9	18
Control console, per 2m	12	12
Drum, 55-gallon steel	12	18
Crate, small wooden	9	6
Crate, large wooden (23m)	12	21

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ADVENTURES

In this section we explain how to create and run exciting adventures or scenarios for your players. These are the same basic guidelines we follow when creating adventures that we publish.

STORYLINE

The first step is to come up with a basic storyline. What events will take place during the adventure? Who are the adversaries, and what are they trying to accomplish? What obstacles will the PCs face?

Every adventure or story has a theme. The theme can suggest events that will occur in a story and vice versa.

A good way to develop the basic story is to answer the five basic questions: Who, what, where, when and why? We will describe and give some tips to answering each one below. Once you can answer all five, you should have all the details of your story.

Who?

Who is doing the action, committing the crime or act that drives (or starts off) the story?

Adversaries

A person who does something "wrong" or illegal or intentionally harmful to someone else is called the antagonist. The antagonist is the bad guy or villain of the story. If a crime or injustice is planned in advance or committed intentionally (even in the heat of the moment), it is usually by an antagonist.

Enemies are usually people, but not always. Sometimes an enemy might be an animal, or even a natural disaster. For example, an earthquake rocks the city of Los Angeles. The heroes must free people trapped in the rubble, put out fires, and perform other heroic rescues. Some thieves might try to take Ability of the chaos to loot, requiring the intervention of the heroes, but the earthquake is the main "enemy" of the adventure.

As for human enemies, there are really two types. Ordinary enemies are minor foes, like bandits or enemy soldiers. Villains are singular adversaries, often as skilled or even more skilled than the heroes. They are typically the masterminds who pull the strings of the ordinary enemies.

Ordinary Adversaries: Bandits, enemy soldiers, street thugs—all are examples of ordinary enemies. These everyday foes are rarely inherently evil, though they may commit misdeeds out of a desire to follow orders, fear, desperation, or some other motive. Their actions cannot be condoned, but they are usually at least understandable to the heroes.

They are obstacles to be overcome in the pursuit of justice, not enemies in their own right.

Except on rare occasions, such as a lone sentry, ordinary enemies are often encountered in large numbers—typically two or more adversaries per hero. This enhances the challenge for the intrepid heroes, not to mention increasing the opportunities for derring-do.

Fortunately, ordinary enemies are normally not all that difficult for the heroes to overcome. They are fairly easy to intimidate, trick, disarm, elude, or otherwise defeat. You can encourage this cinematic feel, and save yourself a lot of bookkeeping, by allowing ordinary enemies to quickly be taken out of the fighting. A single strong attack or clever stratagem should be enough to subdue an ordinary foe.

This keeps the action fast-paced, reinforces the stature of the heroes and reduces the temptation for PCs to resort to killing their adversaries.

Villains: Black-hearted scoundrels with twisted morality—or none at all—villains are the true adversaries of the heroic PC. These masterminds spin webs of deceit and depravity, sending minions out to do their dirty work but rarely endangering their own precious hides to carry out their vile schemes.

In fact, the heroes may not face the villain directly—or even learn his identity—for several adventures. Only after disposing of his wicked plots and battling his many henchmen do they get an opportunity to challenge their true foe.

Villains are normally encountered singly, though occasionally two (or more) will form a temporary alliance to deal with a particularly dangerous enemy. These accords rarely last very long, however, since no villain can ever truly trust another. Betrayal is as natural to a villain as breathing.

Other common traits include enormous pride, overconfidence, greed, a devious mind, and a tendency for naked cruelty. Villains are fond of complex plots intended to trap those who would put a stop to their schemes. But villains seldom learn from their errors. Incompetent underlings or other scapegoats are always to blame for their failures.

Remember, enemies exist to ultimately be defeated by the heroes. Don't fall into the trap of liking your villains so much that you lose sight of this fact. Your players will accept that their adversaries often escape and sometimes even win temporary victories, but not if they sense you are fudging events just because you really like a particular villain.

Protagonists

Sometimes in adventure stories it's not a bad guy who gets the story going but a good guy. A good guy who starts off the adventure or story is called a "protagonist." If the person does something wrong by accident or does something that isn't "wrong" but causes problems, he is probably a protagonist. Their action, however innocent, could result in an accident or a situation that puts someone else in danger, or perhaps something that makes the antagonist (or "bad guy") angry enough to do something wrong.

Other Characters

Along with their adversaries, the PCs will meet many other people in their adventures. Some are people in need of their help, such as an innocent peon unjustly condemned to death by a corrupt official. Others are everyday people, such as a bartender or village blacksmith. And still others are family

members, friends, or loved ones. A few may even be allies. Not everyone the heroes meet need be either friend or foe, with nothing in between, though.

These other characters are very important. Not only are they useful in creating dramatic stories (how will a hero react when bandits kidnap his sister?), they can help remind the PCs just who the real adversaries are.

Come up with names for the other characters the heroes might encounter in the course of the adventure, and a few notes on their personalities. Devising a simple "hook" for each character—such as a woman who constantly flutters her fan while talking to the PCs—will each one memorable for your players.

Finally, keep track of the information you've come up with. This way, you can re-introduce the characters in later adventures, helping the heroes build relationships with them over time.

What?

What is it the villain (or villains) is doing? This is the active plot of the story, which should lead to a conflict with the heroes.

The villains could be working toward some personal goal to achieve wealth, destroy the heroes (or someone else)—whether by simply humiliating them, frustrating them or killing them—committing acts of terrorism or sabotage, or building a secret device (or weapon) to unleash on an unsuspecting world.

The villain's plans can be as simple or as complex as you want. Even simple plots can make for fun adventures, though the most satisfying role-playing adventures tend to involve well-thought out plans by the villains, with plenty of complications and sub-plots throughout.

Where?

Next you need to consider where the adventure, or the individual scenes of the adventure, will take place.

Think like a Hollywood filmmaker. Invent imaginative sets for your major scenes—especially the climax! Why have a fight take place in an ordinary street when you can place the action atop the rooftops, or on a log over a waterfall, or aboard a burning ship in the harbor?

Likewise, come up with plenty of props for inventive heroes to use. It's hard to swing across a room full of enemies when the GM forgets to include anything to swing on! Swashbuckling action demands plenty of props. When you come up with a prop, jot down a few notes on how it might be used by the heroes. Figuring out Target Numbers for skill rolls involving the prop in advance can help keep your adventure from stalling while you look up a rule or come up with something on the spot.

When?

When do the events of the adventure take place? Do they occur all at once, or over the course of several days, or even weeks? This can be very important – the longer the heroes have to investigate, make plans and find equipment or allies, the more prepared they will be for the climax. Sometimes that's good, and sometimes it's not. It depends on the storyline for each adventure.

Why?

No one—not even a villain—does things for no reason at all. You need to consider why the adversaries are acting the way they are. Knowing the motivation of the enemies will help you figure out how they will behave and react during the adventure.

Some common motivations include revenge, greed, desire or lust for power, a battle of wits with the heroes, prejudice, and yes, even love.

SCENES

All stories have a beginning, a middle and an end. In the beginning, some threat or problem arises that gets the heroes involved. In the middle the heroes gain more information about the danger. In the end, or climax, the heroes resolve the problem – usually in a thrilling action scene. Then the epilogue wraps everything up.

Adventures are divided into "scenes," similar to a movie. Each scene represents a part of the story.

The story switches scenes whenever it is appropriate to do so. Usually a scene will end when everything that the characters are doing (or trying to do) is resolved.

Simple adventures have three scenes—an Introduction, a Conflict, and an Epilogue. The Introduction presents the problem and may give the heroes a chance to gain more information. It's the beginning and middle of the story rolled into one. The Conflict is the exciting climax, and the Epilogue resolves any loose ends.

But not all adventures have to follow this formula. If they did, your players might get bored after awhile. So once you are comfortable designing adventures, throw in some variety. You might start the story off with a short action scene that introduces the key people in the adventure.

However you structure the scenes in your story, it should always have a beginning, middle and end.

An Interactive Storyline

In a role-playing game, unlike a book or film, you aren't the only person responsible for the storyline. The actions of the heroes can have a big effect on the story of your adventure. So figuring out what actions the PCs might take is also part of coming up with a storyline. After all, if the heroes set off for Paris when the rest of your storyline takes place in Los Angeles, you'll have a problem.

Fortunately, in most games the PCs are heroes, and you can predict fairly accurately how they will react in most cases. For example, if they spot brigands robbing someone, you can count on the PCs getting involved somehow. There's no need to come up with individual reasons for each hero to become involved in every adventure.

MORE GM TIPS

Here are some more tips for creating and running adventures.

Match your storylines to the interests of your players. If a player enjoys complicated intrigue, come up with a suitably

intricate plot for him to unravel. If another player has fun using stealth, be sure to include plenty of chances to sneak around. Players who get to do what they enjoy are less likely to get bored or distracted. Besides, ensuring that everyone has a good time is part of your job as the GM.

Make sure that every hero gets at least one moment to shine in each adventure. Tailor a particular task, encounter, or challenge to each PC. Every player deserves a turn in the spotlight.

Play the parts of adversaries and other characters with flair. Use different voices or styles of speaking. Or try using an accent, even if it's a bad one. Get up from the table to act out how one character limps when he walks, or wave your hands around while pretending to be a frightened settler. Help your players get into their own roles by throwing yourself into yours.

Keep the action moving to reflect a cinematic style of play. Don't let the adventure bog down in minute details about what each PCis doing every minute in between action scenes. On the other hand, don't cut short a good planning session or character interaction if the players are having fun. Recognize when it's time to move on, and use a cinematic "cut scene" to skip ahead to more fun. The storyline needn't dwell on what the heroes are doing in between action scenes. The GM can just skip ahead by saying, "a few days later…"

It's best if the story takes place with all of the characters together most of the time. It's okay if some characters go off to do things alone or break into small groups occasionally, however. Sometimes it makes sense for characters to do things by themselves, such as picking up needed supplies, going to get help or scouting out a location. But it's important to make sure that everyone who wants to have his character present for the big action scene is able to do so.

Last, but not least, never present the players with a situation in which killing is the only solution. There should always be another way to resolve the problem, whatever it might be, without resorting to bloodshed.

EXPERIENCE POINTS

As characters finish each adventure and (presumably) accomplish the goal set forth for them, whether it be to rescue a falsely imprisoned person, capturing or eliminating an enemy unit, saving someone's life or safeguarding a secret message to the King, the characters should earn Experience Points (EP).

Awarding Experience Points

Character improvement is the primary method for the GM to express his opinion on how the players are doing. There are many ways to quantify success; goals achieved, excellent role and character playing, even contributions to the background of the world. The number of experience points to award to characters will vary from adventure to adventure. Some GMs will also award experience for mapping or other record-keeping duties, character sketches, or other contributions to the game as a whole. Here are some guidelines for GMs to help determine how much experience points to award at the conclusion of an adventure.

Spending Experience Points

Some players will want to scrimp and save for a big character improvement. Others will spend a point here and there just to spend them and improve some small bit. Either of these extremes is probably the wrong approach. In the best games, players should mix long-term and short-term goals, putting points into less expensive abilities while saving others for larger steps.

Characters can increase existing skills, increase existing abilities, and under certain conditions develop completely new skills and abilities. Which of these a player decides to pursue also determines how you proceed.

Most games will have a starting skill maximum. For this example we will use +5. No character can buy a skill higher than +5 at the start of play. This will also be the training skill maximum. That is, no character will be able to take Ability of instructor led training past +5. After that all progression and improvement will only be through experience within the course of the game.

GMs may also wish to limit the way experience is spent to abilities that are *used* or specifically studied in the game. A rule of thumb would be that if the character did not use a skill or ability that session, then that skill or ability cannot be improved. Some GMs will find this too restrictive.

Experience Point Awards

Description	E P
Base experience point award for an adventure	1

The adventure was…

…Short (one game session)	+0
…Long (two game sessions)	+1
…Very long (three or more sessions)	+2

The adventure ended…

…successfully	+1
…unsuccessfully, but with a chance for the PCs to fix things next session	+0
…unsuccessfully with no chance to fix things	-1

The character performed a dramatic or heroic action or speech that…

…Added enjoyment to the game*	+1
…Accomplished a team goal*	+1
…Presented serious risk to the character*	+1

The player…

…Contributed a major plot element	+2
…Contributed a minor plot element	+1
…Developed a character background	+1

Character Improvement Costs

Attributes — EP Cost

Increase Attribute score	5x new attribute score

Abilities and Disabilities — EP Cost

Buy new Ability	Listed cost of Ability
Increase level of Ability	Difference in cost of current and new level (and GM's permission)
Buy off existing Disability	Value of Disability (and GM's permission)
Take new Disability	No point benefit

Skills — EP Cost

Skill Group levels	New level x5 in EP
Skill levels	New level x1 in EP
Specialty levels	New level x .5 in EP

Action Points — EP Cost

Buy one Action Point	10 (and GM's permission)
"Cash in" Action Point	-1 (character gets 1 EP)
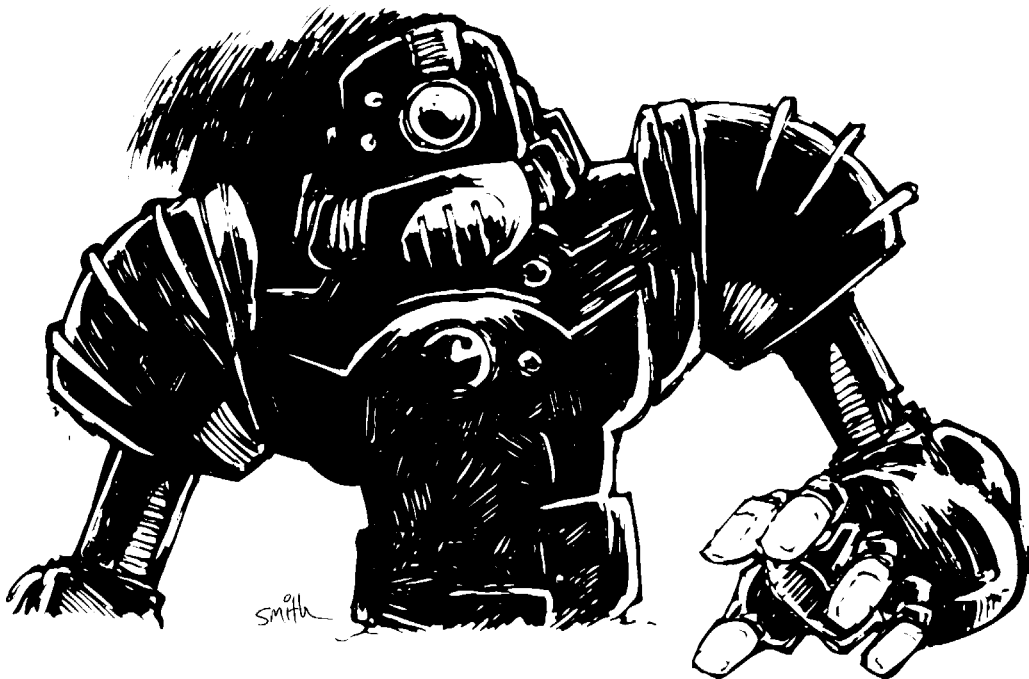
CHARACTER CREATION

The game system itself is a tool for creating and role-playing fictional characters to tell a story. In this section we present a recap of the of the character creation rules, including important table and charts, so that you don't have to flip back and forth to various pages throughout the book.

Characters have numerical scores that define their capabilities. Each character has attributes, traits, benefits and skills. These are described in detail below.

Character Concept

In a system where *everything* is an option, it is very important for the Player to come up with a strong concept for his character. The character concept is the foundation on which all of the mechanics of the system are built. Without a strong concept to start with, the whole character creation process can take so much longer.

If, as a Player, you are coming from class-based systems, this step of the character creation process may not have existed, or was downplayed. Not in *Open Core*. In this system the character is just as important as the campaign, and a good Player-GM interaction can help to create a character that is a vital part of a campaign setting, as well as helping to cut down on min-maxing abuse. *Open Core* is not about the concepts of power gaming, but the best that any ruleset can do is attempt to minimize any potential abuses.

The first step in creating a character is to think of a concept. What kind of character do you want to play? A strong-willed, square-jawed, two-fisted hero? A mild-mannered reporter? A sneaky covert operative? A rock star?

To simplify things, start with a single idea.

Jon is creating a character for a modern intrigue game, something like one of the conspiracy shows that is so popular on television. Jon only needs one idea to start. He think about it for a moment and into his heads pops "Jack Limps." In this one idea we know two things: the character thinks of himself as Jack, and he limps.

Where to go from here? Think about the five Ws: Who, What, Why, Where, and When?

