

the SWING

REALITY GUIDE



A GAME OF REALITY
REALITY IN A GAME



A Game of Reality

Reality in a Game

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Dedicated to all who seek only to aid
mankind in all their endeavors
no matter the sacrifice.

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Introduction

The Swing, is based on the Thelemic principles of WILL and Love. One of the central groups is in fact the OTO. The Magick system is based off of Aleister Crowley's vision of Magick (Magick is the Science and Art of causing Change to occur in conformity with Will). The Swing deals with Thelemic principles, as well as, other pagan cultures and as such the Magick system incorporates ideas and principles from other "real world" Magickal systems (such as Wicca, Voodoo, Alchemy and more).

The Swing is as detailed as possible in all aspects, characters, combat and Magick. By using The Step System, The Swing offers a highly realistic system without adding a lot of number crunching. Character creation is about defining well rounded believable characters. Combat is deadly, scary and dangerous. The Magick system is freeform and encourages the players to use out of game information. There is simple and easy to follow rules for bringing real world information into The Swing for use as player characters.

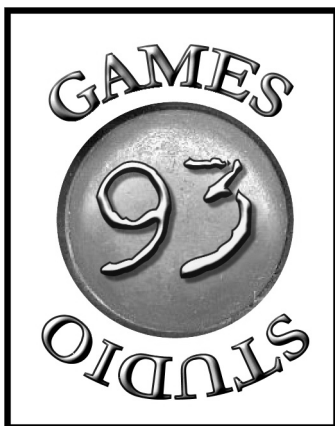
The basic premise is that Reality is like the swing of a pendulum. Sometimes it swings in one direction; sometimes it swings in the opposite direction. Sometimes reality is dragons and faeries, sometimes it lasers and computers. The Swing is about making your game into what you want it to be. The Swing is designed around the thought that a person's WILL can shape reality. A character's WILL can shape the game, the world and all those within.

This game will not be about how many creatures you can kill, it's about exploring the interaction between the WILL and reality. The goal of all games is the have fun. Now you can anyway you choose to.

So be prepared to join one of the factions seeking to aid mankind along its path to enlightenment or evolution. Seek out hidden civilizations, reveal ancient secrets or discover what resides inside all of man. Invent new technology, discover new drugs and therapies, or enjoy capitalism to its fullest.

Sincerely,

Keith Taylor



Chapter 1

The Nature of Reality

This is the really real world.

Cave in a Box

Alone here I stand

Alone here I am

Locked in a box with the key inside

No way in, one way out

Holes in the box let me see the world

A shadow on the wall it appears to me

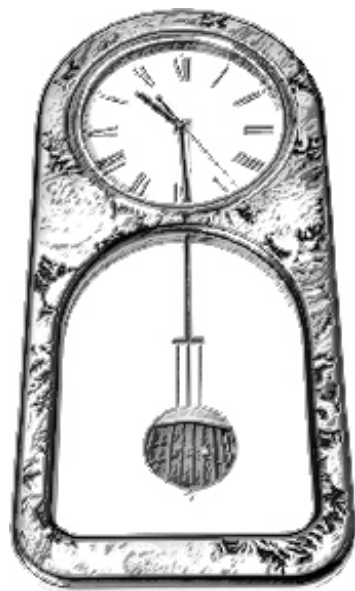
Enslaved in chains away from the light

Chains not of steel, chains made of fear

Held back on my own, afraid to go on

Alone here I stand

Alone here I am



What is REALITY? Why is the world the way that it is? Can we change the way the world works? Science teaches us that no, Reality is static and unchangeable. Reality exists without the input of mankind; it existed before modern man and will exist once we have left this world. We can only hope to define it in terms of some formula that could then be harnessed to meet the goals and desires that we hold.

Is that how it really is? No, Reality is dynamic!

Everything is about to change; everything you thought you knew about reality.

Reality is not some stagnant force which has stood unchanged since the dawn of time. Reality is not some concept so far removed from mankind that he has no grasp of it. No, Reality is created in the minds of those who experience it. Reality has and will change from time to time. In the past, Magick used to be common place, creatures that could be called mystical now were plentiful and Gods were not a matter of fiction.

Have you ever heard of the phrases:

*Mind over matter
It's all in your head
Where there is a WILL there is a way*

These are not just sentences with only a "make you feel better" meaning. Within them lies the key to all Reality.

Reality, Divinity, Nature; these are not external to man. These are integral parts of our being. Reality is not something that exists to dictate to mankind how they will live, exist and die. Reality is a tool with which man

can dictate how he will live, exist and die. Like any tool, it can be changed when man deems it necessary.

Humanity, as a whole, is not the first to discover that reality exists only as a tool for those who can manipulate it, and chances are they will not be the last.

Reality is whatever those who experience it wish it to be. It is this factor that has allowed great civilizations to rise, then fall and yet another to take its place. It is this reason why Religions often change like the river, never the same from one moment to the next, but yet still a river.

A prime example of how belief has changed Reality is Galileo. Prior to him the world actually WAS flat. It was the stir caused by the church that eventually shifted the truth. That incident created doubt, doubt created questions, questions produced answers. Never mind that the answers were technically wrong at time. Those answers created belief; belief reshaped the world, literally.

Subtly, mankind has always known this to be true, otherwise he would never have been able to accept change, nor could he have ever handled new beliefs.

Now is not the time for subtly, now is the time for action.

The Pendulum

Reality is like the swing of a pendulum. Because Reality is shaped by those who live it, they have the ability to change what Reality is or is not.

The Course of the Swing

Without direct influence, the full movement of this swing in beliefs takes roughly about 500 years to go from one extreme to the next. When we find the "pendulum" dead center, it is the time for a new beginning, as the old ways are over. Momentum has, in the past, dictated in which way the swing would swing. However, now for the first time in history; mankind has the potential to conscientiously determine what REALITY will be; what will be true and what will not. Are we headed for the Sci-Fi movie world, maybe a dark and demented hell-on-earth world, or maybe a hippy, flower power world? It's up to us to decide.

In times like these, everything is in a state of change. Magick can once again appear. Creature's alien to the modern world can once more walk amongst its towering steel and concrete. Huge technological strides can be accomplished. All will be waiting to see in which direction the swing will take.

History of the Swing

Politically, much of the history of the swing happens to follow one thread. Whoever has had the power, determines the fate of the world. Until recently that power rested in the hands of the few, the wealthy, the pious, and the strong. The "Swing" can easily be seen from within the political arena.

Circa 0 CE, Rome had just become THE world power. It was a time of new beginnings. Old Civilizations were being destroyed and new ones rise to take their place. This was a time of uncertainty. The Swing is dead center.

Circa 250 CE, the height of the Roman Empire. The Empire has begun to collapse; Rome can no longer keep an emperor. Revolts happen in all parts of the Empire. Soon the Empire will split into two sections, the East and the West, and then fall. The Swing has reached an apex.

Circa 500 CE, Christianity had just become the religion of the state. Roman power has come to an end. The world began to purge itself of the knowledge of the past. The history of the world was being rewritten. The Swing is dead center.

Circa 750 CE, Charlemagne is born. He will unite the Frankish kingdoms and become the first Holy Roman Emperor, thus building the next great empire. Some might see this as the beginning, it is, just the beginning of the downfall. Oppression is the key to this period of time. The Swing has reached an apex.

