SORCERY!
& SUPER SCIENCE ☉

THE HOUSE OF BLUE MEN!

AN INTRODUCTORY ADVENTURE CONTAINING QUICKSTART RULES FOR NEW GAMEMASTERS AND PLAYERS ALIKE

EXPEDITIOUS RETREAT PRESS

After the cracking of the moon and before the rise of Atlantis the world was a place strange to the thoughts of honest men. The death throes of science amid the birth of magic sculpted new generations of conquerors who strode the lands forging civilizations of steel, sinew, and sorcery from the decrepit hulks of the ones that fell before. Tyrannical wizards, amoral super-scientists, charismatic catalysts, and multifarious mutants battled for wealth, power, and honor. It was ten thousand years of barbarity; ten thousand years spent in the shadowy shells of past glories, hiding from horrible creatures that scratched and skittered for blood; ten thousand years of tyranny and injustice, ten thousand years of

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For information and discussion of Sorcery & Super Science (along with other Expeditious Retreat Press products) stop by the blog of the same name and if you want more gaming material visit www.YourGamesNow.com for more Sorcery & Super Science in PDF form.

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Introduction

Hola, fellow gamers! You hold in your digital paws a complete introductory module for our post-apocalyptic game of savagery, super science, and sorcery. Contained within is everything you need to start. New players and game masters are walked through any details when they arise in play in this short and simple adventure.

First off, let me provide some context for this game. I'm assuming that you're an experienced GM. You don't need help running a good encounter, thinking on your feet, or guides on how to role-play - you already know all that and you've probably been doing it for years. Sorcery & Super Science is designed with that in mind. It provides an exciting framework within which you can use your imagination to create the environments you want to create and then sit back and see what the hell the players do when they encounter what springs from your twisted GM mind.

Which brings me to the second point: Sorcery & Super Science is designed with an old-school perspective. Player character destinies are not balanced in combat potential. It is expected that you'll play in campaigns instead of one-shots and that the value of some destinies won't become apparent without longer play. In particular Super Scientists really shine when they have the game time to acquire their various components and create, modify or repair some excellent goodies for the whole group.

Yeah, I know it's ironic that a game expecting campaign play is being introduced in a one-shot game scenario. Well, you have to begin somewhere, don't you?

Thirdly, I expect you to turn Sorcery & Super Science into your own game. You're playing it, it's yours. As such, some things that GMs are used to seeing explicitly spelled out (like experience and character advancement) are done by GM fiat. I know that many view GM fiat as a dirty word, but you're an experienced GM, your players are experienced players, and all of you have long ago worked out all the tedious interpersonal drama that codified rules fruitlessly attempts to prevent. I know you're not going to be a jerk to your players because you know everyone wants to have fun and your players know that fun is to be had in failure just as much as in success. The game is the play - not the outcome of the play.

And finally, a cautionary word that you should pass on to your players: the world under the shattered moon doesn't scale with the power of those exploring it. It exists independently of the power of the players and they'll be best served by remembering that even though this is an introductory adventure, it doesn't mean they're only going to meet introductory challenges. They'd best role-play as if they were really there, because challenge balancing is a dead concept in Sorcery & Super Science. Danger killed it and ate it.

That said, as a good GM provide the players with the information their characters would be expected to know when they ask. The challenges go both ways, the players will be challenged to survive and the GM will be challenged to adjudicate the world in which the characters interact in an impartial manner.

Well, this introduction turned out a bit longer than expected, but I do want to say thanks for taking a look at our new game and we hope you'll enjoy it. So let's jump right in!

-Joseph Browning
Expeditious Retreat Press

The Set Up

The next few pages contain all the information you need to play. As GM, you should familiarize yourself with the information. The players, however, can come to the game with a blank slate and you can explain the basics and jump right into play. If you choose to do that, just quickly go over the floating die system and then jump right into play. You'll surely be asked a lot of questions, but just answer them as they come up.

However, if your players have a little bit of prep time, you can just provide them with all the game information below. That way, they'll have a little better knowledge of what they can do.

World Setting Background

After the cracking of the moon and before the rise of Atlantis the world was a place strange to the thoughts of honest men. The death throes of science amid the birth of magic sculpted new generations of conquerors who strode the lands forging civilizations of steel, sinew, and sorcery from the decrepit hulks of the ones that fell before. Tyrannical wizards, amoral super-scientists, charismatic catalysts, and multifarious mutants battled for wealth, power, and honor. It was ten thousand years of barbarity; ten thousand years spent in the shadowy shells of past glories, hiding from horrible creatures that scratched and skittered for blood; ten thousand years of tyranny and injustice, ten thousand years of Sorcery & Super Science!

In 2112, time unhinged due mad experiments into the nature of the universe and the world as we know it changed. Objects and people from the past and the future appeared with little apparent reason beyond some strange coincidence. The changes sparked panics and chaos. Plague, war, and famine soon followed. The explosions that rocked the moon bases were the final straw and the few Earth-bound survivors looked upwards to find that even the moon itself was shattered: cracked like the civilizations that had always gazed upon it.

Out of the ruins new peoples developed; mutants of human, animal and even plant stock now toiled next to a few remaining pure humans who developed the art of sorcery, or some say, redeveloped. Spirits that had invisibly coexisted with humanity could now be made flesh and defeated; forcing their essences into artifacts of mystical power. But such power corrupts and sorcerers that once assisted their fellows in the struggle against the perilous new world turned evil and domineering, becoming foul wizards.

Eventually stability, of sorts, was achieved. Communities could look beyond mere subsistence to develop new networks of trade. Out of this development arose a new world, a world where the remains of the old served as building blocks for the new; where advanced technology exists next to primitive, where super scientists use their knowledge to repair and create valuable tools for trade, health and combat, where mutants pit their powers against the terrors under the shattered moon, and a world where catalysts, people of uncanny luck and durability, use panache and a good left hook to prove their points superior.

The Floating Dice System

Sorcery & Super Science uses a single mechanic for almost all situations. Below you'll find that mechanic explained along with several different examples of how it works in action.

Before we can begin, there are two ideas that need to be explained; that of threshold and ranks. There are 4 thresholds in S&SS (basic, intermediate, advanced, ultra) that indicate the general hierarchy of a subject. For example, a person with an Advanced threshold in playing piano would have more knowledge about such than a person with an Intermediate threshold. In addition, there are ranks that indicate a relative hierarchy within a threshold. Again with the piano example, a person with Advanced 10 would be better than a person with Advanced 5. Now that you've got that framework, let's jump right in.

Conflicts in Sorcery & Super Science are resolved using the floating dice system. In this system there are no defined difficulties - the success or

failure of any action is based upon the relationship between the PC and the task. Sorcery & Super Science uses a multitude of dice when rolling these conflicts- 4, 6, 8, 10, 12, 16 and 20-sided. If you don't have a d16 handy, 2d8 will work in pinch.

Most conflicts are ability conflicts: tasks that are successfully performed based upon a primary ability of a PC measured against the primary ability of an NPC or against the difficulty of an action. There are seven primary abilities ranging in value from -4 to 20. A rank of 0 is considered the lowest human rank and a rank of 8 is considered human maximum. The majority of people fall within the 1 to 3 range. Such is considered average, with 2 being the most typical rank.

In a primary ability conflict, the PC's ability rank is added to the NPC's ability rank. This addition determines what die is rolled to resolve the conflict and determines the target number for success. For example a PC with a rank 4 ability is in conflict with an NPC who also has a rank 4 ability. Adding the rank values (4+4) results in an 8. Thus, 8 is the die rolled (a d8) and the target number for success is also 8. The player would then roll a d8 and add the PC's rank 4 ability to the roll and any result of 8 or better is a success or even a greater success.

The terms greater success and success are used throughout Sorcery & Super Science. When rolling conflicts, a result that is equal to the number needed or 1 point greater is termed a success while a success that is 2 or more points higher than the highest number on the die is termed a greater success. A 10-11 is a success on a d10, while a 12 or above is a greater success. On a d8, a success is 8-9, and a greater success is a 10 or higher and so on.

Dice determination is always rounded down if the sum of both numbers is not equal to 4, 6, 8, 10, 12, 16, or 20. For example, a d12 is rolled for a conflict between a rank 8 and a rank 5, a d6 is rolled for a conflict between a rank 4 and a rank 3, a d16 is rolled for a conflict between a rank 9 and a rank 10 and so forth. The d4 is the lowest die that can be rolled and any totals resulting in less than 4 result in rolling a d4.

Some conflicts may result in die totals greater than 20. In these cases roll a d20 + the next appropriate die to determine the outcome. For example, two legendary warriors engage in battle. They both have a Combat 12, resulting in 24 as the sum of their abilities. This means they should roll a d20 and a d4 when engaging in their conflict. To continue with another example, a Combat 12 and a Combat 17 would result in rolling a d20 and a d8, as you always round down to the nearest die even when rolling high-powered conflicts. In addition, as abilities can also be negative numbers, some conflicts force the use of Fortune for any success chance. Fortune and its uses will be discussed later.

The following list provides many examples of the different types of conflicts you'll find in Sorcery & Super Science. Some terms in the examples will be unfamiliar, but as you read through the rules further, these terms are explained. If there's something you don't understand right now, just be patient, they will be explained later. The list is rather long, but that's to drive the system mechanic home (it's quite a bit different than what we gamers are used to) and to show that there are many different ways to use the single mechanic.

Example of a Conflict (combat): A character is trying to hit an NPC in hand-to-hand combat. The character has a Combat 4, while the NPC has a Combat 2. The GM adds the two abilities involved in the conflict to determine how difficult it is to succeed. In this example the total of Combat 4 and Combat 2 is 6. That means that the character trying to hit the NPC will roll his attack roll on a six-sided die. If he rolls a 6 or higher after adding his Combat rank to the roll, he will have hit the NPC. The same is true for the NPC who also needs a 6 or higher to hit the character, but who only adds his Combat of 2 to the conflict. In this example, the player has a significant advantage in the fight.

Example of a Conflict (difficulty): A character is trying to climb a cliff. The GM offers the player the choice to use either Strength or Agility for the conflict, and the player chooses Agility as the character is more dexterous than strong. The character's Agility is 4 and the cliff has a difficulty rank of 8 for a Strength climber, but only a difficulty rank of 6 for an Agility climber. Luck is on the side of the player! An Agility 4 and a difficulty of 6 results in a 10, so a d10 is rolled. The player rolls a d10 and adds 4 to her roll. If the sum is 10 or higher the character successfully climbs the cliff.

Example of a Conflict (skill set): A character is trying to remember what ancient Detroit was famous for in order to guess a password protecting a sealed factory. The character has a History of the Ancients (Advanced) 3 skill set. The GM determines that the question requires an advanced threshold, which the character possesses, and is has a difficulty of 6. The player's 3 and the difficulty of 6 results in a d8 roll. The player rolls a d8 and adds 3 to the roll. A result of 8 or higher is a success. If the character only had History of the Ancients at the (Basic) or (Intermediate) threshold, he would automatically fail because the question was above his skill set threshold.

Example of a Conflict (covert): A character is trying to sneak her way past some guards. These guards have been told to allow no one passage and are on high alert, so the GM determines the difficulty at 12 and there's also a -3 to the roll. The player chooses to use her Reason 4 ability to logically determine the best way through the guarded area. A Reason 4 and a difficulty of 12 results in 16, so a d16 is used. If the result of the roll after applying the -3 modifier is 16 or greater, the guards are unaware of the character sneaking past their post.

Example of a Conflict (sense): A character is trying to find a hidden passageway. The GM offers the player the choice to use either Reason or Intuition for the conflict and the player decides to use his Reason 3. The passageway is a Reason 6 or Intuition 4 normal sense conflict (as opposed to an extraordinary sense conflict). A poor choice on the player's part, but what's done is done. A Reason 3 and a difficulty 6 result in a d8 roll and an 8 or higher results in locating the hidden way. Had the hidden passage only been detectable through a sense not available to the normal character (say it had an infrared heat signature), it would have been an extraordinary sense conflict, and the player would automatically fail if he does not possess the Heightened Senses power at the Advanced or Ultra thresholds.

Now that all the examples are done, let's shorten the floating dice system to the following 5 steps:

1. PC ability (or skill set) rank+ NPC ability (or task difficulty) = target number and what type of die rolled
2. If the target number isn't a die, round down until you hit a die to roll (13 becomes d12, 18 becomes d16)
3. If the target number is 24 or greater, use multiple die instead of a single die.
4. PC primary ability + rolled die result = > target number (success) or < target number (failure)
5. If a success is 2 greater than the target number, it is termed a greater success.

That's the floating dice system! That's the core mechanic, and all conflicts in Sorcery & Super Science are resolved in this way. Notice how in the examples the GM can determine the difficulty of different conflicts based upon what ability is used by the PC. The GM can also throw in modifiers to the roll with -'s making success harder and +'s making success easier. Note that because the system uses a target number it is possible to make success impossible for a PC by making a large enough minus. Since 2 is average human rank, a modification of -3 or greater means that, on average, a normal human cannot succeed at the task. However, Fortune (this concept will explained later) can always be spent to allow even such difficult tasks a chance of success.

Player Characters

Several sample PCs are found at the back of this adventure. Randomly assign them or let your players read over them choose which character they would like to play. As GM, you should familiarize yourself with the PCs abilities as well. Every player should also get a copy of the appropriate player character information sheet. For your convenience, below is the information for abilities, race, and destiny. Right now, there is stuff in there that you won't know what it means, but don't sweat it. If you don't understand it, don't worry - when it comes up in play I'll explicitly describe how it works for you.

At character creation, the maximum you can have in a primary ability (before applying racial modifiers) is 6, and the minimum is 0. Human dead-average is 2, so character will probably be above average survivors.

Combat, Agility, Strength, and Fortitude are physical abilities while Reason, Intuition, and Willpower are mental abilities. Abilities can be reduced via temporary or permanent injuries. Temporary ability loss is regained at the rate of 1 point per month while permanent ability loss cannot be regained.

Combat (C): The measure of a character's expertise in combat. When kicking, punching, stabbing, evading or otherwise fighting in close quarters as well as shooting, or throwing a weapon at range, this ability determines the success or failure of the attack. When you fight, you use Combat.

Agility (A): The measure of a character's dexterity. When balancing, catching an object, or otherwise employing physical nimbleness outside of combat, this Ability determines the success or failure of the action.

Strength (S): The measure of a character's physical power. When lifting heavy objects, throwing a heavy object a specified distance, or otherwise engaged in activities relying on physical power, this Ability determines the success or failure of the action.

Fortitude (F): The measure of a character's physical stamina and robustness. When attempting to hold one's breath, resist sickness, overcome toxins, ignore fatigue, keep from dying, or otherwise engage in strenuous tasks, this Ability determines the success or failure of the action.

Reason (R): The measure of the character's intelligence. When attempting to invent, solve a problem, learn, or otherwise use smarts, this Ability determines the success or failure of the action. A Reason of -4 indicates non-sentience.

Intuition (I): The measure of the character's intuition. When attempting to sense danger, spot something, make a hunch, or otherwise work on instinct rather than analysis, this Ability determines the success or failure of the action.

Willpower (W): The measure of the character's mental strength. When dealing with magic powers, issues of willpower, or otherwise using powers of the mind, this Ability determines the success or failure of the action.

In addition to primary abilities, there are secondary abilities whose values are mainly determined by the primary abilities.

Ego: This secondary ability is a measure of the mental or spiritual punishment a character can suffer before dying. This secondary ability is a numerical score that is decreased as the character takes mental or spiritual damage. This secondary ability's starting value is calculated by adding up the values of Fortitude, Reason, Intuition, and Willpower and multiplying the total by 2. Ego is regained every day in an amount equal to the Willpower of the creature, with a minimum of 1 per day. Unconsciousness occurs at 0 Ego, and death is not far away. If 0 or a negative number results when determining Ego, the ego of the creature is 1.

Health: This secondary ability is a measure of the physical punishment a character can suffer before dying. This secondary ability uses a numerical score that is decreased as the character takes physical damage. This secondary ability's starting value is calculated by adding up the values of Combat, Agility, Strength, and Fortitude and multiplying the total by 2. Health is regained every day in an amount equal to the Fortitude of the creature, with a minimum of 1 per day. Unconsciousness occurs at 0 Health and death is not far away. If 0 or a negative number results when determining Health, the Health of the creature is 1.

Fortune: This secondary ability is a measure of the character's ability to use luck, training, and/or experience to influence the present. This secondary ability's starting value is calculated by adding together the values of all of the character's primary abilities and multiplying the total by 2. Creatures that do not possess a destiny (most non-player characters and creatures) only possess half the Fortune of player characters. Fortune is regained everyday in an amount equal to the lowest primary ability rank of the creature, with a minimum of 1 point per day. If 0 or a negative number results when determining Fortune, the Fortune of the creature is 1. Fortune and its uses are further detailed in the Using Fortune section.

Movement: This secondary ability is a measure of how fast the character can move in both mph as well as in feet per 6 seconds (one turn). All player characters move at 5 mph and 44 feet per turn (5/44) for player characters. Characters can move at twice that speed (10/88), but moving at such speed is tiring and may result in conflicts as determined by the GM. Players move at 0.1 normal speed when swimming or climbing.

RACE

Breaking time has no subtle effects. The most obvious is that there are almost no pure humans left under the shattered moon. Almost every homo sapiens sapiens has turned into a mutant of some kind while many animals and even some plants have developed the sentience that once was the exclusive purview of humanity. Today they are collectively known as muties. The few true humans that remain have greatly changed as well, for they all hear voices in their heads: voices of the dead.

HUMAN

There are very few pure humans left under the shattered moon, and all of them possess the sorcerous arts. All sorcerers must be human and all humans must be sorcerers, so if you want to wield magic under the shattered moon, this is the race for you. Humans possess the following:

- It Always Works: Humans have no chance of failing a racial tech conflict.
- I Hear Dead People: Humans are always sorcerers.
- Ability Modifiers: Humans gain +1 to Intuition and Willpower.

MUTATED HUMAN

The majority of muties (roughly 75% or so) are mutated humans. Mutated humans may be hardly indistinguishable from a pure human, but most are obviously mutated individuals. Mutated humans possess the following:

- Ancestral Gift: Mutated humans add +10 to their power threshold rolls when dicing for powers.
- Damn It: Mutated humans possess a low chance of racial tech failure: -2 to racial tech failure conflicts.
- Ability Modifiers: Mutated humans gain +1 to Fortitude and one other primary ability of choice.

MUTATED ANIMAL

Roughly 20% of the population under the shattered moon, mutated animals are rare enough to still be looked at askance in some more isolated communities. Mutated Animals possess the following:

- Ancestral Gift: Mutated animals add +20 to their power threshold rolls when dicing for powers.
- Maybe This Time: Mutated animals possess a medium chance of racial tech failure: -6 to racial tech failure conflicts.
- Ability Modifiers: Mutated animals gain +1 to Fortitude.

MUTATED PLANTS

The rarest of all muties, comprising only 5% or so of the population, mutated plants are the most varied in shape, size and locomotion. Mutated Plants possess the following:

- Ancestral Gift: Mutated plants add +30 to their power threshold rolls when dicing for powers.
- Just Give it Up: Mutated plants possess a high chance of racial tech failure: -10 to racial tech failure conflicts.
- Ability Modifiers: Mutated plants gain +1 to Fortitude.

DESTINIES

Every player character under the shattered moon possesses a destiny. The hands of fate have dealt them their cards and they must play what they have been dealt. There are four different common destinies under the shattered moon, and each has their strengths and weaknesses.

CATALYST

Me? I'm just lucky. A regular mutie would have died long ago, but I'm blessed by fate, I guess. I've fallen down two waterfalls and more cliffs than I can count, but I crawled away from all of them. I've been chased across the desert by a gang of motorized thugs, and one by one, every single vehicle of theirs blew a tire. I've fallen down a snow covered mountain, arse over heels in an avalanche big enough to bury a village only to end up in a snow-free cave. A bit bruised, but none really worse for the wear. Digging out was a pain in the butt, but a life filled with the pain of surviving certain death is the kind of pain we'd all like, eh? See, the way I reckon, I should be six feet under in a pine box several times over. But some have caught the eye of fate while others die by falling off their horse.

Catalysts are the lucky adventurers, the hardened warriors, the brave explorers under the shattered moon. They often find themselves the only survivor of situations which claim the lives of others. They rely upon their Fortune to survive, and often survive long after their less fortunate companions have passed away. Catalysts possess the following benefits:

- **Touched by Destiny**: Catalysts add +10 to number of powers rolls and have 1 additional power at creation. They can have up to 10 different powers.
- **The Hand of Fate**: Catalysts possess twice the normal amount of Fortune.
- **Bounce Back**: Catalysts regain Fortune at twice the normal rate.
- **How You Doin'**: As an instantaneous action, catalysts can spend 4 Fortune to learn what Fortune-activated powers a creature possesses and if they are currently active.
- **Not On My Watch**: As an instantaneous action, catalysts can spend 5 Fortune to deactivate another creature's currently active Fortune-activated powers. This can only be used once per turn.
- **It's Simple, Really**: Catalysts receive a +1 to all skill set conflicts.
- **I Followed A Hunch**: Catalysts can substitute Intuition in place of Reason for any conflict.
- **Between a Rock and Hard Place**: Upon GM approval and only when in a potential life and death situations, catalysts can spend 20 Fortune to make something beneficial and highly unlikely occur.

At creation, a Catalyst possesses the following skills at (Basic) 1: History of the Ancients and History under the Shattered Moon. A Catalyst also possesses the following skills at (Intermediate) 1: Animal Husbandry, Foraging, Artifact Identification, Item Identification, Operation of Artifacts, Operation of Computers, Operation of Tech, Operations of Vehicles, and Operation of Weapons and Armor.

A catalyst has 2 thresholds and 4 ranks with which to customize his skill list. For example, he could chose to spend a threshold and 2 ranks to possess Item Identification (Advanced) 3, spend a threshold to possess Operation of Weapons and Armor (Advanced) 1, and spend 2 ranks to possess Foraging (Intermediate) 3.

MASTER MUTANT

Some muties are just better than others - more mutations and stronger ones. It's just a fact. It's this that's the edge under the shattered moon. Some tinker with lost relics of the ancients, others prattle on about spirits, and some old geezers claim to have defied tremendous odds over and over again. That is, if you trust what they're saying isn't a bunch of stories made for a free cup. But powerful and plentiful mutations are the best way to stay alive. Things are rough out there; you'd best be rougher.