Who is Jack? Jack is sometimes a nickname for John, but is also a name in and of itself. So is Jack a nickname? No. We decide that Jack is his given name. Does Jack have a last name? Yes. We decide that Smith fits as a last name. So we know that Jack Smith limps.

What does Jack do and where is he now? This doesn't have to be Jack's job. It can be a hobby or even a talent that Jack possesses. We give it some thought and decide that Jack was an astronaut. He was an astronaut, so he isn't one any more. He could have been hurt in an accident and that could

explain the limp.

Why was Jack hurt? Jack was on a space mission and he discovered something. Whatever it was that he discovered, it shook him up so badly that he did something stupid and accidentally hurt himself, so now he walks with a limp.

Where and when did the accident occur? Was it recently? We decide that Jack was recently discharged from the space program, so the accident that caused his injury has also resulted in Jack being released from the space program. Maybe Jack didn't report what really happened out there in space that fateful day, so maybe Jack has a secret.

Jon records the character's basic information on the character sheet.

With the beginnings of the character firmly in mind, we can start thinking about and determining Jack's attributes.

Campaign Power Levels

Power Level	CP	SP	Max Att.*	Max Skill*
Low-powered game	55	20	4	4
Average-powered game	60	30	5	5
High-powered game	65	40	8	8
Very high-powered game	70	50	10	10
Extremely high-powered game	75	60	None	None
Cosmic-powered game	80	70	None	None

* Attributes and Skills may be raised above the Campaign Maximums by Abilities (such as Skill Knack for Skills and Enhanced Attribute for Attributes). Character Points and Skill Points can not be spent directly on Attributes or Skills to raise them above the Campaign Maximums.

Buying Attributes

Characters have numerical scores that define their basic capabilities, called Attributes. Each character can also have traits, benefits and skills.

Attributes cost 1 *Attribute Point* for each level in an attribute. To buy a STR of 5 for a starting character, for instance, has a cost of 5 *Attribute Points*.

Each player gets a number of points to divide among the character's attributes. Attributes can be improved after character creation by spending experience points (see *Character Improvement Costs*, page 86). To increase an attribute by one level costs 5 times the new level in experience points.

The game Jon is playing in is a Cinematic level game, so Jon has 35 Attribute Points to spend on his character's attributes. Jon decides on the following attribute scores for his character, Jack Smith: STR 4, REF 8, HLT 5, PRE 7, INT 5, WIL 6. Jon records Jack's attribute scores and attribute-based information on his character sheet.

Calculate Derived Attributes

Once your character's primary attribute scores are determined, it's time to calculate your character's derived attributes. Record your character's derived attribute scores on your character sheet.

DEF	=	REF + 10
INI	=	(REF+INT)/2
TGH	=	(STR + WIL)/2
LIF	=	(HLT x 3) + (WIL x 2)
MOV	=	REF + (STR+HLT)/2
ENERGY	=	(HLT + WIL)/2

Jon calculates his character's derived attributes and records the scores on his character sheet. Jack wears no armor and doesn't have any INI bonuses, so Jon leaves those spaces blank. Because the character is being created for an Extremely level game, his MOV can be higher than 10.

Buying Abilities

Abilities are purchased with the pool of Character Points available or with Experience Points (with GM's permission). The cost (for *Abilities*) or the value (points gained for *Disabilities*) is listed in the description of each.

Characters can buy *innate* Abilities only during character creation, except with the permission of the GM. The obvious exception to this would be campaigns modeled after comic books, where character often receive new powers or mutations.

For a detailed description of each Ability, see the *Abilities* chapter.

Unspent Character Points

Any unspent Character Points may be converted to Skill Points at a rate of 5:1 to buy skills. That is, for every 1 Character Point that a player wishes to spend on something besides his character's Attributes and Abilities, the player can "exchange" the Character Point for 10 Skill Points. Skill Points can't be used to increase a character's attributes, however.

Jon has spent all of his Attribute Points so he has none left over to convert to Character Points.

Buying Skills

You get a number of character points to divide up among the character's skills based on the campaign level, as shown on the table below (Campaign Power Level Table).

Skills—including Skills requiring a specific "Type"—cost 1 point per level. A Specialty costs 1 point for 2 levels. Levels in a specialty may only be purchased in groups of 2 (i.e., a character cannot purchase 1 level in a Specialty).

A character must have at least one level in a Skill in order to purchase levels in a Specialty. A character need not have any levels in a Skill Group, however, in order to have levels in a Skill from that group.

The cost for each level of skill is shown below.

Level	Cost
Skill	1 Pt./Level
Skill (Type)	1 Pt./Level
Skill (Specialty)	2 Level/1 CP

Once you have purchased your character's skills, record the skill names and scores on your character sheet.

*Jon gets 50 CP to spend on skills for his character (see **Buying Skills**). Adding the 2 CP left over from his character's Disabilities (after subtracting the cost of the Abilities), Jon has a total of 77 Skill Points to spend on skills.*

Here are the skill Jon buys for his character, Jack, using the Modern Espionage skill list.

	Athletics Skill Group	1	1
2	Climbing*	2	3
1	Para	1	2
2	Parachute	4	7
3	Swimming	3	4
2	Unarmed Combat (Brawling)*	4	5
0	Throwing*	2	3
0	Instruction*	2	2
0	Persuasion*	2	2
1	Propaganda	2	4
2	Writing	2	2
2	Reports	2	4
3	Stealth*	5	5
0	Language (Native)*	3	3
2	Area Knowledge (Houston, TX)*	4	4
3	Awareness*	5	5
1	Concentration*	3	3
5	Intuition	5	5
3	Intel Analysis	3	3
2	Surveillance	2	2
2	First Aid	2	2
0	Maces/Clubs*	2	2
2	Fish and Game	2	2
2	Hunting	4	6
3	Navigation	3	3
3	Survival	3	3
5	Sciences Skill Group	1	1
4	Astronomy	4	5
3	Pistols	3	3
3	Society	3	3
5	Technical Skill Group	1	1
1	Driving (Cars)*	3	3
5	Piloting (Space Craft)	5	5

The total cost for Jack's skills is 77 SP. With all of his character's skill recorded on his character sheet, Jon is ready to move on.

Buying Abilities

The Character Points given to all characters in *Open Core* are used to purchase Attributes and Abilities. Abilities can represent anything from racial abilities to super-powers. Future Experience gained can be exchanged on an equal basis for Character Points.

Character Points may be used to acquire Abilities, but since some represent exotic powers (such as magical or superhuman

powers or abilities innate to non-human races), the GM may choose to place certain restrictions on their availability in his or her particular game setting.

There are many different Character Abilities, each representing a particular talent or special ability. Each Ability is rated with a Rank from 1-6 (or in a few cases, 1-10), but you can extend it beyond Rank 6 with GM permission. Acquiring an Ability or increasing it in Rank requires the expenditure of one or more Character Points depending on the Ability's Character Point cost per Rank. The Ability descriptions indicate the Character Point cost, its game effects and limitations, and the Ability most relevant to the Ability's use should a Ability check dice roll be needed.

One the character has been created, if the Player wishes to increase the Ranks of Abilities, or purchase new abilities for the character (with the GM's permission), experience points maybe traded for Character Points on a one to one basis.

The selection of Abilities is one of the most important steps during character creation. Through Abilities, you define your character's unique capabilities compared to other individuals. Think carefully about the balance between a few high-rank Abilities and a large number of low-rank Abilities.

If you find yourself needing more Character Points than you have been assigned, consider burdening your character with one or more Disabilities. Each Disability can provide you with an additional Character Points, which can be used to acquire more Character Abilities or further increase your character's Ability Scores.

Allegiances

The allegiances system is optional.

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. Also, just because the character fits into a certain category of people doesn't mean the character has to have that category as an allegiance.

If the character acts in a way that is detrimental to his or her allegiance, the GM may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

Pledging Allegiance

A hero's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to an ethical or moral philosophy. A character can discard an allegiance at any time, but taking a new allegiance is more difficult and the methods are up to the GM of the campaign/

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intellect and Will scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples.

Person or Group: This includes a leader or superior, a family, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for).

Organization: This may be a company or corporation, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, state, or national government, a university, an employer, or an otherwise established authority.

Nation: This may or may not be the nation that the hero currently resides in. It may be where the individual was born, or where the hero resides after emigrating to a new home.

Belief System: This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.

Ethical Philosophy: This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his or her word, respect authority, and honor tradition, and he or she expects others to do likewise. An individual with a chaotic outlook tends to follow his or her instincts and whims, favor new ideas and experiences, and behave in a subjective and open manner in dealings with others.

Moral Philosophy: This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.

Allegiances and Influence

An allegiance can create an empathic bond with others of the same allegiance. With the GM's permission, a character may gain a +2 bonus on all Presence-based skill checks when dealing with someone of the same allegiance—as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play.

A Few Last Thoughts

After you've selected all of your character's attribute scores, traits, and skills, and written them on the character sheet, there are a few things you may want to do before playing your character in the game.

Putting it All Together

Now that your character is almost finished, take a moment to review his attributes, traits, and skills. There may be something about your character that sparks an idea. Perhaps you selected a Disability for your character that wasn't quite clearly defined, such as an Enemy that has yet to be named, or a Physical Disability, such as an injury, that you haven't included in the character's background story.

Reviewing your character can give you ideas to tie up all

the loose ends in your character's background, so that you can explain (or at least know yourself) why the character has a great shooting skill but a phobia of guns, or why the character comes from a wealthy family but has no real wealth of his own.

A well-rounded character is not just one that is point-balanced in terms of the game rules, but also one that has enough of a back story that the player can interact with other players in-character, or role-play, during the game. Understanding your character's fictional history can make deciding what actions your character takes during the game much easier.

Introducing the Character

Take a moment to describe your character to the other players and the GM. Try to describe your character in terms of what the other characters would perceive about him or her. What does he look like, talk like, and act like? Your character's motivations and other traits may not be immediately evident to casual observers.

If the other players' characters are not assumed to know your character well (i.e., if they are not already good friends, co-workers or relatives) then it's okay to keep a few secrets about your character that the other players (and their characters) can discover later.

Mike is playing a member of a S.E.A.L. team in a modern covert ops game. Mike has decided that his character is new to the team, so he describes his character's general appearance and also tells the other players and the GM that his character is a bit of a practical joker but dedicated to his job. What Mike also tells the GM, but doesn't tell the other players, however, is that his character has a Psychological Disability (Prankster) which compels him to play practical jokes and gags on others, even at inopportune moments, such as during missions! The other players' characters will learn just what kind of joker Mike's character is when they find smoke grenades in the latrine…

Getting Into the Story

Think about how the character can get into the game. In other words, think of a way that the GM can introduce your character into the story. In more realistic games, the way a character is introduced should make sense. A character who works the night shift at the newspaper plant will not likely be found in a night club, unless the character is on his day off or perhaps just lost his job. The GM is free to set the opening scene of the adventure at any time or place that makes sense for the story, but if you provide the GM with some ideas or suggestions it can help out a lot.

In more cinematic and less realistic games, the characters could just "happen" to be at the place where the opening scene takes place. This is a common occurrence in superhero genre games.

Alternatively, the opening scene may not involve the characters at all. The opening scene may simply be a way to introduce elements of the story to the players but involve something that the characters will discover later. For example, the opening scene may involve the theft of an artifact from a museum in India, which the GM describes to the players. The characters they are playing, however, may only learn about the theft in a later scene. This technique is good for planting the seed of the adventure in the players' minds in order to grab and keep their attention. Characters of players who *want* their characters involved are much easier to get into the action!

The most important thing to remember is that games are supposed to be fun, so have fun with your character.

Time to Play!

Once you have your character's background thought out, and his attributes, traits and skills purchased, and everything is noted correctly on the character sheet, you're ready to play.

You should give your character sheet to the GM to look over, just to make sure that everything is okay for the GM's game.

That's all there is to it. While it may seem a little complicated at first, you'll soon find that it's quite easy to create a character and you'll be doing it on your own in no time. You're always free to use this section (or any portion of the book) to help you during character creation.

OPTIONAL AND EXTENSION RULES

This section highlights optional and Extension rules to the *Open Core* rules. While these rules are good, they may not be as useful to as wide of a variety of campaigns as the rules in the main sections. GMs are not required to use any of these rules, and Players should get permission from their GMs before attempting to use them to create or enhance any of their characters. *Open Core* supports optional and Extension rules that expand the focus of the system.

Variant rules, which are generally posted separate from core rules documents, alter the rules instead of adding to them. Variant rules are typically not integrated into the *Open Core*, but are still encouraged to be created by GMs and fans. *Open Core*, we think, is a very flexible system that can handle every situation that a GM may need.

As your home rules, *Open Core* is intended to be a very flexible system, and that is where Optional and Extension rules come in. These are the rules that GMs and Players create to personalize these rules to better fit individual campaigns.

MAGIC EXTENSION

This section deals with how magic works in the *Open Core* system. Magic is a wonderous thing, and an important part of many forms of fantasy literature. Everything from fantasy novels, to horror stories to comic books deal with Magic and its practitioners. The Magic Ability (see chapter on Abilities above) demonstrates one method of integrating magical powers into campaigns, however while that method is effective it does not support the spell-based types of magic that many role-players are accustomed to seeing in role-playing games.

The Price of Magic

One theme that has arisen in so-called "dark" or "modern" fantasy is the concept of the Price of Magic. Magic imparts great powers to those who step on the path of its study, and it opens to the door to a bright and wonderful world that is both more awesome and darker and more dangerous than the mundane world from which the magician comes. This is known as the Price of Magic.

These suggestions are, of course, optional, since they do not fit into all campaign concepts. Traditional fantasy campaigns will be least likely to utilize them, while magicians in horror or dark fantasy campaigns will be most likely to have to deal with the Price of Magic.

Most often this is simulated through the choice of Disabilities for the character. Cursed, Ism, Nemesis, Phobia, Physical Impairment, Psychological Impairment and Skeleton in the Closet are all good for representing the hardships that magicians can go through on their path to power. Price of Magic can also be used with powers purchased through the Magic Ability (Magic Ability pg. XX).

Adapting Other Spells

The *Open Core* is compatible with materials that are compatible with *that fantasy RPG* and by using the supplied conversion notes, any spell that is compatible with that system can be used by characters in this system. Future supplements for *Open Core* and its magic system will most likely cover new spells for the Sorcery magic system.

Some may ask "Why wasn't spell X adapted? That's the best spell because…" The answer to that is simple, many spells are tied up intimately in the mechanics of *that fantasy RPG* to the point that those mechanics would have to be converted to the *Open Core*, and since we decided that (for one reason or another) we wouldn't convert a particular mechanic, those spells fell to the way-side as well. Other spells may have been cut due to space considerations as well. However, the *Open Core* encourages a do-it-yourself attitude, so no one is stopping you from converting spells (or mechanics) for your home campaign.

Arcana Skill Group

This group of skills have been created for use with the magic rules and, like the Sorcery Ability below, have been broken out into this chapter to maintain the modular approach of the *Open Core*.

This group contains the skills: Alchemy, Arcane Concentration, Arcane Knowledge, Spellcraft and Use Magic Item.

Alchemy (Mind)

The character has knowledge of alchemical sciences. Alchemy is the science of transformation through chemical means. To most, this means turning base metals and stones into precious ones but to the alchemist this is as much of a spiritual transformation as it is a physical one. Transformation of the body is also important to the alchemist.

Depending on the campaign, Mathematics and Chemistry can be complimentary skills.

Specialties: Hermetic, Rosicrucian, or other specialties as approved by the GM.

Arcane Concentration (Mind)

During the course of training as a spell caster, the character learns to focus his concentration into the higher functions required for utilizing and maintaining spell casting. The character must make an Arcane Concentration roll whenever they may potentially be distracted while engaged in casting a spell or concentrating on an active spell, that requires your full attention. If the roll succeeds, the may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you

were concentrating on an active spell, the spell ends.

By making a specific roll (TN 15 + spell level), you can use Arcane Concentration to cast a spell defensively.

Arcane Knowledge (Mind) (Spec)

Characters with this skill are knowledgeable about some specific occult subject. The player chooses the subject when the skill is purchased for the character. The subject can be small or large in their scope. Arcane Knowledge skills are attached to the Mind group. GMs are encouraged to come up with further specialties.

Arcane Knowledge skills work in the same manner as the Knowledge skill (see Knowledge skill above).

Specialties: Hidden Lore, Supernatural Beings, Mythology, City Lore, Demon Lore, Angelic Lore, Afterlifes, and other specialties as approved by the GM for the specific campaign.

Spellcraft (Mind)

This skill to identify spells as they are cast or spells already in place, as well as magical effects. Additionally, certain spells allow the character to gain information about magic provided that they make a Spellcraft check as detailed in the spell description.