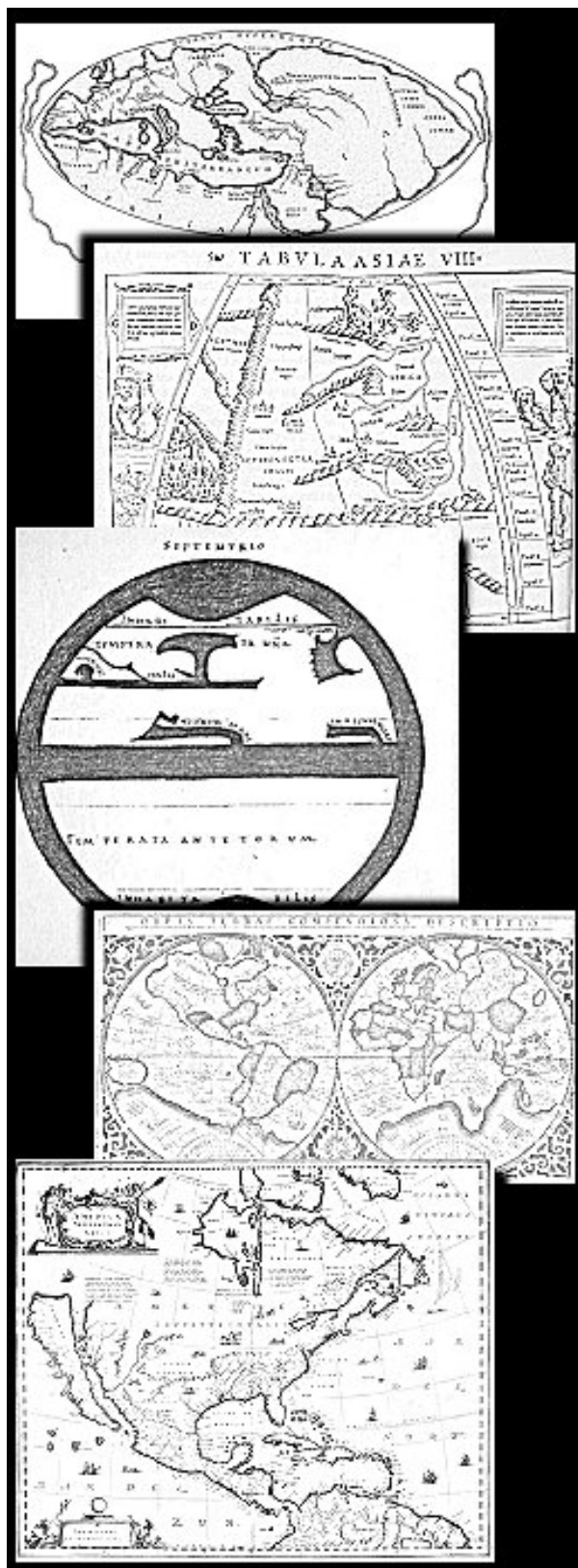
Circa 1000 CE, the Crusades have begun. Mankind has set out to either defend the Holy City or take it by force, depending on your perspective. The Swing is dead center.

Circa 1250 CE, the Crusades have become nothing more than a get rich quick tour for European aristocrats. The Magna Carta was signed and has lessened the power of the crown. The plague is soon coming. The death and destruction that was the Crusades are over. This was a time to rebuild. The Swing has reached an apex.

Circa 1500 CE, the dark ages have come to a close. The Renaissance has begun. Man has begun to question the church. Is the world flat? Does the Sun revolve around the Earth? Man begins to define his world again, this time into a formula that he can duplicate easily. The Swing is dead center.

Circa 1750 CE, the British Empire has reached its height. Shortly here after the Empire will fall, much like

the Roman Empire did in antiquity. The Americans start a chain reaction that will dictate the future of the world. The Swing has reached an apex.



2000 CE, the church has lost its grip on man. Science has begun to play "GOD" now. Religion now tears the world apart, Jews against Muslims, Catholics against Protestants, etc. There is as much creation as there is destruction. Man has wrestled the power away from the few. The Swing is dead center.

January 1, 2000 CE

Enlightenment is now tangible for all of humanity. If only there were those individuals daring enough to show everyone the door. On the other hand, maybe mankind is not ready; maybe humanity needs a mother to watch out for it. Maybe it is time to throw caution to the winds and see where mankind lead themselves.

So why is now any different than other times throughout history?

Besides the impending threat of Y2K, January 1, 2000 CE has another significant role to play in the fate of humanity. So many small incidents have formed the cobblestone path that lay before mankind. The fall of the Berlin Wall, McCarthyism, Pearl Harbor, the Lunar Landing, Mahatma Gandhi, the 60's and so many more. They all exist as examples of what a few individuals can do.

Gandhi was not a rich man nor did he have control of a vast army, yet he single handedly showed the world that one man can make a change.

With these incidents man now has the capacity to change the way the world thinks almost instantaneously. Unlike before when by the time knowledge had spread far enough to make a change, the Swing was in already full force and those opposed to it were stamped out of history.

- The media shapes our daily view of the world. Often our entire knowledge of a given event is based solely on the Media's portrayal. The media has the ability to span the globe instantly; at no other time in history could that be accomplished.
- The Internet is much like the media; however, it gives the ability to delivery anyone's viewpoint, not just those expressed by one organization.
- Transportation is affordable and easy to obtain. Worldwide travel is taken for granted. People can now easily reach remote corners of the world where ancient knowledge awaits those who seek it.
- The right spokesperson can almost single handily cause a radical shift of the Swing.
- Recent discoveries of once lost knowledge have expanded our views of the world.

- Books are readily available around the world. Before, if there was something you wished to know, you either paid large fees to read the ONE copy or you went to see someone speak of such knowledge (getting their twist as well).
- Education. Education. Education.

Factions and People

While not ridden with supernatural creatures, several of the more powerful "enlightened beings" have begun to awake from the centuries long self imposed rest.

These individuals and groups wish to see the world and all within it grow and learn. Each of them has their own method which they feel is the best way for this to be achieved.

While these beings can hold considerable sway over people, several events that will assist in directing the "Swing of Reality", was solely of mans own doing:

- Fall of both the Berlin Wall and the Soviet Union
- 24 Hour News programming

The Enlightened Ones

There are creatures whose WILL is so strong that they are no longer affected by society's view on reality. These beings exist regardless of whether we believe in them or not.

Most civilizations have references to "Higher Beings", Muslims call them Enlightened Masters, Victorian Era Secret Societies called them the Secret Chiefs, and in Judaism they were called the Tzadikim or righteous ones. However, enlightenment has not been limited to humans; ancient beings which predate mankind found enlightenment long before man had more than a two word vocabulary.

The nature of Enlightenment eliminates the human concepts of right or wrong and guilt. An Enlightened One only sees the path that they must follow. They perceive everything as merely a means to an end, an end which consists of "higher" purposes and lofty ideals. An Enlightened One would find the death of one individual so that 10 others might live as acceptable, since they do not believe the act would be murderous, only necessary. However, they would never allow the death of someone for reasons not related to the growth and development of mankind.

This view often makes them appear cold, but their emotions are directed at the global rather than the local. So while you may see the death of a friend, they see the lives of those saved and the lives that will be touched.