Master mutants are the beneficiaries of the cataclysm. They are gifted with a multitude of powerful mutations far beyond what is average. They are the hard weapons in a hard world and are prone to leadership positions in any type of community. Master mutants possess the following benefits:

- **Anything You Can Do**: Master Mutants add +20 to number of powers rolls and have 2 additional powers at creation.
- **Beyond The Abnormal**: Master Mutants are unlimited in the number of powers they may possess.
- **Power Is Knowledge**: Master mutants may exchange two skill thresholds for a single power threshold.
- **Be Practical**: Master mutants receive a +1 to all survival and operation skill set conflicts. They also gain a +1 in Item Identification skill set conflicts.

At creation, a Master Mutant possesses the following skills at (Basic) 1: Artifact Identification, History of the Ancients, Operation of Artifacts, and Operation of Computers. A Master Mutant also possesses the following skills at (Intermediate) 1: Animal Husbandry, Foraging, Operation of Tech, and Operations of Vehicles. In addition, a Master Mutant possesses the following skills at (Advanced) 1: Item Identification and Operation of Weapons and Armor.

A Master Mutant has 2 thresholds and 4 ranks with which to customize his skill list. For example, he could chose to spend a threshold and 2 ranks to possess Item Identification (Ultra) 3, spend a threshold to possess Operation of Weapons and Armor (Ultra) 1, and spend 2 ranks to possess Animal Husbandry (Intermediate) 3.

Sorcerer

You live in a world I cannot fathom. Your ears hear the birds, the crickets, the reassuring sounds of a lover's voice or the cocking of your weapon, and sometimes utter quiet. I hear dead people and the whispers of things far more destructive that lurk beyond the lesser boundary. They are constantly muttering just beyond understanding, filling the space between sound with their insistent and frightening aspirations. But feel no sympathy for me, for I also hear the soft caresses of the just creatures beyond the boundary, and the constant mutter of the spirits of the Earth itself. These voices I have heard since childhood. They accompanied me in my cradle, causing both piercing cries and peaceful sleeps. They accompany me now as well, but I understand what is being said, and when I say what they have told me to say, things happen.

You will eventually die and become a common spirit of the dead. You will fall into the abyss that lies beyond the great boundary. I will live forever in the realm of spirits, whispering into the ears of newborn babes until one hears what I say. They will learn my magics as I learned the magics of others. They will whisper my whispers, and they will create whispers of their own to pass along once they too are dead. And when a million of my whispers are spoken through the mouths of others, I shall return again!

Sorcerers are mystic channels between spirit and the flesh. They constantly hear the whispers of the spirits beyond the boundary and have learned to understand what a few of them are saying to wield powerful spells that they can transfer to others if they wish. They have also learned to whisper along with some spirits, causing unique and wonderful things to happen. Through experience, they may create new whispers of their own, new magic brought into the lands beneath the shattered moon. Sorcerers can create magical artifact by forcing spirits to assume a physical form and defeating them in combat. These artifacts can have many different powers. Sorcerers possess the following benefits:

- **Sorcery**: Sorcerers' powers are known as spells. Some spells can be cast upon others, allowing them to use it as if they possessed the power. Sorcerers add +5 to number of powers rolls.
- **I Hear Voices In My Head**: Sorcerers start with 2 Basic threshold whispers.
- **Spirit Made Flesh**: Sorcerers can force spirits to turn into fleshy beings against their will. This binding lasts for 1 hour and an individual spirit can be made flesh only once per year. A sorcerer can make any threshold spirit flesh, but is cautioned in exercising such powers.
- **Mystic Master**: Sorcerers can create artifacts using spirits defeated in combat after forcing them to stay bound to their flesh. Sorcerers can use the Fortune within artifacts as if it was their own Fortune. Sorcerers can drain Fortune from artifacts into their own Fortune pool and they can take their own Fortune and put it into artifacts to "recharge" them.
- **Spirit Vision**: Sorcerers can make (Ultra) 1 sense conflicts to detect spirits regardless their Lore rank.
- **Spirit Knowledge**: Sorcerers receive a +2 to all lore skill set conflicts when identifying spirits.
- **Aura Vision**: Sorcerers can see the fortune of other creatures in the form of an aura. A sorcerer can discern if the creature has more, less, or equal fortune than the sorcerer, but not the amount of

such fortune. The result is based upon the maximum amount, not the current amount, a creature possesses.
- **Mystic Operation**: Sorcerers can use their Artifact Construction skill set in place of Artifact Operation or Artifact Identification in skill set conflicts.
- **The Past is Over**: Per day, sorcerers must spend 1 Fortune to use Advanced threshold items and 5 Fortune to use Ultra items.
- **Been Around the Block**: Sorcerers start with one fully-charged Artifact (Basic) as approved by the GM.

At creation, a Sorcerer possesses the following skills at (Basic) 1: History of the Ancients. A Sorcerer also possesses the following skills at (Intermediate) 1: Animal Husbandry, Foraging, History under the Shattered Moon, Lore of Change, Lore of the Dead, Lore of Nature, Lore of Preservation, and Operation of Weapons and Armor. In addition, a Sorcerer possesses the following skills at (Advanced) 1: Artifact Construction.

A Sorcerer has 4 thresholds and 4 ranks with which to customize his skill list. For example, he could spend 1 threshold to possess Lore of Change (Advanced) and spend 1 rank for Artifact Construction (Advanced) 2. Finally, 3 thresholds and 3 ranks would bring him to Lore of the Dead (Advanced) 2, Lore of Nature (Advanced) 2, and Lore of Preservation (Advanced) 2.

Super Scientist

The ancients knew how to make wondrous things. What we can make now just doesn't compare. The world's a raggedy shell, filled with ruins and raggedy men who'd kill you soon as look at you. The horrors of the deathlands are even worse. But that's not how it used to be. Things used to be beautiful and bright. But now, now we live in a world lit mostly by fire. But if you know how to fix things, or how to keep things working, you can bring back a bit of that wonder. If you bring enough of it back, you could tame those barbarians and scavenge those ruins. One day, we'll find a way to start making things just like they used to. Until then, I'll put my trust in my pistol and look towards the ruins.

Super scientists are constant tinkerers working to restore technology under the shattered moon. They have ways of making things work that no one else can figure out and which, by all logic, really shouldn't work anyway. What is a broken and worthless, they can often fix. They can also make items and modify existing items. Supers scientists seem to never be without tools, and they keep what remains of humanity lit, electrified, and motorized. Super scientists possess the following benefits:

- **I'm Gifted**: Super Scientists can see Technology in items and components and can make items of (Advanced) 15 or less.
- **Let Me Do It**: Every 1 point of Fortune spent by a Super Scientist to modify an Item Construction conflict roll results in 3 points of dice modification instead of just 1.
- **Hand Me That, Will You**: Every point of Fortune spent by another creature to modify a Super Scientist's Item Construction conflict roll results in 2 points of dice modification instead of just 1.
- **Duct Tape It**: Super Scientists can use components as if they were 2 ranks higher.
- **Knowledge Is Power**: Super scientists may exchange a power threshold for two skill thresholds
- **I Know How It Works**: Super Scientists can use their Item Construction skill set in place of Item Identification as well as any operation skill set except for Operation of Artifacts.
- **I Get By With A Little Help From My Friends**: Infested by nanites, Super Scientists can engage in Item Construction conflicts as if they always possess all construction kits at (Intermediate) 20.
- **I Can Take It With Me**: Super Scientists can expel their nanites to absorb construction kits, allowing them to take construction kits with them and function as if they possessed the construction kits they have absorbed.
- **My Body Is My Storage**: Super Scientists can expel their nanites to absorb components whole. They can also use their nanites to re-create components absorbed in this manner on a 1-for-1 basis.

Absorbing 1 component allows 1, and only 1, component to be later recreated.

• **We Have The Technology**: Super Scientists receive a +1 to all Item Construction conflicts.

• **Scrounged Work**: Super Scientists start with one Item (Intermediate) and two Items (Advanced) as approved by the GM, as well as two Construction Kits (Advanced) 1 of a type chosen by the player. These items contain Technology and are fully-loaded and/or fully charged if appropriate.

At creation, a Super Scientist possesses Basic 1 in the following skills: Animal Husbandry, Foraging, Artifact Identification, History under the Shattered Moon, Biology, Rare-tech, and Operation of Artifacts. A Super Scientist possesses Intermediate 1 in the following skills: History of the Ancients, Chemistry, Electricity, Materials, and Mechanics. A Super Scientist possesses Advanced 1 in the following skills: Item Construction.

A Super Scientist has 4 thresholds and 5 ranks with which to customize his skill list. For example, he could chose to increase Chemistry, Electricity, Materials, and Mechanics to Advanced 2 (spending 4 thresholds and 4 ranks) and increase Item Construction to Advanced 2 (spending 1 rank).

SKILL SETS

Every character starts with the skills, thresholds and ranks indicated under their destiny. A character possessing a threshold lower than the required conflict threshold always fails in the conflict. For example, a character with History of The Ancients (Advanced) 1 can engage in a basic, intermediate, or advanced conflicts concerning the History of The Ancients, but always fails at any ultra conflicts - the character's knowledge threshold is below what is needed for an ultra conflict.

Skill set thresholds also provide bonuses to conflicts that occur at a lower level threshold, equal to +1 per level lower than that possessed. For example, a character possessing an ultra threshold in any skill rolls at +1 for any advanced conflicts, +2 for intermediate conflicts, and +3 for basic conflicts.

SURVIVAL SKILL SETS

Survival skill sets are good general skills that will be useful in many situations. Any destiny can find value in possessing these skill sets.

Animal Husbandry: Knowledge concerning the care and breeding of domesticated animals. If you want to be able to ride and take care of any animal with some proficiency, you need at least a Basic in this skill set.

Farming: Knowledge concerning the cultivation of food. If you want to grow any plants, you need Basic in this skill set.

Foraging: Knowledge concerning living off the land. If you want to be able to find food in the wilderness, you need Basic in this skill set.

CONSTRUCTION SKILL SETS

Most construction skill sets tend to be specific for sorcerers and super scientists, but the exception to that is item identification. It's always nice to know what something is because if you don't know what it is, it's awfully hard to determine if it's worth something.

Artifact Construction: Knowledge concerning the creations, empowering, mending and draining of sorcerous artifacts. Only sorcerers may possess this skill set.

Artifact Identification: Knowledge concerning the identification of artifacts. If you ever want to have more than a guess about what that glowing sword can do, you need Basic in this skill set. Under most circumstances, you must identify an artifact before you can attempt to use it properly.

Item Construction: Knowledge concerning all matters relating to the creation or modification of items of non-sorcerous origins. Only super scientists may possess this skill at Advanced or Ultra thresholds. Using this skill requires various construction kits. If you want a chance to fix something that's broken or make something that works of scavenged components, you need Basic in this skill set.

Item Identification: Knowledge concerning the identification of items. If you'd like to know what that doohickey can do, try at least Basic in this skill set. Under most circumstances, you must identify an item before you can attempt to use it properly.

HISTORY SKILL SETS

History skill sets are good general skills for all destinies. Knowing what happened is valuable.

History of the Ancients: Knowledge concerning the fall and the time before the fall. If you don't have at least Basic in this, just go ahead and come up with whatever you want and claim that's really what happened.

History Under the Shattered Moon: Knowledge concerning the time after the fall. Basic in this skill set means that you at least listened to your parents when you were young.

KNOWLEDGE SKILL SETS

Knowledge skill sets are almost the exclusive domain of super scientists. They use these skills to make and repair technology. Other destinies can do such as well, but not as easily and at greater cost.

Biology: Knowledge concerning the science of biology.

Chemistry: Knowledge concerning the science of chemistry.

Electricity: Knowledge about the use and properties of electricity.

Materials: Knowledge of the physical properties of materials.

Mechanics: Knowledge concerning action and force, specifically concerning engines.

Rare-tech: Knowledge concerning the use and properties of rare sciences and technologies. This skill's a catch-all - anything not covered by other knowledge skills falls into this skill set.

LORE SKILL SETS

Lore skill sets are the sorcerous equivalent of the knowledge skill sets. These skill sets help sorcerers make their artifacts and identify spirits.

Lore of Change: Lore of chaos and destructive spirits.

Lore of the Dead: Lore of necromantic spirits.

Lore of Nature: Lore of elemental and natural spirits.

Lore of Preservation: Lore of law and preserving spirits.

OPERATIONAL SKILL SETS

Perhaps the most important of all skill sets for the average mutie, operational skill sets allow you to operate the ancient technology. You many not know how it works, or how to fix it, but you know how to make it work - which is often all that's really needed. The threshold and difficulty rank for operational skill set conflicts is equal to the threshold and rank of the item or artifact. Generally if you make a successful check, you know how to make the object work and will not have to make another check except under special circumstances. If you fail, you can try again tomorrow. If you know how to make an object work, you can add a +2 to another person's operational skill set as you guide them in how to use the object.

Operation of Artifacts: Knowledge concerning the operation of sorcerous artifacts. You know what it is, now can you make it work?

Operation of Computers: Knowledge concerning the operation of computers. Kill -9, my brother, but watch out for those zombies.

Operation of Tech: Knowledge concerning the operation of items not more appropriate to other operational skill sets. The big catch-all, an obvious choice for at least a Basic if I've ever seen one.

Operation of Vehicles: Knowledge concerning the operation of moving vehicles. D means forward and the one on the right means go faster.

Operation of Weapons and Armor: Knowledge concerning the operation of weaponry and armor. An obvious choice. If you ever want to use bigger and badder boom-sticks, go with this one.

COMBAT

Combat in Sorcery & Super Science takes place in 6-second turns. Characters can perform one attack action and one movement action in a single turn. Characters can also perform instantaneous actions (such as activating powers) at any time during their turn. Instead of performing an attack action characters may substitute a movement action. In summation, a character can move and attack in one turn or move and then move again in one turn. A character can perform as many instantaneous actions as he or she wishes

during a turn, but instantaneous actions cannot be repeated during a single turn. This means that a character cannot instantaneously activate a power more than once per turn.

An Initiative check determines which side of the combat (the player's or the GM's) has the upper hand in combat. The character with the highest Intuition enters an Intuition conflict with the opponent possessing the highest intuition. If the character succeeds, the character's party wins initiative and acts first. Order of action on a side is determined in descending order of Intuition allowing the creatures with the most Intuition to act first within their own group. Action in a turn takes place in the following sequence:

1. Initiative is determined.
2. The side that won initiative acts. Characters with higher Intuition can choose to wait until less intuitive characters have acted before acting. However, if they do not act on their turn, they lose their actions.
3. The side that lost initiative acts.
4. Repeat until combat is over.

Combat is resolved by adding the Combat ability ranks of the attacker and defender. The attacker then rolls the appropriate dice and adds his or her Combat to the roll. If the roll is equal to the maximum number on the die rolled, it is a hit. For example: a Combat 6 character is attacking a creature with a Combat of 8. The total of their two Combat ratings is 14, so a d12 is rolled (remember; always round down to determine the die rolled for a conflict) and the attacker adds his Combat 6 to the result. A result of 12 or higher in this case indicates a hit.

Any roll equal to the highest number on the die rolled (12 for a d12, 8 for a d8, etc) results in hit dealing 2 points of damage to the Health or Ego of the creature hit, depending on what type of attack was used. Any roll that is 2 or more points higher than required to hit results in 4 points of damage to the target. To continue with the above example: the character with a Combat 6 rolls a 14 (Combat 6 and a roll of 8) on the d12 and deals 4 points of damage for that attack. In other words, a success in an attack conflict deals 2 points of damage and a greater success deals 4 points of damage.

A creature becomes unconscious at either Health 0 or Ego 0 and begins dying. The creature's Fortitude (for Health 0) or Willpower (for Ego 0) drops by 1 point at the end of each turn until it reaches -5, at which point he expires. Once Fortitude or Willpower of 0 or lower is reached, a dying creature can spend 5 Fortune to stabilize. If the dying creature receives aid during this period he will automatically stabilize, but aid requires someone spending all their actions for 2 turns tending to his wounds. A stabilized creature's Health remains at 0, but its Fortitude or Willpower stops dropping. The creature will not regain consciousness until healing at least 1 point of Health or Ego

(whichever dropped to 0) and its Fortitude or Willpower is equal the minimum for its race. This is 0 for player races, but can be lower for NPCs.

Any stabilized creature that suffers a single point of Health or Ego damage begins dying again. This second round cannot be stabilized by spending Fortune.

Ranged weapons have various modifiers to the roll depending on the range of target. Using a ranged weapon in melee is done at a -2 to the roll for missile weapons (or similar) and -1 for firearms (or similar). Firing while moving (be that on horseback or from a vehicle) is also a -2 to the roll.

When attacking with any area-effect weapon, roll your combat conflict against the opponent with the highest Combat that is in the affected area. For example, you have a Combat 4 and you throw a grenade that will damage two people when it explodes, one with a Combat 2 and the other a Combat 4. To determine if you hit, you add your Combat 4 to the Combat 4 (the highest of your opponents') and roll on a d8. If you miss, you damage none of your enemies.

DAMAGE

As stated above, a success in combat deals 2 points of damage and a greater success deals 4, and weapons add to that damage as indicated in their description. For example, if you're using a sword (an intermediate one-handed weapon), you'd add +3 to your damage when you hit with it. Generally, a hit that is 4 higher than a success triggers a combat condition conflict. The standard condition (the one dealt when punching or kicking) is staggered, but weapons can inflict different types of condition. Unless specifically stated, unarmed attacks deal +0 damage and have a +4/rank 3 bludgeoning combat condition. That means when a hit is 4 higher than a success, a rank 3 staggered combat condition Willpower conflict is triggered. If you were using an automatic rifle, however, you'd have a +4/rank 8 piercing and would force a rank 8 punctured combat condition Agility conflict when you rolled a success. Note that some weapons trigger combat conditions at numbers other than at +4.

COMBAT CONDITIONS

There are two types of combat conditions: regular combat conditions and greater combat conditions. Combat conditions are the most common and are delivered via simple weaponry (such as swords and bows) and powers. To inflict any combat condition you usually need to roll 4 or higher than a success. For example, if you roll a 14 or higher when rolling a d10, you've inflicted a combat condition upon your target. Your target takes additional damage and rolls a conflict against the rank of the weapon or the power that you used to inflict the condition. A success avoids suffering the condition's negative effect. How much higher than a success needed to inflict a greater combat condition may also be dependent upon the weapon used and may vary, so see the weapon's description.

Blasted (cold, electricity, heat, light): You've made a solid energy hit. Your opponent takes an additional 2 points of damage. All rolls on his next turn are made at -2 unless he is successful in a Fortitude conflict against a rank determined by the weapon. This additional damage is not subject to Energy Resistance (including equipment), but opponents with an appropriate High Intensity Energy Resistance are immune.

Bleeding (slashing): You've made a solid edged hit. Your opponent takes an additional 3 points of damage. All rolls on his next turn are made at a -1 unless he is successful in a Fortitude conflict against a rank determined by the weapon. This additional damage is not subject to Damage Resistance (including equipment), but opponents with an appropriate High Intensity Damage Resistance are immune.

Combat Conditions

Damage	Condition	Category	Effect
Acid	Melted	Toxic	Opponent suffers a minor temporary injury.
Bludgeoning	Staggered	Physical	+1 damage. All rolls at -3 next turn on failed Willpower conflict.
Cold	Blasted	Energy	+2 damage. All rolls at -2 next turn on failed Fortitude conflict.
Disease	Diseased	Toxic	Opponent suffers a minor temporary injury.
Ego	Staggered	Ego	+1 damage. All rolls at -3 next turn on failed Willpower conflict.
Electricity	Blasted	Energy	+2 damage. All rolls at -2 next turn on failed Fortitude conflict.
Explosive	Staggered	Physical	+1 damage. All rolls at -3 next turn on failed Willpower conflict.
Heat	Blasted	Energy	+2 damage. All rolls at -2 next turn on failed Fortitude conflict.
Light	Blasted	Energy	+2 damage. All rolls at -2 next turn on failed Fortitude conflict.
Mental	Staggered	Mental	+1 damage. All rolls at -3 next turn on failed Willpower conflict.
Piercing	Punctured	Physical	+3 damage. All rolls at -1 next turn on failed Agility conflict.
Poison	Poisoned	Toxic	10 minutes after attack, target takes 1 point of temporary ability damage for next 3 minutes.
Radiation	Radiated	Toxic	1 day after attack, target takes 1 point of temporary ability damage for next 4 days.
Slashing	Bleeding	Physical	+3 damage. All rolls at -1 next turn on failed Fortitude conflict.
Sonic	Staggered	Energy	+1 damage. All rolls at -3 next turn on failed Willpower conflict.

Diseased (disease): Your opponent is infected, stricken by disease. Your opponent suffers a minor temporary injury (a 1 point loss) to a randomly determined primary ability. If this reduces an ability below 0, randomly determine another ability.

Melted (acid): Your opponent is splashed by your acidic attack and suffers a minor temporary injury (a 1 point loss) to a randomly determined physical primary ability. If this reduces an ability below 0, randomly determine another ability

Poisoned (poison): Your opponent is poisoned by your attack. 10 minutes after your attack, your target takes 3 points of temporary ability damage at the rate of 1 point per minute. Randomly determine the affected primary ability. If an ability is reduced below 0 through a poison attack, the target begins dying

Punctured (piercing): You've driven your weapon home. Your opponent takes an additional 3 points of damage. All rolls on his next turn are made at -1 unless he is successful in an Agility conflict against a rank determined by the weapon. This additional damage is not subject to Damage Resistance (including equipment), but opponents with an appropriate High Intensity Damage Resistance are immune.

Radiated (radiation): Your opponent is irradiated by your attack. A day after your attack, your target takes 4 points of temporary ability damage at the rate of 1 point per day. Randomly determine the affected primary ability. If an ability is reduced below 0 through a radiation attack, the target begins dying

Staggered (bludgeoning, ego, explosive, mental, sonic): You've sent your opponent reeling with a strong attack. Your opponent takes an additional 1 point of damage. All rolls on his next turn are made -3 unless he is successful in a Willpower conflict against a rank determined by the weapon. This additional damage is not subject to Damage Resistance (including equipment), but opponents with an appropriate High Intensity Damage Resistance are immune.

GREATER COMBAT CONDITIONS

Greater combat conditions are less frequent and are delivered via advanced weaponry and magical artifacts.

Afraid: You hit your opponent's Ego, bringing the outcome of this confrontation to question. He or she must immediately roll a Willpower conflict against the amount of damage dealt. If a failure results, your opponent flees by the fastest possible method on his next turn, using two move actions. However, a greater success hardens the heart of your opponent resulting in a +1 bonus to all rolls he or she makes for the next turn and renders your opponent immune to any fear effects for the entire combat.

Blind: You blind your opponent. For the duration described according to the weapon the poor fellow is at -6 for all conflicts involving sight and moves at 0.25 normal speed.