This skill represents a character's general knowledge in the mechanics of how magical spells work, how they can be dissected and learned. All spell casting characters are required to purchase this skill.

TN	Task
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) You can't try again.
15 + spell level	Learn a spell from a spellbook or scroll. You can't try again for that spell until you gain at least 1 rank in Spellcraft.
15 + spell level	Prepare a spell from a borrowed spellbook. One try per day.
15 + spell level	When casting detect magical aura, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura isn't a spell effect, the DC is 15 + one-half caster level.)
20 + spell level	Identify a spell that's already in place and in effect. (You must be able to see or detect the effects of the spell.) You can't try again.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. You can't try again.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day.
25 + spell level	After rolling a saving throw against a spell targeted at you, determine what spell was cast upon you. This is a reaction.
25	Identify a potion. This takes 1 minute.
30 or higher	Understand a strange or unique magical effect. You can't try again.

Use Magic Device (Mind)

The character will use this skill to activate magic devices, including scrolls and wands. The character can use this skill to read a spell from a scroll or spellbook or activate a magic item. When attempting to activate a magic item using this skill, do so as an action. However, the checks you make to determine whether you are successful at activating the item take no time by themselves and are included in the activate magic item attack action.

Characters should make Use Magic Device checks each time you activate a device such as a scroll or a wand. If you are using the check to emulate some quality in an ongoing manner, you need to make the checks once per hour.

Task	TN
Activate blindly	21
Decipher a written spell	21 + spell level
Emulate ability score	See text
Emulate allegiance	24
Use a scroll	18 + caster level
Use a wand	16

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. You can activate such items as if you were using the activation word, thought, or action even if you're not, and even if you don't know it. You do have to use something equivalent. You have to speak, wave the item around, or otherwise attempt to get it to activate. You get a +2 bonus on the check if you've activated the item at least once in the past.

If you fail the check by 10 or more, you suffer a mishap. A mishap means that magical energy is released, but it doesn't do what you wanted it to. The GM determines the result of a mishap. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy deals 2d6 points of damage to you. This mishap is in addition to the chance for a mishap normally associated with casting a spell from a scroll when the spell's caster level is higher than your level in this class.

Decipher a Written Spell: This works like the same use of the Spellcraft skill, except that the DC is 5 points higher. Deciphering a written spell takes 1 minute of concentration.

Emulate Ability Score: To cast a spell from a scroll, you need a high ability score in the appropriate ability (Intelligence for arcane spells, Wisdom for divine spells). Your effective ability score (appropriate to the class you're emulating when you try to cast a spell from a scroll) equals your check result minus 15. If you already have a high enough score in the ability, you don't need to make this check.

Emulate Allegiance: Some magic items have positive or negative effects based on your allegiance. You can use these items as if you were of an allegiance of your choice. You can only emulate one allegiance at a time.

Use a Scroll: Normally, to cast a spell from a scroll, you must belong to a class that has access to the arcane or divine spell inscribed therein. This use of the skill allows you to use a

scroll as if you were of the appropriate spellcasting class. The DC equals 20 + the caster level of the spell you are trying to cast from the scroll. To cast a spell from a scroll, you must first decipher it.

In addition, casting a spell from a scroll requires a minimum score of 10 + the spell's level in the appropriate ability. If you don't have a sufficiently high score, you must emulate the ability score with a separate check (see above).

Use a Wand: Some wands have limitations as to who can or can not use them, a successful use of this skill can allow the character to use a wand that he would not normally be able to use.

Spellbooks

All spellcasters have to have a way of storing the information about their spells, and a place to store new spells as they learn them from other sources. This is the spell-caster's spellbook. Depending on the type of campaign that the GM is running, a "spellbook" can be considered to be anything from an ancient, dusty leather-bound tome to a PDA with the character's spell knowledge encrypted in angelic scripts. Regardless, all spell-casting characters need a spellbook of some sort.

The spellbook is a a good way for the GM to limit the available spells to a character. Typically, when a magic-user completes the early stages of his tutelage, his teacher will present him with his first spellbook, with a handful of useful (but not always too useful) spells inscribed into it. These spells are the augmented by learning spells from scrolls or purchasing (or stealing) the knowledge of the workings of spells from other spell-casters.

For a starting spellbook for a character, it is recommended that it contain 5-10 spells, mostly of 0 or 1st rank, but typical no higher that 3rd. Costs of purchasing new spells are determined by the GM, to reflect economies within his campaign world.

A magic-user's spellbook is typical his most prized position, and a spell-caster will rarely, if ever allow others to read through it. Additional spells should be difficult for the character to come by, but not so difficult that other (non-magical) characters rapidly outstrip the spell-caster.

Spell Slots

To simulate the workings of some fantasy games, GMs may want to require Players to purchase spells slots for their characters. Spells slots represent the number of spells of a certain level that a spell caster can cast in a twenty-four hour period, from midnight to midnight (or the equivalent in the game world). Each Spell Slot of a particular level represent one spell of that level which can be cast by the character during that twenty-four hour period.

At the beginning of each twenty-four hour period, the spell for each slot that the character has is determined. Once the character has cast all the spells that he has slots for, he can not cast any more spells until the twenty-four hour period is over. The player can purchase Slots for levels of spells higher than the Rank of his Sorcery Ability, but he can not cast any spells higher than what is allowed by that Ability.

Table: Spell Slot Costs

Spell Level	Character Point Cost
0th Level Spell Slot	0.25 per Slot
1st-9th Level Spell Slot	0.5 x Spell Level per Slot

Please note, that Open Core does not support fractional Character Point totals, all CP spent must either total a whole number, or they will be rounded up to the nearest whole number.

These rules are completely optional, but they are a good way to simulate a level-based progression of spell-casting ability with these rules. These rules also have an application in campaigns where the GM wants to be able to limit the spell casting abilities of character even further than the Sorcery Ability allows. While created to simulate the reality of other fantasy games, Spell Slots can be used in so-called "secret magic" campaigns (like horror campaigns) to emphasize the limitations of magic.

SORCERY

The Sorcery Ability is a powerful one, and should be carefully watched by game masters. Be sure to read through the *Magic Restrictions* Disability in the Traits section, as it can offer some ideas to GMs and Players on how this Ability can be customized for individual campaigns.

Campaigns can use both the Sorcery and the Magic Abilities, but GMs should take note of when both types of magical systems are in use in his campaigns, as these two Abilities do have differing approaches to how magic works, and to what magic can and can not do. GMs are always encouraged to customize any of the rules of magic, as they are presented in *Open Core*, in order to create a unique approach to magic for his or her game world.

There are many names (in many different cultures) for a person who would utilize Sorcery to become powerful spell casters, some of them are: magic-user, wizard, hougan, witch, sorcerer, spell-slinger, weird one, druid, magician, warlock, tainted, and many others. GMs and Players are encouraged to create name for the types of spell casters that are unique and descriptive of the campaign that is being run.

Also, the Sorcery Ability can be used to create a character that is a "cleric" of a deity, to represent spell-casting abilities bequeathed to the character through faith and belief. Sorcery is a very flexible Ability that can be used in a number of different manners within the *Open Core*.

Sorcery

Cost: 8 Points/Level
Relevant Ability: Variable
Progression: Descriptive; see below

This is the ability to use the mystical forces of Nature to alter reality. This can represent either the ability to improvise magical spells at a moment's notice or the reality-bending capabilities of powerful entities like gods, goddesses, or angels.

Sorcery is a very powerful Ability and should be discussed with the GM at length to determine the effects and limitations in his or her game. Proper use of Sorcery will not unbalance the game but can provide many opportunities for character innovation.

A character with this Ability has the potential to cast spells from a vast variety of magical disciplines. Limiting the character's knowledge to just one discipline, however, reduces the Ability cost to only 4 Points/Level. Such specializations can include protection spells, elemental spells, weather spells, charm spells, necromantic spells, spells involving animal spirits, etc., or spells restricted to one of the magical schools (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation). A common variation on Sorcery is magic whose effects are restricted to a particular reality different from the main reality of the campaign, such as the world of dreams, a cyberspace, or another pocket dimension. Such a heavy restriction may only cost 2 Points/Level; the effects normally disappear when their subject leaves that reality (jacks out, wakes up, etc.).

Casting a spell requires the character to draw upon the power of his or her soul to reach a new Balance with Nature. This link with the mystical world allows reality to be altered to accommodate the existence of the spell. Such spell creation is quite exhausting, however, drawing on the character's Energy Points at a rate determined by the minimum Level of the Ability needed to produce a desired effect (whether the casting was a success or a failure). Should the spell effects target more than one person or object, the GM may choose to increase the effective Level required by one if affecting two people, by two if affecting 3-6 people, by three if affecting 7-20 people, and by four if affecting 21-50 people. The GM will decide the Ability Level needed to cast a particular spell.

In addition, any spell that is an attack on another entity also requires an Attack dice roll to hit. If the spell inflicts direct damage, the target will normally be allowed a DEF roll to avoid its effects. If the spell is something that has a more indirect effect, an appropriate Attribute check (usually Will or Health) should be allowed to resist or see through the effects.

The Level of a spell is determined by its application, power, usefulness, and duration. The spell Ranks 0 through 9 are equivalent to those listed below. Other, equivalent, spells can be found in supplements for *that fantasy RPG*, and conversion rules will be made available for adapting them to *Open Core*. Thus, a character with Level 3 Sorcery could use Energy Points to cast any number of 0th, 1st, or 2nd Level spells in this chapter, or spells of similar power, provided the character has sufficient Energy Points remaining.

Level 1   The character can cast spells of no real power (0th Level spells or the equivalent). Spells of this level cost 1 Energy Point to cast.

Level 2   The character can cast weak spells of little power (1st Level spells or the equivalent). Spells of this level cost 4 Energy Points to cast.

Level 3   The character can cast spells of minor power (2nd Level spells or the equivalent). Spells of this level cost 9 Energy Points to cast.

Level 4   The character can cast spells of moderate power (3rd Level spells or the equivalent). Spells of this level cost 16 Energy Points to cast.

Level 5   The character can cast spells of major power (4th Level spells or the equivalent). Spells of this level cost 25 Energy Points to cast.

Level 6   The character can cast spells of great power (5th Level spells or the equivalent). Spells of this level cost 36 Energy Points to cast.

Note: The Energy Point cost to cast a spell is dependent on the Level of the spell, and not on the character's Rank of the character's Sorcery Ability.

Sorcery Without Energy Points

The Game Master may allow players to assign an even more powerful version of the Sorcery Ability as well, at the cost of 20 Points/Level. This variation is similar to the original one, except the character does not burn Energy Points when casting spells. Consequently, the character can cast any number of spells (as appropriate for his or her Level) without growing tired or running out of Energy. GMs and players should understand that this alternative is very powerful, and should only use it if they believe it will not unbalance their game.

Spells

A spell is a one-time magical effect. Magic is used by individuals with magical power, which include spell-casters and creatures with spells and spell-like abilities.

Most spells require the caster to speak some utterance, make complex gestures, or sometimes expend an object or a small quantity of some substance. The spell caster's activity is visible to others, and the effects often are too, but the magic itself is not.

Casting a Spell

To cast a spell, the character must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate some material (if it has a material component) or focus (if any). Additionally, the character must concentrate to cast a spell. (See the Concentration skill)

If a spell has multiple versions, the character chooses which version to use when he or she casts it.

How to Read a Spell Description

Spells have a number of defining characteristics that distinguish each spell from the others. Each spell description includes most or all of the following pieces of information.

School

The first line beneath the spell's name provides the school (and perhaps also a sub-school) that the spell belongs to. Schools provide a way of grouping together spells that have certain characteristics in common.

Abjuration: Spells of this school are protective spells. They create physical or magical barriers or negate magical or physical abilities.

Conjuration (Creation): This type of spell manipulates matter to create an object or creature in a place the spell caster designates. If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends or is dispelled, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

Conjuration (Healing): Certain divine conjuration spells can heal creatures or even bring them back to life.

Conjuration (Summoning): A summoning spell instantly brings a creature or an object to a place the caster designates. When the spell ends or is dispelled, the summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also goes away if it is killed or dropped to 0 Life points.

Conjuration (Teleporting): A spell of this type transports one or more creatures or objects a great distance.

Divination: These spells enable you to learn information, to find hidden things (true seeing), or to foil deceptive spells.

Enchantment: An enchantment spell affects the minds of others, influencing or controlling their behavior. All enchantment spells have the mind-affecting descriptor (see below for more on spell descriptors).

Evocation: These spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

Illusion: Illusion spells deceive the senses or minds of others.

Check Rolls and Illusions (Disbelief): Creatures encountering an illusion effect usually do not receive Check Rolls to recognize it as illusory until they study it carefully or interact with it in some fashion. This allows them to disbelieve the illusion. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a Check Roll with a +4 bonus.

Necromancy: Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures belong to this school, as do spells that utilize negative energy to deal damage.

Transmutation: Transmutation spells change the properties of some creature, thing, or condition.

Universal: A small number of spells belong to no school and are designated as universal. The type of magic they involve does not fall into one of the above categories.

Descriptors

Descriptors are a way of classifying spells (often from different schools) that have some common characteristic.

A spell's descriptors (if any) appear in brackets on the line identifying the school. Descriptors used for spells include cold, electricity, fear, fire, force, language-dependent, light, mind-affecting, and sonic.

Level

The relative power of a spell is indicated by its level. A spell's level also indicates whether a particular spell caster is capable of preparing and casting the spell.

Spell Slots: Every spell caster can prepare as many spells every day as he or she has spell slots. (See the advance class description for details.). See the optional Spell Slots rule above.

Components

Every spell has at least one type of component that the spell caster must provide at the time of casting.

Verbal (V): To cast a spell with a verbal component, a character must speak in a firm voice. If the character cannot speak, he or she can't cast such a spell. A spell caster who has been deafened has a 20% chance to spoil any spell he or she tries to cast if that spell has a verbal component.

Somatic (S): To cast a spell with a somatic component, a character must gesture freely with at least one hand. A character can't cast a spell that has a somatic component while bound, grappled, or with both hands full or occupied. If an arcane spell caster casts a spell with a somatic component while wearing armor, the armor may bring with it an arcane spell failure chance.

Material (M): A material component is an object or a small amount of some substance that the caster must have on hand. It is expended and disappears when the spell is cast. Preparing these materials is a free action. The purchase TNs for expensive material components are included in the spell descriptions; if no value is given, assume a purchase TN of 2.

Focus (F): A focus is similar to a material component, except that it is not expended when the spell is cast.

Divine Focus (DF): Some divine spells require the caster to provide a divine focus. Unless some other focus is specified in the spell description this is a holy symbol of the character's chosen religion.

Sometimes the Components entry of a spell description contains the entry "M/DF". This indicates a spell that can be cast as either an arcane spell or a divine spell—an arcane caster casting it needs the specified material component, while a divine caster needs to provide a divine focus.

Casting Time

This entry tells how much time is needed to complete the casting of a spell once it is begun.

Casting a spell with a casting time of 1 action is an attack action. The spell takes effect immediately.

A spell that takes 1 minute to cast comes into effect just before the character's turn 1 minute later (the character spends each of those 10 turns casting as a action).

When a character begins a spell that takes 1 full turn or longer to cast, he or she must continue the invocations, gestures, and/or concentration from one turn to just before his or her turn in the next turn (at least). If the character loses concentration after starting the casting and before it is complete, the spell is lost (see the Concentration skill).

Casting on the Defensive: A character may attempt to cast a spell while on the defensive. This option means casting the spell while paying attention to threats and avoiding blows. In this case, the character are no more vulnerable to attack than he or she would be if the character was just standing there, so casting while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (TN 15 + spell level) to pull off. Failure means the spell is lost..

Actions in Combat

Attack Actions

Activate a ring, rod, staff, wand, or wondrous item
Cast a spell (attack action casting time)
Concentrate to maintain an active spell or power
Dismiss a spell or power
Drink a potion
Manifest a power (attack action manifestation time)
Read a scroll
Turn or rebuke undead
Use spell-like ability

Use supernatural ability
Use extraordinary ability
Use touch spell on self
Direct or redirect an active spell or power

Special Actions

Cast a spell (action casting time)
Manifest a power
  (action manifestation time)
Use touch spell on up to six friends
Cease concentration on a spell or power
Prepare spell components to cast a spell
Make Spellcraft check on counterspell attempt

Range

A spell's range indicates how far from the caster it can reach—the maximum distance from the caster that the spell's effect can occur, as well as the maximum distance at which the caster can designate the spell's point of origin. If any portion of the spell's area would extend beyond the range, that area is wasted.

A spell's range usually falls into one of the following categories.

Personal: The spell affects only the caster.