These beings have begun to influence several small bands of explorers, individuals and factions. These explorers, individuals and factions have begun the long process of shifting the "Swing of Reality" into "their" desired direction. What do they seek? ALL of them seek to aid mankind. Each camp is a description of their attitudes toward their "aid" towards mankind. They do not seek to control mankind, or the way in which man thinks, they only seek to ensure that humanity has the opportunity to earn enlightenment.

While they have seen fit to guide small groups of mankind, they have tended to stay out of political activities. They are all in agreement that mankind has a great propensity for achievement through conflict.

During the Age of Enlightenment, these beings began to realize that the *Scientific Age* has an adverse effect of their existence. Humanity ceased believing in Immortal Beings, Magick and "fanciful" creatures. Because of this, the Enlightened Beings of the world found it extremely difficult to exist. They had to exert great control of their WILL to continue to interact with Humanity.

Around the early 1800's, they slowly began to disappear from this world. The first few simply grew too tired to fight and were erased from existence. The others, not wishing the same fate, decided to either create "pocket realms" where they could exist or found secluded chambers to rest, far from the interference of man, until it was possible to reenter the world of man.

The only ones not affected by this growing difficulty were those who remained Neutral. Since by their nature, they left humanity to its own devices, there was no conflict in their existence. They have always remained in seclusion, hidden from mankind's viewing and thoughts. It helped that those areas where they inhabited were also areas easily manipulated by their WILL.

The last creature that left the world of man did so in April 11, 1904. Thus began the Great Independence, a period of time when mankind was left to his own mechanisms. However, there was one who had been able to remain active. He also happens to be the last person to achieve enlightenment, Comte Saint-Germaine. The Count has been able to remain active in this world even though his contemporaries were either unable to or unwilling to. The reason that he has been able to remain active might be because he is the only one who is both a Mechanist and a Naturist. He believes that both can exist and are both necessary for mankind's survival.

The strain of existing in the world has begun to lessen and they are now free to roam amongst us again. Several of the most powerful Enlightened Ones have

already freed themselves from their self imposed exile, and only time will tell whether or not the others may return.

They are divided into three camps; the Naturists, the Mechanists and the Neutrals.

The Naturists

Philosophy: Teach man to fish for himself.

Naturists believe in harmony with nature. That mankind is merely a tiny fraction of the puzzle. All action must be taken

in accordance to its impact upon the world. They believe in the use of Magick and it is through them that the New Age movement has come about. They abhor the by-products of technology and often attempt to sabotage efforts of the Mechanists.

Of all the Enlightened Ones, Naturists are the only ones likely to expose their true nature completely to the characters. Their whole goal is to show mankind the possibilities that reside within each of us. This does not mean that they we have full disclosure on day one; the human mind can be a fragile one.

Naturists are where you will find most mystical creature types. Humanoid Naturists will generally pose as religious types. This allows them to guide mankind both physically and mentally. Naturists are more likely to use persuasion than death in conversions. They believe all of humanity needs enlightening not just those they deem worthy of it.

Several Naturist directed events which have already unfolded:

- The Rise of Neo-Paganism and other alternative religions
- Holistic Healing Centers

The Mechanists

Philosophy: Give man fish so that he will not go hungry.

Mechanists are your typical lab rats. Better living through technology, is their motto. They believe that mankind, as a whole, is not capable of exerting his WILL on the world. So they use their WILL to power technology that gives man the same



benefits as WILL. This puts them at odds with the Naturists, since any disbelief in their tools will cause them to cease functioning and leave mankind in a worse situation.

Mechanists are more likely to be involved in the "need to know" scenarios. Unfortunately their mere existence could work counter productive to their goals. It would be hard to try and explain how they have existed for millennia without the aid of apparent technology.

The easiest Enlightened Ones to discuss are the Mechanists. They are your classic "Men in Black" (see the Men in Black section) type. They see their job as to keep their WILL in effect. It is their WILL combined with the static beliefs of humanity that keeps SCIENCE working. Mechanists are more likely to use deadly force as an expectable means to keeping reality as it is.

Several Mechanist directed events which have already unfolded:

- Cloning of Dolly the Sheep
- Personal Computers
- The Internet

The Neutrals

Philosophy: Let man figure it out for himself.

Neutrals are simply that, neutral. They believe that mankind should be allowed to decide their own fate. Magick or Technology, they care not which one it is, they believe more in the Freedom of Choice. After all, they were all lower life forms once and they were able to transcend. They do not, however, sit on the sidelines. They may not be the proverbial monkey wrench, but they are the ones handing them out. Neutrals are the hardest to try to involve in a game directly. By their very nature, they are neutral to the whole human enlightenment issue.

Those who remain Neutral are also the hardest to categorize. They can both be scientific and mystical types. Their philosophy is a live and let live belief. However, they have been known to interfere with both Naturists and Mechanists whom they believe have introduced to radical a change to the paradigm. A key example of this has been recently involving cloning. Contrary to belief, it was a Neutral who's WILL, even though not strong enough to stop cloning, was able to create inherent flaws within the process. Neutrals fear for mankind when he believes he has become A GOD.



Neutral directed interference has already unfolded:

- Chernobyl nuclear reaction explosion
- Faults in the Hubble telescope

OTO (Ordo Templi Orientis)

While traveling in the East, Karl Kellner met several Enlightened Ones and an organization called the Hermetic Brotherhood of Light (The Great White Brotherhood). While in their company, he was instructed in specific magical practices. These beings served as Kellner's "Secret Chiefs" and would aid him in the creation of an order dedicated to assisting mankind. These beings had also aided others in the creation of "Secret Societies" (Blavatsky, Randolph, Mathers, etc.). Years later, after returning to Germany, Karl Kellner founded the Ordo Templi Orientis (the Order of Oriental Templars, or Order of the Temple of the East).

The Order was created with the purpose of the advancement of mankind in Wisdom, Understanding, Knowledge, and Power. Because many early members of the O.T.O. were also members of other "secret societies" the O.T.O. gained access to a wealth of knowledge and served as a centralized repository for information both theoretical and practical.

Here is a small list of those organizations whose body of knowledge was transferred to the O.T.O.:

- The Gnostic Catholic Church.
- The Order of the Knights of the Holy Ghost.
- The Order of the Illuminati.
- The Order of the Knights of Malta.
- The Order of the Knights of the Holy Sepulchre.
- The Rosicrucian Order.
- The Holy Order of Rose Croix of Heredom.
- The Ancient and Accepted Scottish Rite of Masonry
- The Swedenborgian Rite of Masonry.
- The Order of the Martinists.
- The Hermetic Brotherhood of Light.
- The Golden Dawn
- And many more

Between April 8th and April 10th, 1904, Aleister Crowley, who was not yet a member of the O.T.O., received Liber AL vel Legis (The Book of the Law). The Book was transmitted to Crowley through an Enlightened Being known to him as Aiwass. The Book is both a lesson in history and a portal into the future. The Book proclaims the Aeon of Horus and the Law.

The Aeon of Horus, unlike the two previous Aeons (Isis and Osiris), is neither matriarchal nor patriarchal. Rather than being ruled by a parental figure, now is the time for growth, to stop being children and think for ourselves. This Aeon is characterized by the Crowned and Conquering Child, Horus. The word of the law is Thelema (Thelema is Greek for Will). Not fully understanding the ramifications of this great work, Crowley stored it away and continued about his other workings.