Coma: You brutalize your opponent's Ego, resulting in the conclusion that continued consciousness is an unwise decision. Your opponent falls into a coma on his next turn before having a chance to move or attack, but not before any instantaneous actions, unless he is successful in a Willpower conflict against a rank determined by the weapon. The coma lasts for 1-100 minutes. During this period your opponent cannot be awakened.

Deaf: You deafen your opponent. For the duration described according to the weapon, the poor fellow is at -6 for all conflicts involving hearing. However, a deaf creature is immune to some sonic attacks (only the ones that explicitly say they affect hearing creatures), so it's not all that bad, right?

Dying: You've struck your opponent to the quick with a masterful attack. He is now unconscious and dying at Health 0 if he fails a conflict against an ability and rank determined by the weapon. As if this wasn't bad enough, your unfortunate opponent also suffers a permanent injury. He makes an Intuition conflict roll against the rank determined by the weapon or attack. A greater success means a minor permanent injury has occurred to his highest ability (a 1 point loss), a success results in a permanent injury to his highest ability (a 2 point loss), and a failure results in a major permanent injury to his highest ability (a 3 point loss).

Knockout: You solidly hit your opponent sending him to la-la land. Your opponent takes an additional 3 points of damage. Unless he is successful in a Willpower conflict against a rank determined by the weapon,

he falls unconscious on his next turn before having a chance to move or attack, but not before any instantaneous actions, for 6d10 seconds. During this period your opponent cannot be awakened. After your opponent awakes, he spends the next two minutes staggered and attacks at a penalty of -3.

INJURIES

The world under the shattered moon is a dangerous place, and permanent injury is a possibility. An injury is a wound that results in reducing a primary ability, such as a reduction in Agility. There are two types of injury: temporary and permanent. Temporary injuries heal at the rate of 1 point per week. Permanent injuries do not heal, unless regeneration is available to the player. There are 3 types of permanent injuries: minor permanent (-1 to an ability), permanent (- 2 to an ability), and major permanent (-3 to an ability).

USING FORTUNE

Fortune is the hand of destiny in Sorcery & Super Science. Every creature has a chance to influence their fate through the judicious use of Fortune. Using Fortune properly is often the difference between success and death under the shattered moon. Fortune can be spent in the following ways and with the following limitations:

1. You may spend as much Fortune as you wish at any one time as an instantaneous action, but you can only spend Fortune once per turn.
2. Fortune can modify any number in the game on a 1-for-1 basis except for an NPC's conflict roll. This means you can use Fortune to modify your Character's attack conflict roll, but cannot use Fortune to modify the roll of the NPC trying to hit you. You can inflict a combat condition by spending enough Fortune to raise your attack conflict roll high enough, as determined by your weapon.
3. Damage can be reduced or added to on a 1-for-1 basis. If all the damage from an attack is reduced to 0, any combat condition associated with that hit is removed as well.
4. If a creature spends Fortune to reduce damage to 0 and avoid a combat condition check in the process, you can spend 5 Fortune to deal 1 point of damage and force a combat condition roll. If the creature fails the check, the effects of that combat condition are applied.
5. Fortune can also be used to modify skill set threshold limitations, allowing a conflict roll for a higher threshold conflict than what you could normally engage at a cost of 10 Fortune points. This allows a Basic threshold to engage in an Intermediate conflict, an Intermediate to engage in an Advanced, and an Advanced to engage in an Ultra conflict. The rank of the modified skill remains the same. If you choose to spend another 10 Fortune points, two thresholds can be increased, resulting in a Basic entering an Advanced conflict or an Intermediate entering into an Ultra conflict. Moving three thresholds (Basic to Ultra) requires 40 Fortune.
6. If you spend more than half of your maximum Fortune (not current Fortune) at a single time, you temporarily lose 1 point in a randomly determined primary ability. The point regenerates after a month's time, but prior to such, secondary abilities should be changed to reflect the reduction. No ability can drop below 0; determine another ability to reduce should that be the result.
7. You can spend 5 Fortune to re-roll, either for yourself or for an ally.
8. You may be required to spend Fortune to activate some powers, whispers, or highlights.
9. You can spend Fortune to do anything else the GM allows. Be creative!

TECHNOLOGY WITH A BIG T

Items in S&SS are made from components. Almost every item contains components. A few items are made from components containing Technology, a discrete force in Sorcery & Super Science. If an item is made from components containing Technology, those components can be used by a Super Scientist to do crazy super-sciencey stuff. If an item is made by
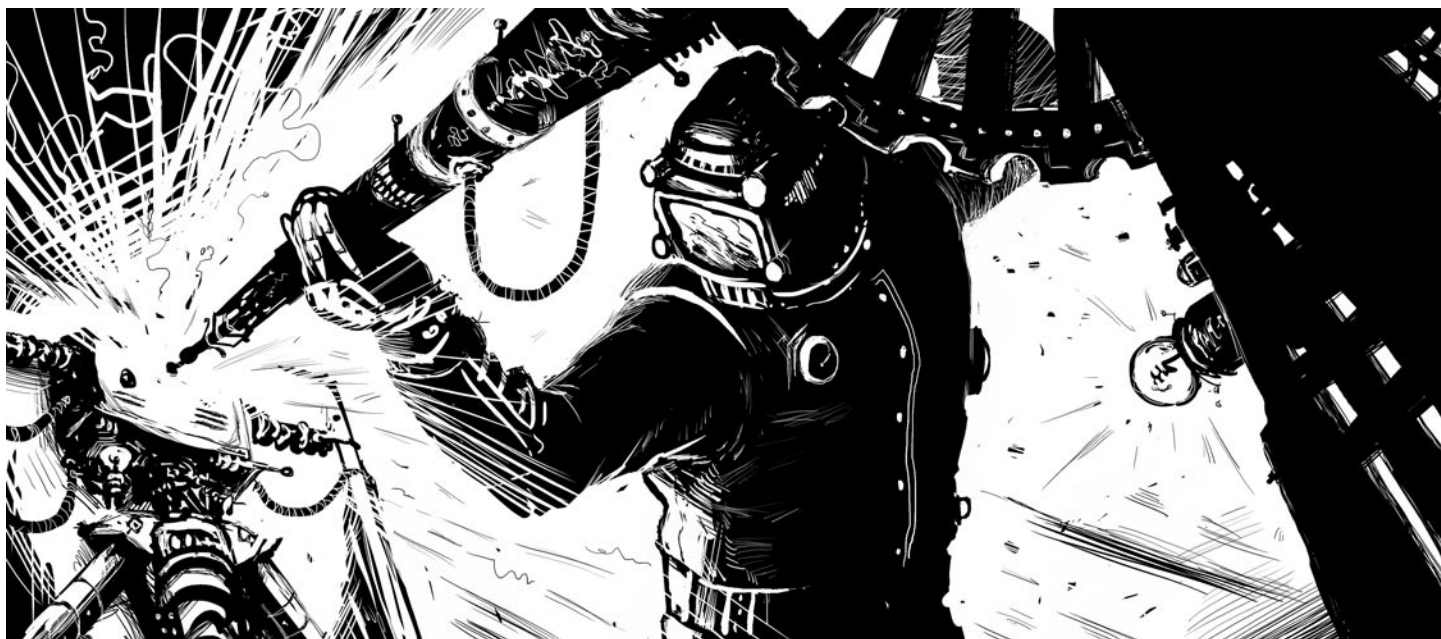
components that don't contain Technology, it's just like a regular normal item we interact with on a daily basis. An item is either made entirely of components containing Technology or of components containing no Technology, there is no intermixing.

Super Scientists are the only people that can see this Technology and they are the only ones that can use it. Using Technology allows the Super Scientist to work outside the common bounds of reason. They can make items using Technology-imbued components in a manner that is simply impossible for others.

In this adventure you won't have to worry too much about Technology or components, and where you do I'll explain then the various possibilities of action.

ITEMS, ARTIFACTS, AND WEALTH

Items and artifacts possess a barter value (bv) which is an abstract measure of worth. It is assumed for simplicity that bv will remain relatively constant from area to area, but GMs should never hesitate to vary the value depending on local circumstance and the usefulness of a particular object to the parties involved in the barter. Scarcity will be prevalent and object availability will depend upon settlement size. Beginning characters start with 200 bv worth of equipment of up to Intermediate thresholds. None of their equipment contains Technology.

The listed value of an item or artifact is the value of a fully operational object, no batteries included. That means that an object as described contains no fuel cells, no ammunition, and no fuel - nothing but the object unless specifically stated in the object's description. An item that contains Technology is worth twice the listed bv.

For comparison with traditional metal currency, a gold coin (1oz.) is worth around 200 bv, a silver coin (1oz.) is worth around 10 bv, and a 1 copper coin (1oz.) is worth around 1bv. This will vary wildly based upon location. Some areas may even possess their own mints.

BEFORE THE ADVENTURE

As I said earlier, in the back of this PDF you'll find 8 sample characters. You should print these out and hand them out to your players either randomly or by letting them pick which one they'd like to play. The party should contain at least one player character of each of the 4 destinies. Each character sheet has the information needed to play as well as a separate sheet explaining mutations/spells, whispers, and highlights. This should be enough to get the players familiar with the character and provide them reference material for their abilities.

You'll need to explain the primary and secondary abilities and how they're used, and most importantly you'll need to explain thresholds, ranks and the floating dice system for resolving conflict. Don't forget about the different levels of results (failure, normal success, and greater success).

A good way to introduce your players to the Floating Dice system is to just run a very simplified "pretend fight" with one of the players.

Let's use Woody as the example. Woody was walking in the mountains one day and encounters a bear. The bear charges and melee battle begins! The bear has Combat of 8 and Woody has a Combat of 5. Adding those together you get a 13. The nearest lower die is a d12, so both the bear and Woody roll their attacks on a d12. The bear adds 8 (his Combat score) to his roll and Woody adds 5 (his Combat score), and both of them need to roll a 12 or higher to hit each other. If either roll 14 or higher, they have a greater success and do more damage than normal.

If Woody hits the bear with his Iron Mace, he'll deal 5 points of Health damage (2 for normal damage with a successful hit and +3 from his mace) on a normal hit and 7 points of Health damage on a greater success. In addition if Woody has a good roll and rolls a 16 or higher, he may inflict a bludgeoning combat condition on the bear since his Iron Mace has a +4/rank 5 bludgeoning combat condition. Conversely, if the bear hits Woody, he'll deal 8 points of Health damage (2 for normal damage with a successful hit and +6 because it's a freaking bear!), and if the bear rolls a 16 or higher he may inflict a slashing combat condition upon Woody since the bear's claws are +4/rank 8 slashing combat condition.

If the bear has to check against Woody's rank 5 bludgeoning combat condition, a success is a 6 or higher on a d6 (Bear's Willpower is 2 and the combat condition rank is 5, making a d6 roll) while adding 2 (the bear's Willpower) to the roll. If Woody has to check against the bear's rank 8 slashing combat condition, a success is a 12 or higher on a d12 (Woody's Fortitude is 4 and the combat condition rank is 8, making a d12 roll) while adding 4 (Woody's Fortitude) to the roll. You'll note that the checks use different primary abilities when determining the die to roll, and that's because one is Bludgeoning and the other is Slashing. You'll find which primary ability to use by looking at the combat condition table.

And that's about all that's needed to run a short "pretend" fight between Woody and a bear. If it was a real fight you'd need to know the bear's Health as well as other information (like what he can do with a bear hug), but we're just doing this to help your players get the hang of the Floating Dice system. If you like, you could have Woody spend some Fortune to change his rolls in combat if he desires.

When you feel that your player's have a basic grasp on conflict resolution and have had enough time to familiarize themselves with their character, start the adventure!

The House of Blue Men

The player characters have been asked by the village leader of Deeplac to enter The House of Blue Men (the local name for Quiet Lakes Crematory) and find, make flesh, and bind the new powerful spirit that has invaded the area to a golden ring provided by Deeplac's magic man. The magic man, named Demetrious Wilson Johnson III, has sensed a disruptive spiritual presence in the building, long considered a taboo location to the villagers, and he fears for the worst. In exchange the PCs will receive a month's food and lodging within the village.

The villagers can tell the PCs that no one from the village has entered The House of Blue Men in at least two generations. It has been so long that they don't even know why it's called such. They do know there are restless spirits within, but of what variety they do not know. Quite Lakes Crematory lies less than two miles to the south of the village, past a small forested area and through the rubble and ruins of the civilization destroyed by the cracking of the moon.

DEEPLAC VILLAGE

Huddled along the shores, in buildings made from scavenged pieces brought from the ruins no more than two miles south, Deeplac village is a modest gathering of mostly farmers. More accurately, it is a close grouping of like-minded people earning a living from the soil under a moon shattered by a technology for which they have little desire to see return. Although they have no love toward technology, the wall running about a mile around the village and farms is tall, sturdily built, well-maintained and topped by at least two guards with automatic rifles at all times. It is one thing to not like the technology that destroyed the world, it is another to not use it against things which mean you harm.

NPC LIST

If you need statistics for any of the villagers or for the 3 main NPCs just go with 2's in all primary abilities for the normal villager and pick and choose 3-5's for the 3 main NPCS. Think on your feet, make stuff up, and keep on point.

Gormond, Village Leader: Gormond is a solemn man who favors a no-nonsense approach to leadership. He's a good farmer, but a better reader of people. He's also 6'11" with a physique of Adonis. Gormond is a reluctant leader. He would much prefer being left alone to this own devices, but he's accepted his role because he feels responsible to his community. Gormond knows the code for the rear entrance of the crematory, having spent many days in his wild youth trying to get in. The code is 711. If asked about what's inside, he looks a bit sheepish and says, "I didn't get very far, only through the outer door and past one more. The small room had a glowing red eye on the wall that turned to look at me so I hightailed it out of there." He's speaking of the detector in the Security area of the Crematory.

Demetrious Wilson Johnson III, Magic Man: Demetrious is the village's lone sorcerer. He is not much of one, but he gets the job done for Deeplac. He's a greasy individual, not much liked by the others, but he's consistently proven his worth and is a valuable neighbor.

Marilyn, Village Tinkerer: A mutated skunk with a spray-control issue, Marilyn is recently arrived to the village, but she has quickly found acceptance. She's stepped into the head-barterer role for Deeplac with ease.

THE LOCAL AREA

Deeplac is located upon a cleared peninsular area next to the lake of the same name. Its large wall defends the peninsula from attack from the outlying forested area. Within the forest dwell many "natural" creatures such as birds, deer, squirrel and such, but many of the creatures are mutated from their normal form in unusual and surprising ways.

Further south, the forest gives way to a short clearing and then the ruins begin. The villagers have looted this area heavily and there is little of value remaining. What does remain are very large pieces of entire buildings and any object too heavy for a team of horses to drag away. Much has been chopped and dragged through the forest to create the wall protecting Deeplac. The ruins are about a mile thick here.

Quiet Lakes Crematory rests upon the shore of a lake on the southern end of the ruins. It is easy to find as it is in pretty good shape, all things considered. It's mostly made of brick, but where the brick has eroded away, a thin duraplast hull remains forming the carcass of the building. Duraplast is a very durable plastic which is highly resistant to erosion and the damaging effects of the outdoors.

ENCOUNTERS ALONG THE WAY

There are two encounters before the PCs get to the crematory. The first is a good introductory combat with a dozen squirreltons while the second is a run-in with some sodium flies.

SQUIRRELS OF DEATH!

As the party makes their way through the forested area on their way to The House of Blue Men, a band of squirreltons lies in wait along their path. 5 minutes after entering the forest they may be surprised by the mutated critters. The band is hiding in the trees, so the PC will need to make sense conflict checks to detect them. In this case, the PCs will use their Intuition for the conflict check against the squirrelton's rank 6.

As an example, let's use Woody again. Woody has an impressive Intuition of 6, so his player will roll a d12 (rank 6 conflict + 6 Intuition) and add +6 to his roll. If he rolls a 12 or higher, he detects the ambush. If you want to keep the rolls secret, you can roll for every PC and not let them know what you're doing. How you want to run it is up to you and how you feel about what you're group prefers. The same procedure occurs for the entire party, so you may want to just say "Everyone roll a rank 6 Intuition conflict" to the group and let them go at it.

Regardless if they're detected, the squirreltons attack until at least half their number is down, at which time they retreat. The statistics for the squirreltons are below. Remember the squirreltons have fortune they're willing to spend, even though (as creatures) they have only half the amount of fortune most PCs possess. A good opening ploy is to have the critters use their Nut Lob limited use powers as their first attack and then close for additional combat.

SQUIRRELTONS
Mutated squirrel (Basic)
C1 A6 S-4 F-1 R-4 I4 W4: Ego 6: Health 4: Fortune 6
Movement Fly at 5/44 (climb same)

Description & Information: Squirreltons are mutated, emaciated squirrels. They are so thin they seem to be only skeletons covered by dry and leathery skin. They have no fur, but that on their bushy tail. Unlike normal squirrels happy to only feast upon nuts and small insects, squirreltons hunt in packs for larger prey. Squirreltons breed rapidly, and their packs can become immense, numbering in the thousands if there is ample food.

Intrinsic Powers
- Reduce all Health damage from non-explosive sources by 2 points per hit.
- Requires a rank 6 sense conflict to detect when hiding.
- Squirreltons bite with their strong teeth, dealing +1 piercing damage and +4/ rank 2 combat condition.

Limited Use Powers
- Nut Lob (1 time per day): Every squirrelton keeps a single nut in a pouch located in the side of its mouth. Over a 24 hour period, this nut infuses with the corrupted essence of the creature, turning it into a dangerous weapon. At a range of 10 feet, a squirrelton spits his nut at an opponent (using its Agility instead of Combat for this attack). If the nut hits it explodes, dealing 4 points of explosive Health damage to the target and +4/ rank 4 combat condition.

The Flies, the Flies!

The second encounter before the party reaches the crematory is with two sodium fly swarms. This encounter occurs in the ruins about a quarter-mile from Quite Lakes. It should be a straight-forward encounter as the flies are mindless and seeking only sustenance. A sodium fly swarm disperses if it is is "killed."

On this one you'll probably get a chance to do your first conflict roll to resist something. The swarms will sweep in and target two of the PCs using their Salt Suckers limited use power. As an example of what to do if PC is hit by a sodium fly, let's use Woody again. If Woody is hit, he'd have to have a greater success on a d10 Fortitude conflict (rank 6 attack, Woody has a 4 Fortitude = 10 so d10) to avoid taking 4 points of Health damage. Remember that Woody gets to add +4 to his roll (you always add the ability used to determine the die rolled to the roll itself) and needs to roll a 12 on his d10 roll to avoid the ill affects because he needs a greater success.

Sodium Fly Swarm

Mutated insect (Basic)
C10 A10 S-4 F-4 R-4 I-4 W-4: Ego 1: Health 24: Fortune 1
Movement Fly at 2/17

Description & Information: Sodium fly swarms are composed of hundreds of small iridescent flies not much different from average horseflies. Sodium flies are no more than an annoyance until they swarm. When in large swarms they become dangerous. Swarms are most common in fall, but can form at any time so long as temperatures are above freezing. The swarms are easily dispersed by any form of ego damage, but are hard to damage with physical weaponry. The swarm described here is a smallish one: swarms can reach immense proportions.

Intrinsic Powers

- Sodium fly swarms reduce all Health damage from non-energy sources by 2 points per hit.

Limited Use Powers

- Salt Suckers (5 times per day): Sodium fly swarms survive on salt, draining it from the local environment or, more dangerously, from the local fauna. A successful Combat conflict results in a rank 6

Fortitude conflict. A result less than a greater success drains 4 Health from the target. This damage cannot be mitigated by armor; only damage resistance can reduces the damage taken. If a single creature takes 8 Health damage from salt sucking they function a -1 to all rolls for a day. If a creature takes 16 Health damage from salt sucking they function at -1 to all rolls for a week. A sodium fly swarm dissipates after dealing 20 points of Health damage.

Quiet Lakes Crematory

Nestled into a gully amongst piles of rubble and ruins is Quite Lakes Crematory. It is in surprisingly good shape considering all that surrounds it. A single-story building composed of brick over a duraplast shell, transparent aluminum fixed windows, and molded duraplast doors designed to look like deeply-stained cherry, the crematory shows signs of wear but is structurally sound in all locations excepting a small hole in the roof over the hallway outside of the visitation and chapel room. All windows are high up on the walls and narrow, allowing light into the building, but preventing anyone from viewing the proceedings within. As the PCs approach from the north, they will see the garage and back of the building first.

Before the shattering of the moon, Quite Lakes served the funerary needs of the local community. It focused primarily upon crematory services for the bereaved, but it also had a small cryonic storage area for those convinced that life would become possible again sometime in the future. In addition, it performed traditional mortuary operations for in-ground burials off-site. Beneath the main floor are four memorial halls in which reside the remains of the deceased in individual urns. At one time, the mechanicals of the building were housed in the center room of the lower level, but such has been replaced by an ancient Egyptian tomb as time vainly tries to maintain order in a disrupted universe.

The building has power via a broadcast power station. Where the station is and how for it reaches are not known. Broadcast power stations are like radio stations, but broadcasting electricity. Although the PCs don't have any equipment that runs on such power, if they did, the equipment would come to life. The electrical system of the crematory is still functioning and each area lights up when a creature the size of a large dog enters.

The Scritch in the Crematory

A large nest of scritch live in the crematory, entering and exiting through the roof hole. Currently there are over 20 adults and an equal number of juveniles (which flee when faced by large opponents) within the upper level of the building. They avoid the restless spirits, finding their presence disturbing and unnatural, and skitter away when they self-manifest.

The scritch will deal with any intruders into their realm with vicious rapidity. Almost every interior wall throughout the ground floor, composed of a wooden frame and drywall covered by rich wallpaper, has small, fist-sized holes at floor level. These small holes have been eaten away by the scritch who use them to travel freely about the crematory. During an encounter the scritch will attempt to surround the invading party during an attack.

It should be noted that the interior walls of the cryo storage are composed of durpalast which is too hard for the scritch to eat through and the scritch do not have access to that area.

How you want to deal with the scritch is up to you. Remember that they are not intelligent creatures, and their behavior will be instinctual as opposed to reasoned, so read their description and decide how you think they'd react. The main "nest" center of the scritch is in the restrooms. The doors there are barely open, and the enclosed area is relatively small.

Scritch

Nano-biological creature (Basic)
C0 A8 S-1 F2 R-3 I6 W1: Ego 12: Health 18: Fortune 13
Movement 2.5/22 (climb at same)

Description & Information: Scritch are nano-biological organisms created to look like the goliath birdeater tarantula of South America, but roughly double the size. They are typically dark in hue and lightly fuzzy.