Touch: The caster must touch a creature or object to affect it. To use a touch spell, the caster casts the spell and then touches the subject, either in the same turn or any time later. In the same turn that the character casts the spell, he or she may also touch (or attempt to touch) the target. The caster may take his or her move before casting the spell, after touching the target, or between casting the spell and touching the target. A character can automatically touch one friend or use the spell on his or herself, but to touch an opponent, the character must succeed on an attack.

Touch Attacks: Since the character only needs to touch the enemy, he or she makes a touch attack instead of a regular attack. Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity when it is discharged on an armed opponent. However, the act of casting a spell does provoke attacks of opportunity.

Touch attacks come in two types: melee touch attacks (for touches made with the character's hand) and ranged touch attacks (for touches made with projectile and ray effects). The caster can score critical hits with either type of attack. The opponent's DEF against a touch attack does not include any equipment bonus or natural armor bonus. The opponent's size modifier and Reflexes modifier both apply normally.

Holding the Charge: The caster does not have to touch the target immediately after casting a touch spell. Instead, he or she can "hold the charge," waiting to discharge the spell at a later time. If the character touches anything with his or her hand while holding a charge, the spell discharges. Otherwise, the character can make touch attacks turn after turn, until he or she succeeds (and thus discharge the spell). A character can touch one friend (or his or herself) as an attack action, or up to six friends as a action. If the character casts another spell, the touch spell dissipates.

Close: The spell reaches up to 25 feet away from the caster. The maximum range increases by 5 feet for every two full Sorcery ranks.

Medium: The spell reaches up to 100 feet + 10 feet per Sorcery rank.

Long: The spell reaches up to 400 feet + 40 feet per Sorcery rank.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in a unit of measurement (usually feet).

Target

Some spells have a specific target or targets. A caster uses these spells directly on creatures or objects, as defined by the spell itself. The caster must be able to see or touch the target, and must specifically choose that target. The caster does not have to select his or her target until he or she finishes casting the spell.

If the character casts a targeted spell on the wrong sort of target the spell has no effect.

If the target of a spell is the caster ("Target: You"), the caster does not receive a Check Roll, and spell resistance does not apply.

Subject: The descriptive text of spells makes a distinction between "target" and "subject." The target of a spell is the creature(s) or object(s) it is directed against. A target becomes a subject if it fails a Check Roll against the spell and is thus affected by the magic.

Effect

Some spells create or summon things rather than affecting things that are already present. The caster must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the spell's range.

Ray: Some effects are rays. The caster aims a ray as if using a ranged weapon, though typically the character makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. A character doesn't have to see the creature he or she is trying to hit, as with a targeted spell. Intervening creatures and obstacles, however, can block the caster's line of sight or provide cover for the creature being aimed at.

If a ray has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

Spread: Some effects, notably clouds and fogs, spread out from a point of origin to a distance given in the spell description. The effect can extend around corners and into areas the caster can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes. The caster must designate the point of origin, but need not have line of effect (see below) to all portions of the effect.

Area

Some spells affect an area. The caster selects where the spell starts, but otherwise doesn't control which creatures or objects the spell affects. Sometimes a spell describes a specially defined area, but usually an area falls into one of the following categories.

Burst: As with an effect, the caster selects the spell or power's point of origin. The spell or power bursts out from this point, affecting whatever it catches in its area.

A burst spell has a radius that indicates how far from the point of origin the spell's effect extends.

Cone: A cone shoots away from the caster in the direction he or she designates. A cone starts in a square adjacent to the caster and widens out as it goes. A cone's width at a given distance from you equals that distance. Its far end is as wide as the effect is long.

Creatures: Some spells affect creatures directly (as a spell with a target does), but they affect creatures in an area of some kind rather than individual creatures the caster selects. The area might be a burst, a cone, or some other shape.

Many spells affect "living creatures," which means all creatures other than constructs and undead.

Cylinder: As with a burst, the caster selects the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder.

Emanation: Some spells have an area like a burst except that the effect continues to radiate from the point of origin for the duration of the spell.

Quarter-Circle: Some spells have a quarter-circle-shaped area. Like a cone, the effect starts in a square adjacent to the caster and widens out as it goes.

Spread: Some spells spread out like a burst but can turn corners. The caster selects the point of origin, and the spell spreads out a given distance in all directions. Figure distance by actual distance traveled, taking into account turns the spell effect takes.

Other: A spell or power can have a unique area, as defined in its description.

(S): If an Area or Effect entry ends with "(S)" (standing for "shapeable"), the caster can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except it's not blocked by fog, darkness, and other factors that limit normal sight.

A caster must have a clear line of effect to any target that he or she uses a spell on, or to any space in which he or she wishes to create an effect. The caster must have a clear line of effect to the point of origin of any spell he or she casts or power he or she manifests. For bursts, cones, cylinders, and emanation spells, the spell only affects areas, creatures, or objects to which it has line of effect from its origin (a burst's point, a cone's starting point, a cylinder's circle, or an emanation spell's point of origin).

A hole of at least 1 square foot is sufficient to allow a line of effect through an otherwise solid barrier. If any given 5-foot

length of barrier contains such an opening, that 5-foot length is not considered a barrier for purposes of a spell's line of effect (though the rest of the barrier still counts as normal).

Directing or Redirecting Effects: Some spells allow the caster to redirect the effect to new targets or areas after casting the spell. Redirecting a spell requires a move action that does not provoke attacks of opportunity. It also doesn't require concentration.

Duration

The Duration entry of a spell description tells how long the effect of the spell lasts.

Timed Durations: Many durations are measured in turns, minutes, hours, or some other increment. When the time is up, the magical energy goes away and the spell ends. If a spell's duration is variable, the GM rolls it secretly.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences of the spell might be long-lasting.

Permanent: The effect remains indefinitely, but is sustained by lingering magical energy. If the energy goes away, so does the effect.

Concentration: The spell or power lasts as long as the caster concentrates on it, possibly up to a specified maximum amount of time. Concentrating to maintain a spell is an attack action that does not provoke attacks of opportunity. Anything that could break the character's concentration when casting a spell can also break his or her concentration while maintaining one, causing the spell to be ruined (see Concentration, below). A character can't cast a spell while concentrating on another one.

Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell keeps going for the stated length of time after the character stops concentrating.

Subjects, Effects, and Areas: If a spell affects creatures directly, the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to the end of its duration. If the spell affects an area, the spell stays with that area for the spell's duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Discharge: A few spells last for a set duration or until triggered or discharged. The spell remains in place until the triggering condition is met (at which point it takes effect) or the maximum duration is reached (at which point it dissipates, with no effect).

(D): If the Duration entry ends with "(D)" (standing for "dismissible"), the caster can dismiss the spell at will. The caster must be within range of the effect of the spell to dismiss it. Dismissing a spell is an attack action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not require an action (since all the caster has to do to end the spell is to stop concentrating).

Check Roll

Most harmful spells allow an affected creature to make a Check Roll to avoid some or all of the effect. The Check Roll entry in a spell description defines which type of Check Roll the spell allows and describes how Check Rolls against the spell work.

Negates: This term means the spell has no effect on a creature that makes a successful Check Roll.

Partial: The spell causes an effect on its subject. A successful Check Roll means that some lesser effect occurs.

Half: The spell deals damage, and a successful Check Roll halves the damage taken (turn down).

None: No Check Roll is allowed.

Disbelief: A Check Roll is not allowed purely on the basis of encountering the spell. Rather, the creature gets a Check Roll only after interacting with or carefully studying the spell. A successful save lets the subject ignore the effect.

(Object): The spell can be cast on objects, which receive Check Rolls only if they are magical in nature, or if they are attended (held, worn, or grasped) by a creature resisting the spell, in which case the object gets the creature's Check Roll bonus unless its own bonus is greater. (This notation does not mean that a spell can only be cast on objects. Some spells of this sort can be cast on creatures or objects.)

(Harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a Check Roll if it wishes.

Check Roll Target Number: A Check Roll against a spell has a TN of 12 + the Sorcery Rank of the caster.

Succeeding at a Check Roll: A creature that successfully saves against a spell without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's Check Roll succeeds against a targeted spell the caster senses that the spell has failed. The caster does not sense when creatures succeed at Check Rolls against effect and area spells.

Voluntarily Giving up a Check Roll: A creature can voluntarily forego a Check Roll and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this resistance if he or she wants to.

Items Surviving after a Check Roll: Unless the descriptive text for the spell specifies otherwise, all items carried and worn are assumed to survive a magical attack.

If an item is not carried or worn and is not magical, it does not get a Check Roll. It is simply dealt the appropriate damage.

Descriptive Text

A spell's descriptive text explains how the spell works or what it does and includes necessary information such as the spell's material component.

The Spell's Result

Spells and Critical Hits: A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit.

Spell List

This section is an alphabetical listing of the basic spells available in the *Open Core*. Future supplements will likely expand this list greatly.

Aid

Enchantment [Mind-Affecting]

Level: 2; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Living creature touched; **Duration:** 1 minute/rank; **Check Roll:** None (harmless)

Aid grants the target a +1 bonus on attack rolls and SAN checks, plus a number of temporary Life points equal to 1d6 +1 per Sorcery rank (maximum 1d6+10 temporary Life points).

Animate Dead

Necromancy [Evil]

Level: 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Targets:** One or more corpses touched; **Duration:** Instantaneous; **Check Roll:** None

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The skeletons or zombies can follow the caster, or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The undead remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead, a caster can't create more undead than twice his or her Sorcery rank with a single casting of animate dead.

The undead created remain under caster's control indefinitely. No matter how many times the caster uses this spell, however, he or she can control only 4 undead creatures per Sorcery rank. If the caster exceeds this number, all the newly created creatures fall under his or her control, and any excess undead from previous castings become uncontrolled (the caster chooses which creatures are released). Any undead the character commands (if the character has the ability to command or rebuke undead) do not count toward the limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton; the corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones. The statistics for a skeleton depend on its size; they do not depend on what abilities the creature may have had while alive.

Zombies: A zombie can be created only from a mostly intact corpse; the creature must have a true anatomy. The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive.

Arcane Eye

Divination

Level: 4 ; **Components:** V, S, M; **Casting Time:** 10 minutes; **Range:** Unlimited; **Effect:** Magical sensor; **Duration:** 1 minute/rank (D); **Check Roll:** None

The caster creates an invisible magical sensor that sends him or her visual information. The caster can create the arcane eye at any point he or she can see, but it can then travel outside the caster's line of sight without hindrance. The arcane eye travels 30 feet per turn (300 feet per minute) if viewing an area ahead primarily looking at the floor or 10 feet per turn (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. The arcane eye sees exactly as the caster would see if he or she were there. The arcane eye can travel in any direction as long as the spell lasts. Solid barriers prevent the passage of an arcane eye, although it can pass through a space no smaller than 1 inch in diameter.

The caster must concentrate to use the eye. If the caster does not concentrate, the eye is inert until the caster again concentrates.

Arcane Graffiti

Conjuration (Creation)

Level: 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** 0 ft.; **Effect:** One personal rune or short message; **Duration:** Instantaneous; **Check Roll:** None

This spell allows you to inscribe your personal rune or a short message, which can be no larger than 2 feet tall and consist of no more than six words, on a nonliving creature or object. The writing can be visible or invisible. An *arcane graffiti* spell enables you to etch the words upon any substance (even stone or metal) without harming the material upon which the mark is placed. If invisible graffiti is made, the casting of any spell or use of any spell-like ability within 30 feet causes the words to become visible for 5 turns.

The mark cannot be dispelled, but it can be removed by the caster or with a *clean* spell.

Arcane Lock

Abjuration

Level: 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** One door, cabinet, chest, or portal touched, up to 30 sq. ft./rank in size; **Duration:** Permanent; **Check Roll:** None

An arcane lock spell cast upon a door, cabinet, chest, or portal magically locks it. The caster can freely pass his or her own lock without affecting it; otherwise, a door or object secured with arcane lock can be opened only by breaking in or by a successful dispel magic or knock spell. Add +10 to the normal TN to break open a door or portal affected by this spell. Note that a knock spell does not remove an arcane lock. It only suppresses it for 10 minutes.

Augury

Divination

Level: 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** Instantaneous

An augury can tell the caster whether a particular action will bring good or bad results for him or her in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per Sorcery rank; the GM makes the roll secretly. The GM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, the caster gets one of four

results:

"Weal" (if the action will probably bring good results).

"Woe" (for bad results).

"Weal and woe" (for both).

"Nothing" (for actions that don't have especially good or bad results).

If the spell fails, the caster gets the "nothing" result. A divine caster who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the augury. All augury spells cast by the same person about the same topic use the same result as the first augury.

Bane

Enchantment [Mind-Affecting]

Level: 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** 50 ft.; **Area:** All enemies within 50 ft.; **Duration:** 1 minute/rank; **Check Roll:** Will negates

The caster's enemies suffer a -1 penalty on their attack rolls and a -1 penalty on SAN Check Rolls.

Bane counters and dispels bless.

Bestow Curse

Necromancy

Level: 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Permanent; **Check Roll:** Will negates

The caster places a curse on the creature touched. The caster chooses one of the three following effects, depending on the version selected:

-6 penalty to an ability score (minimum score of 1).

-4 penalty on attack rolls, Check Rolls, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, he or she takes no action.

A character may also invent his or her own curse, but it should be no more powerful than those described above, and the GM has final say on the curse's effect.

The curse cannot be dispelled, but it can be removed with a break enchantment or remove curse spell.

Bestow curse counters remove curse.

Bless

Enchantment [Mind-Affecting]

Level: 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** 50 ft.; **Area:** All allies within 50 ft.; **Duration:** 1 minute/rank; **Check Roll:** None (harmless)

The caster's allies gain a +1 for their attack rolls and a +1 on Check Rolls against fear effects.

Bless counters and dispels bane.

Break Enchantment

Abjuration

Level: 5; **Components:** V, S; **Casting Time:** 1 minute; **Range:** Close (25 ft. + 5 ft./2 Ranks); **Target or Targets:** Up to one creature per rank, all within 30 ft. of each other; **Duration:** Instantaneous; **Check Roll:** See text

This spell frees creatures from enchantments, transmutations, curses, and petrifaction (as well as other magical transformations). Break enchantment can reverse even an instantaneous effect. For each such effect, the caster makes a check of 3d6 + Sorcery rank (maximum +5) against a TN of 12 + Sorcery ranks of the effect. Success means that the creature is free of the spell, curse, or effect. For cursed magic items, the TN is 21.

If the effect comes from some permanent magic item break enchantment does not remove the curse from the item but merely frees the victim from the item's effects, leaving the item cursed.

Burning Hands

Transmutation [Fire]

Level: 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** 10 ft.; **Area:** Semicircular burst of flames 10 ft. long, centered on your hands; **Duration:** Instantaneous; **Check Roll:** Reflex half

A thin sheet of flame shoots from the caster's outspread fingertips. The caster must hold his or her hands with the thumbs touching and fingers spread. The sheet of flame is about as thick as the caster's thumbs. Any creature in the area of the flames takes 1d6 points of fire damage per Sorcery rank (maximum 5d6). Flammable materials such as cloth, paper, parchment, and thin wood burn if the flames touch them. A character can extinguish burning items as a action.

Cause Fear

Necromancy [Fear, Mind-Affecting]

Level: 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 ranks); **Target:** One living creature; **Duration:** 1d4 turns; **Check Roll:** Will negates

The affected creature suffers a -2 penalty on attack rolls, weapon damage rolls, and Check Rolls. It flees from the caster as well as it can. If unable to flee, the creature may fight. Creatures with an Intellect of 6 or less are immune. Cause fear counters remove fear.

Note: Mind-affecting spells do not affect non-intelligent creatures, and fear spells do not affect undead.

Change Self

Illusion

Level: 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/rank (D)

The caster can make him or herself-including clothing, armor, weapons, and equipment-look different. The caster can seem 1 foot shorter or taller, thin, fat, or in between. The caster cannot change body type. Otherwise, the changes can be as minor or as major as the caster desires.

The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the caster or his or her equipment.

If a character uses this spell to create a disguise, he or she gets a +10 bonus on the Disguise check.

Note: Creatures get a Will check to recognize the illusion if they interact with it.

Clean

Transmutation

Level: 1; **Components:** V, S, M; **Casting Time:** Action; **Range:** Close (25 ft. + 5 ft./2 ranks); **Target:** One creature, object of up to 1,000 lb./rank, or room of up to 100 square feet/rank; **Duration:** Instantaneous; **Check Roll:** HLT negates (harmless)

The *clean* spell completely eliminates grime, dirt, and bacterial contaminants from the target. Smooth surfaces gain a faint shine, as if they had been polished.