In 1912 Crowley joined the O.T.O. and quickly moved up the ranks. In 1922, Crowley assumed the leadership of the Order, as Outer Head of the Order. It is at this time that Crowley released The Book of the Law unto the world. The Order is then transformed into a Thelemic Order. As with the Hellfire Club of ages past, "Do what thou wilt" becomes the motto of the newly reformed organization. This *law* should not be misunderstood as granting a license to indulge one's every passing whim, but rather as a mandate to discover and accomplish one's True Will.

"Every man and every woman is a star." – The Book of the Law

The structure of the O.T.O., like that of Freemasonry and the ancient mystery schools, is based on a graded series of initiations, or degrees. In these Degrees, the O.T.O. seeks to instruct the individual by allegory and symbolism in the profound mysteries of existence, and thereby assist each to discover his or her own true nature. The introductory Degrees of the O.T.O. progressively activate the psychic body of the Initiate. Every man and woman of full age (18 years), free, and of good report, has a right to these introductory degrees of the O.T.O.

Since the turn of the century the O.T.O. has existed to advance mankind to the next level of being. Now based in the US, it continues to this day to strive towards that goal. By the late 90's the "Secret Chiefs" have begun to return to guide their only surviving society, the O.T.O.

Their first order of business has been to cleanse the Order of the unfaithful and wicked. Once consolidated into dedicated Unity they will begin the process of "reawaking" others. These "others" are both other Enlightened Ones and mankind himself.

Men in Black

There has existed throughout the ages an organization that has at its heart the idea that mankind can not be trusted with the responsibility of emotional, spiritual and mental growth. That mankind must be coddled as a child. This agency works for no government, nor for any

private group, although it has been known to employ them to reach its own goals.

Whenever something arises that threatens to show humanity the potential it holds, reveals universal secrets or exposes ideas and concepts long thought to be impossible, they arrive to "spin" the incident to their own mechanisms. Sometimes they use threats, sometimes they just plant doubt, and sometimes it becomes necessary to eliminate the threat to their blueprint completely.

Throughout history they have been given many names (although not as original as one would have thought):

- Native Americans had the "Black Man".
- During Elizabethan England they were called "Black Men".
- In the late Nineteenth Century they appeared as traveling salesmen.
- In the mid Twentieth Century they appeared as the "Men in Black" of UFO conspiracies and cover-ups.

People have come up with many theories as to who the Men in Black really are

- Some think that they are government agents.
- Some think that they are alien agents.
- Some think they aren't alive at all - crude replicas or disguises animated by energy reserves that run low quickly.

What do they want? What are their motives? Who is behind them?

The Men in Black work for the Black Lodge or sometimes called the Black Brotherhood. The Inner Circle of the Black Brotherhood is composed of 7 Enlightened Mechanists. Only one master is known to the organization at any given time though, as each of them rotates the position every 20 years. This illuminates a flaw with the Mechanists, if it were known that they exist it could actually fuel the Naturists cause. The current head is Quidonnian; he has only recently begun this post. He holds this position simply because he was the first to return.

Contrary to their actions, they do not seek to harm mankind nor destroy what has been built. They only seek to ensure the survival of mankind. They are pure Mechanists at heart.

During the Great Independence, the Lodge was non-existent and the Men in Black operated per the orders of their mortal leaders. These leaders, at first held the agency to its high ideals. However, when the first batch of management that came into power without the Black



Lodges guidance, the agency was soon twisted into a political tool.

It was not until the late 70's, when several documents were discovered that revealed the true path of the agency and the last of the twentieth century brought with it a withdrawal of the agents from the matters of man. When Quidonnian returned, the agency was more than receptive to his interjections.

The Men in Black have once again begun to "interfere" with *unnatural* activities. Their first target has been selected as the New Age movement. They themselves have been publishing all kinds of materials. These materials not only are filled with lies, but directly contradict legitimate work. Their other favorite tactic is to infiltrate local groups and aid in their own self destruction by spreading FUD (fear, uncertainty and doubt) amongst its members.

Quidonnian has devoted a small amount of the agencies resources to directly fight those who seek to influence "The Swing". To this end he has created several small groups of Fixers. Fixer groups consist of 5-7 members, each with their own specialties (usually Combat, Languages, Archeology, Occult, Transportation, and Diplomacy). These teams operate outside the normal channels and are generally unknown even to other Men in Black. Quidonnian has given these Fixer Teams the license to kill if necessary.

Government Agencies

Governments have long been the area of the Neutrals. They have seen to it that man can direct his own political boundaries without interference. Whether it be the Food and Drug Administration (FDA) keeping mind control products off the shelf, to the Department of the Interior keeping certain "historical" sites (those

areas which hold the truth about mankind's past) hidden and off limits to the general populous.

However, the governmental agency of most importance to the Neutrals is the United States National Archives and Records Administration (NARA).

"The National Archives is not a dusty hoard of ancient history. It is a public trust on which our democracy depends. It enables people to inspect for themselves the record of what government has done. It enables officials and agencies to review their actions and helps citizens hold them accountable." - NARA Website

The NARA was founded by Comte Saint-Germaine as a method to show mankind that there existed ideas and actions which were of his own doings. This was not done to humiliate man by recounting his misdeeds, but to uplift him by showing the lengths to which man will go to protect freedom, to protect others and uphold societies where people are not property.

Not all of the records in the archives are free from censorship though. Some records (especially those pertaining to Naturist or Mechanist Machiavellian schemes) have been edited to reveal a human hand at the helm. It is hard to tell if Comte Saint-Germaine really wants to maintain evidence of humanities history or conceal that of his brethren.

Comte Saint-Germaine has personally overseen the operation of NARA since its inception. He has operated under different aliases, but always it was him. He has been evaluating the effectiveness of mass media for some time now. He has yet to decide how best to use it, but he has already put into place the necessary

components that would grant him access to these mediums.

So Now What?

The world is essentially the same as it is outside of the game. Prior to now, all of the big moments in history were all from mans doing, the Enlightened Ones were content to simply give a nudge here or there. Therefore, in game history has followed out of game history almost identically.

However, this is not a hard and fast rule. While The Swing is not a generic world, it can be heavily modified to fit with everyone's playing preferences. If you do not want Magick, do not play with it. The same goes for almost any aspect of this game. Have fun is the leading principle which should guide all decisions.

Note: Players and Sages are encouraged to bring out of game information into it. Use the sources available to you to improve your gaming experience, whether it is news articles, sales papers, non-fiction books, etc; the world in game is identical to the out of game world (if you want it to be).

Direct the Swing

So then what is the purpose of this game? Due to the end of the Great Independence, Enlightened Ones have decided that now is the time to act, not only for mankind but for each other. The long period of dormancy was not pleasant by any standards. They long to be able to walk amongst mortals, to read from the greatest libraries of man, to eat the most delicious foods, to drink the sweetest wines. Even the Mechanists do not want to witness another period of solitude.

Each faction seeks three things

- A way to avoid a retraction from mortal society again.
- To influence "the swing". Unlike other periods of history in which they only provided subtle influence through the direction of mortals, they now wish to provide more direct control. If for no other reason than to avoid a retraction from mortal society again.
- To aid mankind towards enlightenment.