Created in Malaysia as a children's battle toy, scritch can fully insinuate themselves into a host creature, leaving behind a unique black-ink design reminiscent of a primitive tattoo on the left arm of the host. Originally, scritch were commanded to detach from their owners and fight each other in organized tourneys featuring significant prize money. After several years of blockbuster sales, some scritch surprisingly reproduced by replication, leaving two smaller scritch in place of one of normal size. A construction defect was blamed and a recall pursued, but scritch had already escaped into the wilds. After enough successful predations, the small scritch returned to their normal size. Wild scritch (also called ronin scritch) hunt small animals with an evolved poison that, by unhappy chance, is very toxic to humans. Some claim that civilian scritch were not the source of ronin scritch and instead postulate a secret military variety. Regardless of origin, all scritch now possess a toxic spit.

Scritch that are bonded to a host master are called honorable scritch. Those who have bonded scritch are called scritchers, and typically play important roles in their communities, insuring that ronin scritch do not reach infestation levels through immediate bonding of replicated scritch and ronin hunting parties. There are rumors of giant scritch, ranging up to small pony size, but they are currently unconfirmed. Scritch are most common in subtropical to tropical environments, although they appear to be making inroads into warmer temperate regions.

Scritch typically attack first with a poison spit and follow up on the same target with their bite. When the host of a bonded scritch dies, the scritch goes ronin in most cases, but will sometimes bond to a close friend or relative of the dead host.

Intrinsic Powers
- Scritch have a +4 to any Agility conflicts, +4 to any covert checks, +8 to any covert checks relating to hiding, +4 to any sense conflicts and can engage in extraordinary sense conflicts.
- Possess a +6 when resisting poison conflicts and spend Fortune against poisons in a 1-for-2 ratio: 1 point of Fortune equal to 2 points of effect. They are at +4 against toxins other than poisons.
- The strong fangs of a scritch deal an additional +1 damage per attack, and +4/ rank 6 piercing combat condition.
- Scritch spit poison to a range of 20 feet. Any hit triggers a Fortitude conflict with the target against a rank 5. A failure results in 5 Health damage and a -1 to all conflicts for one day. A success results in 5 Health damage. A greater success results in 2 Health damage. Scritch are immune to their own poison and the poison of other scritches.

COVERED DRIVE

This area is only loosely paved; weeds and grasses have turned the once-smooth drive into something more closely resembling a gravel road than a paved one. The front entrance door is closed and locked by a numeric pad. The code for entry is 6875309.

Forcing the door requires some tool of some sort, but luckily everyone's got an adventurer's kit [containing all that will fit in and on a backpack, including a bedroll good enough for freezing temperature, 25ft. of hemp rope, 2 large sacks, 6 torches (2 hours of light each), a tinderbox, a small metal bar (for breaking things safely), a waterskin, and rations for 1 week)], so they've got one on hand.

The door is a solid one and not easy to force, even with leverage. Forcing the door is a rank 12 Strength conflict. If your players can come up with valid ways of using another ability instead of Strength make that a rank 14 conflict unless you think it's as plausible as brute force. If you think it'll work better, make it a rank 10. If the PCs enter with much noise, the scritch within become aware of them quickly. The scritch will allow the PCs to enter deeper into building before attempting to surround and kill.

The front entrance door opens upon a hallway carpeted, like the majority of the public areas, in thick red shag. The carpet shows its age, much of it is ratty, dirty, moldy, and covered in moss.

GROUND FLOOR MAP
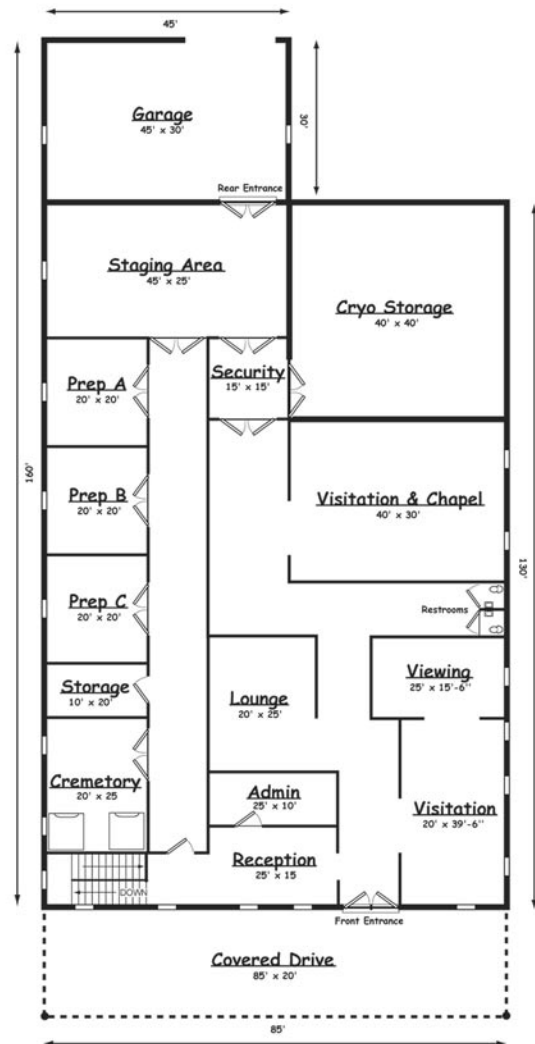
VISITATION ROOM

This area once served as a gathering place for funeral services for an individual displayed in the viewing room just north. Chairs line the wall, allowing for the elderly or tired to rest. The chairs are made of metal with padded seats and backs. Along the eastern wall is what remains of a foldable table.

VIEWING ROOM

This area served as the viewing room for a body before cremation or burial. Along the northern wall is a sturdy dias-like structure strong enough to hold a full-sized casket. As in the visitation room, padded metal chairs line the walls.

RECEPTION

A chest-high cherry-wood counter runs the length of this room, sectioning off the northern end into a separate space. Behind the counter are two chairs and computer terminals. Neither of the terminals function as the scritch have chewed through the wires to use them as nest components. Under the counter the PC will find stacks of what was once paper and two containers of both pens and pencils. The ink in the pens has long dried out, but the pencils just need a bit of sharpening to be good as new.

Entrance to the underground memorial halls is to the west of the reception area. Individuals used to sign a guest book (found under the counter as well - it's pages fairing much better than the stacks of paper) when passing through the reception to pay their respects to those below.

ADMINISTRATION

The door to this area is locked. Opening requires the key (which the player's don't have) or brute force. Forcing it is a rank 6 Strength conflict. However if a player looks closer at the locking mechanism, he'll notice that there's a small crack that, were a thin object placed within and lifted, would make the door easier to open (rank 4 Strength conflict). Such an object could be made by tearing off the laminate from the table in the visitation room or some other similar thing.

Along the eastern edge of the room is a large file cabinet filled with the hardcopy backups of the crematory's transactions. All of these records remain, but will probably be of little use to the PCs. On the eastern side of the room are a large mahogany desk and chair and a smaller, fire-proofed filing cabinet containing the personnel records for Quiet Lakes. On the desk is a name plate upon which is engraved "Richard Roark."

Roark was the manager of Quite Lakes Crematory for over 25 years. He was always an eccentric, but in his latter years he became more and more paranoid of the location - refusing to enter the mechanical room and swearing that he heard voices from downstairs when he was locking up the building. This fear and paranoia resulted in his purchase of a Smith & Wesson 9mm semi-automatic, which he kept in the bottom right drawer of his desk. What exactly he planned to do with it were something supernatural to happen is unknown, but its presence made him feel safer. The 9mm still lies in the bottom right drawer of his desk but it's no longer in working condition. It needs a good cleaning and part of its firing mechanism is broken. It has a single magazine containing 15 shots.

In addition, under a false bottom beneath the 9mm are 5 1oz. gold coins, 3 Krugerrands and 2 American Eagles worth 200bv each. Roak was convinced the US government would fall apart because of the Federal Reserve's false fiat currency. Such never happened. It fell apart all right, but it had little to do with pieces of special paper. Finding the false bottom is a rank 6 sense check if a PC states he is looking. Again, which ability to use should be based upon how the PC goes about the search.

Finding a semi-automatic is a happy occurrence in Sorcery & Super Science as they are very good weapons. However this one is broken. But that's why there are Super Scientists! Fixing the 9mm requires finding the right component that contains Technology that a Super Scientist could use in place of the broken component. Items are composed of components of varying threshold and ranks of complexity. The 9mm in question here has a broken Advanced 5 component. Such a component can be found in the remains of the small automatic coffee machine in the lounge.

If your players discover the component containing Technology in the lounge (or any other Advanced 5 component containing Technology for that matter), here's how they're go about repairing the 9mm. The Super Scientist first needs to have a Chemical, a Materials, and a Mechanical construction kit of Advanced threshold and of any rank. Unfortunately, none of the sample characters starts with a Chemical Construction Kit (Advanced) 1 so they're out of luck until they fully explore Prep A, Prep B, Prep C and the storage room on the ground level of the Crematory. After they've done that the Super Scientist should have been able to cobble together the needed kit. For more information, see area "Prep A" on how to create Construction Kits.

Assuming that the PCs do have the three needed construction kits, the Super Scientist also needs to have the appropriate Knowledge skill set threshold and rank to use the construction kit - this being Chemistry for a Chemical Construction Kit, Materials for a Materials Construction Kit, and Mechanics for a Mechanics Construction Kit. All of the sample Super Scientist PCs have the needed skill set threshold and ranks, so they're fine on that aspect of repairing the 9mm.

Now that the PCs have the right kits and the right skills to use those kits, they can go about repairing the 9mm once they have the right component. Making the repair requires a success on a rank 10 Item Construction (that's a skill set) conflict. Using Zephyrin as an example: He possesses Item Construction (Advanced) 3, meaning that he'll need to roll a d12 and add 3 to his roll. If he rolls a 12, he repairs the 9mm and has a working pistol. If he fails, he destroys the component he's trying to use to fix the 9mm. Were William Drat to make the check, he'd roll the same die, but only add a +2 to his roll since his Item Construction is (Advanced) 2.

As you can tell, repairing items is a complex affair requiring several different parameters be met before continuing forward. From a game design perspective, this provides PCs with a continual reason for exploration and adventure as they always seem to need to find that new component that could fix that item they found on their last adventure. In addition, they can seek out rumors of caches of tools to increase their Construction Kit access, allowing them greater flexibility in what they can create and repair.

MODERN SEMI-AUTOMATIC HANDGUN (A) 10; Value 3, 675
Skill Sets: C (A) 1, Ma (A) 10, Mc (A) 5; **Components**: (I) 15, 15, 15; (A) 4, 5, 5, 6, 7, 9, 10
Description: An early example of the modern semi-auto pistol. Reloading takes 1 turn. 15 shots before reloading. Ammunition Required: Semi-Automatic Handgun Ammunition (A)
Effects: +6 to damage, +4/ rank 6 piercing
Range: 0-30 yards, +0; 31-60 yards, -1; 61-100 yards, - 3; 101-200 yards, -5

LOUNGE

This area has a marble tiled floor, a refrigerator, a microwave, a small automatic coffee maker, and two folding tables. The employees and visitors of Quiet Lakes used this area for minor food preparation, both for lunches as well as for visitation spreads. The refrigerator is in working order and it occasionally buzzes on - such noise may startle a party in a different location if they have not identified the sound. Within is the remains of ancient food, but it's been so long that it doesn't even stink very much. The microwave is broken, as is the automatic coffee maker. However, the coffee maker has an (Advanced) 5 component within containing Technology. This component may be used to repair the Smith & Wesson 9mm found in the Administration area. Any Super Scientist PCs will immediately see the "glow" of Technology within the old coffee maker.

The refrigerator runs off the broadcast power mentioned earlier. It is up to you to decide the range of the broadcast tower if your players decide to move it.

RESTROOMS

The doors to these two rooms are slightly ajar, perhaps 6 inches or so. They were once restrooms, tastefully decorated and pleasing to the employees and guests of the Crematory, but now they are the main nest for the scritch using Quiet Lakes as their home. They have built a large and ornate mix of wires, cloth, and silk into an almost solid mass pierced by many small tunnels and chambers. Both rooms are interconnected in this manner. In a way, the nest is similar to how ants make their nests, but this is above ground and the passages and chambers large enough for scritch.

Trying to move either door shakes the whole nest structure and any scritch within come pouring out like bees from a disturbed hive. Deep under the nest both toilets are in functioning order were they reattached to a functioning plumbing system.

15

VISITATION AND CHAPEL

This large room, primarily a chapel, doubled as a visitation room for large funerals. It has an even deeper and richer red carpet throughout and along the eastern wall is a podium for scripture readings while heavy, molded, folding duraplast pews fill the remainder of the room. In some areas, it looks as if some kind of animal clawed the area, leaving marks on the floor, pews and any other objects (this is caused by the imp's imp freak out ability described below).

If a player (or anything the size of a large dog) approaches within 5 feet of the podium, organ music reverberates throughout the chapel. The music is very loud, making communication between people impossible without yelling in each other's ears. The volume switch in located in the back of the podium. Locating the speakers is harder as they are cleverly disguised as wall ornamentation. Doing such is a rank 6 sense check. Which primary ability used depends upon how the player says he is looking for the speakers.

Needless to say, the loud music has quite a chance of attracting unwanted attention from the outside, but if the duration of the noise is kept short (under 1 minute) nothing will be able to pinpoint the location of the sound. The spirits on the lower level, however, are well aware of what that sound means - new blood for the rich chapel carpet. Two weaker spirits arrive in the chapel in under a minute once the music starts.

The two spirits are an imp and a restless soul. Both arrive at the same time and self-manifest a turn later. The instant they arrive in the area, a sorcerer has a chance to detect their presence and determine what they are and how powerful they are by making a successful sense check against the appropriate Lore Skill Set. For the imp that would be Lore of Change and for the restless soul it's Lore of the Dead.

Here's how you do that. Let's use Anya Anderson for our example. For Anya to just detect the imp, she needs to make a rank 1 sense check using her Lore of Change (Advanced) 2. This results in a d4 roll (remember that d4 is the lowest die rolled) with her adding 3 to her roll (2 because of her rank and 1 because the check is a threshold lower than her skill set). To detect the restless soul the results are the same as Anya's Lord of the Dead is also an (Advanced) 2. However, for Anya to identify the type of spirit she needs to check against the rank of the sprit. That means she needs to succeed on a rank 10 sense check as both of the spirits are (Basic) 10. Detecting a spirit is much easier than identifying a spirit, even though Anya gets a bonus of +2 on her identify check because she has an Advanced threshold.

If the player succeeds in identifying the spirits give him a brief verbal description in private and then start the action allowing him 6 seconds (a single turn) to notify the party what's up depending on how his checks went. The spirits fight strongly, but the imp flees if knocked down to ½ of either Health or Ego while the restless soul fights until destroyed.

Destroying a spirit allows a sorcerer to capture it and place it in an object, but it has to be done within 5 minutes, for spirits return to beyond the boundary quickly. The sorcerer can place it in any object that is not of Advanced threshold or higher. It is through collecting spirits that magical artifacts are created.

Here's how you do that using Anya again as our example. If either the imp or the restless soul is destroyed and she wants to put either of them in an object, she'll need to have a greater success against a rank 10 Artifact Creation check. Since she has (Ultra) 2 in her Artifact creation, she'll roll a d12 and need a 14 or higher for her greater success.

IMP

Destructive spirit (Basic) 10
C4 A3 S1 F3 R2 I2 W2: Ego 18, Health 22: Fortune 17
Movement: 4/35

Description & Information: Imps are squat, gray and ugly. They have tremendously disproportionate mouths that claim most of the warty terrain of their faces. They rarely top 1 foot in height, yet manage to have large pot bellies. Imps are as cruel as only small, cowardly things can be. They love torture, finding belly-shaking humor in the calculated suffering of others.

Intrinsic Powers
- Immune to heat damage.
- Reduce physical Health damage by 3 points per hit.
- Imps bite at +4 piercing damage and +4/ rank 4 combat condition.

Limited Use Powers
- Imp Freak Out (1 per day): Imps can freak out and spastically attack pretty much everything in a 10-foot radius. And by pretty much everything, we mean things like sofas, chairs, carpets, walls, trees, bread boxes, automobiles, chia pets, whatever. Everything in the area suffers 2 point of piercing Health damage.
- Self Manifest (1 per month): Imps manifest once a month for 1 hour. They spend this time wreaking as much havoc as possible without getting themselves killed, as they are quite cowardly at heart.

RESTLESS SOUL

Necromantic spirit (Basic) 10
C6 A0 S6 F8 R0 I0 W0: Ego 16: Health 40: Fortune 20
Movement 3/26

Description & Information: Restless souls are the sallow and putrid remains of one long-dead. Restless souls are one of the more common types of necromantic spirits as many souls refuse the rest of the grave and wander the lesser boundary, hungry to be flesh again.

Intrinsic Powers
- Restless souls smite with their swollen hands, dealing +5 bludgeoning damage per hit and a +4/rank 8 combat condition.
- Reduce all Health damage (regardless source) by 1 point per hit.
- Strongly resistant to toxins, adding +3 to conflicts when resisting the effects of toxins. Also, they suffer only half normal duration if affected.

Limited Use Powers
- Combat Ability Boost (Intermediate): +2 to Combat for 2 minutes costing 2 Fortune.
- Self Manifest (1 per week): Restless souls can make themselves flesh for one hour per week. Restless souls tend not to wander too far from what they consider home.

SECURITY

This small area featured an automated security guard powered by the broadcast power generator. Built into the western wall is a telescoping lever with a bright red lens at its end. The lens detects movement and heat, and if it detects either (ignoring anything smaller than a toddler) a metallic voice says, "Identify yourself, please." It will wait for a proper identification and compare the voice to the voice pattern in its memory.

The Wall-ID security unit will wait for 10 seconds before saying, "My pardon, would you identify yourself, please." If after 20 seconds there is no correct response, it will additionally say, "You have 10 seconds to leave this area before lethal force is applied." If no identity is provided and if the area is still occupied, the laser unit of the Wall-ID detaches and attacks.

WALL-ID SECURITY UNIT (U) 3; Value: 10,650
Skill Sets: C (A) 1, E (U) 1, Ma (U) 2, Mc (U) 1, R (U) 1; **Components**: (A) 2, 5, 5, 10, 15, 15, 20; (U) 1, 1, 2, 3
Description: A small box installed into a wall, the Wall-ID security unit features a detection wand and a laser deterrent system. They were commonly installed in low-security areas where the legal appearance of security was more important than actual security. The Wall-ID unit detects movement and heat and responds to any detection of toddler-size or larger. It has a voice box allowing simple communication for identification purposes. The Armatron Security Service manufactured the Wall-ID system for low-level security needs, but it quickly left production after a notorious string of crimes perpetrated by a rather small dwarf, as he was small enough not to trigger the alarms. The unit uses 1eu of power per hour. Firing its laser uses 100eu per shot
Effects: The Wall-ID security unit makes extraordinary sense checks at rank 20 within 30 feet. It also contains a laser deterrent system which attacks at Combat 10 with +10 to damage, +4/ rank 6 heat. It has a range of 60 feet.
Power Source: Power Cell (U) 1 for 1,000eu before depletion, however most units were connected to continuous power supplies.

CRYO STORAGE

The majority of income for Quite Lakes Crematory derived from their cryonic storage facility. In this area are 144 different cryo tubes, 124 containing an individual who felt they died too early in life and who believed that science would one day have a cure for their diseases. The bodies are kept at a constant 77 degrees Kelvin using the Alpha-Omega cryonic system. Unfortunately for those within, the lone working broadcast tower in the area cannot provide enough power for the cryo tubes and temperatures have risen to 180 degrees Kelvin. Any hope for a successful reanimation is probably lost.

There are dozens of flashing displays conveying information about the functioning of the cryo tubes upon a large workstation situated near the entrance. Figuring out what means what is very difficult to do, requiring a successful Operation of Tech (Ultra) 5 check. Remember, a Super-Scientist can use his Item Construction skill set in place of any operational checks.

As an example, lets take Zephyrin. If he's trying to figure out the controls of the cryo unit he will unable to succeed as he only has Item Construction (Advanced) 3 and his threshold isn't great enough to identify Ultra items. However, he can spend 10 Fortune allowing him to make an Ultra threshold check. If he does so, he'll have to roll a d8 (Operation of Tech (Ultra) 5 check + Item Construction (Advanced) 3 = 8) and add the +3 from his rank to the roll.

ALPHA-OMEGA CRYONIC SYSTEM (A) 20; Value: 31,150
Skill Sets: B (A) 5, C (A) 10, E (A) 15, Ma (A) 5, Mc (A) 10, R (A) 10; **Components**: (I) 10, 15, 20 (x5); (A) 2, 5 (x5), 10, 15 (x10) 20 (x10)
Description: A large room-sized human freezing system, the Alpha-Omega

cryonic system was designed to keep bodies as fresh as possible for possible revival in the future. Immobile and requiring a constant source of electricity to function, the Alpha-Omega was the only mass-produced cryonic system before the shattering of the moon. Manufactured in Slovenia, it is relatively easy to operate and very durable. Had there been a larger demand, it would surely have earned a best-in-show award for its quality of construction at any trade convention. The unit is composed of a control panel and 144 cryo tubes arraigned in stacks of 24 looking something like a honeycomb. It is an energy hog, using 500eu per hour, but can function in emergency mode on 250eu per hour. The "customers" can tolerate emergency mode for over a month without adverse affects.
Effects: The Alpha-Omega freezes up to 144 human-sized things spectacularly - down to a truly frigid 77 degrees Kelvin (-321 Fahrenheit).
Power Source: The Alpha-Omega is designed for a continuous power supply.

STAGING AREA

The staging area acted as a holding room in case business suddenly became very popular. Along the western wall is a series of morgue holding bins, where bodies roll in and out on solid metal trays. Several gurneys occupy the western end of the room, seemingly placed at random. The floor here is a solid sheet of thick linoleum and is in remarkably good condition. The door to Security is closed, but not locked. The door to the hallway is closed and locked. Forcing it is a rank 4 Strength conflict.

GARAGE

The automatic closing door to this garage is missing, as is the motor assembly. The interior is finished, but plain. The many empty pegs lining the walls intimate that once it was filled with tools and materials for the crematory. All have long since been looted.

The rear entrance door is closed and locked by a numeric pad. The code for entry is 711. The players may have gotten the code from Gormond, but if they didn't, forcing the rear door is done in the same manner as described for the front door in the Covered Drive area above.

PREP ROOMS A, B, C

There are three of these rooms, each exactly like the others. Here the bodies were prepared for cremation or traditional burial. Each room contains a supply of all the goods needed for its task. Of immediate use to the players are the various knives. Each room has 6 of them varying from 6 inches to 10 inches as well as a dozen scalpels. Each knife does +3 +4/rank 5 slashing. The scalpels do +2 +4/rank 4 slashing.