If cast on a room or object, the *clean* spell destroys dirt, dust, and anything else that would ordinarily be wiped away with a thorough mundane cleaning. The room or object retains no fingerprints, and even the smallest hairs, skin cells, and garment fibers are cleaned away-rendering most evidence collection impossible, for example.

If cast on a creature, the *clean* spell disinfects wounds (doubling the natural healing rate for that day) and renders the creature scentless for 1 minute. This means that creatures with the scent extraordinary ability won't be able to detect the subject by scent alone.

Material Component: Bar of soap.

Command

Enchantment [Language-Dependent, Mind-Affecting]

Level: 1; **Components:** V; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 ranks); **Target:** One living creature; **Duration:** 1 turn; **Check Roll:** Will negates

The caster gives the subject a single command, which he or she obeys to the best of his or her ability at his or her earliest opportunity. The caster may select from the following options.

Approach: On the subject's turn, the subject moves toward the caster as quickly and directly as possible for 1 turn. The subject may do nothing but move during his or her turn, and he or she incurs attacks of opportunity for this movement as normal.

Drop: On the subject's turn, he or she drops whatever he or she is holding. The subject can't pick up any dropped item until his or her next turn.

Fall: The subject immediately falls to the ground and remains prone for 1 turn. He or she may act normally while prone, but takes any appropriate penalties.

Flee: On the subject's turn, he or she moves away from the caster as quickly as possible for 1 turn. The subject may do nothing but move during his or her turn.

Halt: The subject stands in place for 1 turn. The subject may not take any actions, but may defend him or herself normally.

If the subject can't carry out the caster's command on his or her next turn, the spell automatically fails.

Comprehend Languages

Divination

Level: 1; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/rank

The caster can understand words spoken or written in a language he or she does not know (including the unique languages of some creatures). In either case, the caster must touch the speaker or the writing. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, other than to know it is magical. This spell can be foiled by certain warding magic. It does not decipher codes or reveal messages concealed in otherwise normal text.

Cone of Cold

Evocation [Cold]

Level: 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 ranks); **Area:** Cone; **Duration:** Instantaneous; **Check Roll:** Reflex half

Cone of cold creates an area of extreme cold, originating at the caster's hand and extending outward in a cone. It drains heat, causing 1d6 points of cold damage per Sorcery rank (maximum 10d6).

Confusion

Enchantment [Mind-Affecting]

Level: 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); **Targets:** All creatures in a 15-ft. radius; **Duration:** 1 turn/rank; **Check Roll:** Will negates

Creatures affected by this spell behave randomly, as indicated on the following table.

D6 Roll	Behavior
1	Wander away for 1 minute (unless prevented)
2-3	Do nothing for 1 turn
4-5	Attack nearest creature for 1 turn
6	Act normally for 1 turn

Except on a result of 1, roll again each turn on the creature's turn to see what the subject does in that turn. Wandering creatures leave the scene as if disinterested. Attackers are not at any special Ability when attacking them. Any confused creature who is attacked automatically attacks its attackers on its next turn.

Create Water

Conjuration (Creation)

Level: 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 ranks); **Effect:** Up to 2 gallons of water/rank; **Duration:** Instantaneous; **Check Roll:** None

This spell generates wholesome, drinkable water, just like clean rainwater. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large.

Note: This spell cannot create water within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Cure Critical Wounds

Conjuration (Healing)

Level: 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Check Roll:** Will half

The caster lays his or her hand upon a living creature and channels positive energy that cures 4d6 points of damage +1 point per Sorcery rank (up to +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will Check to take half damage.

Cure Light Wounds

Conjuration (Healing)

Level: 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Check Roll:** Will half (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 1d6 points of damage +1 point per Sorcery rank (up to +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will Check to take half damage.

Cure Minor Wounds

Conjuration (Healing)

Level: 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Check Roll:** Will half (harmless) (see text) (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 1 point of damage.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will Check to take half damage.

Cure Moderate Wounds

Conjuration (Healing)

Level: 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Check Roll:** Will half

The caster lays his or her hand upon a living creature and channels positive energy that cures 2d6 points of damage +1 point per Sorcery rank (up to +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will Check to take half damage.

Cure Serious Wounds

Conjuration (Healing)

Level: 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Check Roll:** Will half

The caster lays his or her hand upon a living creature and channels positive energy that cures 3d6 points of damage +1 point per Sorcery rank (up to +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will Check to take half damage.

Darkness

Evocation [Darkness]

Level: 1; **Components:** V, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched; **Duration:** 10 minutes/rank (D); **Check Roll:** None

This spell causes an object to radiate darkness out to a 20-foot radius. Not even creatures who can normally see in the dark (such as with Heightened Senses) can see in an area shrouded in magical *darkness*. Normal lights (flashlights, candles, lanterns, and so forth) do not illuminate the darkened area, nor do light spells of lower rank (such as *light* and *dancing lights*). *Darkness* and the 2nd-rank spell *daylight* cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of the spells.

If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower rank.

Darkvision

Transmutation

Level: 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/rank; **Check Roll:** Will negates

The subject gains the ability to see 60 feet even in total darkness. Vision is in black and white only but otherwise like normal sight. Darkvision does not grant the ability to see in magical darkness.

Dataread

Divination

Level: 2; **Components:** V, S, F/DF; **Casting Time:** Attack action; **Range:** Touch; **Effect:** Read machine readable data; **Duration:** 1 minute/rank; **Check Roll:** None

You run your finger over any machine-readable data source (a barcode, a computer disk, a CD, magnetic tape, or any similar record) to understand the content of the data. You experience the data as it would normally be experienced through an appropriate machine. For example, if reading a music CD, you hear the music in your head. If reading a word processor file, you visualize and read an image of the page. If reading a barcode, you see the serial number, pricing information, or other barcoded data.

The amount of time required to experience the data is the same as that required to read it by conventional means. You can normally read 2 pages of documents in 1 minute. This spell does not decode encrypted data. Without the encryption code, an encrypted document or file appears as a seemingly random string of characters. If you know the encryption code, however, you can read encrypted data normally with this spell.

Daylight

Evocation [Light]

Level: ; **Components:** V, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched; **Duration:** 10 minutes/rank (D); **Check Roll:** None

The object touched sheds light as bright as full daylight in a 60-foot radius. Creatures who suffer penalties in bright light suffer them while exposed to this magical light. Despite its name, this spell isn't equivalent to daylight insofar as it does not damage or destroy creatures normally harmed by daylight (such as vampires). If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower rank, such as *darkness*.

Daze

Enchantment [Mind-Affecting]

Level: 0; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 ranks); **Target:** One person; **Duration:** 1 turn; **Check Roll:** Will negates

This enchantment clouds the mind of a humanoid of Medium-size or smaller so that he takes no actions. Humanoids of 5 or more HD are not affected. The dazed subject is not stunned (so attackers get no special Ability against him or her), but the subject can't move, cast spells, use mental abilities, or perform any other actions requiring awareness or concentration.

Detect Magical Aura

Universal

Level: 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** 60 ft.; **Area:** Quarter-circle emanating from you to the extreme of the range; **Duration:** Concentration, up to 1 minute/rank (D); **Check Roll:** None

The caster can detect magical auras. The amount of information revealed depends on how long the caster studies a particular area or subject.

1st Turn: Presence or absence of magical auras.

2nd Turn: Number of different magical auras and the strength of the strongest aura.

3rd Turn: The strength and location of each aura.

Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras.

Aura Strength: An aura's magical power and strength depend on a spell's functioning spell rank or an item's Sorcery rank.

Functioning Spell Level	Aura Power
0-rank or lingering aura	Dim
1st-2nd	Faint
3rd	Moderate
4th	Strong
5th	Overwhelming

If an aura falls into more than one category, detect magical aura indicates the stronger of the two.

Length Aura Lingers: How long a magical aura lingers after the source has vacated the location depends on the aura's original strength.

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each turn, the caster can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Discern Lies

Divination

Level: 4; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 ranks); **Targets:** One creature/rank, no two of which can be more than 30 ft. apart; **Duration:** Concentration, up to 1 turn/rank; **Check Roll:** Will negates

Each turn, the caster concentrates on one subject, who must be in range. The caster knows if the subject deliberately and knowingly speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each turn, the caster may concentrate on a different subject.

Dispel Magic

Abjuration

Level: 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); Target or **Area:** One spell caster, creature, or object; or 30-ft.-radius burst; **Duration:** Instantaneous; **Check Roll:** None

A caster can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area. A dispelled spell ends as if its duration had expired. Dispel magic can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells. Dispel magic affects spell-like effects just as it affects spells.

Note: The effects of spells with instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

The caster chooses to use dispel magic in one of two ways: a targeted dispel or an area dispel:

Targeted Dispel: One object, creature, or spell is the target of the spell. The caster makes a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 3d6 +1 per Sorcery rank (maximum +10) against a TN of 11 + the spell's Sorcery rank.

If the spell caster targets an object or creature that is the effect of an ongoing spell, he or she makes a dispel check to end the spell.

If the object that is targeted is a magic item, the caster makes a dispel check against the item's Sorcery rank. If the caster succeeds, all the item's magical properties are suppressed for 1d4 turns, after which the item recovers on its own. A suppressed item becomes non-magical for the duration of the effect. The item's physical properties are unchanged:

A caster automatically succeeds on his or her dispel check against any spell that he or she cast.

Area Dispel: The spell affects everything within a 30-foot radius.

For each creature that is the target of one or more spells, the caster makes a dispel check against the spell with the highest Sorcery rank. If that fails, the caster makes dispel checks against progressively weaker spells until he or she dispels one spell (which discharges the dispel so far as that target is concerned) or fails all the checks. The creature's magic items are not affected.

For each object that is the target of one or more spells, the caster make dispel checks as with creatures. Magic items are not affected by area dispels.

For each ongoing area or effect spell centered within the dispel magic's area, the caster makes a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel, the caster makes a dispel check to end the effect, but only within the area of the dispel magic.

A caster may choose to automatically succeed on dispel checks against any spell that he or she has cast.

Divination

Divination

Level: 3; **Components:** V, S, M; **Casting Time:** 10 minutes; **Range:** Personal; **Target:** You; **Duration:** Instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. In all cases, the GM controls what information the caster receives. Note that if the caster doesn't act on the information, the conditions may change so that the information no longer proves useful. The base chance for a correct divination is 70% + 1% per Sorcery rank. The GM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against *divination* spells have been taken). If the dice roll fails, the caster knows the spell failed unless specific magic yielding false information is at work. As with *augury*, multiple divinations about the same topic by the same caster use the same dice result as the first divination and yield the same answer each time.

Material Components: Incense and a sacrificial offering appropriate to the caster's religion.

Enhance Attribute

Transmutation

Level: 2; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/rank; **Check Roll:** Will negates

The spell grants a temporary +5 enhancement bonus to one ability score (Strength, Reflexes, Health, Intellect, Will, or Presence) chosen by the caster at the time of casting.

A temporary increase to Intellect or Will does not allow arcane or divine casters to gain extra spells, but the Check Roll TNs for their spells increase. A temporary increase in Intellect doesn't grant extra skill points.

Faith's Fury

Evocation

Level: 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); **Area:** 20-ft.-radius burst; **Duration:** Instantaneous; **Check Roll:** HLT partial (see text)

The caster draws upon holy (or unholy) power to smite enemies with one of the following allegiances, as chosen by the caster: chaos, evil, good, or law. The spell deals 1d6 points of damage per two Sorcery ranks (maximum 5d6) to creatures with the designated allegiance and blinds them for 1 turn. A successful HLT Check Roll reduces damage to half and negates the blinding effect.

The spell does not affect creatures that do not have the chosen allegiance.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have total concealment), loses any Reflexes bonus to DEF, grants a +2 bonus on opponents' attack rolls (they are effectively invisible), moves at half speed, and takes a -4 penalty on Search checks and most Strength- and Reflexes-based skill checks.

Fear

Necromancy [Fear, Mind-Affecting]

Level: 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 ranks); **Area:** Cone; **Duration:** 1 turn/rank; **Check Roll:** Will negates

An invisible cone of terror causes living creatures to become panicked. They suffer a -2 penalty on Check Rolls, any attempts to use skills, and they flee from the caster. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers. A cowering creature loses its Reflexes bonus, can take no actions, and takes a -2 penalty to its DEF.

Fireball

Evocation [Fire]

Level: 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./rank); **Area:** 20-ft.-radius spread; **Duration:** Instantaneous; **Check Roll:** Reflex half

A fireball spell detonates with a low roar and deals 1d6 points of fire damage per Sorcery rank (maximum 5d6) to all creatures within the area. Unattended objects also take this damage. The explosion creates no concussive force.

The caster points his or her finger and determines the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the caster and, unless it impacts

upon a material body or solid barrier prior to attaining the prescribed range, bursts into the fireball at point (an early impact results in an early detonation). If the caster attempts to send the bead through a narrow passage the caster must "hit" the opening with a successful ranged touch attack or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Freedom of Movement
Abjuration

Level: 4; **Components:** V, S, M, DF; **Casting Time:** Attack action; **Range:** Personal or touch; **Target:** You or creature touched; **Duration:** 10 minutes/_rank; **Check Roll:** Will negates (harmless)

This spell enables the caster or the creature touched to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement.

The spell also allows a character to move and attack normally while underwater, even with slashing and bludgeoning weapons, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, allow water breathing.

Glyph of Warding
Abjuration

Level: 3; **Components:** V, S, M; **Casting Time:** 10 minutes; **Range:** Touch; Target or **Area:** Object touched or up to 5 sq. ft./rank; **Duration:** Permanent until discharged (D); **Check Roll:** See text (object)

This inscription harms those who enter, pass, or open the warded area or object.

The caster sets the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a pass phrase (which the caster sets when casting the spell) is subject to the magic it stores. Alternatively or in addition to a pass phrase trigger, glyphs of warding can be set according to physical characteristics or creature type, or species. Glyphs can also be set with respect to allegiance. Glyphs respond to invisible creatures normally. Multiple glyphs cannot be cast on the same area. However, they can ward separate compartments of the same object.

The glyph can be placed to conform to any shape up to the limitations of the spell's total square footage. When the spell is completed, the glyph becomes nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Non-magical disguises cannot fool a glyph of warding.

Read magic allows a character to identify a glyph of warding with a successful Spellcraft check (TN 15). Identifying the glyph does not discharge it and allows the character to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Detecting the glyph requires a successful Search check (TN 24), and safely removing it requires a successful Disable Device check (TN 24).

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast deals 1d6 points of damage per two Sorcery ranks to the intruder and to all within 5 feet of the intruder (maximum 5d6). This damage is acid, cold, fire, electricity, or sonic/concussion (caster's choice, made at time of casting). Those affected can make Reflex checks to take half damage.

Spell Glyph: The caster can store any harmful spell of up to 3rd level that he or she knows. All rank-dependent features of the spell are based on the caster's rank at the time of casting. If the spell has targets, it targets the intruder. If the spell normally affects an area, the area or effect is centered on the intruder. All Check Rolls operate as normal, except that the TN is based on the rank of the glyph.

Halt Undead
Necromancy

Level: 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); **Targets:** Up to three undead, no two of which can be more than 30 ft. apart; **Duration:** 1 turn/rank; **Check Roll:** See text

This spell renders up to three undead creatures immobile. Non-intelligent undead get no Check Roll but intelligent undead do. If the spell is successful, it renders the undead immobile for the duration of the spell. The effect is broken if the halted creatures are attacked or take damage.

Hold Person
Enchantment [Mind-Affecting]

Level: 3; **Components:** V, S, F/DF; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); **Target:** One Medium-size or smaller humanoid; **Duration:** 1 turn/rank (D); **Check Roll:** Will negates

The subject freezes in place, standing helpless. The subject is aware and breathes normally but cannot take any physical actions, even speech. The subject can, however, execute purely mental actions (including using psionic powers).

A winged creature that is held cannot flap its wings and falls. A swimmer can't swim and may drown.

Hold Portal
Abjuration

Level: 1; Component: V; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); **Target:** One portal, up to 20 sq. ft./rank; **Duration:** 1 minute/rank; **Check Roll:** None

This spell magically bars a door, gate, window, or shutter of wood, metal, or stone. The magic holds the portal fast, just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate the hold portal. For a portal affected by this spell, add 5 to the normal TN for forcing the portal.

Inflict Critical Wounds
Necromancy

Level: 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Check Roll:** Will half

The caster lays his or her hand upon a creature and channels negative energy that deals 4d6 points of damage +1 point per Sorcery rank (maximum +5).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Inflict Light Wounds
Necromancy

Level: 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Check Roll:** Will half

The caster lays his or her hand upon a creature and channels negative energy that deals 1d6 points of damage +1 point per Sorcery rank (maximum +5).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Inflict Minor Wounds
Necromancy

Level: 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Check Roll:** Will negates

The caster lays his or her hand upon a creature and channels negative energy that deals 1 point of damage.