But what happens next is totally up to you.

Story Ideas

This game is geared mainly toward Naturists (Mechanists and Neutrals will be featured later).

- The Players work for a Naturist
- The Players travel the world seeking lost artifacts and documents which will aid in revealing the True Nature of Reality to Mankind
- The Players are hired to investigate strange events
- Quest Materials (as a Tangible) are an easy way to gather the players for a common cause. Simply give each player 1 piece of the puzzle. Together they can lead to an artifact, a spell, an Enlightened One, etc.
- Magickal Events are also good as story hooks, events can all be linked and maybe the players are being chased by MIB's or some other faction that wishes to keep them silent.

The main goal for any Naturist is to aid mankind into Enlightenment. Any players working for that faction should have that at least as a secondary goal.

Or join one of the other factions seeking to aid mankind along its path to enlightenment or evolution. Seek out hidden civilizations, reveal ancient secrets or discover what resides inside all men, invent new technology, discover new drugs and therapies, or enjoy capitalism to its fullest. The world is open to those with strong WILLs.

Author's Note: I thought I would include a little bit about how I personally run a game of The Swing. My group is working for an Enlightened One (they do not know it yet) who has hired them to globe trot and recover lost artifacts. As they do this, they have become more and more aware of how Reality truly is and are beginning to realize their potential. This also has allowed us to explore other options without switching games; combat, politics and interesting personal interactions.

Support Materials

Here are some additional sources for more information regarding "The Swing" and its atmosphere. All of these are good examples of worlds that are "influenced" by those who experience it, as well as, just plain good information.

Film

- Star Wars
- Big Trouble in Little China
- Reign of Fire
- The Matrix
- Planet of the Apes (The Original)
- Lara Croft - Tomb Raider
- The Craft

- Highlander
- House
- My Science Project
- The Mask
- The Invisible Man (The Original)
- The Adventure of Buckaroo Banzai Across the 8th Dimension

Books

- Alice in Wonderland
Lewis Carroll
- Chronicles of Narnia
C. S. Lewis
- The Dark Tower Series
Stephen King
- American Gods
Neil Gaiman
- The Book of the Law
Aleister Crowley
- The Magick of Thelema
Lon Milo Duquette
- Magick without Tears
Aleister Crowley
- The Secret Cipher of the UFOnuats
Allen H. Greenfield

Philosophers

- Immanuel Kant
- Plato
- David Hume
- Carl Jung
- John Dewey
- Xenophanes of Colophon
- B F Skinner

Internet

- United States Government
<http://www.firstgov.gov>
- United States National Archives and Record Administration
<http://www.archives.gov>
- U.S. Grand Lodge, Ordo Templi Orientis
<http://www.oto-usa.org>
- The Church of the Grey
<http://www.churchofthegrey.com>
- Illuminati Conspiracy Archive
<http://www.conspiracyarchive.com>
- Ancient Mystical Order Rosae Crucis
<http://www.rosicrusian.org>
- Ontario Consultants on Religious Tolerance
<http://www.religioustolerance.org>

- Graphical Timelines of the World
<http://www.timelines.info>
- Google Search Engine
<http://www.google.com>
- Internet Sacred Text Archive
<http://www.sacred-texts.com>

Music

For Naturists

- Clannad
- Enya
- Native American

For Mechanists

- Nine Inch Nails
- Henry Rollins
- The Cure

For Neutrals

- Rachmaninov
- Vivaldi
- Carmina Burana

Chapter 2



The Step Game Engine

The Rules and Laws.

Dog

Doggy, doggy where's your bone?
Did you leave it all alone?
Someone took it, hid it too.
Snuck and stole with no clue
Find it, hunt and look around
Look until the thief is found
Find the man that has your bone
Bite his legs and make him moan
Make him hope his life's not long
Then he'll know that stealing is wrong.



The Step Game Engine is the system used in "The Swing" to resolve task that involve an outcome of multiple possibilities.

What is Role-playing?

Remember when you played Luke, your best bud was Beau and the picnic table was the General Lee? Well that's role-playing in a nutshell.

Unlike traditional board games where the goal is to score the most points, or finish first or gain the most money, the one goal of all role-playing is FUN. This book is only a set of rules to be used while role-playing. Role-playing comes from the interaction between the players through their characters.

To role-play, is to use these sets of rules and "act out" unscripted scenarios. These scenarios will have situations in them where the outcome is in question. It is during these times that the rules system will be used to determine whether the outcome was favorable or not. Multiple scenarios will compose an entire adventure.

Role-playing is a play without the script or ending for that matter. Players don the persona of the characters in the game. They act out aloud as if they were the characters themselves, doing what they would do (within expectable limits), they speak as they would speak and think as they would think, all of this to tell a story.

What makes a good role-playing session? Role-playing is a mixture of playing pretend, acting, suspense and chaos

Playing pretend is something every role-player has to be able to do. You may not have to act nor speak well, but you had better have a good sense of pretend. If you no other reason than to have the common sense to realize that this whole experience is only a game and not something to try in the real world. But also, one has to pretend during certain moments of each session, such as:

- when the dragon just entered the chamber that you and your friends were about to plunder
- or when your character does not know what you know (called out of character knowledge)
- or when your character is talking to a female but that character is played by a male

Acting is not 100% necessary, but it is an aspect that is intended to exist. And to some degree everyone acts, while not on a level equal to Shakespeare, but they act none the less. Some people are matter of fact: (to the Sage) I tell Günter that I will meet him later and some people should receive an Oscar: (to the player actually says) Günter, alas we must part, but on the morrow we shall meet once more.

Suspense is essential in a good game; the ending should always be in doubt. Even in table top games, they are not fun if the same person wins every time. When role-playing you are writing your script as you progress and you do not know what will come next. It is this suspense that helps to keep the game entertaining and overall that is the most important factor (entertainment that is).

Why chaos? This goes hand in hand with suspense. Not everything in the real world is perfect; actually one would be hard pressed to find something that is. Remember the saying "the best laid plans of mice and men..."? No matter what we plan to do (this is the same for both the Sage and the players) there is always something that can go wrong or right for that matter.

The best advice to novice players is to relax and enjoy the moment; role-playing is not about perfection it is about **FUN**.

The Swing

The Swing is a game designed to explore the nature of reality through role-play and adventure. While playing this game, you will be able test the limits of imagination, reality and themselves.

In The Swing, you will play characters that eventually will work for one of the various factions or break out on your own. During this time you will come to learn what reality is and how mankind interacts with it.

The Step Game Engine that is used in "The Swing" is designed to be universal. So you could play out any of a million different facets of "The Swing" or create your own. By using the Step Game Engine, any numbers of game types are available. By removing WILL and theories of Enlightenment, one could play in a strictly modern venue, or even as modern military. By altering the timeline may even set your game in the future or the past.

The Swing and its setting are merely one use of the Step Game Engine.

Dice Needed

To gain a wide distribution of values just about all types of dice will be needed for this game. The list follows:

D4 - 4 Sided	D10 - 10 Sided
D6 - 6 Sided	D12 - 12 Sided
D8 - 8 Sided	D20 - 20 Sided

Terminology

This section deals with language that is specific to this game. Some of the following terms have similar meanings in other game systems; however, others have different meanings/uses.