In addition, in total, the three prep rooms have enough balances, beakers, vials, jars, tubs, heating equipment, centrifuges and other chemical equipment to equal .9 of a Chemical Construction Kit (Advanced) 1. A super scientist can send out his nannites and absorb the material until he can find .1 more materials to complete the kit (such can be done in this adventure via the Storage area below). A completed kit is required to repair the 9mm found in Admin above.

STORAGE

All of the materials for the various prep rooms are stored here, along with a few extra chairs and folding tables. There are enough materials for .1 of a Chemical Construction Kit (Advanced) 1, allowing the players to complete their kit if they have visited each of the Prep rooms.

Clever players should realize that there's quite a bit of flammable material here and the creation of something like a Molotov cocktail would be an easy endeavor. Up to 10 can be made with the below statistics.

MOLOTOV COCKTAIL (B) 10; Value: 35
Description: A flammable liquid in a container thrown with an incendiary source. Molotov cocktails produce a considerable amount of smoke.
Effects: +5 to damage within 5 feet, +2 to damage within 10 feet, +4/ rank 6 heat
Range: 0-20 yards, +0: 21-40 yards, -1

CREMATORY

In this room are two Obat LV-A crematory furnaces and an Obat cremains processor. The two furnaces occupy the southern end of the room and the processor lies against the western wall. There is a desk and chair on the northern wall where the operator of the two furnaces would ensure their proper functioning. The furnaces and processor are in working condition, but the furnaces require access to some type of liquid fuel to light. The smaller processor runs off broadcast power and is strong enough to grind bone.

OBAT LV-A CREMATORY FURNACE (A) 10; Value: 8,250

Skill Sets: C (A) 1, E (A) 5, Ma (A) 5, Mc (A) 5, R (A) 1; **Components**: (I) 10, 15, 20 (x5); (A) 2, 5 (x5), 10 (x10)

Description: A workhorse of a cremation chamber, the Obat LV-A was manufactured in the Russian Far East. It's ease of use, simple maintenance schedule, and fuel efficiency made it a popular choice among funerary providers. The furnace is composed of a control panel, a sliding entrance, and a heavily insulated body roughly the size of a small car.

Effects: The LV-A burns at 1800 degrees Fahrenheit and takes 2 to 2.5 hours to cremate a body down to ash and bits of bone requiring further treatment in a cremains processor.

Power Source: The Obat was designed for a continuous power supply and used ULF as its heating agent. It burns 8-10 gallons of ULF per cycle.

OBAT CREMAINS PROCESSOR (A) 5; Value: 2,250

Skill Sets: C (A) 1, E (A) 5, Ma (A) 5, Mc (A) 5, R (U) 1; **Components**: (I) 10, 15, 20; (A) 5 (x5)

Description: The companion product for the LV-A cremation chamber, the Obat cremains processor takes the cremains from a cremation and processes it down to a fine ash. Several passes are required for a complete product. In appearance, the cremains processor looks like a hot-rodded kitchen garbage disposal unit. It uses 10eu per hour of operation.

Effects: Anything weaker than bone placed down the tube gets minced. Watch your fingers.

Power Source: The Obat was designed for a continuous power supply.

LOWER LEVEL

The lower level was open to the public during all business hours provided that visitors signed in at the Reception. After descending twenty feet along the stairwell, the area is tastefully floored and tiled with marble on every surface. Before the shattering of the moon, the center area was used as a mechanical room for the heating/cooling of the crematory as well as a holding large tanks of ULF (universal liquid fuel of the ancients) used by the Obat LV-A. It also held extra chairs and tables, but now it is quite different.

MEMORIAL HALLS A, B, C, D

There are four long memorial halls lined with niches containing urns. In each urn are ashy human remains. There are padded benches (now a bit moldy) in each hall as well, where visitors could sit. If the players did not trigger the music in the Visitation & Chapel area, the imp and restless dead spirits will be found in memorial hall A and C respectively. For their stats, see the Visitation & Chapel area.

Another spirit lingers in memorial hall D, one called a fortunate son. This spirit chooses to self-manifest only if the players remain in "his" hall for more than a minute. Remember, however, that a Sorcerer can detect the fortunate son as described in the Visitation & Chapel area. He can also choose to make the spirit flesh as explained in his destiny description.

Notice that the fortunate son is a bit different from most creatures in Sorcery & Super Science in that instead of damaging Health, it damages a PC's Fortune as well as Ego with every hit.

FORTUNATE SON

Necromantic spirit (Basic) 1
C2 A3 S2 F4 R1 I1 W3: Ego 18, Health 22: Fortune 16
Movement: 5/44

LOWER LEVEL MAP
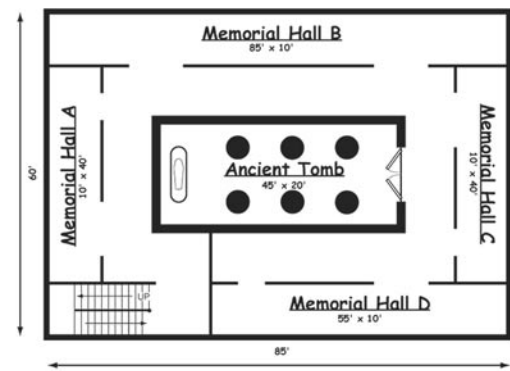
Description & Information: Fortunate sons are translucent human males who are dressed in expensive gray suits and red power ties. They are always clean-shaven, sporting a stylish short hair style. Fortunate sons are the spiritual remains of the offspring of wealthy individuals from before the cracking of the moon such as senators, military leaders or millionaires. These spirits never suffered hardship and struggle, living off the fortunes of their family. As such they never passed through the great boundary and linger behind, still draining the fortunes of those they contact.

Intrinsic Powers
- Fortunate sons are immune to ego damage.
- Fortunate sons deals Fortune damage and an additional +2 Ego damage per hit with a +4/ rank 4 ego combat condition. If a creature hit by a fortunate son has no Fortune, it suffers Ego damage equal to twice normal damage.

Limited Use Powers
- Self Manifest (1 per year): Fortunate sons can make themselves flesh for one hour per year. They tend not to wander from their final resting place.

ANCIENT TOMB

This area contains the spirit the party has been quested to best and capture. The door to the tomb is vastly out of place, made of ancient-looking sandstone decorated by many hieroglyphs. If Anya Anderson is in play, she can use her The Mouth of Magoman whisper to learn what the heirglyphs record. If so, the ethereal green mouth speaks the below.

"A Hymn of Praise to Osiris Un-Nefer, the great god who dwelleth in Abtu, the king of eternity, the lord of everlastingness, who traverseth millions of years in his existence. Thou art the eldest son of the womb of Nut. Thou was begotten by Keb, the Erpat. Thou art the lord of the Urrt Crown. Thou art he whose White Crown is lofty. Thou art the King (Ati) of gods and men. Thou hast gained possession of the sceptre of rule, and the whip, and the rank and dignity of thy divine fathers. Thy heart is expanded with joy, O thou who art in the kingdom of the dead. Thy son Horus is firmly placed on thy throne. Thou hast ascended thy throne as the Lord of Tetu, and as the Heq who dwelleth in Abydos. Thou makest the Two Lands to flourish through Truth-speaking, in the presence of him who is the Lord to the Uttermost Limit. Thou drawest on that which hath not yet come into being in thy name of "Ta-her-sta-nef." Thou governest the Two Lands by Maat in thy name of "Seker." Thy power is wide-spread, thou art he of whom the fear is great in thy name of "Usar" (or "Asar"). Thy existence endureth for an infinite number of double henti periods in thy name of "Un-Nefer."

If you'd like, you can have the players roll a History of the Ancients (Ultra) 5 conflict to determine that this is an ancient Egyptian door bedecked by similar symbols. If The Mouth of Magoman is used, reduce that to an (Ultra) 1 conflict. This depends on if you like to use skills in such a manner or if you would prefer to play without such - it's your game so do what you like and do what will have the best result for your group.

Opening the door is surprisingly easy, as if welcoming. Within an equally ancient scene greets the player characters. The room is dimly lit by two iron

braziers north and south of the great dais atop which a heavily decorated sarcophagus rests. There are six thick stone columns holding up the flat roof 45 feet above. The player characters should realize that this is impossible and that they are thusly in a space that is breaking the "laws" of nature.

Within the sarcophagus lies a hollow mummy. A minute after the party enters the room the mummy will self-materialize, open his sarchophagus, and attack those who desecrate his tomb.

Hollow Mummy
Necromantic spirit (Intermediate) 5
C6 A5 S7 F6 R2 I8 W6: Ego 44: Health 48: Fortune 40
Movement 10/80 (fly at same)

Description & Information: Hollow mummies look like the wrappings of a mummy surrounding empty space instead of a corpse. Hollow mummies are very old necromantic spirits from the ancient times of the ancient's themselves. These mummies are usually found only in the oldest of burial grounds, but given the temporal confusion, hollow mummies can appear in almost any burial ground. Unlike most spirits, hollow mummies occasionally leave behind physical traces of their existence in the mortal realm: locations that have a hollow mummy spirit nearby may have small bits and pieces of stray wrapping littering the area.

Intrinsic Powers
- Hollow mummies take 2 extra points of damage when injured by heat.
- Reduce bludgeoning damage by 6 points per hit.
- Hollow mummies whip their wrappings, cutting deep into flesh and dealing +6 slashing damage and +4/ rank 6 combat condition.

Limited Use Powers
- Death Shroud (6 per day): Hollow Mummies wrap themselves around humanoid creatures to entangle and damage. A death shroud attack deals half normal slashing damage, but if the target fails an Agility conflict against a rank 10, it cannot move and suffers half normal damage every round it fails a Strength conflict against the Hollow Mummy's Strength 5. Damage dealt by Death Shroud ignores armor, but not Damage Resistance. Hollow Mummies can engage in normal combat and activities while death shrouding.

- Self Manifest (1 per decade): Hollow mummies can make themselves flesh for one hour per decade. They enjoy terrorizing whatever intelligent creatures they can find during this period.

Concluding the Adventure

If the PCs defeat the hollow mummy and place him within the ring provided by Demetrious Wilson Johnson III, they will be treated as honorable people by the villagers of Deeplac, who will live up to their end of the bargain. This provides a home base for the player characters and a (fairly) safe place to rest and recuperate. If they only defeat the hollow mummy and fail to place it within the ring, the villagers have no way of verifying their success, so they politely treat the PCs, but ask them to move along after a week's time.

There could be many fun diversions using this adventure. The PCs could decide to temporarily go into the urn business, having access to literally hundreds of beautiful urns that could be purposed for other uses. They could raid the crematory of other materials as well; marble, carpet, tables, doors, gurneys and many other things could be reused by a living community. Doing such may cause a bit of tension with the villagers of Deeplac, but if assured that the "House of Blue Men" is no threat and that the materials are all of a non-technological bent, they shouldn't be too hard to come around to the same view as the player characters.

We hope you've enjoyed this adventure/quickstart for Sorcery & Super Science! The core rules are $15 for the printed version and are available at FLGS around the world. The PDF version is only $6 and is available from **www.YourGamesNow.com** as well as at other fine PDF rpg retailers such as Paizo, e23 and OBS. Expect many small support PDFs as well, featuring more monsters, items, artifacts, whispers and additional game expansions as reasonable prices. And finally, don't forget to drop by our blog, Sorcery & Super Science! (http://josephbrowning.blogspot.com) to keep up with the latest goings-on at Expeditious Retreat Press.

Thanks for your interest, and good gaming!

Sample Player Characters

The next few pages contain 8 sample characters. Every power, whisper, and highlight is explicitly detailed allowing the players to know exactly what each one means. In addition the next three pages contain information on each race, all 4 destinies, and how to use Fortune as well as provide a section for notes during the game.

Race

Breaking time has no subtle effects. The most obvious is that there are almost no pure humans left under the shattered moon. Almost every homo sapiens sapiens has turned into a mutant of some kind while many animals and even some plants have developed the sentience that once was the exclusive purview of humanity. Today they are collectively known as muties. The few true humans that remain have greatly changed as well, for they all hear voices in their heads: voices of the dead.

Human

There are very few pure humans left under the shattered moon, and all of them possess the sorcerous arts. All sorcerers must be human, and all humans must be sorcerers, so if you want to wield magic under the shattered moon, this is the race for you. Humans possess the following:

- It Always Works: Humans have no chance of failing a racial tech conflict.
- I Hear Dead People: Humans are always sorcerers.
- Ability Modifiers: Humans gain +1 to Intuition and Willpower.

Mutated Human

The majority of muties (roughly 75% or so) are mutated humans. Mutated humans may be hardly indistinguishable from a pure human, but most are obviously mutated individuals. Mutated humans possess the following:

- Ancestral Gift: Mutated humans add +10 to their power threshold rolls when dicing for powers.
- Damn It: Mutated humans possess a low chance of racial tech failure: -2 to racial tech failure conflicts.
- Ability Modifiers: Mutated humans gain +1 to Fortitude and one other primary ability of choice.

Mutated Animal

Roughly 20% of the population under the shattered moon, mutated animals are rare enough to still be looked at askance in some more isolated communities. Mutated Animals possess the following:

- Ancestral Gift: Mutated animals add +20 to their power threshold rolls when dicing for powers.
- Maybe This Time: Mutated animals possess a medium chance of racial tech failure: -6 to racial tech failure conflicts.
- Ability Modifiers: Mutated animals gain +1 to Fortitude.

Mutated Plants

The rarest of all muties, comprising only 5% or so of the population, mutated plants are the most varied in shape, size and locomotion. Mutated Plants possess the following:

- Ancestral Gift: Mutated plants add +30 to their power threshold rolls when dicing for powers.
- Just Give it Up: Mutated plants possess a high chance of racial tech failure: -10 to racial tech failure conflicts.
- Ability Modifiers: Mutated plants gain +1 to Fortitude.

Destinies

Every player character under the shattered moon possesses a destiny. The hands of fate have dealt them their cards, and they must play what they have been dealt. There are four different common destinies under the shattered moon, and each has their strengths and weaknesses.

Catalyst

Me? I'm just lucky. A regular mutie would have died long ago, but I'm blessed by fate, I guess. I've fallen down two waterfalls and more cliffs than I can count, but I crawled away from all of them. I've been chased across the desert by a gang of motorized thugs, and one by one, every single vehicle of theirs blew a tire. I've fallen down a snow covered mountain, arse over heels in an avalanche big enough to bury a village only to end up in a snow-free cave. A bit bruised, but none really worse for the wear. Digging out was a pain in the butt, but a life filled with the pain of surviving certain death is the kind of pain we'd all like, eh? See, the way I reckon, I should be six feet under in a pine box several times over. But some have caught the eye of fate while others die by falling off their horse.

Catalysts are the lucky adventurers, the hardened warriors, the brave explorers under the shattered moon. They often find themselves the only survivor of situations which claim the lives of others. They rely upon their Fortune to survive, and often survive long after their less fortunate companions have passed away. Catalysts possess the following benefits:

- **Touched by Destiny**: Catalysts add +10 to number of powers rolls and have 1 additional power at creation. They can have up to 10 different powers.
- **The Hand of Fate**: Catalysts possess twice the normal amount of Fortune.
- **Bounce Back**: Catalysts regain Fortune at twice the normal rate.
- **How You Doin'**: As an instantaneous action, catalysts can spend 4 Fortune to learn what Fortune-activated powers a creature possesses and if they are currently active.
- **Not On My Watch**: As an instantaneous action, catalysts can spend 5 Fortune to deactivate another creature's currently active Fortune-activated powers. This can only be used once per turn.
- **It's Simple, Really**: Catalysts receive a +1 to all skill set conflicts.
- **I Followed A Hunch**: Catalysts can substitute Intuition in place of Reason for any conflict.
- **Between a Rock and Hard Place**: Upon GM approval and only when in a potential life and death situations, catalysts can spend 20 Fortune to make something beneficial and highly unlikely occur.

Master Mutant

Some muties are just better than others - more mutations and stronger ones. It's just a fact. It's this that's the edge under the shattered moon. Some tinker with lost relics of the ancients, others prattle on about spirits, and some old geezers claim to have defied tremendous odds over and over again. That is, if you trust what they're saying isn't a bunch of stories made for a free cup. But powerful and plentiful mutations are the best way to stay alive. Things are rough out there; you'd best be rougher.

Master mutants are the beneficiaries of the cataclysm. They are gifted with a multitude of powerful mutations far beyond what is average. They are the hard weapons in a hard world and are prone to leadership positions in any type of community. Master mutants possess the following benefits:

- **Anything You Can Do**: Master Mutants add +20 to number of powers rolls and have 2 additional powers at creation.
- **Beyond The Abnormal**: Master Mutants are unlimited in the number of powers they may possess.
- **Power Is Knowledge**: Master mutants may exchange two skill thresholds for a single power threshold.
- **Be Practical**: Master mutants receive a +1 to all survival and operation skill set conflicts. They also gain a +1 in Item Identification skill set conflicts.

Sorcerer

You live in a world I cannot fathom. Your ears hear the birds, the crickets, the reassuring sounds of a lover's voice or the cocking of your weapon, and sometimes utter quiet. I hear dead people and the whispers of things far more destructive that lurk beyond the lesser boundary. They are constantly muttering just beyond understanding, filling the space between sound with their insistent and frightening aspirations. But feel no sympathy for me, for I also hear the soft caresses of the just creatures beyond the boundary, and the constant mutter of the spirits of the Earth itself. These voices I have heard since childhood. They accompanied me in my cradle, causing both piercing cries and peaceful sleeps. They accompany me now as well, but I understand what is being said, and when I say what they have told me to say, things happen.

You will eventually die and become a common spirit of the dead. You will fall into the abyss that lies beyond the great boundary. I will live forever in the realm of spirits, whispering into the ears of newborn babes until one hears what I say. They will learn my magics as I learned the magics of others. They will whisper my whispers, and they will create whispers of their own to pass along once they too are dead. And when a million of my whispers are spoken through the mouths of others, I shall return again!

Sorcerers are mystic channels between spirit and the flesh. They constantly hear the whispers of the spirits beyond the boundary and have learned to understand what a few of them are saying to wield powerful spells that they can transfer to others if they wish. They have also learned to whisper along with some spirits, causing unique and wonderful things to happen. Through experience, they may create new whispers of their own, new magic brought into the lands beneath the shattered moon. Sorcerers can create magical artifact by forcing spirits to assume a physical form and defeating them in combat. These artifacts can have many different powers. Sorcerers possess the following benefits:

- **Sorcery**: Sorcerers' powers are known as spells. Some spells can be cast upon others, allowing them to use it as if they possessed the power. Sorcerers add +5 to number of powers rolls.
- **I Hear Voices In My Head**: Sorcerers start with 2 Basic threshold whispers.
- **Spirit Made Flesh**: Sorcerers can force spirits to turn into fleshy beings against their will. This binding lasts for 1 hour and an individual spirit can be made flesh only once per year. A sorcerer can make any threshold spirit flesh, but is cautioned in exercising such powers.
- **Mystic Master**: Sorcerers can create artifacts using spirits defeated in combat after forcing them to stay bound to their flesh. Sorcerers can use the Fortune within artifacts as if it was their own Fortune. Sorcerers can drain Fortune from artifacts into their own Fortune pool and they can take their own Fortune and put it into artifacts to "recharge" them.
- **Spirit Vision**: Sorcerers can make (Ultra) 1 sense conflicts to detect spirits regardless their Lore rank.
- **Spirit Knowledge**: Sorcerers receive a +2 to all lore skill set conflicts when identifying spirits.
- **Aura Vision**: Sorcerers can see the fortune of other creatures in the form of an aura. A sorcerer can discern if the creature has more, less, or equal fortune than the sorcerer, but not the amount of such fortune. The result is based upon the maximum amount, not the current amount, a creature possesses.
- **Mystic Operation**: Sorcerers can use their Artifact Construction skill set in place of Artifact Operation or Artifact Identification in skill set conflicts.
- **The Past is Over**: Per day, sorcerers must spend 1 Fortune to use Advanced threshold items and 5 Fortune to use Ultra items.
- **Been Around the Block**: Sorcerers start with one fully-charged Artifact (Basic) as approved by the GM.

Super Scientist

The ancients knew how to make wondrous things. What we can make now just doesn't compare. The world's a raggedy shell, filled with ruins and raggedy men who'd kill you soon as look at you. The horrors of the deathlands are even worse. But that's not how it used to be. Things used to be beautiful and bright. But now, now we live in a world lit mostly by fire. But if you know how to fix things, or how to keep things working, you can bring back a bit of that wonder. If you bring enough of it back, you could tame those barbarians and scavenge those ruins. One day, we'll find a way to start making things just like they used to. Until then, I'll put my trust in my pistol and look towards the ruins.

Super scientists are constant tinkerers working to restore technology under the shattered moon. They have ways of making things work that no one else can figure out and which, by all logic, really shouldn't work anyway. What is a broken and worthless, they can often fix. They can also make items and modify existing items. Supers scientists seem to never be without tools, and they keep what remains of humanity lit, electrified, and motorized. Super scientists possess the following benefits:

- **I'm Gifted**: Super Scientists can see Technology in items and components and can make items of (Advanced) 15 or less.
- **Let Me Do It**: Every 1 point of Fortune spent by a Super Scientist to modify an Item Construction conflict roll results in 3 points of dice modification instead of just 1.
- **Hand Me That, Will You**: Every point of Fortune spent by another creature to modify a Super Scientist's Item Construction conflict roll results in 2 points of dice modification instead of just 1.
- **Duct Tape It**: Super Scientists can use components as if they were 2 ranks higher.
- **Knowledge Is Power**: Super scientists may exchange a power threshold for two skill thresholds
- **I Know How It Works**: Super Scientists can use their Item Construction skill set in place of Item Identification as well as any operation skill set except for Operation of Artifacts.
- **I Get By With A Little Help From My Friends**: Infested by nanites, Super Scientists can engage in Item Construction conflicts as if they always possess all construction kits at (Intermediate) 20.
- **I Can Take It With Me**: Super Scientists can expel their nanites to absorb construction kits, allowing them to take construction kits with them and function as if they possessed the construction kits they have absorbed.
- **My Body Is My Storage**: Super Scientists can expel their nanites to absorb components whole. They can also use their nanites to re-create components absorbed in this manner on a 1-for-1 basis. Absorbing 1 component allows 1, and only 1, component to be later recreated.
- **We Have The Technology**: Super Scientists receive a +1 to all Item Construction conflicts.
- **Scrounged Work**: Super Scientists start with one Item (Intermediate) and two Items (Advanced) as approved by the GM, as well as two Construction Kits (Advanced) 1 of a type chosen by the player. These items contain Technology and are fully-loaded and/or fully charged if appropriate.