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Inflict Moderate Wounds
Necromancy

Level: 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Check Roll:** Will half

The caster lays his or her hand upon a creature and channels negative energy that deals 2d6 points of damage +1 point per Sorcery rank (maximum +5).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Inflict Serious Wounds
Necromancy

Level: 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Check Roll:** Will half

The caster lays his or her hand upon a creature and channels negative energy that deals 3d6 points of damage +1 point per Sorcery rank (maximum +5).

Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Invisibility
Illusion

Level: 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Personal or touch; **Target:** You or a creature or object weighing no more than 100 lb./Rank; **Duration:** 1 minute/Rank (D); **Check Roll:** Will negates (harmless)

The creature or object touched vanishes from sight, even from Heightened Senses. If the recipient is a creature carrying gear, the gear vanishes, too. If the caster casts the spell on someone else, neither the caster nor his or her allies can see the subject, unless they can normally see invisible things or employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing worn by the creature. Light, however, never becomes invisible, although a source of light can become so. Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

The subject is not magically silenced, and certain other conditions can render the recipient detectable. The spell ends if the subject attacks any creature. For purposes of this spell, an "attack" includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Note that spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

An invisible creature gains a +4 bonus on Hide checks if immobile, or a +2 bonus on Hide checks if moving. Pinpointing the location of an invisible character who isn't attempting to hide requires a Spot check against TN 30 if immobile or TN 18 if moving.

Invisibility Sphere
Illusion

Level: 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Personal or touch; **Area:** 10-ft.-radius sphere around the creature or object touched; **Duration:** 1 minute/rank (D); **Check Roll:** Will negates (harmless)

All creatures within 10 feet of the recipient, including the recipient, vanish from sight, even from Heightened Senses. The center of the effect is mobile with the recipient. If the creatures are carrying gear, the gear vanishes, too. Those affected by this spell cannot see each other but can see themselves. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing worn by the creature. Light, however, never becomes invisible, although a source of light can become so. Any part of an item that the subject carries but that extends more than 10 feet beyond the range of the spell becomes visible.

The subjects are not magically silenced, and certain other conditions can render a recipient detectable. Affected creatures

(other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends. For purposes of this spell, an "attack" includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. If a subject attacks directly, however, it immediately becomes visible along with all its gear. Note that spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

An invisible creature gains a +4 bonus on Hide checks if immobile, or a +2 bonus on Hide checks if moving. Pinpointing the location of an invisible character who isn't attempting to hide requires a Spot check against TN 30 if immobile or TN 18 if moving.

Knock

Transmutation

Level: 2; **Components:** V; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); **Target:** One door, box, or chest with an area of up to 10 sq. ft./rank; **Duration:** Instantaneous (see text); **Check Roll:** None

The knock spell opens stuck, barred, locked, or magically held or sealed doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments, nor does it affect ropes, vines, and the like. Note that the effect is limited by the area. Each spell can undo up to two means of preventing egress.

Levitate

Transmutation

Level: 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Personal or close (25 ft.+ 5 ft./2 ranks); **Target:** You or one willing creature or one object (total weight up to 100 lb./rank); **Duration:** 1 turn/rank (D); **Check Roll:** None

A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The caster can mentally direct the subject to move up or down as much as 20 feet each turn; doing so is a move-equivalent action. The caster cannot move the recipient horizontally, but the subject could push or pull his or her way provided there is a surface to grasp (generally at half its base speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack is made with a -1 penalty, the second -2, and so on, up to a maximum penalty of -5. A full turn spent stabilizing allows the creature to begin again at -1.

Light

Evocation [Light]

Level: 0; **Components:** V, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched; **Duration:** 10 minutes/rank (D); **Check Roll:** None

This spell causes an object to glow, shedding light in a 20-foot radius from the point the caster touches. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Lightning Bolt

Evocation [Electricity]

Level: 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank) or 50 ft. + 5 ft./rank; **Area:** 5 ft. wide to medium range (100 ft. + 10 ft./rank); or 10 ft. wide to 50 ft. + 5 ft./rank; **Duration:** Instantaneous; **Check Roll:** Reflex half

The caster releases a bolt of electrical energy that deals 1d6 points of damage per Sorcery rank (maximum 5d6) to each creature within its area. The bolt begins at the caster. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Locate Object

Divination

Level: 3; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./rank); **Area:** Circle, centered on you, with a radius of 400 ft. + 40 ft./rank; **Duration:** 1 minute/rank; **Check Roll:** None

The caster senses the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the caster locates the nearest one of its type if more than one is within range. Attempting to find a specific item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The caster cannot specify a unique object unless he or she has observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell.

Mage Armor

Conjuration (Creation) [Force]

Level: 1; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/rank (D); **Check Roll:** Will negates (harmless)

An invisible but tangible field of force surrounds the subject of mage armor, providing a +4 bonus to DEF as well as the equivalent of two Ranks of the Armor Ability (see abilities section above). Unlike mundane armor, mage armor carries no armor penalty, maximum Reflexes bonus, arcane spell failure chance, or speed reduction.

Magic Missile

Evocation [Force]

Level: 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); **Targets:** Up to five creatures, no two of which can be more than 15 ft. apart; **Duration:** Instantaneous; **Check Roll:** None

A missile of magical energy shoots from the caster and unerringly strikes its target, dealing 1d6 points of damage.

The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every two ranks of Sorcery past 1st, the caster gains an additional missile. If the caster shoots multiple missiles, they can be targeted at a single creature or several creatures. A single missile can strike only one creature.

Magic Weapon

Transmutation

Level: 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Weapon touched; **Duration:** 1 minute/rank; **Check Roll:** Will negates (harmless, object)

Magic weapon gives a weapon a +1 bonus on attack and damage rolls. This spell can be "stacked" or cast multiple times upon a weapon.

This spell cannot be cast on an unarmed attack.

Message

Transmutation [Language-Dependent]

Level: 0; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); **Targets:** One creature/rank; **Duration:** 10 minutes/rank; **Check Roll:** None

The caster can whisper messages and receive whispered replies with little chance of being overheard. The caster designates each creature to be included in the spell effect. When the caster whispers, the whispered message is audible to all of the targeted creatures who are within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message, however, does not have to travel in a straight line. It can circumvent a barrier if there is an open path between the caster and the subject, and the path's entire length lies within the spell's range. The creatures who receive the message can whisper a reply that the caster hears. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Neutralize Poison

Conjuration (Healing)

Level: 4; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature or object of up to 1 cu. ft./rank touched; **Duration:** 10 minutes/rank; **Check Roll:** Will negates (harmless, object) (harmless, object)

The caster detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with delay poison, such effects aren't postponed until after the duration-the creature is simply immune to all poison effects for the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

Power Device

Transmutation

Level: 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Effect:** Powers one electrical or mechanical device; **Duration:** 10 minutes/rank; **Check Roll:** None

This spell provides power to an electrical or mechanical device that does not have a power source but is otherwise functional. The device functions exactly as it normally would if it had conventional power.

This spell can affect any household or handheld device, scratch-built robot, or general-purpose vehicle. Larger or more intricate devices cannot be powered with this spell.

Prayer

Conjuration (Creation)

Level: 3; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** 30 ft.; **Area:** All allies and foes within a 30-ft.-radius burst centered on you; **Duration:** 1 turn/rank; **Check Roll:** None

The caster brings special favor upon him or herself and allies while bringing disfavor to his or her enemies. The caster and allies gain a +2 bonus on attack rolls, weapon damage rolls, checks, and skill checks, while foes take a -2 penalty on such rolls.

Prestidigitation

Universal

Level: 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** 10 ft.; Target, Effect, or **Area:** See text; **Duration:** 1 hour; **Check Roll:** See text

Once cast, the prestidigitation spell enables the caster to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. Prestidigitations can slowly lift 1 pound of material. They can color, clean, or soil items in a 1-foot cube each turn. They can chill, warm, or flavor 1 pound of nonliving material. They cannot deal damage or affect the concentration of spell-casters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitation spell lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Protection from Arrows/Bullets

Abjuration

Level: 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/rank or until discharged; **Check Roll:** Will negates (harmless)

The warded creature gains resistance to ranged weapons that fire arrows, bullets, or crossbow bolts. The subject gains the equivalent of three Ranks of the Armor Ability (see Abilities above)

against those ranged weapons. The damage reduction increases with the Sorcery rank to four Ranks of Armor at 5th and six Ranks of Armor at 10th. Once the spell has prevented a total of 20 points of damage per Sorcery rank (maximum 100 points), it is discharged.

Raise Dead

Conjuration (Healing)

Level: 5; **Components:** V, S, M, DF; **Casting Time:** 1 minute; **Range:** Touch; **Target:** Dead creature touched; **Duration:** Instantaneous; **Check Roll:** None (see text) (harmless)

The spell caster restores life to a deceased creature. The caster can raise creatures who have been dead up to one day per Sorcery rank.

Raise dead cures Life point damage up to a total of 1 Life point per Rank of Sorcery. Any Attribute scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature who has died of old age.

A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spell slots for losing a rank. A spell casting creature that doesn't prepare spells has a 50% chance of losing any spell he or she has prepared but not yet cast, in addition to losing spell slots for losing a rank.

Read Magic

Universal

Level: 0; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/rank

This spell allows the caster to read magical inscriptions on objects that would otherwise be unintelligible. This deciphering does not invoke the magic contained in the writing. Furthermore, once the spell is cast and the caster has read the magical inscription, he or she is thereafter able to read that particular writing without recourse to the use of read magic. The caster can read at the rate of one page (250 words) per minute.

Remove Curse

Abjuration

Level: 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature or item touched; **Duration:** Instantaneous; **Check Roll:** Will negates (harmless)

Remove curse instantaneously removes any curses on a creature. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain rank or

higher.

Remove curse counters bestow curse.

Remove Paralysis

Conjuration (Healing)

Level: 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 ranks); **Targets:** Up to four creatures, no two of which can be more than 30 ft. apart; **Duration:** Instantaneous; **Check Roll:** Will negates (harmless)

The caster can free one or more creatures from the effects of any temporary paralysis or related magic, including a hold spell or a slow spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another check with a +4 bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 bonus.

The spell does not restore ability scores reduced by penalties, damage, or loss.

Scrying

Divination

Level: 2; **Components:** V, S, M/DF, F; **Casting Time:** 1 hour; **Range:** See text; **Effect:** Magical sensor; **Duration:** 1 minute/Rank; **Check Roll:** Will negates

You can see and hear some creature, who may be at any distance. If the subject succeeds at a Will Check Roll, the scrying attempt fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane or in some other dimension, it gains a +5 bonus to its Will Check.

Knowledge of Subject	Will Check Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	−5

*You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Check Modifier
Likeness or picture	−2
Possession or garment	−4
Body part, lock of hair, nail clippings, etc.	−10

If the check fails, you can see the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

The following spells, if active on the caster during the scrying, operate through the sensor: *darkvision, read magic, tongues,* and *true seeing. Detect magical aura* has a 5% chance per caster level of operating correctly through the sensor.

Material Components: Some droplets of nitric acid in an eyedropper.

Focus: A mirror of finely wrought silver (at least 2 feet by 4 feet) or an orb of polished crystal (at least 5 inches in diameter).

Searing Light

Evocation

Level: 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); **Effect:** Ray; **Duration:** Instantaneous; **Check Roll:** None

The caster must succeed at a ranged touch attack to strike his or her target. A creature struck by this ray of light takes 1d6 points of damage per two Sorcery ranks. Undead creatures take 1d6 points of damage per Sorcery rank, and undead creatures particularly vulnerable to sunlight take 1d6 points of damage per Sorcery rank. Constructs and inanimate objects take only 1d6 points of damage per two Sorcery ranks.

See Invisibility

Divination

Level: 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); **Area:** Cone; **Duration:** 10 minutes/rank (D); **Check Roll:** None

The caster sees any objects or beings that are invisible as if they were normally visible.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable the caster to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Seeming

Illusion

Level: 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 Ranks); **Targets:** One creature/two levels, no two of which can be more than 30 ft. apart; **Duration:** 12 hours (D); **Check Roll:** Will negates or Will disbelief (if interacted with);

This glamour functions like the *change self* spell except you can change the appearance of other creatures as well. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making Will Checks or with spell resistance.

Shield

Abjuration [Force]

Level: 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 minute/rank (D)

Shield creates an invisible, mobile disk of force that hovers in front of the caster. It negates magic missile attacks directed at the caster. The disk also intercepts attacks, providing a +4 bonus to DEF. The shield carries no armor penalty or arcane spell failure chance.

Abjuration

Level: 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/rank; **Check Roll:** Will negates (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 bonus, with an additional +1 to the bonus at 5th Sorcery rank.

Shout

Evocation [Sonic]

Level: 4; **Components:** V; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 ranks); **Area:** Cone; **Duration:** Instantaneous; **Check Roll:** HLT partial (see text)

The caster emits an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 turns and takes 2d6 points of damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object takes 1d6 points of damage per Sorcery rank. Creatures holding fragile objects can negate damage to them with successful Reflex checks.

A deafened character, in addition to the obvious effects, suffers a -4 penalty to INI, automatically fails Listen checks, and has a 20% chance to miscast and lose any spell with a verbal component that he or she tries to cast.

The shout spell cannot penetrate the spell silence.

Silence

Illusion

Level: 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./rank); **Area:** 15-ft.-radius emanation centered on a creature, object, or point in space; **Duration:** 1 minute/rank; **Check Roll:** Will negates or none

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will Check to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive checks and spell resistance, but unattended objects and points in space do not. This spell provides a DEF against sonic or language-based attacks.

Sleep

Enchantment [Mind-Affecting]

Level: 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); **Area:** Several living creatures within a 15-ft.-radius burst; **Duration:** 1 minute/rank; **Check Roll:** Will negates

A sleep spell causes a comatose slumber to come upon one or more creatures. Roll 2d6 to determine how many creatures can be affected. Creatures with the lowest Will are affected first. Among creatures with equal Will, those who are closest to the spell's point of origin are affected first. No creature with a Will of 5 is affected.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a move action.

Sleep does not affect unconscious creatures, constructs, or undead creatures.

Slow

Transmutation

Level: 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 ranks); **Targets:** One creature/rank, no two of which can be more than 30 ft. apart; **Duration:** 1 turn/rank; **Check Roll:** Will negates

Affected creatures move and attack at a drastically slowed rate. Slowed creatures can take only a single move action or attack action each turn, but not both (nor may they take actions). Additionally, they suffer -2 penalties to DEF, melee attack rolls, melee damage rolls, and Reflex checks. Slowed creatures jump half as far as normal.

Slow counters and dispels haste but does not otherwise affect magically speeded or slowed creatures.

Status

Divination

Level: 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Targets:** One creature touched/three levels; **Duration:** 1 hour/rank; **Check Roll:** Will negates (harmless)

Status allows a divine caster to mentally monitor the relative positions and general condition of his or her companions. The caster is aware of direction and distance to the creatures and their status: unharmed, wounded, disabled, staggered, unconscious, dying, dead, and so forth. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell.

Stoneskin

Abjuration

Level: 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/rank or until discharged; **Check Roll:** Will negates

The subject gains the equivalent of three ranks of the Armor Ability (see Armor Ability pg. XX). Once the spell has prevented a total of 20 points of damage per Sorcery rank, it is discharged.

Telekinesis

Transmutation

Level: 5; **Components:** V, S; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./rank); **Target or Targets:** See text; **Duration:** Concentration (up to 1 turn/rank) or instantaneous (see text); **Check Roll:** Will negates (see text)

The caster can move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide either a gentle, sustained force or a single short, violent thrust.

Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per Sorcery rank up to 20 feet per turn. A creature can negate the effect against itself or against an object it possesses with a successful Will Check or with spell resistance.

This version of the spell lasts up to 1 turn per Sorcery rank, but it ends if the caster ceases concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond the caster's range. The spell ends if the object is forced beyond the range. If the caster ceases concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand, if the force required is within the weight limitation.

Violent Thrust: Alternatively, the spell energy can be expended in a single turn. The caster can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/rank of all the objects. The caster can hurl up to a total weight of 25 pounds per Sorcery rank.

The caster must succeed at attack rolls (one per creature or object thrown) to hit the target with the items. Weapons deal their normal damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will checks to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet.

Tongues

Divination

Level: 4; **Components:** V, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/rank; **Check Roll:** Will negates

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a species language or a regional dialect. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make him or herself understood as far as her voice carries. This spell does not predispose any creature addressed toward the subject in any way.