Archetypes describe a character's personal motivation. Their actions should coincide with their Archetype. Questioners should never leave something unanswered; protectors should never back down, etc. Why are you with the party? Why do you seek knowledge? What do you plan to do with knowledge?

Attributes describe the physical, mental, social and sensory qualities of a character.

Bonus Steps lower the target difficulty one or more steps on the difficulty chart for a dice roll.

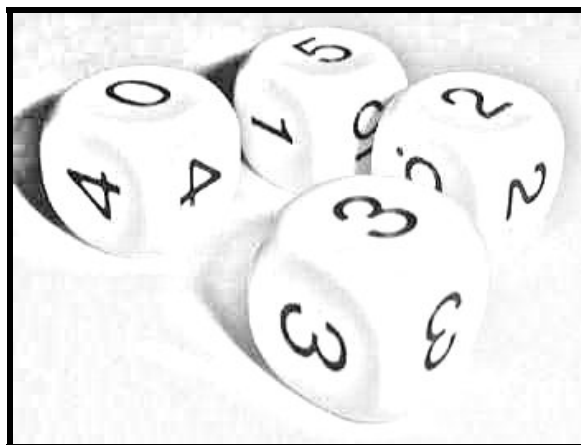
Careers are the jobs that the characters possess. Money is not necessarily the objective for a characters careers, it could be their role within the party.

Character Class is a broad description of a characters profession, i.e. soldier, scientist, occultist, etc. This is used to give some sort of guidance to the characters progression. Naturally an occultist would not start taking soldier careers without some reasonable explanation.

Close Quarters Combat is a general description of a form of combat which takes place within melee or Hand-to-Hand reach.

Combat Points are used to determine how many actions/reactions a character can perform during any given round. Combat Points are divided into Action and Reaction points during combat.

Cover is the use of materials to provide an obscuring line of sight and assists in blocking ranged attacks. Walls are an example of providing cover against a machine gun attack; as they both hide the target and stop the bullets.



Concealment is the use of materials to provide an obscuring line of sight but do not block ranged combat. Hiding behind a bush would provide concealment against a machine gun as it hides the target from sight but does not stop the bullets from hitting the target.

Die Code represents the numerical quality of the attributes. The die codes range from a D4 to 2D10, low to high.

Career Experience Level represents the amount of experience in a particular career. Your experience level will add a bonus to the skills listed for such career.

Experience Points are a marker used to represent a characters growth in skills and careers. Experience Points are used only to represent how far along a character is in regards to increasing their level or skills.

Fatigue Points are the amount of energy that a character possesses. Every action a character takes drains energy away.

Fear is a game mechanic for keeping players from making choices that their characters would never make.

Gifts are positive non-tangible aspects of characters that are brought on by experience. These are the things that shape and mold a person's character and usually stay with someone for life (toughness, attractiveness, bravery, etc.)

Hand-to-Hand (HTH) is a type of combat that is between characters that involves only the use of body parts.

Initiative refers to a system of determining in which order characters will act during combat.

Magickal Theory is a person's belief in reality. This will place a limit on the characters personal growth when it comes to Magick. For some people this may be right in line with their characters. Yet, others will see this as something to overcome.

Obstacles are negative non-tangible aspects of characters that are brought on by experience. These are the things that shape and mold a person's character and usually stay with someone for life (disability, obsession, allergies, etc.)

Penalty Steps raise the target difficulty one or more steps on the difficulty chart for a dice roll.

Ranged Combat is a general description of a form of combat in which neither the attacker nor the target of the attack are within physical reach of each other.

Sage is the person who runs the game, they will direct the flow of the game, control NPC's and will know all the secrets to the universe.

Skills are actions, knowledge's and abilities that a character possesses.

Tangibles are material aspects of characters that are brought on by experience. They are the physical items that a character collects throughout their life (books, money, friends, etc.)

Wound Points are an amount of damage that a character can sustain. Wound Points are further divided into Wounds, Severe Wounds and Deadly Wounds.

WILL is the quantitative representation of how much control the character has over reality. The higher the WILL the more a character can alter their reality.

WILL Rating of an area represents an areas innate ability to resist change to its reality.

In Character vs. Out of Character Terms

Some terms that are used for this game are solely out-of-character terms. That is, they are terms only to help describe the game but would never be discussed by characters in the game.

An example of this would be Experience Levels. Experience Levels are a way for players to differentiate between experienced and non-experienced character.

Another type of out-of-character term would be where the word is used in character, however, not the same way.

An example of this would be Magickal Theory. Characters can certainly have theories regarding Magick; however, one would never say 'my Magickal theory is God/Goddess.' The character would simply say that their belief is that all Magick and such is invoked/evoked from a God or Goddess type.

The Swing is an in-character term; however, it is reserved for only those who are aware of it.

Reality

Reality has both in-character and out-of-character meanings, sometimes these meanings may contradict each other.

Now at some point in reading this manual you might ask yourself, why, if Reality can change based on what we as characters WILL, are we bound by certain "static" beliefs? The quick and dirty answer is you are not. However, as starting characters you are not yet capable of understanding this. The will be a difference between player knowledge and character knowledge.

At times you will see written that something IS a CERTAIN way, or that the world is THIS way, or that a Gift must come with an Obstacle. These are only true in much the same way that Reality is static for most of the population.

This game like Reality can change based upon the WILL of those who play it. Do not believe that anything in this game is written in stone, for if it were then Reality could never be changed. On the other side of that, starting characters are just a smidgen above your normal mundane human. They have the same beliefs, and are tied to the same limits as everyone has imposed upon themselves. Change takes place after understanding.

If the characters wish for something that is contrary to listed rules, set it up as a WILL issue. Here is an example, if characters feel they no longer need the Obstacles then have them WILL them gone. This should not be an easy process, but should be one that the characters could attempt. Remember society believes that you do not get anything for free; you have to take the bad with the good.

Difficulty Chart

Difficulty numbers range from 4 to 44. At each level the Sage has the capacity to fluctuate within that range. Basically this adds a level of modification that cannot be added through listed means (small fluctuations in the wind or hair getting in the way). Most Sages can stay with the lower edge numbers for simplicity sake.

The difficulty can never be lower than 4 or greater than 44.

Range	Level
4 – 7	Auto
8 – 11	Very Easy
12 – 15	Easy
16 – 19	Normal
20 – 23	Extended
24 – 27	Hard
28 – 31	Very Hard
32 – 35	Difficult
36 – 39	Very Difficult
40 – 44	Impossible

Types of Dice Rolls

In this game, chance and skill are both represented by the randomness of the dice rolls. Skills possessed by the character aid in lowering the chance factor

Uncontested Skill Rolls

At times a character is pitted only against the task at hand and the pressure of success. An example would be picking a lock. There is no one opposing the character just their ability to perform the task, the difficulty of the task and the pressure.

Contested Skill Rolls

Sometimes characters are pitted against one another in a contest of ability. This type of situation arises when two or more characters are using skills that counter each other; such as dodge and firearms, or hide and perception check.

Untrained Skill Rolls

A character does not necessarily have to be trained in a skill in order to attempt the skill. All characters should have an attempt at such a skill roll. Some skills are more difficult than others to use untrained. Skills used untrained also can either be uncontested or contested.

Attribute Checks

There are tasks which have no related skills, such as, determining if you have broken a bone when you fall or remembering a phone number. For these actions, a character would need to check with the governing attribute group, such as physical and mental as in the previous example.