Using Fortune

Fortune is the hand of destiny in Sorcery & Super Science. Every creature has a chance to influence their fate through the judicious use of Fortune. Using Fortune properly is often the difference between success and death under the shattered moon. Fortune can be spent in the following ways and with the following limitations:

1. You may spend as much Fortune as you wish at any one time as an instantaneous action, but you can only spend Fortune once per turn.
2. Fortune can modify any number in the game on a 1-for-1 basis except for an NPC's conflict roll. This means you can use Fortune to modify your Character's attack conflict roll, but cannot use Fortune to modify the roll of the NPC trying to hit you. You can inflict a combat condition by spending enough Fortune to raise your attack conflict roll high enough, as determined by your weapon.
3. Damage can be reduced or added to on a 1-for-1 basis. If all the damage from an attack is reduced to 0, any combat condition associated with that hit is removed as well.
4. If a creature spends Fortune to reduce damage to 0 and avoid a combat condition check in the process, you can spend 5 Fortune to deal 1 point of damage and force a combat condition roll. If the creature fails the check, the effects of that combat condition are applied.

5. Fortune can also be used to modify skill set threshold limitations, allowing a conflict roll for a higher threshold conflict than what you could normally engage at a cost of 10 Fortune points. This allows a Basic threshold to engage in an Intermediate conflict, an Intermediate to engage in an Advanced, and an Advanced to engage in an Ultra conflict. The rank of the modified skill remains the same. If you choose to spend another 10 Fortune points, two thresholds can be increased, resulting in a Basic entering an Advanced conflict or an Intermediate entering into an Ultra conflict. Moving three thresholds (Basic to Ultra) requires 40 Fortune.
6. If you spend more than half of your maximum Fortune (not current Fortune) at a single time, you temporarily lose 1 point in a randomly determined primary ability. The point regenerates after a month's time, but prior to such, secondary abilities should be changed to reflect the reduction. No ability can drop below 0; determine another ability to reduce should that be the result.
7. You can spend 5 Fortune to re-roll, either for yourself or for an ally.
8. You may be required to spend Fortune to activate some powers, whispers, or highlights.
9. You can spend Fortune to do anything else the GM allows. Be creative!

Notes:

SORCERY & SUPER SCIENCE!
Player Character Record Sheet

Player Name _____

Date Character Began _____

Date Character Died _____

A Barbariac World Rises
Under The Shattered Moon

Campaign _____

Game Master _____

Party Name _____

Woody

Character Name

MUTATED ANIMAL (WOODCHUCK) CATALYST

Character Race and Destiny

PRIMARY ABILITIES
1d6

Ability	Value
Combat	5
Agility	1
Strength	2
Fortitude	4
Reason	1
Intuition	6
Willpower	5

Physical Abilities

Mental Abilities

SECONDARY ABILITIES

Ego (Mental Abilities + Fortitude) x 2 — 32

Health (Physical Abilities) x 2 — 24

Fortune (Primary Abilities) x 2 — 96

Movement — 5 mph/44 feet per turn

Damage/Energy Resistance

Bludgeoning	2	Light	1
Cold	1	Mental	0
Ego	0	Piercing	2
Electricity	1	Slashing	2
Explosive	2	Sonic	1
Heat	1		

Character Sketch or Symbol

Toxic Resistance

	Resistance	Resistance Bonus	Duration Multiplier
Acid	0		
Disease	0		
Poison	0		
Radiation	0		

MUTATIONS OR SPELLS

Name	Threshold
ABILITY BOOST (COMBAT)	INTERMEDIATE
COVERT BOOST	INTERMEDIATE
DISTANCE ATTACK (SONIC)	ULTRA
HEIGHTENED SENSES	ADVANCED
HEALING	INTERMEDIATE
SWIMMING	BASIC

HIGHLIGHTS

Name	Major or Minor
MUTATED	MAJOR
ARTISTIC	MINOR
DRIVEN	MINOR

WHISPERS

Name	Threshold

SKILL SETS

Survival

	Basic	Intermediate	Advanced	Ultra
Animal Husbandry		1		
Farming				
Foraging		3		

Construction

	Basic	Intermediate	Advanced	Ultra
Artifact Construction				
Artifact Identification		1		
Item Construction				
Item Identification			3	

History

	Basic	Intermediate	Advanced	Ultra
The Ancients	1			
Under the Shattered Moon	1			

Knowledge

	Basic	Intermediate	Advanced	Ultra
Biology				
Chemistry				
Electricity				
Materials				
Mechanics				
Rare-tech				

Lore

	Basic	Intermediate	Advanced	Ultra
Lore of Change				
Lore of the Dead				
Lore of Nature				
Lore of Preservation				

Operational

	Basic	Intermediate	Advanced	Ultra
Artifacts		1		
Computers		1		
Tech		1		
Vehicles		1		
Weapons &Armor			1	

NORMAL EQUIPMENT

STONE KNIFE +2 DAMAGE, +4/RANK 4 SLASHING

IRON MACE +3 DAMAGE, +4/RANK 5 BLUDGEONING

BACKPACK

ADVENTURER'S KIT

CURED HIDE ARMOR

CURED HIDE SHIELD

5 SILVER COINS (10 BV EACH)

14 COPPER COINS (1 BV EACH)

ITEMS WITH TECHNOLOGY, COMPONENTS, AND ARTIFACTS

Woody

Woody is a survivor, covered in the trophies of near misses and close calls. A formidable figure—bipedal covered in soft fur with a short, mostly vestigial, tail—this 5-foot tall mutated woodchuck has learned to live under the shattered moon by trusting his gut and physical prowess.

Mutations

Ability Boost: (Active, Transferable, Rare or Very Rare) You can boost a specified primary ability for a limited time by spending Fortune according to the power threshold. When you activate Ability Boost, you add the bonus to your ability rank, but this boost does not affect secondary abilities. For example, if you have Combat 3 and Combat Ability Boost (Basic), when you activate Combat Ability Boost (Basic), you spend 1 Fortune and for 1 minute your Combat rank is at 5, but you do not gain more Health or more Fortune as they are secondary abilities. You can have multiple Ability Boosts for different primary abilities, each progressing independently. You can have multiple Ability Boosts activated at the same time. When rolling this power at creation, pick one of the abilities listed in parenthesis you wish to boost.

Threshold	Bonus	Duration	Fortune Cost
Intermediate	2	2 minutes	2

Don't let the fur fool you — Woody suffers no fools and his short fuse explodes into channeled aggression in a fight.

Covert Boost: (Active, Transferable, Common) By spending Fortune, you provide bonuses to your rolls in any covert conflict. When you activate Covert Boost, you add the bonus to all covert conflicts made during the duration. For example, if you have Covert Boost (Advanced) and spend the 2 Fortune needed to activate it, you add +4 to all covert conflicts for the next 20 minutes.

Characters with Covert Boost (Ultra) possess mental mastery. You always succeed when you are trying to be covert against a biological mind unless the target chooses to spend 5 Fortune. If the target does so, the covert check is made at only +2, as the target has a gut feeling something's up and is particularly aware. Such a check cannot be altered by spending Fortune. Non-biological devices and minds always require Covert checks.

Threshold	Bonus	Duration	Fortune Cost
Intermediate	+3	10 minutes	2

Having a neutral color and good muscle patience, Woody gains a slight bonus when being stealthy.

Distance Attack: (Active, Transferable, Common) You have a weapon that comes from your body that can be used at a distance. For example, if you have Electricity Distance Attack (Intermediate) you do 2 additional points of electricity damage when you hit a target using this power. Roll on the below table to determine the type of damage you deal.

You should state what part of your body does the damage and how it does it. For example, you could have launching spines, a fiery breath, or an ultrasonic yell. You can have multiple Distance Attacks, with each one progressing at its own threshold.

The condition dealt upon a hit of indicated quality is dependent upon the attack type. The threshold determines the difficulty rank associated with the combat condition.

Threshold	Bonus	Range	Combat Condition
Ultra	+4	80 feet	+4/rank 10

Woody emits a range of sounds from a high pitched whistle to a low bark, with a particularly painful noise made by grinding his teeth together. While these noises are telltale groundhog alert noises, Woody has found a way to focus the sounds into a weapon. You know what they say: you can take the woodchuck out of the burrow, but you can't take the burrow out of the woodchuck.

Heightened Senses: (Active, Transferable, Common) Your senses are keener and you possess bonuses in sense conflicts. At Advanced and Ultra thresholds, your senses are so keen that you can attempt Extraordinary Sense checks at the listed bonus.

Threshold	Resistance
Advanced	+4 normal, +0 extraordinary

From his pert ears and beady eyes to his truncated snout and sensitive touch, Woody' senses are keen indeed.

Healing: (Active, Transferable, Rare) You can instantaneously heal yourself or another by spending fortune to the maximum cap according to power level. To heal another you must touch the target. You can activate Healing multiple times per day by spending the amount of Fortune indicated. For example, a character with Healing (Advanced) can spend up to 6 Fortune to heal 18 Health (1 to 3 ratio) 6 times a day.

Threshold	Max Healing Effects	Fortune to Health Cost	Uses Per Day
Intermediate	14 Health	1/2	4

Woody learned how to lick his wounds early on, literally.

Swimming: (Active, Transferable, Common) You are good at swimming either though ability or body modifications. You receive bonuses on any swim-related conflicts, and you swim faster than others. For example, a character with Swimming (Intermediate) swims at 0.5 Movement instead of the normal 0.1 Movement and has a +3 to any rolls involving swimming. You can further increase your swimming speed if you also possess and activate the Movement Boost power.

Threshold	Bonus	Speed Multiplier
Basic	+2	.25

Woody's strong body and bushy tail propel him quickly through the water.

Highlights

Mutated (Major): You may have some Master Mutant destiny after all. You can increase one of your powers by one threshold or you gain one randomly determined common basic threshold power.

Artistic (Minor): You can produce works of art in a single discipline. This can be in song, painting, woodwork or in any of the multitude of ways art is possible. How this functions depends upon your situation and desires. Work it out with your GM.

Woody is an excellent woodcarver. He typically uses his pronounced incisors to do the work, but he can use hand tools when available.

Driven (Minor): You have a specific goal that drives you onward. And by specific, that's what's meant. Killing evildoers is general; killing slavers is specific. In some situations (at the discretion of the GM), you can use this to your benefit. Activating this highlight costs 1 Fortune.

Left for dead at birth by two pure human sorcerous parents who found his mutated form offensive, Woody is driven to ensure no one is left behind. He's always ready to help the orphaned and alone.

SORCERY & SUPER SCIENCE!
Player Character Record Sheet

Player Name _____   Campaign _____

Date Character Began _____   Game Master _____

Date Character Died _____   Party Name _____

Pearson
Character Name

A Barbariac World Rises
Under The Shattered Moon

MUTATED PLANT (SAQUARO CACTUS)
MASTER MUTANT
Character Race and Destiny

PRIMARY ABILITIES
1d6

Ability	Value
Combat	5
Agility	1
Strength	3
Fortitude	3
Reason	1
Intuition	1
Willpower	6

Physical Abilities

Mental Abilities

SECONDARY ABILITIES

Ego (Mental Abilities + Fortitude) x 2   **22**

Health (Physical Abilities) x 2   **24**

Fortune (Primary Abilities) x 2   **40**

Movement   5 mph/44 feet per turn

Damage/Energy Resistance

Bludgeoning	5	Light	1
Cold	1	Mental	0
Ego	0	Piercing	5
Electricity	1	Slashing	5
Explosive	5	Sonic	1
Heat	7		

Character Sketch or Symbol

Toxic Resistance

	Resistance	Resistance Bonus	Duration Multiplier
Acid	0		
Disease	0		
Poison	0		
Radiation	0		

MUTATIONS OR SPELLS

Name	Threshold
BODY WEAPONRY (PIERCING)	ULTRA
CLIMBING	ADVANCED
DAMAGE RESISTANCE	ADVANCED
MOVEMENT BOOST	BASIC
REGENERATION	ADVANCED
SURVIVOR	ADVANCED
HIGH INTENSITY ENERGY RESISTANCE (HEAT)	INTERMEDIATE

HIGHLIGHTS

Name	Major or Minor
LUCKY	MAJOR
DURABLE	MINOR
HARD TO KILL	MINOR

WHISPERS

Name	Threshold

SKILL SETS

Survival

	Basic	Intermediate	Advanced	Ultra
Animal Husbandry		1		
Farming				
Foraging		3		

Construction

	Basic	Intermediate	Advanced	Ultra
Artifact Construction				
Artifact Identification	1			
Item Construction				
Item Identification				3

History

	Basic	Intermediate	Advanced	Ultra
The Ancients	1			
Under the Shattered Moon				

Knowledge

	Basic	Intermediate	Advanced	Ultra
Biology				
Chemistry				
Electricity				
Materials				
Mechanics				
Rare-tech				

Lore

	Basic	Intermediate	Advanced	Ultra
Lore of Change				
Lore of the Dead				
Lore of Nature				
Lore of Preservation				

Operational

	Basic	Intermediate	Advanced	Ultra
Artifacts	1			
Computers	1			
Tech		1		
Vehicles		1		
Weapons & Armor				1

NORMAL EQUIPMENT

STONE KNIFE +2 DAMAGE, +4/RANK 4 SLASHING

IRON AXE +3 DAMAGE, +4/RANK 5 SLASHING

BACKPACK

ADVENTURER'S KIT

CURED HIDE ARMOR

CURED HIDE SHIELD

5 SILVER COINS (10 BV EACH)

14 COPPER COINS (1 BV EACH)

ITEMS WITH TECHNOLOGY, COMPONENTS, AND ARTIFACTS

Pearson

Pearson is a tall drink of water, standing over 9 feet tall with a regal cresting atop her head. Mostly cacti with a bit of humanoid appearance, her body and long limbs are dusty green in coloration with short spines that continually grow in lines from her thick skin. Pearson is a living testament to adaptation under the shattered moon.

Mutations

Body Weaponry: (Active, Transferable, Common) You have a weapon that is attached to your body that you can use in melee to deal additional damage. For example, if you have Body Weaponry (Slashing) at Intermediate Threshold, you do an additional 4 points of damage when you hit with that weapon. Roll on the below table to determine the type of damage you do.

You should state what part of your body does the damage and how it does it. For example, you could have claws, or a clubbed tail, or generate electricity like an electric eel. You can have multiple Body Weapons, each progressing at its own threshold. To attack at range, see Distance Attack.

The condition dealt upon a hit of indicated quality is dependent upon the attack type. The threshold determines the difficulty rank associated with the combat condition.

Threshold	Bonus	Combat Condition
Ultra	+6	+4/rank 10

Pearson's body continually grows spines with the fresh growth at her fingertips to the hard, thick older spines moving down to her legs and feet.

Climbing: (Active, Transferable, Common) You are good at climbing through either ability or body modifications. You receive bonuses on any climb-related conflicts and you climb faster than others. For example, character with Climbing (Intermediate) climbs at 0.5 Movement instead of the normal 0.1 Movement and adds a +3 to any rolls involving climbing. You can further increase your climbing speed if you also possess and activate the Movement Boost power.

Threshold	Bonus	Speed Multiplier
Advanced	+4	1

Undulating like a caterpillar, Pearson can grip and climb using her ridged skin and spines.

Damage Resistance: (Passive, Transferable, Rare) You are slightly resistant to all non-energy, non-mental attacks (bludgeoning, explosive, piercing, slashing) attacks that damage Health. You ignore a portion of damage according to the threshold of this power. For example, if you have Damage Resistance (Advanced), you ignore 3 points of damage when hit with a non-energy, non-mental attack that damages Health.

Threshold	Resistance
Advanced	3

Pearson's thick skin not only resists sunburn, it also allows her to ignore superficial damage.

Movement Boost: (Active, Transferable, Uncommon) Your movement is boosted for a limited time by spending Fortune according to threshold. When you activate Movement Boost, you add the bonus to your Speed or 0.5 that amount if swimming or climbing. For example, if you have Movement Boost (Basic) and you spend 1 Fortune, for 5 minutes your Speed is +4 mph for normal or flying movement and +2 mph for swimming and climbing.

Threshold	Boost	Duration	FC
Basic	+4 mph	5 Minutes	1

While Pearson is generally just lanky, she can focus on bursts of unexpected speed and grace for short durations.

Regeneration: (Passive, Transferable, Uncommon) Your body is very effective at repairing injury. You regain additional Health per day, and at higher thresholds, you can regenerate ability points lost via permanent injuries in a week's time. For example, you suffer a major permanent injury from an attack, but have Regeneration (Advanced). After a week, you regain 2 of the 3 points lost to the injury. Had you Regeneration (Ultra) you would be completely healed.

Transferring regeneration via a spell allows for a single day's worth of regeneration for the receiver. This means that regeneration permanent injuries will require daily applications for the appropriate healing period as described above.

Threshold	Daily Healing Bonus	Regeneration
Advanced	+6	Permanent Injuries

You think those are her original arms?

Survivor: (Active, Transferable, Rare) You can go longer without food and water before starvation and dehydration affect you, and you also receive bonuses in any such survival conflicts.

Threshold	Bonus to Survival Checks	Duration without Food/Water
Advanced	+8	30 days/ 8 days

Pearson draws sustenance from the sun and the air. She has little need for food or water.

High Intensity Energy Resistance: (Passive, Transferable, Rare) You are highly resistant to one type of energy. You ignore a portion of damage from that attack according to threshold. For example, if you have Cold High Intensity Damage Resistance (Intermediate), you ignore 6 points of cold damage per hit. You can only have one High Intensity Energy Resistance. Roll on the below table to determine the type of damage you resist.

Threshold	Resistance
Intermediate	6

Blessed by a thick and fire resistant skin, Pearson rarely suffers from the heat.

Highlights

Lucky (Major): You may have a bit of Catalyst destiny after all. Upon GM approval and only when in a potential life and death situations, you can spend 15 Fortune to make something beneficial and highly unlikely occur. Catalysts cannot possess this highlight.

Sometimes good things happen to good cacti.

Durable (Minor): You need only 5 hours of sleep to feel refreshed.

Hard to Kill (Minor): You're not going down without a fight: stabilizing while dying cost you only 1 Fortune. In addition, you can stabilize through Fortune twice and you cannot suffer a major permanent injury, suffering only a permanent injury if such is indicated.

Remarkably tough, Pearson clings to life tenaciously - especially when close to death.

SORCERY & SUPER SCIENCE!
Player Character Record Sheet

Player Name _____

Date Character Began _____

Date Character Died _____

Campaign _____

Game Master _____

Party Name _____

ANYA ANDERSON

Character Name

A Barbariac World Rises Under The Shattered Moon

HUMAN SORCERER

Character Race and Destiny

PRIMARY ABILITIES
1d6

Combat	2
Agility	3
Strength	1
Fortitude	5
Reason	2
Intuition	6
Willpower	6

Physical Abilities

Mental Abilities

SECONDARY ABILITIES

Ego (Mental Abilities + Fortitude) x 2	38
Health (Physical Abilities) x 2	22
Fortune (Primary Abilities) x 2	50
Movement	5 mph/44 feet per turn

Damage/Energy Resistance

Bludgeoning	2	Light	1
Cold	1	Mental	0
Ego	0	Piercing	2
Electricity	1	Slashing	2
Explosive	2	Sonic	1
Heat	1		

Character Sketch or Symbol

Toxic Resistance

	Resistance	Resistance Bonus	Duration Multiplier
Acid	0		
Disease	0		
Poison	0		
Radiation	0		

MUTATIONS OR SPELLS

Name	Threshold
EGO ATTACK	ULTRA
GROWTH	BASIC
FLYING	ADVANCED
ILLUSION (VISUAL)	INTERMEDIATE
EXTENDED DURATION	INTERMEDIATE

HIGHLIGHTS

Name	Major or Minor
TEAM PLAYER	MAJOR
LANGAUGE TALENT	MINOR
MEMORY ELEPHANT	MINOR

WHISPERS

Name	Threshold
THE MOUTH OF MAGNOMAN	BASIC
VLADIMIR'S NECROCONSULTATION	BASIC

SKILL SETS

NORMAL EQUIPMENT

Survival	Basic	Intermediate	Advanced	Ultra
Animal Husbandry		1		
Farming				
Foraging		1		

Construction	Basic	Intermediate	Advanced	Ultra
Artifact Construction				2
Artifact Identification				
Item Construction				
Item Identification				

History	Basic	Intermediate	Advanced	Ultra
The Ancients	1			
Under the Shattered Moon				

Knowledge	Basic	Intermediate	Advanced	Ultra
Biology				
Chemistry				
Electricity				
Materials				
Mechanics				
Rare-tech				

Lore	Basic	Intermediate	Advanced	Ultra
Lore of Change			2	
Lore of the Dead			2	
Lore of Nature			2	
Lore of Preservation		1		

Operational	Basic	Intermediate	Advanced	Ultra
Artifacts				
Computers				
Tech				
Vehicles				
Weapons &Armor		1		

NORMAL EQUIPMENT

STONE KNIFE +2 DAMAGE, +4/RANK 4 SLASHING

IRON SWORD +3 DAMAGE, +4/RANK 5 SLASHING

BACKPACK

ADVENTURER'S KIT

CURED HIDE ARMOR

CURED HIDE SHIELD

5 SILVER COINS (10 BV EACH)

14 COPPER COINS (1 BV EACH)

ITEMS WITH TECHNOLOGY, COMPONENTS, AND ARTIFACTS

MOLELEKENG, LESSER WEAPON WARD (BASIC) 3; VALUE: 70
Spirits: N (B) 1; E (B) 1; P (B) 2, 3
Description: This gris-gris bag is worn around the neck. Any edged attack against Anya is made at a -1 penalty. Every edge warded by the penalty drains 1 Fortune from Molelekeng. If Molelekeng has no Fortune, it provides no protection. Molelekeng will always exert its magic if it has the Fortune to do so.
Fortune: 8

Anya Anderson

There is a price for purity and Anya knows all too well the cost of maintaining her humanity under the shattered moon. No one else hears the voices. No one else senses the spirits. On the other hand, no one else can choose to listen to the whispers or bind the spirits to their will.

Spells

Ego Attack: (Active, Non-Transferable, Common) You have a weapon that comes from your Willpower that damages a target's Ego. If you chose to spend Fortune you can attack at a distance with this weapon. If you choose to not spend Fortune, this power only works in melee. You use Willpower instead of Combat when using this power. Unlike normal attacks at a distance, you suffer no negatives when using this attack in melee. For example, since you have Ego Attack (Ultra) you can spend 4 Fortune to make an attack at range and if the attack hits, do an additional 4 points of Ego damage.

Threshold	Bonus	Range	Combat Condition	Fortune Cost
Ultra	+6	80 feet	+4/rank 10	3

While she's armed with physical weapons, Anya's true threat is in her mind: she can use her mental acumen to wound one's very essence.