True Seeing

Divination

Level: 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/rank; **Check Roll:** Will negates

The caster confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic or psionics, sees invisible creatures (whether magically invisible or due to an Ability) or objects normally, sees through illusions, and sees the true form of changed or transmuted things. The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret panels hidden by mundane means. The effects cannot be combined with other spells and powers.

True Strike

Divination

Level: 1; **Components:** V, F; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** See text

The caster's next single attack roll (if it is made before the end of the next turn) gains a +4 bonus. Additionally, the caster is not affected by the miss chance that applies to attacks against a concealed target.

Virtue

Transmutation

Level: 0; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute; **Check Roll:** Yes

The subject gains 1 temporary Life point.

Wall of Fire

Evocation [Fire]

Level: 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); **Effect:** Opaque sheet of flame up to 20 ft. long/Sorcery rank or a ring of fire with a radius of up to 5 ft./two Sorcery ranks; either form 20 ft. high; **Duration:** Concentration + 1 turn/rank; **Check Roll:** See text

An immobile curtain of fire springs into existence. One side of the wall, selected by the caster, sends forth waves of heat, dealing 1d6 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and each turn that a creature enters or remains in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per Sorcery rank to any creature passing through it. The wall deals double damage to undead creatures.

If the caster evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful Reflexes Check. (If the creature ends up on the hot side of the wall, it takes 1d6 points of damage, as normal.)

Wall of Force

Evocation [Force]

Level: 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 ranks); **Effect:** Wall whose area is up to one 10-ft. square/rank or a sphere or hemisphere with a radius of up to 1 ft./rank; **Duration:** 1 minute/rank (D); **Check Roll:** None

A wall of force spell creates an invisible wall of force. The wall of force cannot move, it is immune to damage of all kinds, and it is unaffected by dispel magic. Spells, Abilities, and flamethrowers cannot pass through the wall in either direction, although dimension door can bypass the barrier. Gaze attacks can operate through the wall of force.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per rank, or into a sphere or hemisphere with a radius of up to 1 foot per rank.

The wall of force must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of Ice

Evocation [Cold]

Level: 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); **Effect:** Anchored plane of ice, up to one 10-ft. square/rank, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./rank; **Duration:** 1 minute/rank; **Check Roll:** See text

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Fire, including fire spells, can melt a wall of ice. Fire deals full damage to the wall (instead of the normal half damage suffered by objects). Suddenly melting the wall of ice (by reducing it to 0 Life points in a single attack) creates a 10-foot-radius cloud of fog that lasts for 10 minutes. Objects and creatures within the area are treated as if they had one-half concealment (20% miss chance) with respect to one another.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per Sorcery rank. It covers up to a 10-foot-square area per Sorcery ranks. The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 Life points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose Life points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the TN for the Strength check is 15 + Sorcery rank.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it takes 1d6 points of cold damage +1 point per Sorcery rank.

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet +1 foot per Sorcery rank. It is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

The caster can create the hemisphere so that it traps one or more creatures, though these creatures can avoid being trapped by the hemisphere by making successful Reflex checks.

Wall of Iron

Conjuration (Creation)

Level: 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); **Effect:** Iron wall whose area is up to one 5-ft. square/rank (see text); **Duration:** Instantaneous; **Check Roll:** See text

The caster causes a flat, vertical iron wall to spring into being. This wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though the caster can shape its edges to fit the available space.

The wall of iron is 1 inch thick per four Sorcery ranks. The caster can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 Life points per inch of thickness and hardness 10. A section of wall whose Life points drop to 0 is breached. If a creature tries to break through the wall with a

single attack, the TN for the Strength check is 25 + 2 per inch of thickness.

If the caster desires, the wall can be created vertically resting on a flat surface but not attached to the surface so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must succeed at a Strength check (TN 40) to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex checks. Large and smaller creatures who fail take 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Wall of Stone

Conjuration (Creation)

Level: 5; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); **Effect:** Stone wall whose area is up to one 5-ft. square/rank (S); **Duration:** Instantaneous; **Check Roll:** See text

This spell creates a wall of rock that merges into adjoining rock surfaces. The wall of stone is 1 inch thick per four Sorcery ranks and composed of up to one 5-foot square per rank. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

A wall of stone can be created in almost any shape the caster desires. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. If used to bridge a chasm, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half.

Like any other stone wall, this one can be destroyed by explosives or brought down by bludgeoning or piercing weapons. Each 5-foot square has 15 Life points per inch of thickness and hardness 8. A section of wall whose Life points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the TN for the Strength check is 18 + 2 per inch of thickness.

It is possible to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful Reflex checks.

Water Breathing

Transmutation

Level: 3; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Living creatures touched; **Duration:** 2 hours/rank (see text); **Check Roll:** Will negates

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures touched. The spell does not make creatures unable to breathe air.

Web

Conjuration (Creation)

Level: 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./rank); **Effect:** Webs in a 20-ft.-radius spread; **Duration:** 10 minutes/_rank; **Check Roll:** Reflex negates (see text)

The web spell creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. These masses must be anchored to two or more solid and diametrically opposed points-floor and ceiling, opposite walls, and so forth-or else the web collapses upon itself and disappears. Creatures caught within a web or simply touching its strands become entangled among the gluey fibers.

An entangled creature takes a -2 penalty on attack rolls, takes a -4 penalty to effective Reflexes, and can't move. An entangled character who attempts to cast a spell must make a Concentration check (TN 15) or lose the spell.

Anyone in the effect's area when the spell is cast must make a Reflexes Check. If this save succeeds, the creature is not stuck in the webs and is free to act, though moving is slow and may cause it to become stuck (see below). If the save fails, the creature is stuck. A stuck creature can break loose by spending 1 turn and succeeding on a Strength check (TN 18) or an Escape Artist check (TN 21). Once loose (either by making the initial Reflexes Check or a later Strength check or Escape Artist check), a creature may progress through the web very slowly. Each turn devoted to moving allows the creature to make a new Strength check or Escape Artist check.

The web provides one-quarter cover for every 5 feet of the substance between the character and an opponent-one-half cover for 10 feet of web, three-quarters for 15 feet, and total cover for 20 feet or more.

The strands of a web spell are flammable. Any fire can set them alight and burn away 5 square feet in 1 turn. All creatures within flaming webs take 1d6 points of damage from the flames.

Zone of Truth

Enchantment [Mind-Affecting]

Level: 2; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 ranks); **Area:** 5-ft.-radius/rank emanation; **Duration:** 1 minute/rank; **Check Roll:** Will negates

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Creatures are allowed a save to avoid the effects when the spell is cast or when they first enter the emanation area. Affected creatures are aware of this enchantment. Creatures who leave the area are free to speak as they choose.

WEALTH EXTENSION

This system is used in place of the Personal Gear Ability that is in the Open Core System Core Rules. This system is an abstract system of Wealth that is used in conjunction with the Wealth Ability from the Core Rules, since these two systems are incompatible, it is suggested that Open Core GMs not use them both in a campaign, although ultimately the choice is in the hands of the GM.

Every character has a Wealth bonus that reflects his or her buying power—a composite of income, credit rating, and savings. A character's Wealth bonus serves as the basis of the character's Wealth check, which is used to purchase equipment and services for the character.

Wealth Bonus

To determine a character's starting Wealth bonus, use the below guidelines. Over the course of play, the hero's Wealth bonus will decrease as the hero purchases expensive items and increase as the character earns money. A character's Wealth bonus can never fall below +0, and there is no limit to how high the Wealth bonus can climb. Since Wealth is an abstract concept, it's sometimes difficult to determine how financially well off a character is. To get a general sense of how financially solvent a character is at any given time, check the table below.

Wealth Bonus	Financial Condition
+0	Impoverished or in debt
+1 to +4	Struggling
+5 to +10	Middle class
+11 to +15	Affluent
+16 to +20	Wealthy
+21 to +30	Rich
+31 or higher	Very rich

If a GM is using this alternate Wealth system in their Open Core game, use the above descriptions of Financial Conditions in place of the Rank Descriptions in the Core Rules. The above descriptions work better in conjunction with this Wealth system.

Wealth and the Starting Character

A newly created character's Wealth bonus is +0 plus:
- 1d6 die roll.
- +1 for every 4 ranks in a Profession skill.
- Any Ranks in the Wealth Ability

Purchasing Equipment

Wealth checks are used to determine what characters can afford and what gear they might reasonably have access to. Every character has a Wealth bonus that reflects his or her buying power. Every object and service has a purchase TN. To purchase an object, make a Wealth check against the purchase TN.

The Wealth Check

A Wealth check is a 3d6 roll plus a character's current Wealth bonus. The Wealth bonus is fluid. It increases as a character gains Wealth and decreases as the character makes purchases.

If the character succeeds on the Wealth check, the character gains the object. If the character fails, he or she can't afford the object at the time.

If the character's current Wealth bonus is equal to or greater than the TN, the character automatically succeeds. If the character successfully purchases an object or service with a purchase TN that's higher than his or her current Wealth bonus, the character's Wealth bonus decreases.

Shopping and Time

Buying less common objects generally takes a number of hours equal to the purchase TN of the object or service, reflecting the time needed to locate the wanted materials and close the deal. Getting a license or buying an object with a restriction rating increases the time needed to make purchases.

Try Again?

A character can try again if he or she fails a Wealth check, but not until the character has spent an additional number of hours shopping equal to the purchase TN of the object or service.

Aid Another

One other character can make an aid another attempt to help a character purchase an object or service. If the attempt is successful, that character provides the purchaser with a +2 bonus on his or her Wealth check. The character providing the aid reduces his or her Wealth bonus by 1.

Losing Wealth

Any time a character purchases an object or service with a purchase TN higher than his or her current Wealth bonus, or one with a purchase TN of 15 or higher, the character's Wealth bonus goes down. How much the Wealth bonus is reduced depends on how expensive the object is.

Object or Service Purchase TN	Wealth Bonus Decrease
15 or higher	+1 point[1]
1–10 points higher than current Wealth bonus	1 point
11–15 points higher than current Wealth bonus	1d6 points
16 or more points higher than current Wealth Bonus.	2d6 points

[1] This stacks with the loss from a Purchase TN above the character's current wealth bonus.

Along with this loss, any time a character buys an object or service with a purchase TN of 15 or higher, the character reduces his or her current Wealth bonus by an additional 1 point.

A character's Wealth bonus only goes down if he or she successfully buys an object or service. If the character attempts to buy something and the check fails, his or her Wealth bonus is unaffected.

Wealth Bonus of +0

A character's Wealth bonus can never decrease to less than +0. If a character's Wealth bonus is +0, the character doesn't have the buying power to purchase any object or service that has a purchase TN of 10 or higher, and can't take 10 or take 20. Also, it always takes a number of hours equal to the purchase TN of the object or service.

Regaining Wealth

A character's Wealth bonus is very fluid and can change quickly, as his or her resources do the same thing.

Every few months of game time, have the Player make a Profession skill check for the character. If the character has no ranks in a Profession skill, instead make a Presence check. The TN is equal to the character's current Wealth bonus. If the character succeeds, his or her current Wealth bonus increases by +1. For every 5 points by which the character exceeds the TN, he or she gains an additional +1 to his or her Wealth bonus.

Selling Stuff

To sell something, a character first needs to determine its sale value. Assuming the object is undamaged and in working condition, the sale value is equal to the object's purchase TN (as if purchased new) minus 3.

Selling an object can provide an increase to a character's Wealth bonus. The increase is the same amount as the Wealth bonus loss the character would experience if the character purchased an object with a purchase TN equal to the sale value.

Regardless of the character's current Wealth bonus, he or she gains a Wealth bonus increase of 1 whenever the character sells an object with a sale value of 15 or higher. If A character sells an object with a sale value less than or equal to his or her current Wealth bonus, and that sale value is 14 or lower, the character gains nothing.

A character cannot legally sell restricted objects unless the character is licensed to own them. A character also cannot legally sell objects that have been reported as stolen. Selling objects illegally usually requires that the character have contacts in the black market, and reduces the sale value by an additional 3. Selling takes a number of hours equal to the normal purchase TN of the item.

GLOSSARY

Action Point: (Abbr. "AP") A special point used by characters to achieve particularly difficult tasks. One Action Point allows a player to add +5 to the dice roll. Action Points may be used after the dice have been rolled.

Ability: A positive trait that aids or otherwise benefits a character during game play. Abilities may be Innate or Developed.

adventure: A fictional story or adventure that the players participate in. An Adventure can last one, or even several, Game Sessions.

Amateur: A rating of 2 in a skill. Characters who have a skill level of 2 are "amateurs" where that skill is concerned. Characters receive all Universal Skills at this level at no cost, though they may be increased by spending Character Points (during character creation) or Experience Points.

amm: Ammunition capacity

ammunition capacity: (Abbr. "amm") the number of rounds of ammunition contained in a ranged weapon or in an attached supply, such as a battery or magazine. Simple missile weapons have an Amm. rating of 1 because they can't "hold ammo."

AP: Action point.

aptitude attribute: One of three Attributes within an Attribute Group; the Attribute governing finesse, skill, manipulation or aptitude (e.g., Reflexes in the Body group; Intellect in the Mind Group).

armor value: (Abbr. "AV") A number representing the reduction of damage due to protective covering. The number is subtracted from the damage rolled following a successful attack on the character.

attack roll: A skill roll made to determine whether an attack is successful. The attacking character adds his applicable attribute score + skill score + 3d6. The attack hits if the attacker's total is equal to or exceeds the target's DEF + any modifiers.

attribute group: A category of attributes denoting a particular "aspect" of a character (e.g., the Body and Mind groups in the Core Rules). Each Attribute Group contains three Attributes: a Power Attribute, an Aptitude Attribute and a Resistance Attribute (e.g., Strength, Reflexes and Health in the Body group).

attribute point: A unit of value used by the player to purchase attribute scores for their character.

attribute roll: A check of the appropriate attribute times two (x2) + a die roll vs. a TN.

attribute: An aspect of a character's innate ability, with a rating from 1 to 10 (human range), or higher for non-humans and super-humans; added to a character's Skill score and a random element to determine success or failure at a task.

AV: Armor Value.

character point: (Abbr. "CP") A unit of value used by the player to purchase Attributes and Abilities for their character.

character: A fictional persona portrayed in a game.

Cinematic: The middle of three "power levels" of a game, designed to simulate heroic, cinematic-style adventure games and settings with larger-than-life heroes.

Clueless: A rating of 0 in a skill. Characters who have a skill level of 0 are "clueless" where that skill is concerned. All skills are rated 0 until the Player uses his Character Points or Experience Points to purchase at least 1 level in that skill.

common skill: A skill possessed by all characters in a given genre or setting. All characters receive common skills at a level of +2 at no cost.

Competent: A rating of 4 in a skill. Characters who have a skill level of 4 are "competent" where that skill is concerned. The character possesses a good grasp on the details and theories of his chosen field or is capable of performing the action on his own without supervision. This is the default level for professionals in a given field.

control score: (Abbr. "CS") A number used as a Target Number to determine a character's success or failure at attempting to control or overcome a Disability. Usually applies only to psychological Disabilities.

core attribute: One of 6 attributes listed in the core rules.

core rules: The basic, "core" rules of the game system; the foundation for all games using the game system. Some core rules may be enhanced by the use of Extensions, or even replaced by Variants.

CP: Character point.

CS: Control score

DEF: Defensive target number

defensive target number: (Abbr. "DEF") The basic Target Number required for opponents to hit a character in combat. A characters' base DEF equals 10 + REF.

derived attribute: An attribute whose score is derived from one or more attributes. Derived Attributes are not always rated 1-to-10 as Attributes are; Derived Attribute scores may exceed 10, or even 100.

developed trait: A Trait (i.e., an Ability or Disability) that is normally gained or obtained after birth. Developed Traits may be purchased for Characters both during Character creation and during game play.

difficulty level: (Abbr. "DL") One of 7 levels of difficulty for tasks: Average, Tricky, Challenging, Difficult, Demanding, Extreme and Legendary. Each Difficulty Level has an associated Target Number.

difficulty modifier: (Abbr. "DM") A variable or condition in the game that makes a task either more or less difficult. Difficulty Modifiers are expressed as a bonus (a reduction of the DL) or penalty (raising the DL). For example, a Difficult task with a +1DL modifier (a penalty) becomes a Demanding task, whereas a Difficult task with a -1DL modifier (a bonus) becomes a Challenging task.

Disability: A negative trait that impedes, hampers or otherwise limits the choices of a character during game play. Disabilities may be Innate or Developed.

DL: Difficulty level

DM: Difficulty modifier.

dmg: Damage.

effect number: The number by which a skill or attribute roll exceeds the Target Number (i.e., Skill Roll - TN = EN).