Skill Usage

We will delve further into the use of skills, their difficulties and repercussions in this chapter, as opposed to that which was discussed in Chapter 2.

Each skill has two attributes that govern its use. These two attributes make up the dice pool for the skill. Any bonuses or penalties to either attribute apply to the use of that skill, as well. When making a skill roll, the

character rolls the dice for each attribute adding them together, and then adds to that total the level in the skill itself. This gives to player his total dice roll.

Example

Trained

Firearms = Dexterity & Perception

Firearms Skill Level = 3

Dexterity = 2D6

Perception = D10

Then the Skill Check is: 2D6 + D10 +3

Attribute Checks

Sometimes there are tasks that have no related skills, such as, determining if you have broken a bone when you fall or to remember a phone number.

At times like these the Sage will determine the appropriate starting difficulty of the task and the affected attribute group. The starting difficulty for all skill uses is a 16 (normal), and then situational modifiers are added or subtracted to determine the final difficulty.

The character rolls the appropriate dice for the attribute group (a combination of dice from both attributes in the group ;) in question and if his roll is greater than or equal to the difficulty he succeeds, if his roll is lower he fails.

- Sensory check: Perception + Intuition
- Physical check: Strength + Dexterity
- Mental check: Intelligence + Wits
- Social check: Attitude + Charisma

Uncontested Skill Rolls

At times a character is pitted only against the task at hand and the pressure of success. An example would be picking a lock. There is no one opposing the character just his skill, the difficulty of the task and the pressure.

There will be situations like this in the game. At times like these that the Sage will determine the appropriate starting difficulty of the task. The starting difficulty for all skill uses is a 16 (Normal). Then situational modifiers are added or subtracted from the level of difficulty to determine the final difficulty.

The character rolls the dice for the appropriate skill and if his roll is greater than or equal to the difficulty he succeeds, if his roll is lower he fails.

Contested Skill Rolls

The last skill check is one where character is pitted against character. Here you have two tasks at hand.

1. Succeed at the task
2. Beat your opponent at the task

The reason one must also list succeed at the task is that the two opposing skills can have completely different difficulties. Have you ever seen two people in a fight and one guy missed the punch but the other guy missed the block? Obviously if both miss, both simply miss (in combat it means an attack fails, it does not alleviate either party from collateral damage [damage taken from the act itself]).

The starting difficulty for all skill uses is a 16 (Normal), then static and situational modifiers are added or subtracted to determine the final difficulty. More than likely both sides will have different target numbers to meet; one may be throwing a basic punch while the other is executing a complicated Aikido maneuver to throw the other after the punch). First you must determine who has succeeded at their task. If only one has succeeded, it is his task that will be acted on. If both succeed, it is the one with the higher total that wins. The loser's action is negated and his CP's are spent as if the action were successful.

Untrained Skill Rolls

A character does not necessarily have to be trained in a skill in order to attempt the skill. All characters should have an attempt at such a skill roll, as dumb luck might assist them. Some skills however are harder at than others to use untrained.

Skills that are used without training have a beginning Difficulty 24 (Hard) instead of the normal starting Difficulty of 16 (Normal). This can then be modified as per normal rules.

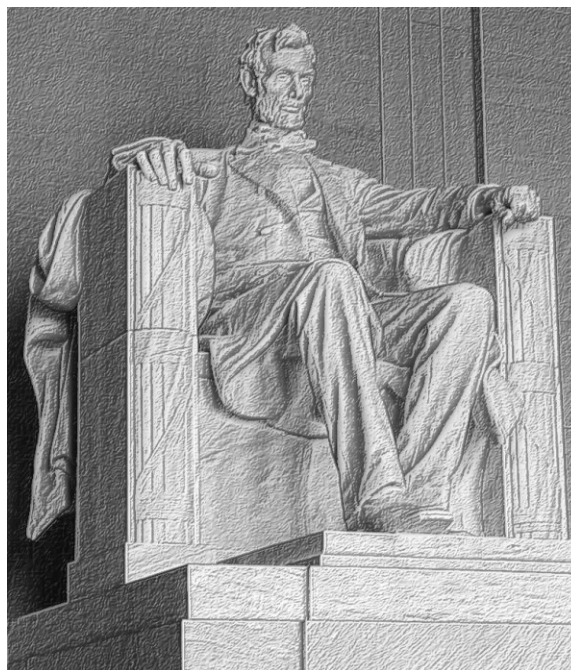
Skills listed as Specialist Skills also have a starting Difficulty of 24 (Hard); however, their final difficulty cannot be lower than a 24 (Hard). If the situational modifiers lower it less than 24 (Hard), then it remains a 24 (Hard).

Combined Skill Uses

Sometimes it becomes necessary to act in concert to accomplish a task. Most of the time it will never hurt to have a little help from your friends. Sometimes it might though.

If someone is present with the Leadership Skill, then they can attempt an Uncontested Skill test versus a difficulty of 16 (Normal). If they are successful then they may add the total of their skill roll for the task (not the Leadership Roll) and 1/4 (one quarter) of the roll from everyone else involved.

The leader can try and rally his helpers more by attempting an Uncontested Skill test versus a difficulty of 24 (Hard). Because the Leader must only act as a leader, if they are successful then only add 1/2 of the roll from everyone else involved.



If the leader fails their Leadership Skill Roll or no one possesses the Leadership Skill, then only add 1/4 of the roll from everyone else involved.

Modifiers

Modifiers are bonuses or penalties imposed upon a character by one of two methods.

Situational Modifiers: modifiers that are caused by the situation at hand (such as wind, distractions, combat, etc.). These modifiers affect the total difficulty of the task being attempted. These modifiers are erased as soon as the task is accomplished or the situation changes.

Each level of modification increases or decreases the difficulty level by the amount of modifier.

Example

Starting difficulty is 16 (Normal) a -2 Step Penalty Modifier is imposed, making the final difficulty 24 (Hard)

Static Modifiers: modifiers were caused by some past event and have produced a lingering affect on the character (ex; damage from attacks). These modifiers may not actually be static; they may reduce over time. These modifiers are applied to the attributes themselves and remain in affect until dissipated.

Each level of modification increases or decreases the attribute die code by the amount of modifier (we will discuss the die code chart in Chapter 3)

Example

If an Attribute is normally D12, a -2 Die Code Modifier would make the effective Attribute Die Code 2D4.

Daily Modifier (This is an optional rule)

One form of Static Modifier is the Daily Modifier. This is a modifier applied to characters on a daily basis. This represents the fluctuations that we all go through daily.

Recalculate everything based on that day's modifier.

Roll Percentiles (D100) for each attribute everyday in the game the results are applied as follows

Dice Roll	Daily Attribute Modifier
1 - 5	-2 Die Code
6 - 10	-1 Die Code
11 - 90	No Modifier
91 - 95	+1 Die Code
96 - 00	+2 Die Code

Skill Modifiers Example

Situational Modifiers = -2 Step Penalty, +3 Step Bonus

Trained

Starting Difficulty = 16 (Normal)

Final Difficulty = 12 (Easy)

Untrained

Starting Difficulty = 24 (Hard)

Final Difficulty = 20 (Extended)

Untrained Specialist Skill

Starting Difficulty = 24 (Hard)

Final Difficulty = 24 (Hard)

Scan / Search

While not a true skill in its own right, this is just the best place to address scan (also called search). The scan an area or search for something, a character makes a Sensory Check against a Difficulty of 16 (Normal). Apply any and all possible modifiers, especially if done during combat.