Growth: (Active, Transferable, Uncommon) You can increase your physical size, increasing your Strength and Fortitude, but decreasing your Agility. You also deal additional damage in melee combat. All of your equipment grows with you and functions normally. You can grow up to the size listed. Your movement remains the same. Your Health rating does not change.

Threshold	Size Increase	Duration	Modifiers	FC
Basic	1.25	5 minutes	+1S/+0F/-1A/+1 damage	2

A flick of the wrist and a slight murmur; suddenly Anya stands taller, stronger.

Flying: (Active, Transferable, Uncommon) You are winged and have the ability to fly for a limited amount of time and for a specified maximum speed. If you spend more than half your maximum duration flying, you must rest between flying equal to the amount of time you spent flying. You have a modifier to all conflicts while Flying. You possess unlimited gliding time at a 45 degree angle. The maximum altitude attainable while flying is 3 miles.

Threshold	Speed	Duration	Modifiers
Advanced	8 mph	15 minutes	-1 to all checks

Upon casting, a pair of gossamer wings sprout from Anya's shoulder blades, carrying her into the air.

Illusion: (Active, Non-Transferable, Rare) You alter perception networks to make things that do not exist seem to exist. There are three different types of illusion power in S&SS: visual, other senses, and non-biological. Visual and other senses illusions work only on biological perceivers. Non-biological illusions only work on non-biological perception networks, like cameras or robots. Roll on the below table to determine your type of illusion.

When perception networks perceive your illusion, they engage in an Intuition or Reason (according to GM wishes) sense conflict against the difficulty rank with the listed modifier to their roll. Fortune cannot be spent in this conflict. If they fail, they believe the illusion is real. If something happens that forces them to question the reality of the illusion, they may choose to make additional sense conflicts at +4. Fortune can be spent upon these addition conflicts.

Damage dealt through illusion is Ego damage. However, death cannot occur due illusion, and creatures reduced to 0 Ego are considered unconscious or non-functional until healing at least 1 point of Ego.

Threshold	Range	Area of Effect/ Duration	Rank/Modifier	FC
Intermediate	40 feet	20x20/10 minutes	Rank 10/+0	2

Anya can conjure a scene of her choosing from the ether.

Extended Duration: (Active, Transferable, Common) You can extend the duration of any power that has an associated duration. For example, if you have Extended Duration (Intermediate) and you spend 3 Fortune to use it, you can then spend 4 Fortune to activate Enthrall (Intermediate) so the power has a 15 minute duration instead of the normal 10 minutes.

Threshold	Duration Multiplier	Fortune Cost
Intermediate	1.5	2

The magic of Anderson lingers longer than that of lessers.

Whispers

The Mouth of Magoman (Basic): Activating this whisper creates a green ethereal floating mouth. Any text the sorcerer looks at will be translated into a language understandable by the sorcerer. The mouth speaks at a normal talking volume for 5 minutes. Activating this whisper requires 2 Fortune.

Vladimir's Necroconsultation (Basic): Activating this whisper summons a cacophonous roar of whispers from all the necromantic spirits within a mile. If the sorcerer spends 5 minutes listening to the spirits, he gains general knowledge of spiritual activities within a mile. If a non-sorcerer listens for the full 5 minutes, he must successfully engage a rank 5 Willpower conflict or fall unconscious from fright for 5 minutes. Activating this whisper requires 2 Fortune.

Highlights

Team Player (Major): When directly working with another who has the team player highlight, you gain a +2 to 4 rolls per day.

The mind and muscles work synchronously with certain individuals. It's almost as if each knows what the other will do.

Language Talent (Minor): You know two languages fluently and can easily pick up others when the situation presents itself. Becoming proficient in a new language will take only 1 month and fluency arrives after 1 year. You can know as many additional languages beyond 2 as you have ability points in Reason and Intuition combined. For example, a R2 I3 character can know a total of 7 languages. Activating this highlight requires spending 1 Fortune per day while learning a new language, but once learned there is no Fortune cost.

Anya fluently speaks English and French.

Memory Elephant (Minor): You remember things that other's seem to forget. In situations where such is useful, you gain bonuses. Activating this highlight costs 1 Fortune.
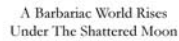
Anya rarely forgets something important.

SORCERY & SUPER SCIENCE!
Player Character Record Sheet

Player Name _____ Campaign _____

Date Character Began _____ Game Master _____

Date Character Died _____ Party Name _____

ZEPHYRIN GWYNHELD	A Barbaric World Rises Under The Shattered Moon	MUTATED HUMAN SUPER SCIENTIST
Character Name		Character Race and Destiny

PRIMARY ABILITIES
1d6

Ability	Value
Combat	3
Agility	6
Strength	4
Fortitude	4
Reason	4
Intuition	1
Willpower	2

Physical Abilities (Combat, Agility, Strength, Fortitude)
Mental Abilities (Reason, Intuition, Willpower)

SECONDARY ABILITIES

Ego (Mental Abilities + Fortitude) x 2	22
Health (Physical Abilities) x 2	34
Fortune (Primary Abilities) x 2	48
Movement	5 mph/44 feet per turn

Damage/Energy Resistance

Bludgeoning	6	Light	3
Cold	3	Mental	0
Ego	0	Piercing	6
Electricity	3	Slashing	6
Explosive	6	Sonic	3
Heat	3		

Character Sketch or Symbol

Toxic Resistance

	Resistance	Resistance Bonus	Duration Multiplier
Acid	0		
Disease	0		
Poison	0		
Radiation	0		

MUTATIONS OR SPELLS

Name	Threshold
ABILITY BOOST (REASON)	ADVANCED
ENERGY RESISTANCE	BASIC
WATER BREATHING	BASIC
EGO ATTACK	ADVANCED

HIGHLIGHTS

Name	Major or Minor
TEAM PLAYER	MAJOR
LONG-LIVED	MINOR
NICTITATING MEMBRANE	MINOR

WHISPERS

Name	Threshold

SKILL SETS

Survival

	Basic	Intermediate	Advanced	Ultra
Animal Husbandry	1			
Farming				
Foraging	1			

Construction

	Basic	Intermediate	Advanced	Ultra
Artifact Construction				
Artifact Identification	1			
Item Construction			3	
Item Identification				

History

	Basic	Intermediate	Advanced	Ultra
The Ancients		1		
Under the Shattered Moon	1			

Knowledge

	Basic	Intermediate	Advanced	Ultra
Biology	1			
Chemistry			2	
Electricity			2	
Materials				2
Mechanics				2
Rare-tech	1			

Lore

	Basic	Intermediate	Advanced	Ultra
Lore of Change				
Lore of the Dead				
Lore of Nature				
Lore of Preservation				

Operational

	Basic	Intermediate	Advanced	Ultra
Artifacts	1			
Computers				
Tech				
Vehicles				
Weapons &Armor				

NORMAL EQUIPMENT

STONE KNIFE +2 DAMAGE, +4/RANK 4 SLASHING

IRON RAPIER +3 DAMAGE, +4/RANK 5 PIERCING

BACKPACK

ADVENTURER'S KIT

CURED HIDE ARMOR

16 SEMI-AUTOMATIC CARTRAGES

6 SILVER COINS (10 BV EACH)

21 COPPER COINS (1 BV EACH)

MATERIALS CONSTRUCTION KIT (ADVANCED) 1

MECHANICS CONSTRUCTION KIT (ADVANCED) 1

ITEMS WITH TECHNOLOGY, COMPONENTS, AND ARTIFACTS

RIOT SHIELD (A) 5; Value 995
Skill Sets: C (I) 1, Ma (A) 5; **Components**: (I) 9, 10, 15; (A) 2, 4, 5
Description: The first real ballistic resistant riot shield.
Effects: A riot shield reduces Health damage taken by the wearer through physical attacks by 5 points per attack. Cold, heat, and acid Health damage is also reduced by 2 points per attack.

LUGAR P08 PISTOL (A) 10; Value 2,875
Skill Sets: C (A) 1, Ma (A) 10, Mc (A) 5; **Components**: (I) 10, 10, 15; (A) 1, 2, 4, 5, 5, 9, 10
Description: An early example of the modern semi-auto pistol. Reloading takes 1 turn. 12 shots before reloading. **Ammunition Required**: Semi-Automatic Handgun Ammunition (A)
Effects: +5 to damage, +4/ rank 6 piercing
Range: 0-30 yards, +0; 31-60 yards, -1; 61-100 yards, - 3; 101-200 yards, -5

Zephyrin Gwynheld

Zephyrin understands how things work. He reads gears, listens to machinery and sometimes gets frustrated with those that don't see the codes in the working world of the shattered moon. His body is part and parcel of the work to be done, the past treasures to restore and the exciting unknown that lies just beyond his fingertips.

Mutations

Ability Boost: (Active, Transferable, Rare or Very Rare) You can boost a specified primary ability for a limited time by spending Fortune according to the power threshold. When you activate Ability Boost, you add the bonus to your ability rank, but this boost does not affect secondary abilities. For example, if you have Combat 3 and Combat Ability Boost (Basic), when you activate Combat Ability Boost (Basic), you spend 1 Fortune and for 1 minute your Combat rank is at 5, but you do not gain more Health or more Fortune as they are secondary abilities. You can have multiple Ability Boosts for different primary abilities, each progressing independently. You can have multiple Ability Boosts activated at the same time. When rolling this power at creation, pick one of the abilities listed in parenthesis you wish to boost.

Threshold	Bonus	Duration	Fortune Cost
Advanced	4	4 minutes	3

Zephyrin can channel his mind to make extreme leaps of logic and deduction when called upon. In those moments, he is prone to exclaim things like, "of course, it's obvious!" and "why didn't I see that before?!"

Energy Resistance: (Passive, Transferable, Very Rare) You are slightly resistant to all energy attacks (cold, electricity, heat, light, sonic) that damage Health. You ignore a portion of damage according to the threshold of this power. For example, if you have Energy Resistance (Basic), you ignore 1 point of damage when hit with an energy attack that damages Health.

Threshold	Resistance
Basic	1

Zephyrin secretes a thin, translucent oil from his pores granting him a modicum of protection from energy damage and ensures his hair always looks fabulous.

Water Breathing: (Active, Transferable, Common) You can extract oxygen from water according to your threshold. You must rest in an airy environment for at least 10 minutes between uses unless your duration is permanent. However, spending 5 Fortune points allows you to forgo that resting period and activate the power again without resting.

Threshold	Duration
Basic	1 hour

Along Zephyrin's neck are inconspicuous slits which are actually gills that allow him to breathe underwater for a relatively brief amount of time.

Ego Attack: (Active, Non-Transferable, Common) You have a weapon that comes from your Willpower that damages a target's Ego. If you chose to spend Fortune you can attack at a distance with this weapon. If you choose to not spend Fortune, this power only works in melee. You use Willpower instead of Combat when using this power. Unlike normal attacks at a distance, you suffer no negatives when using this attack in melee. For example, if you have Ego Attack (Advanced) you can spend 3 Fortune to make an attack at range and if the attack hits, do an additional 4 points of Ego damage.

Threshold	Bonus	Range	Combat Condition	Fortune Cost
Advanced	+4	60 feet	+4/rank 8	3

Sticks and stones may break your bones, but Zephyrn's words can kill you.

Highlights

Team Player (Major): When directly working with another who has the team player highlight, you gain a +2 to 4 rolls per day.

The mind and muscles work synchronously with certain individuals. It's almost as if each knows what the other will do.

Long-Lived (Minor): Barring accidental or violent death, you will continue to be active and healthy well into your 100's, seeing very little deterioration in your primary abilities.

A mutant vigor runs through the veins of Zephyrin.

Nictitating Membrane (Minor): You have a translucent third eyelid that allows you to see normally underwater and in dusty situations. You can't be blinded by having sand thrown in your face.

Blink. Blink.

SORCERY & SUPER SCIENCE!

Player Character Record Sheet

Player Name _____   Campaign _____

Date Character Began _____   Game Master _____

Date Character Died _____   Party Name _____

Zew

Character Name

MUTATED HUMAN CATALYST

Character Race and Destiny

A Barbariac World Rises Under The Shattered Moon

PRIMARY ABILITIES

1d6

Ability	Value
Combat	4
Agility	4
Strength	6
Fortitude	2
Reason	1
Intuition	2
Willpower	3

Physical Abilities

Mental Abilities

SECONDARY ABILITIES

Ego (Mental Abilities + Fortitude) x 2 — **16**

Health (Physical Abilities) x 2 — **32**

Fortune (Primary Abilities) x 2 — **88**

Movement — 5 mph/44 feet per turn

Damage/Energy Resistance

Bludgeoning	2	Light	1
Cold	1	Mental	0
Ego	0	Piercing	2
Electricity	1	Slashing	2
Explosive	2	Sonic	1
Heat	1		

Character Sketch or Symbol

Toxic Resistance

	Resistance	Resistance Bonus	Duration Multiplier
Acid	0		
Disease	0		
Poison	0		
Radiation	0		

MUTATIONS OR SPELLS

Name	Threshold
ABILITY BOOST (AGILITY)	ADVANCED
ABILITY BOOST (STRENGTH)	INTERMEDIATE
BODY WEAPONRY (BLUDGEONING)	ADVANCED
EXTRA ATTACK	ADVANCED
UNITY OF BEING	INTERMEDIATE

HIGHLIGHTS

Name	Major or Minor
TEAM PLAYER	MAJOR
HARD TO KILL	MINOR
IRON STOMACH	MINOR

WHISPERS

Name	Threshold

SKILL SETS

Survival

	Basic	Intermediate	Advanced	Ultra
Animal Husbandry		1		
Farming				
Foraging		1		

Construction

	Basic	Intermediate	Advanced	Ultra
Artifact Construction				
Artifact Identification		1		
Item Construction				
Item Identification			3	

History

	Basic	Intermediate	Advanced	Ultra
The Ancients	1			
Under the Shattered Moon	1			

Knowledge

	Basic	Intermediate	Advanced	Ultra
Biology				
Chemistry				
Electricity				
Materials				
Mechanics				
Rare-tech				

Lore

	Basic	Intermediate	Advanced	Ultra
Lore of Change				
Lore of the Dead				
Lore of Nature				
Lore of Preservation				

Operational

	Basic	Intermediate	Advanced	Ultra
Artifacts		1		
Computers		1		
Tech		1		
Vehicles		2		
Weapons & Armor			2	

NORMAL EQUIPMENT

STONE KNIFE +2 DAMAGE, +4/RANK 4 SLASHING

IRON SWORD +3 DAMAGE, +4/RANK 5 SLASHING

BACKPACK

ADVENTURER'S KIT

CURED HIDE ARMOR

CURED HIDE SHIELD

5 SILVER COINS (10 BV EACH)

14 COPPER COINS (1 BV EACH)

ITEMS WITH TECHNOLOGY, COMPONENTS, AND ARTIFACTS

Zew

Seemingly half-mad and nearly feral, Zew is capable of just about anything to survive. He's spent most of his life in the deathlands and has finally grown tired with the constant brutality of the daily struggle. Just over 6 feet and a little more than 210 pounds, Zew's berry-dyed mohawk is his single nod toward vanity.

Mutations

Ability Boost: (Active, Transferable, Rare or Very Rare) You can boost a specified primary ability for a limited time by spending Fortune according to the power threshold. When you activate Ability Boost, you add the bonus to your ability rank, but this boost does not affect secondary abilities. For example, if you have Combat 3 and Combat Ability Boost (Basic), when you activate Combat Ability Boost (Basic), you spend 1 Fortune and for 1 minute your Combat rank is at 5, but you do not gain more Health or more Fortune as they are secondary abilities. You can have multiple Ability Boosts for different primary abilities, each progressing independently. You can have multiple Ability Boosts activated at the same time. When rolling this power at creation, pick one of the abilities listed in parenthesis you wish to boost.

Threshold	Bonus	Duration	Fortune Cost
Intermediate	3	3 minutes	2
Advanced	4	4 minutes	3

Zew tends to flip out and when it happens, he's like a damned monkey. There seems to be little that he can't get around when the need arrives. Although agility is a benefit of a good flip-out, the best part is the adrenaline rush! Zew can lift and bend things like a man with twice his muscle.

Body Weaponry: (Active, Transferable, Common) You have a weapon that is attached to your body that you can use in melee to deal additional damage. For example, if you have Body Weaponry (Slashing) at Intermediate Threshold, you do an additional 4 points of damage when you hit with that weapon. Roll on the below table to determine the type of damage you do.

You should state what part of your body does the damage and how it does it. For example, you could have claws, or a clubbed tail, or generate electricity like an electric eel. You can have multiple Body Weapons, each progressing at its own threshold. To attack at range, see Distance Attack.

The condition dealt upon a hit of indicated quality is dependent upon the attack type. The threshold determines the difficulty rank associated with the combat condition.

Threshold	Bonus	Combat Condition
Advanced	+5	+4/rank 8

Zew has a wealth of hands-on combat training and his body is fine-tuned to deal damage. He decided long ago to never be without a weapon.

Extra Attack: (Active, Transferable, Rare) You can make an additional attack in a turn when you spend Fortune to activate this power. The extra attack has modifiers to the combat conflict roll based upon the threshold of the power and also has modifiers to damage. If an extra attack hits, its damage is reduced by the amount indicated, but 1 point of damage is always dealt, regardless the reduction noted. For example, if you have Extra Attack (Intermediate) and spend 3 Fortune to activate the power, you make an extra attack at -2 to your Combat, and if you hit you deal -1 point of damage.

Threshold	Combat Modifier	Damage Modifer	FC
Advanced	+0	+0	4

"The best defense is a good offense" is one of Zew's favorite sayings. You know who said that? Mel, the cook on Alice.

Unity of Being: (Active, Non-Transferable, Very Rare) You can choose to convert damage that would normally affect your Health to instead affect your Ego when you spend Fortune based upon threshold. For example, if you have Unity of Being at (Advanced) threshold and spend 3 Fortune, you can choose to take up to 11 points of health damage in your ego.

Threshold	Max Damage Converted	Fortune Cost
Intermediate	8	2

The deathlands can teach many lessons. To survive one must become whole, or be torn in two.

Highlights

Team Player (Major): When directly working with another who has the team player highlight, you gain a +2 to 4 rolls per day.

The mind and muscles work synchronously with certain individuals. It's almost as if each knows what the other will do.

Hard to Kill (Minor): You're not going down without a fight: stabilizing while dying cost you only 1 Fortune. In addition, you can stabilize through Fortune twice and you cannot suffer a major permanent injury, suffering only a permanent injury if such is indicated.

Remarkably tough, Zew clings to life tenaciously - especially when close to death.

Iron Stomach (Minor): You can eat and drink things most people would find offensive, such as durian fruit and California-style pizza. The forage rating for areas is considered one threshold lower for you. In addition, you have a +1 to your rolls against ingested poisons.

There's little Zew's eaten that's ever caused him distress.

SORCERY & SUPER SCIENCE!
Player Character Record Sheet

Player Name _____

Date Character Began _____

Date Character Died _____

Campaign _____

Game Master _____

Party Name _____

A Barbaric World Rises Under The Shattered Moon

REGINALD PEREGRINE
Character Name

MUTATED HUMAN MASTER MUTANT
Character Race and Destiny

PRIMARY ABILITIES
1d6

Ability	Value
Combat	4
Agility	5
Strength	3
Fortitude	5
Reason	1
Intuition	6
Willpower	5

Physical Abilities

Mental Abilities

SECONDARY ABILITIES

Ego (Mental Abilities + Fortitude) x 2	34
Health (Physical Abilities) x 2	34
Fortune (Primary Abilities) x 2	58
Movement	5 mph/44 feet per turn

Character Sketch or Symbol

Damage/Energy Resistance

Bludgeoning	2	Light	1
Cold	1	Mental	0
Ego	0	Piercing	IMM.
Electricity	1	Slashing	2
Explosive	2	Sonic	1
Heat	1		

Toxic Resistance

	Resistance	Resistance Bonus	Duration Multiplier
Acid	0		
Disease	0		
Poison	0		
Radiation	0		

MUTATIONS OR SPELLS

Name	Threshold
FLYING	ULTRA
GROWTH	ULTRA
SHRINK	ADVANCED
MOVEMENT BOOST	ULTRA
HIGH INTENSITY DAMAGE RESISTANCE (PIERCING)	ULTRA

HIGHLIGHTS

Name	Major or Minor
SPIRIT-TOUCHED	MAJOR
ARTISTIC	MINOR
SENSE OF SELF	MINOR

WHISPERS

Name	Threshold
BLACKHAWK'S BLADETURNER	BASIC

SKILL SETS

Survival

	Basic	Intermediate	Advanced	Ultra
Animal Husbandry		1		
Farming				
Foraging		1		

Construction

	Basic	Intermediate	Advanced	Ultra
Artifact Construction				
Artifact Identification	1			
Item Construction				
Item Identification				3

History

	Basic	Intermediate	Advanced	Ultra
The Ancients	1			
Under the Shattered Moon				

Knowledge

	Basic	Intermediate	Advanced	Ultra
Biology				
Chemistry				
Electricity				
Materials				
Mechanics				
Rare-tech				

Lore

	Basic	Intermediate	Advanced	Ultra
Lore of Change				
Lore of the Dead				
Lore of Nature				
Lore of Preservation				

Operational

	Basic	Intermediate	Advanced	Ultra
Artifacts	1			
Computers	1			
Tech		1		
Vehicles		1		
Weapons &Armor				3

NORMAL EQUIPMENT

STONE KNIFE +2 DAMAGE, +4/RANK 4 SLASHING

IRON MACE +3 DAMAGE, +4/RANK 5 BLUDGEONING

BACKPACK

ADVENTURER'S KIT

CURED HIDE ARMOR

CURED HIDE SHIELD

5 SILVER COINS (10 BV EACH)

14 COPPER COINS (1 BV EACH)

ITEMS WITH TECHNOLOGY, COMPONENTS, AND ARTIFACTS

Reginald Peregrine

The Great Reginald, as he likes to call himself, travels from village to village entertaining the people he encounters with his physical abilities. A man of simple means, he most enjoys the smiles and laughter of others, but he's not above doing a side job every now and again to increase his purse. Of average height and muscular build, the only physical difference between Reginald and a pure human is his solid black eyes. Well, those and his bat-like wings, of course.

Mutations

Flying: (Active, Transferable, Uncommon) You are winged and have the ability to fly for a limited amount of time and for a specified maximum speed. If you spend more than half your maximum duration flying, you must rest between flying equal to the amount of time you spent flying. You have a modifier to all conflicts while Flying. You possess unlimited gliding time at a 45 degree angle. The maximum altitude attainable while flying is 3 miles.