EN: Effect number

entangled: Entanglement impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled character cannot Run or Sprint, and suffers a -2 penalty to attack rolls and a -4 penalty to its effective Reflexes (REF) score.

exhausted: Tired to the point of significant impairment. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. An exhausted character cannot move faster than his base MOV in meters per turn (i.e., cannot Run or Sprint) and suffers an effective -5 penalty to the character's Strength and Reflexes attributes.

experience point: (Abbrev. "EP") A unit of value awarded to players at the end of an Adventure to improve their character. Experience points are exchanged for Character Points, in order to purchase things for a character.

Experienced: A rating of 5 in a skill. Characters who have a skill level of 5 are "experienced" where that skill is concerned. The character is well qualified and informed in his chosen field.

Expert: A rating of 7 in a skill. Characters who have a skill level of 7 are "experts" where that skill is concerned. The character has become an authority in his chosen field or skill, having honed his skills to perfection after continuous practice and use. Without regular training and active use, it is nigh impossible for a character to exceed a score of 7 in most skills.

extension: An optional rule or game element that adds to an existing rule or element. For example: new Derived Attributes (adds news attributes), Hit Location rules (adds option to combat).

fatigued: Tired to the point of impairment. A fatigued character can neither Run nor Sprint and suffers an effective -5 penalty to the character's Strength and Reflexes attributes.

game master: (Abbr. "GM") The moderator or "referee" of an Adventure or game session, and the player who portrays all of the NPCs in the game. The GM may also be called by a different name, depending on the game setting or genre, such as the "Storyteller" or "Moderator," but he is still the GM for purposes of interpreting and enforcing the rules of play and moderating the game.

game session: A single gathering of players to participate in one or more Adventures. When the players leave, the session is completed. A Game Session can last for 30 minutes or several hours, or longer.
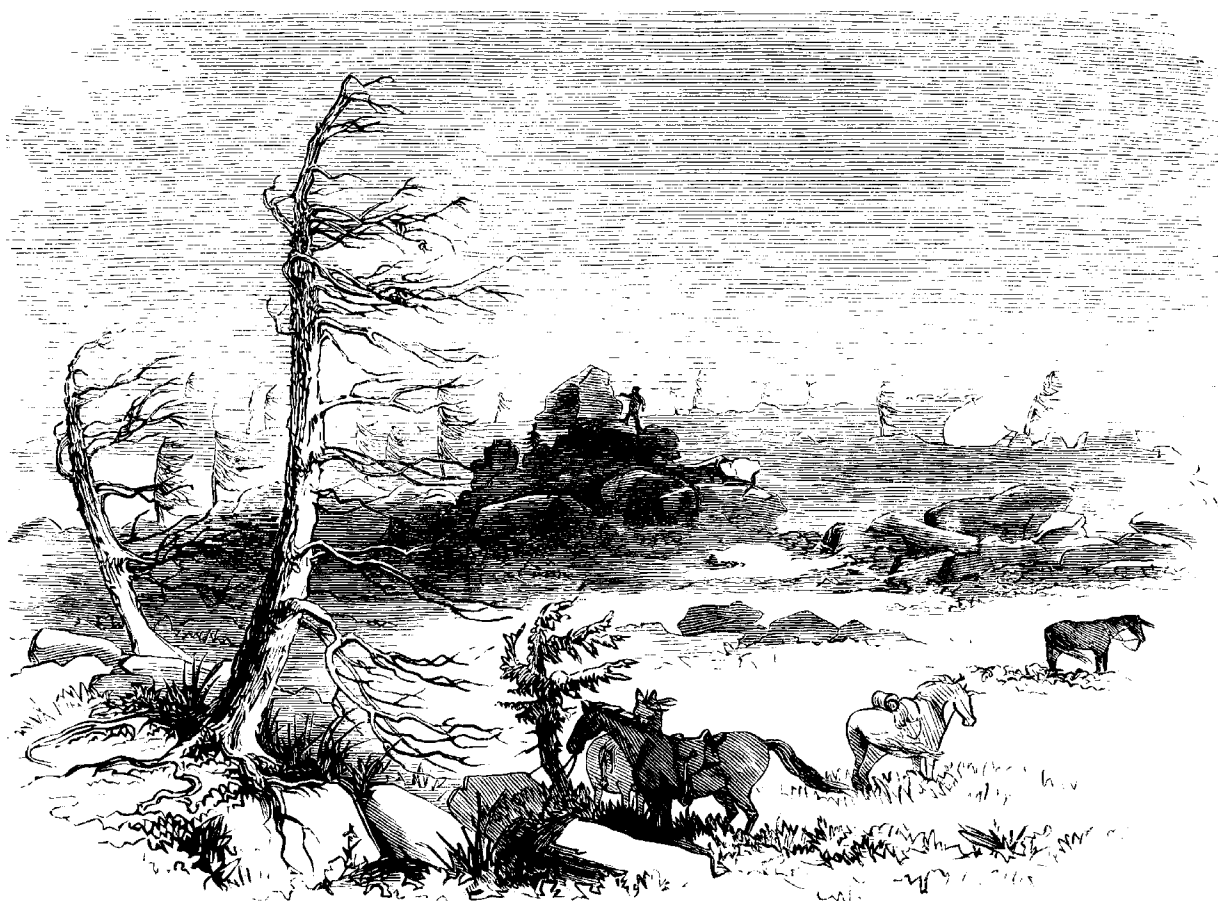
Genius: A rating of 9 in a skill. Characters who have a skill level of 9 are "geniuses" where that skill is concerned. The character has risen to a level where he is using his great mental capacity, physical prowess, and inventive ability to make unique breakthroughs in his field, creating his own original styles and theories and setting new standards. Examples include a Nobel Prize winning scientist).

GM: See Game Master

governing attribute: An Attribute whose score is combined with a Skill level for a specific Skill Roll (Attribute + Skill + 3d6).

health: (Abbr. "HLT") One of the six primary attributes; the resistance attribute in the Body Attribute Group.

HLT: Health

INI: Initiative.

Init: Initiative Modifier.

Initiative modifier: (abbreviated "Init") applied as a temporary modifier to the INI score of the character using the weapon. The Initiative Modifier may be a positive number (e.g., +1), a negative number (e.g., -1), or zero.

Initiative: a derived attribute indicating when a character may act in a turn; INI = (REF + INT)/2.

innate trait: A Trait (i.e., an Ability or Disability) that is normally possessed or gained at birth. Innate Traits may only be purchased for Characters during Character creation; they cannot be gained during game play without special permission from the GM.

INT: Intellect; one of the six core attributes; the aptitude attribute in the Mind Attribute Group.

intellect: (Abbr. "INT") One of the six core attributes; the aptitude attribute in the Mind Attribute Group.

Legendary: A rating of 10 in a skill. Characters who have a skill level of 10 are of "legendary" ability where that skill is concerned. The character has achieved the most rare and highest level of skill or knowledge possible, becoming a revolutionary figure in his field. He has become so talented that he inspires wonder, and is capable of creating, theorizing or performing any most related action with minimum effort. This is the maximum score any normal human may attain in a skill without supernatural or technological aid.

LIF: Life points

life points: (Abbr. "LIF") A derived attribute representing the amount of damage a character can sustain before being rendered incapacitated (unconscious if from stun damage, dying if from lethal damage).

master quality: Exceptionally well-made, generally adding +1 to attack rolls (if the item is a weapon), adding +1 the AV (if the item is armor), or adding +3 to relevant skill checks (if the item is a tool).

Max: Maximum effective range (e.g., of a weapon or vehicle).

Master: A rating of 8 in a skill. Characters who have a skill level of 8 are "masters" where that skill is concerned. The character has excelled in his field, surpassing others of lesser dedication to become superior in quality, skill or achievement. There is very little the character does not know about the area or topic covered by the skill.

Maximum effective range: the maximum distance at which a ranged weapon can reasonably hit a target at which it is aimed.

modifier: A variable or condition in the game that makes a task either more or less difficult. Modifiers may add a bonus or impose a penalty to a skill roll or cause an increase or decrease in the Target Number of a skill roll.

MOV: Movement

movement: (Abbr. "MOV") A derived attribute indicating the number of meters a character can move in one turn.

non-player character: (abbr. "NPC") A fictional persona portrayed by the GM in an Adventure or story.

Novice: A rating of 1 in a skill. Characters who have a skill level of 1 are "novices" where that skill is concerned. The character is familiar with the field, having done moderate reading on the subject or watched the skill being performed by others, but has no actual hands-on experience of any significance. The character is new to the particular field or activity, essentially an apprentice or beginner (e.g., a hobby, a police academy recruit, a soldier in boot camp).

NPC: Non-player character

PC: Player Character

player character: (abbr. "PC") A fictional persona portrayed by a player in a game.

player: A real person who plays/participates in a game.

power attribute: One of three Attributes within an Attribute Group; the Attribute governing strength, force, or general power (e.g., Strength in the Body group; Presence in the Mind group).

PRE: Presence.

Presence: (Abbr. "PRE") One of the six core attributes; the strength attribute in the Mind Attribute Group.

prone: Lying on the ground. An attacker who is prone has a -2 penalty to skill rolls for melee attacks (but not for ranged attacks). Skill rolls for melee attacks against a prone defender have a +1 bonus, and skill rolls for ranged attacks against a prone character have a -2 penalty.

range modifier: (abbrev. "Rmod") a bonus usable only to offset or cancel negative modifiers due to range.

rate of fire: (abbrev. "RoF") The maximum number of rounds that may be fired from a weapon in a single turn. A fraction indicates the number of turns required to reload the weapon between shots (e.g., "1/3" means the weapon can be fired once every three turns). More than one number separated by a colon indicates the weapon is capable of multiple rates of fire (e.g., 3:20 indicates the weapon is capable of firing either 3 shots per turn or 20 shots per turn). In such cases the player selects which rate of fire to use at the beginning of his character's action.

REF: Reflexes.

Reflexes: (Abbr. "REF") One of the six core attributes; the aptitude attribute in the Body Attribute Group.

resistance attribute: One of three Attributes within an Attribute Group; the Attribute governing stamina, will, or general resistance to outside effect or influence (e.g., Health in the Body group; Willpower in the Mind group).

RMod: Range modifier.

RoF: Rate of fire.

session: game session

skill point: (Abbr. "SP") A unit of value used by the player to purchase skills for their character.

skill roll: A method of determining success or failure at a task. A Skill Roll is made by adding the Skill Score plus the Governing Attribute score, plus the result of a dice roll (Attribute + Skill + 3d6), and comparing the total to a Target Number (TN). If the total of the Skill Roll equals or exceeds the TN, the task is successful.

skill score: A numeric rating, from 1 to 10, denoting a Character's overall level of competency, knowledge or proficiency in a given Skill. A character's Skill Score is added to the governing Attribute score and a random element to determine success or failure at a task (see Skill Roll).

skill: An area of training, expertise or education; a Character's skill score is added to the governing Attribute score plus 3d6 to determine success or failure at a task (Attribute + Skill + 3d6).

Specialist: A rating of 6 in a skill. Characters who have a skill level of 6 are "specialists" where that skill is concerned. The character has become highly trained or informed in his chosen field or skill to the point he practices his skills on a regular or daily basis.

staggered: Having stun damage equal to current Life points. Staggered characters can only take partial actions. Characters are no longer staggered once their current Life points exceed their stun damage.

STR Min: Strength Minimum.

STR: Strength

strength: (Abbr. "STR") one of the six primary attributes; the power attribute in the Body Attribute Group.

strength minimum: (Abbrev. "STR Min.") The minimum STR score required to wield a weapon effectively or to wear armor without penalty due to encumbrance.

stunned: Unable to perform an action. A stunned character can take no actions and does not receive the REF bonus to his DEF (i.e., has a base DEF of 10). In addition, a stunned character immediately drops anything he or she is holding.

stunning damage: Non-lethal damage typically resulting from an unarmed attack, an armed attack delivered with intent to subdue, a forced march, or a debilitating condition such as heat or starvation.

Supernatural: Beyond the unaided ability of a normal human being; A rating of 11 or higher in a skill or attribute. Characters who have a skill level of 11 or higher are of "legendary" ability.

target number: (Abbrev. "TN") The number used to determine success or failure with a Skill Roll.

TGH: Toughness

TN: Target number

toughness: (Abbr. "TGH") A derived attribute indicating the amount of stunning damage a character may ignore from an attack. A character's starting TGH = (STR + WIL)/2, rounding up.

Trained: A rating of 3 in a skill. Characters who have a skill level of 3 are "trained" where that skill is concerned. The character has a general, working understanding of that field, having received instruction from someone of Experienced level (a skill level of 5) or higher.

trait: A special talent, ability or condition possessed by a Character. A Trait may be Innate or Developed, as well as an Ability or Disability. Traits are grouped into categories: Intellectual, Psychological, Physical, and Social.

turn: One phase during combat, lasting 3 seconds of "game time."

universal skill: A skill possessed by all characters, regardless of genre or setting. Characters receive universal skills at a level of +2 at no cost.

Variant: An optional rule or game element that replaces another, existing rule or element. For example: a new task resolution method (e.g., using 2d10 instead of 3d6 to resolve Skill Checks), or a modified skill list for a specific genre (replaces the "generic" skill list in the core rules).

villain: An antagonist, usually a major or important Non-player Character, portrayed by the GM in an Adventure or story.

weight: (Abbrev. "wt.") the weight of an item, listed in kilograms (kg).

WIL: Will.

Will: (Abbr. "WIL") One of the six core attributes; the resistance attribute in the Mind Attribute Group.

wt: Weight

LEGAL INFORMATION

Open Content

Product Identity

OPEN GAME LICENSE VERSION 1.0A

OPEN CORE ON THE INTERNET

The *Open Core System* and **Battlefield Press, Inc.** both have a strong internet presence. Be sure to check the Battlefield Press, Inc. website at http://www.battlefieldpress.com, and the *Open Core System* page at http://www.battlefieldpress.com/ocsystem.shtml. Also be sure to check out the Battlefield Press web forums at http://www.battlefieldpress.com/forum/ for updates on the *Open Core System*, and all of the other fine games published by Battlefield Press, Inc. Share ideas, and pick the minds of other fans of the *Open Core System*. All of this is only a mouse click away.

OTHER GAMES

Battlefield Press, Inc. produces other fun and exciting role-playing games, with support for both the d20 System and the Action! System. If you enjoy the *Open Core System*, then you may want to try one of our other fine role-playing games.

Now Available from RPGNow.com! The officially licensed Action! System role-playing game set in the *Families of Altered Wars* universe, published by **Antarctic Press** and created by Ted Nomura. The first is a line of supplements adapting the popular comic books to role-playing games.
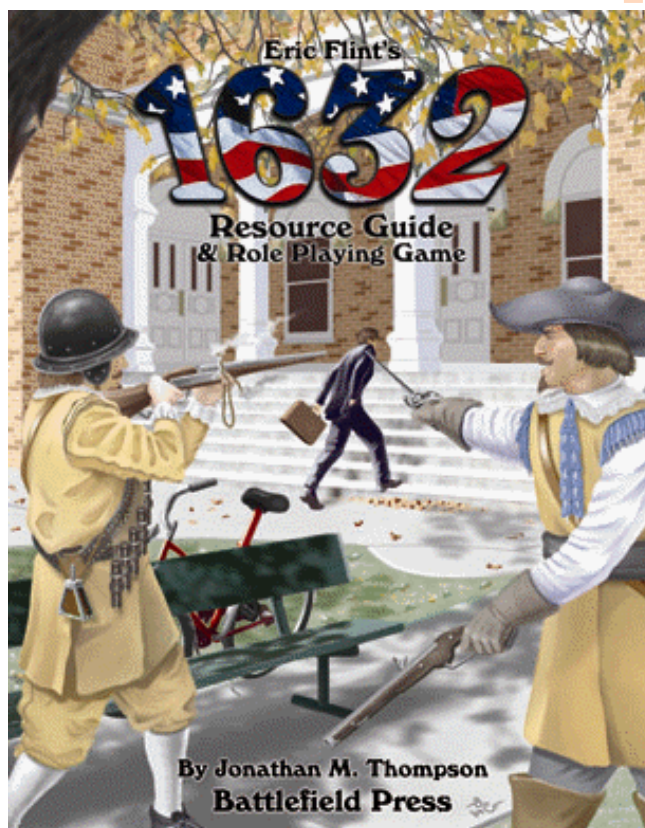
Coming Soon! The officially licensed role-playing game based upon the popular *1632* novel written by Eric Flint. Features an original short story, and Action! System write-ups for the major characters of the novel. The first of a series of game material from **Battlefield Press, Inc.** set in the world of The Ring of Fire.

OPEN CORE SYSTEM

192 ELECTRONIC EDITION