Threshold	Speed	Duration	Modifiers
Ultra	12 mph	20 minutes	+0 to all checks

Reginald possesses large, leathery, bat-like wings. They extend just over 15 feet when fully spread.

Growth: (Active, Transferable, Uncommon) You can increase your physical size, increasing your Strength and Fortitude, but decreasing your Agility. You also deal additional damage in melee combat. All of your equipment grows with you and functions normally. You can grow up to the size listed. Your movement remains the same. Your Health rating does not change.

Threshold	Size Increase	Duration	Modifiers	FC
Ultra	2	15 min.	+2S/+2F/-2A/+2 damage	4

Doubling his size, Reginald becomes an impressive figure indeed.

Shrink: (Active, Transferable, Uncommon) You can reduce your physical size, increasing your Agility and making it harder for opponents to hit you in combat, but also decreasing your Strength. You deal less damage in melee combat, but always deal at least 1 point. All of your equipment shrinks with you and functions normally. You can shrink up to the size listed. Your movement remains the same. Opponents trying to hit you engage in conflicts as if your Combat was increased by the listed amount below, but you attack with your normal Combat rating. You abilities can drop below normal human 0 while shrunken. Your Health rating does not change.

T	Size Decrease	Duration	Modifiers	FC
A	1.75	10 min.	+4C/+3A/-2S/-1F/-2 damage	4

Shrinking down to only 1/10th his normal size, Reginald achieves a size as small as 7 inches in height.

Movement Boost: (Active, Transferable, Uncommon) Your movement is boosted for a limited time by spending Fortune according to threshold. When you activate Movement Boost, you add the bonus to your Speed or 0.5 that amount if swimming or climbing. For example, if you have Movement Boost (Basic) and you spend 1 Fortune, for 5 minutes your Speed is +4 mph for normal or flying movement and +2 mph for swimming and climbing.

Threshold	Boost	Duration	FC
Ultra	+20 mph	10 minutes	2

Calling upon his inner reserves, Reginald is capable of remarkable speed when necessary.

Whispers

Blackhawk's Bladeturner (Basic): Activating this whisper creates a dancing blue blade that floats around the sorcerer. For the next 5 minutes, the blade interferes with any slashing attacks targeting the sorcerer, increasing the sorcerer's Combat rank by +6 against bladed weapons only. Activating this whisper requires 2 Fortune.

Highlights

Spirit Touched (Major): You may have Sorcerer destiny after all. You've heard a distinctive voice in your head your whole life and when you repeat it, something happens. You know a single Basic whisper. Sorcerers may have this highlight, but they cannot progress along the whisper track of a whisper gained in this way.

Reginald has heard a single voice within his head his entire life. He finally repeated what it was saying and he discovered his ability to perform a single whisper.

Artistic (Minor): You can produce works of art in a single discipline. This can be in song, painting, woodwork or in any of the multitude of ways art is possible. How this functions depends upon your situation and desires. Work it out with your GM.

Reginald is artistic in both song and dance. He greatly enjoys performing the aerial mixes of the two arts he has composed as entertainment.

Sense of Self (Minor): You have a strong understanding of who you are. You engage in defensive Willpower conflicts as if you had 1 more Willpower than you do.

Reginald has been called self-centered before, and he expects he will in the future.

SORCERY & SUPER SCIENCE!
Player Character Record Sheet

Player Name _____

Date Character Began _____

Date Character Died _____

Campaign _____

Game Master _____

Party Name _____

A Barbariac World Rises
Under The Shattered Moon

Liam Blane

Character Name

HUMAN SORCERER

Character Race and Destiny

PRIMARY ABILITIES

1d6

Ability	Value
Combat	3
Agility	5
Strength	3
Fortitude	1
Reason	2
Intuition	3
Willpower	4

Physical Abilities

Mental Abilities

SECONDARY ABILITIES

Ego — 20
(Mental Abilities + Fortitude) x 2

Health — 24
(Physical Abilities) x 2

Fortune — 42
(Primary Abilities) x 2

Movement — 5 mph/44 feet per turn

Damage/Energy Resistance

Bludgeoning	2	Light	1
Cold	1	Mental	0
Ego	0	Piercing	2
Electricity	1	Slashing	2
Explosive	2	Sonic	1
Heat	7		

Character Sketch or Symbol

Toxic Resistance

	Resistance	Resistance Bonus	Duration Multiplier
Acid	0		
Disease	0		
Poison	0		
Radiation	0		

MUTATIONS OR SPELLS

Name	Threshold
DISTANCE ATTACK (HEAT)	ADVANCED
SURVIVOR	BASIC
HEALING	ADVANCED
HIGH INTENSITY ENERGY RESISTANCE (HEAT)	INTERMEDIATE

HIGHLIGHTS

Name	Major or Minor
WEALTH	MAJOR
DURABLE	MINOR
UNOBTRUSIVE	MINOR

WHISPERS

Name	Threshold
ARCHAE'S INDICATION	BASIC
COLLECTOR'S LOCATOR	BASIC

SKILL SETS

Survival

	Basic	Intermediate	Advanced	Ultra
Animal Husbandry		1		
Farming				
Foraging		1		

Construction

	Basic	Intermediate	Advanced	Ultra
Artifact Construction				2
Artifact Identification				
Item Construction				
Item Identification				

History

	Basic	Intermediate	Advanced	Ultra
The Ancients	1			
Under the Shattered Moon				

Knowledge

	Basic	Intermediate	Advanced	Ultra
Biology				
Chemistry				
Electricity				
Materials				
Mechanics				
Rare-tech				

Lore

	Basic	Intermediate	Advanced	Ultra
Lore of Change			2	
Lore of the Dead			2	
Lore of Nature		1		
Lore of Preservation			2	

Operational

	Basic	Intermediate	Advanced	Ultra
Artifacts				
Computers				
Tech				
Vehicles				
Weapons & Armor		1		

NORMAL EQUIPMENT

STONE KNIFE +2 DAMAGE, +4/RANK 4 SLASHING

IRON RAPIER +3 DAMAGE, +4/RANK 5 PIERCING

BACKPACK

ADVENTURER'S KIT

CURED HIDE ARMOR

CURED HIDE SHIELD

15 GOLD COINS (200 BV EACH)

13 SILVER COINS (10 BV EACH)

19 COPPER COINS (1 BV EACH)

SAVAGE-STEVENS 311 SHOTGUN +10 SINGLE SHOT, +16 DOUBLE-BARREL, +4/RANK 7 PIERCING

RANGE: 0-5 YARDS, +1; 6-15 YARDS, +0: 16-30 YARDS, -1; 31-50 YARDS, - 3

ITEMS WITH TECHNOLOGY, COMPONENTS, AND ARTIFACTS

LIAM'S NECKLACE, LESSER WEAPON WEAL 5; VALUE: 90

Spirits: N (B) 1; E (B) 1; P (B) 2, 3

Description: Liam's necklace helps Liam when attacking in combat, but not when defending. He gains a +1 to his Combat with his necklace and is considered to have a Combat 4 when attacking, but remains a Combat 3 when defending. Every instance in which his necklace provides its bonus drains 1 Fortune. If it has no Fortune, it provides to benefit. The necklace always exerts it magic if it has the Fortune to do so.

Fortune: 8

Liam Blane

Liam was the surprise birth of two muties. Knowing not what to do with him, they gave him over to the old witch of a neighboring village to raise as her own. Elmira was an excellent teacher of the fiery sorcerous arts, but neglected other, perhaps more important, skills in the process. Her death prompted Liam to travel and learn those lessons.

Spells

Distance Attack: (Active, Transferable, Common) You have a weapon that comes from your body that can be used at a distance. For example, if you have Electricity Distance Attack (Intermediate) you do 2 additional points of electricity damage when you hit a target using this power. Roll on the below table to determine the type of damage you deal.

You should state what part of your body does the damage and how it does it. For example, you could have launching spines, a fiery breath, or an ultrasonic yell. You can have multiple Distance Attacks, with each one progressing at its own threshold.

The condition dealt upon a hit of indicated quality is dependent upon the attack type. The threshold determines the difficulty rank associated with the combat condition.

Threshold	Bonus	Range	Combat Condition
Advanced	+3	60 feet	+4/rank 8

Liam is well-versed in the arts of fire and flame.

Survivor: (Active, Transferable, Rare) You can go longer without food and water before starvation and dehydration affect you, and you also receive bonuses in any such survival conflicts.

Threshold	Bonus to Survival Checks	Duration without Food/Water
Basic	+4	10 days/ 3 days

Liam's ascetic nature benefits him under the shattered moon.

Healing: (Active, Transferable, Rare) You can instantaneously heal yourself or another by spending fortune to the maximum cap according to power level. To heal another you must touch the target. You can activate Healing multiple times per day by spending the amount of Fortune indicated. For example, a character with Healing (Advanced) can spend up to 6 Fortune to heal 18 Health (1 to 3 ratio) 6 times a day.

Threshold	Max Healing Effects	Fortune to Health Cost	Uses Per Day
Advanced	18 Health	1/3	6

Knitting flesh and bone, Liam's magic sets the body aflame with healing fire.

High Intensity Energy Resistance: (Passive, Transferable, Rare) You are highly resistant to one type of energy. You ignore a portion of damage from that attack according to threshold. For example, if you have Cold High Intensity Damage Resistance (Intermediate), you ignore 6 points of cold damage per hit. You can only have one High Intensity Energy Resistance. Roll on the below table to determine the type of damage you resist.

Threshold	Resistance
Intermediate	6

Through long-study, Liam is inured to his own powers

Whispers

Archae's Indication (Basic): Activating this whisper summons a leathery old book. The sorcerer asks a simple question aloud and then opens the book, placing his finger on a single line of text. Within this line is an oblique answer to the question posited, hinting at a course of action. Two questions can be answered in this manner before the book disappears. Using this whisper is draining and the sorcerer suffers 2 points of Ego damage upon its completion. Activating this whisper requires 2 Fortune.

Collector's Locator (Basic): Activating this whisper summons a small nacreous plaque from beyond the barrier in a puff of pearly smoke. The plaque bears the image of the nearest spirit sought by the sorcerer within parameters defined by the sorcerer. The plaque also contains some type of background information helping the sorcerer recognize the general location of the spirit. The plate is a permanent physical object about as durable as ivory. Activating this whisper requires 2 Fortune.

Highlights

Wealth (Minor or Major): You have a bankroll of gold, silver, and copper. If this is a minor highlight you have 1,200bv, while a major highlight provides 4,600bv. If you wish, and if your GM agrees, you can have up to .75 the listed bv in equipment/possessions instead of coin. Threshold limits on equipment gained in this manner may exist according to your GMs wishes.

Liam took everything of value from Elmira's hut before burning it to the ground.

Durable (Minor): You need only 5 hours of sleep to feel refreshed.

Unobtrusive (Minor): You have learned the art of being unobtrusive. In some situations (at the discretion of the GM), you can use this to your benefit. Activating this highlight costs 1 Fortune.

Liam's not one to stand out in a crowd and he can use that to his advantage.

SORCERY & SUPER SCIENCE!
Player Character Record Sheet

Player Name _____

Date Character Began _____

Date Character Died _____

Campaign _____

Game Master _____

Party Name _____

A Barbariac World Rises
Under The Shattered Moon

WILLIAM DRAT

Character Name

MUTATED HUMAN SUPER SCIENTIST

Character Race and Destiny

PRIMARY ABILITIES

1d6

Ability	Value
Combat	3
Agility	1
Strength	5
Fortitude	3
Reason	6
Intuition	5
Willpower	6

Physical Abilities

Mental Abilities

SECONDARY ABILITIES

Ability	Value
Ego (Mental Abilities + Fortitude) x 2	40
Health (Physical Abilities) x 2	24
Fortune (Primary Abilities) x 2	58
Movement	5 mph/44 feet per turn

Damage/Energy Resistance

Bludgeoning	2	Light	1
Cold	1	Mental	0
Ego	0	Piercing	2
Electricity	1	Slashing	2
Explosive	2	Sonic	1
Heat	1		

Character Sketch or Symbol

Toxic Resistance

	Resistance	Resistance Bonus	Duration Multiplier
Acid	0		
Disease	0		
Poison	0		
Radiation	4	+3	0.5

MUTATIONS OR SPELLS

Name	Threshold
BODY WEAPONRY (PIERCING)	BASIC
REGENERATION	INTERMEDIATE
SURVIVOR	BASIC
TOXIC ATTACK (RADIATION)	ADVANCED
HIGH INTENSITY TOXIC RESISTANCE (RADIATION)	BASIC
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

HIGHLIGHTS

Name	Major or Minor
LUCKY	MAJOR
LONG-LIVED	MINOR
WEALTH	MINOR
_____	_____
_____	_____

WHISPERS

Name	Threshold
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

SKILL SETS

Survival

	Basic	Intermediate	Advanced	Ultra
Animal Husbandry	1			
Farming				
Foraging	1			

Construction

	Basic	Intermediate	Advanced	Ultra
Artifact Construction				
Artifact Identification	1			
Item Construction			3	
Item Identification				

History

	Basic	Intermediate	Advanced	Ultra
The Ancients		1		
Under the Shattered Moon	1			

Knowledge

	Basic	Intermediate	Advanced	Ultra
Biology	1			
Chemistry			2	
Electricity			2	
Materials				2
Mechanics				2
Rare-tech	1			

Lore

	Basic	Intermediate	Advanced	Ultra
Lore of Change				
Lore of the Dead				
Lore of Nature				
Lore of Preservation				

Operational

	Basic	Intermediate	Advanced	Ultra
Artifacts	1			
Computers				
Tech				
Vehicles				
Weapons &Armor				

NORMAL EQUIPMENT

STONE KNIFE +2 DAMAGE, +4/RANK 4 SLASHING

IRON RAPIER +3 DAMAGE, +4/RANK 5 PIERCING

BACKPACK

ADVENTURER'S KIT

CURED HIDE ARMOR

16 SHOTGUN CARTRAGES

6 GOLD COINS (200 BV EACH)

6 SILVER COINS (10 BV EACH)

21 COPPER COINS (1 BV EACH)

MATERIALS CONSTRUCTION KIT (ADVANCED) 1

MECHANICS CONSTRUCTION KIT (ADVANCED) 1

ITEMS WITH TECHNOLOGY, COMPONENTS, AND ARTIFACTS

ITHICA SHOTGUN (A) 5; Value 1,410
Skill Sets: C (I) 10, Ma (A) 1, Mc (A) 5; **Components**: (B) 10; (I) 10, 15; (A) 1, 2, 4, 5, 5, 5
Description: An early double barreled break-action shotgun. Reloading takes 1 turn. 2 single-barrel shots or 1 double-barrel shot before reloading.
Ammunition Required: Shotgun Ammunition
Effects: +10 to damage single shot, +16 damage double-barrel shot, +4/ rank 7 piercing
Range: 0-5 yards, +1; 6-15 yards, +0: 16-30 yards, -1; 31-50 yards, - 3

2 M67 FRAGMENTATION GRENADES (A) 5; Value: 475 (each)
Skill Sets: C (A) 5, Ma (I) 5, Mc (I) 10; **Components**: (I) 5; (A) 1, 5
Description: The traditional pineapple grenade.
Effects: +8 to damage within 5, +6 to damage within 10, +2 to damage within 15, +0 to damage within 30, +4/ rank 8 explosive
Range: 0-30 yards, +0; 31-60 yards, -1

William Drat

Drat (No one calls him William) was born with the proverbial silver wrench in his mouth. He's started tinkering before he could speak and such focus has continued throughout his life. An unassuming mutie, Drat's willing to go with the flow and doesn't offer many opinions until something technological is under discussion. Then it's often hard to get him to shut up. Drat could pass as pure human were it not for his light blue skin and long, spiny tail.

Mutations

Body Weaponry: (Active, Transferable, Common) You have a weapon that is attached to your body that you can use in melee to deal additional damage. For example, if you have Body Weaponry (Slashing) at Intermediate Threshold, you do an additional 4 points of damage when you hit with that weapon. Roll on the below table to determine the type of damage you do.

You should state what part of your body does the damage and how it does it. For example, you could have claws, or a clubbed tail, or generate electricity like an electric eel. You can have multiple Body Weapons, each progressing at its own threshold. To attack at range, see Distance Attack.

The condition dealt upon a hit of indicated quality is dependent upon the attack type. The threshold determines the difficulty rank associated with the combat condition.

Threshold	Bonus	Combat Condition
Basic	+3	+4/rank 4

Drat's spiny tail can inflict some rather nasty punctures.

Regeneration: (Passive, Transferable, Uncommon) Your body is very effective at repairing injury. You regain additional Health per day, and at higher thresholds, you can regenerate ability points lost via permanent injuries in a week's time. For example, you suffer a major permanent injury from an attack, but have Regeneration (Advanced). After a week, you regain 2 of the 3 points lost to the injury. Had you Regeneration (Ultra) you would be completely healed.

Transferring regeneration via a spell allows for a single day's worth of regeneration for the receiver. This means that regeneration permanent injuries will require daily applications for the appropriate healing period as described above.

Threshold	Daily Healing Bonus	Regeneration
Intermediate	+4	Minor Permanent Injuries

A fast healer, Drat bears no scars from any of his experimental accidents.

Survivor: (Active, Transferable, Rare) You can go longer without food and water before starvation and dehydration affect you, and you also receive bonuses in any such survival conflicts.

Threshold	Bonus to Survival Checks	Duration without Food/Water
Basic	+4	10 days/ 3 days

It wasn't until a particularly vexing problem was solved after several days in which food nor drink passed his lips did Drat discover his has little need for either.

Toxic Attack: (Active, Transferable, Uncommon) You have a toxic attack that can be used in melee or at a distance. Roll on the table below to determine what type of attack you possess.

Your attack is based on your Fortitude instead of Combat. The higher your threshold in Toxic Attack, the more damage you do with a greater likelihood of dealing a condition. The target's roll is modified based upon the success of your attack. For example, a greater success results in the target rolling the Fortitude conflict at -1.

Greater Success: Target is hit and is -1 to his Fortitude conflict.
Success: Target is hit.
Failure: Target is missed.

Threshold	Bonus	Range	Combat Condition	Fortune Cost
Advanced	+4	60 feet	+4/rank 8	3

Drat's body slowly absorbs ambient radiation which he can expel in a concentrated beam.

High Intensity Toxic Resistance: (Passive, Transferable, Uncommon) You are highly resistant to one particular type of toxin and that toxin tends to affect you for shorter durations if such is appropriate. You add a resistance bonus to Fortitude checks when resisting the affects of that toxin according to threshold. You can have multiple High Intensity Toxic Resistances, each progressing at its own threshold. In addition, when applying Fortune against the toxin to which you are highly resistant, you do so in a 1-for-2 manner: 1 point of Fortune spent is counted as 2 in effect. For example, if you have Radiation High Intensity Toxic Resistance (Intermediate), you add +4 to your Fortitude check when resisting radiation, and if you spend fortune in the conflict, every 1 point of Fortune spent yields 2 in effect. Roll on the below table to determine the type of toxin you resist.

Threshold	Resistance	Resistance Bonus	Duration Multiplier
Basic	4	+3	.5

Drat's explorations are helped by his mild resistance to radiation.

Highlights

Long-Lived (Minor): Barring accidental or violent death, you will continue to be active and healthy well into your 100's, seeing very little deterioration in your primary abilities.

A long life stretches out before Drat - if violence doesn't cut it short.

Lucky (Major): You may have a bit of Catalyst destiny after all. Upon GM approval and only when in a potential life and death situations, you can spend 15 Fortune to make something beneficial and highly unlikely occur. Catalysts cannot possess this highlight.

Drat makes luck the old-fashoned way; he just gets lucky.

Wealth (Minor or Major): You have a bankroll of gold, silver, and copper. If this is a minor highlight you have 1,200bv, while a major highlight provides 4,600bv. If you wish, and if your GM agrees, you can have up to .75 the listed bv in equipment/possessions instead of coin. Threshold limits on equipment gained in this manner may exist according to your GMs wishes.

A bit of extra cash is never a bad thing to have.

SORCERY & SUPER SCIENCE!

Player Character Record Sheet

Player Name _____

Date Character Began _____

Date Character Died _____

Campaign _____

Game Master _____

Party Name _____

A Barbariac World Rises
Under The Shattered Moon

Character Name

Character Race and Destiny

PRIMARY ABILITIES

1d6

Combat

Agility

Strength

Fortitude

Physical Abilities

Reason

Intuition

Willpower

Mental Abilities

SECONDARY ABILITIES

Ego
(Mental Abilities + Fortitude) x 2

Health
(Physical Abilities) x 2

Fortune
(Primary Abilities) x 2

Movement   5 mph/44 feet per turn

Damage/Energy Resistance

Bludgeoning		Light	
Cold		Mental	
Ego		Piercing	
Electricity		Slashing	
Explosive		Sonic	
Heat			

Character Sketch or Symbol

Toxic Resistance

	Resistance	Resistance Bonus	Duration Multiplier
Acid			
Disease			
Poison			
Radiation			

MUTATIONS OR SPELLS

Name   Threshold

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

HIGHLIGHTS

Name   Major or Minor

_____

_____

_____

_____

WHISPERS

Name   Threshold

_____

_____

_____

_____

_____

_____

_____

SKILL SETS

NORMAL EQUIPMENT

Survival
	Basic	Intermediate	Advanced	Ultra
Animal Husbandry	☐	☐	☐	☐
Farming	☐	☐	☐	☐
Foraging	☐	☐	☐	☐

Construction
	Basic	Intermediate	Advanced	Ultra
Artifact Construction	☐	☐	☐	☐
Artifact Identification	☐	☐	☐	☐
Item Construction	☐	☐	☐	☐
Item Identification	☐	☐	☐	☐

History
	Basic	Intermediate	Advanced	Ultra
The Ancients	☐	☐	☐	☐
Under the Shattered Moon	☐	☐	☐	☐

Knowledge
	Basic	Intermediate	Advanced	Ultra
Biology	☐	☐	☐	☐
Chemistry	☐	☐	☐	☐
Electricity	☐	☐	☐	☐
Materials	☐	☐	☐	☐
Mechanics	☐	☐	☐	☐
Rare-tech	☐	☐	☐	☐

Lore
	Basic	Intermediate	Advanced	Ultra
Lore of Change	☐	☐	☐	☐
Lore of the Dead	☐	☐	☐	☐
Lore of Nature	☐	☐	☐	☐
Lore of Preservation	☐	☐	☐	☐

Operational
	Basic	Intermediate	Advanced	Ultra
Artifacts	☐	☐	☐	☐
Computers	☐	☐	☐	☐
Tech	☐	☐	☐	☐
Vehicles	☐	☐	☐	☐
Weapons &Armor	☐	☐	☐	☐

ITEMS WITH TECHNOLOGY, COMPONENTS, AND ARTIFACTS