The difference between searching for something and scanning for something is that scanning is performed during a combat round. Searches take 10 minutes per attempt and scans cost 10 CP per attempt. The CP cost for scans can be spread over several rounds, however, if at anytime the character must make another action (such as dodge) then the CP's spent so far are lost and the attempt fails.

Deception

Deception has been given its own heading here, simply because deception will work in a very special way.

Deception Usage

In order to deceive, a person must know something about the subject that they are lying about. Thus the skill use for subterfuge will be the skill governing the topic at hand + Charisma + Attitude.

Example

If a character is trying to deceive someone into believing they will go to jail for spitting on the sidewalk, then they will use the Career: Law skill.

Deception = Skill + Charisma + Attitude

If the deceiver does not possess the skill relating to the deception, then it is to be attempted as an untrained skill usage. It is harder to lie about something if you do not know what it is you are talking about.

There will be times when there is no governing skill, such as trying to deceive a security guard into believing that you work at his company. This would then be handled by a "Social Attribute Check". All attempts at deception that have no associated skill are achieved with a successful "Social Attribute Check".

The starting difficulty for Deception attempts are 16 (Normal).

Deception Detection

Detection works in much the same way that usage works. In order to detect a deception attempt, the character must use the same skill in question or an equally qualifying skill + Perception and Intuition.

Deception Detection = Skill + Perception + Intuition

If the deceived does not possess the skill relating to the deception, then the detection is attempted as an untrained skill usage. Most people, when baffled with BS, do not attempt to refute it.

If the deceiver used only a "Social Attribute Check" to deceive, then the deceived must make a "Social Attribute Check" to detect it. This is to see if they are susceptible to the deceiver's charms.

If the detection attempt is successful, then the deceived can either choose to play along or confront their deceiver. Remember this is an attempt to detect a lie, the deceiver has no knowledge that his lie was successful or not, except for the actions of the deceived.

The starting difficulty for all Deception Detections is 16 (normal).

For the Sages

This game is both like other game systems out there and not like any other game system out there. As a role-playing game it is like all other role-playing games on the market today. You role-play, roll dice, have character sheets and have fun. But unlike other systems, The Swing is designed to grow and change by the interactions of those who play in it.

You and your players can decide how the world works, what is real and what is not; you may even change it at a later date. The system is designed for change, you will not have to redesign the game just because now everyone wants to play sci-fi instead of medieval.

As the Sage, it is your job to make sure that the game runs smoothly, the rules are followed, play a multitude of roles (from the bad guys to Fred the fish market salesman), and make sure everyone enjoys themselves, including yourself.

Luckily, because the world is shaped by those who experience it, you'll job will be assisted by the players in YOUR game. Be ready for change, be ready to modify the rules, be ready for almost anything.

Tips

Hopefully this will not be your first time "running" a game. But if it is, here are some things that might help your sessions run smoother:

- Roll your dice behind a screen.
 - Sometimes it is not important what the dice totals are, fudging is ok for Sages. As long as it works better for the game.
 - Never use this as an excuse to get revenge on a player.
- Your rulings do not have to be universal.
 - There could be a reason the players do not know, why something works differently here and not everywhere.
 - Good example would be an Enlightened One is watching and altering things himself.
- Be prepared
 - Games might go longer, players might get further, bad guys can lose faster than you might have prepared. Be ready for something else.
 - Always have filler material available for side adventures just in case.

- Keep track of events that are happening, even when the players are not involved.
 - The bad guys might have a timetable and can be ahead or behind.
 - This can effect the players timetable
 - Or, if your group can not seem to ever get going, letting them know somehow the bad guys are ahead of schedule, just get them to do something.
- Control with an iron fist.
 - Do not let everyone speak at the same time.
 - Do not let players play out-of-character knowledge.
 - Be diligent about cheating.
- Remember to have fun.
- Stock up on soda and chips.
- It helps to use ordering pizza as an excuse to take a break.

Problem Players

However, because of the dynamic style of this system, the Sage's job will be a difficult one. Inevitably you will have someone who wants to WILL themselves to be a GOD or time travel or WILL every bad guy dead, or some other cheese. While the system technically allows for these situations, it also allows for their easy failure.

As players try to "break" the system, simply remember that no matter how powerful they think they are, no matter what odds they have overcome in the past, no matter who they have killed, they are only small fish in the sea. Every other Enlightened One out there, no matter what faction they side with, all will make sure that humanity is not harmed. If a player begins to damage YOUR system too much; simply invoke the "Powers That Be" clause. That means that their actions are being deliberately counteracted by all those other agents of humanity. Their attempt at time travel fails, their ascension to godhood fails, the bad guys are still alive and they have now gained the enmity of powerful beings.

They may not particularly enjoy this, but that's how the character should feel as well. Their plans were thwarted, they should not like it. It is then up to you as Sage and the other players to work together. Situations like these do not happen overnight; they are developed, cuddled and incubated for months, even years. What went wrong, is it the story, the Sage or the Players?

Remember games do not break in a moment; they are broken only after repeated attempts.

Chapter 3

Character Creation

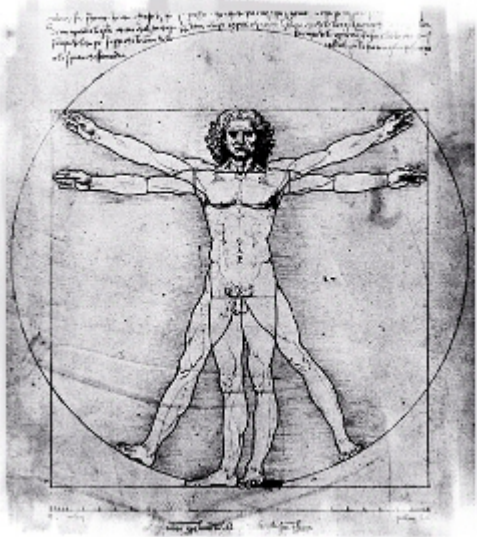
Design your own persona to play.

Frog Sonnet

I have a pond in my backyard
That had a talking frog.
He sang a sonnet everyday
To my neighbors dog.

They love each other, so it seemed
Even though it's wrong.
For a union of this odd sort
To go on very long.

One day this frog came up and said
"I think our love is true
we need to marry really soon
before her pups are due."
So their marriage day was met
And the two were wed.
And soon the pups were born to them
Four legs, one tail and head.
All were healthy and content
The parents were so proud.
Each had four long leaping legs
And could "ribbet" loud.



To play this game everyone will need to have a character. This process will be very similar to other game systems; first you need attributes, then game related statistics (hit points, saving throws, etc.), skills and finally defining characteristics (background, special abilities, etc.).

Character Sheet Items

These are the following items that you will find on your characters information sheet (normally referred to as a character sheet).

Attributes

Attributes represent the qualities of your character that govern everything that they do; from talking to others, to firing weapons, to spatial awareness.

Combat Stats

Combat stats represent your characters combat abilities. They range from how many actions your character may take during a combat round, to how much damage your character can withstand.

Character Information

Character Information is the very basic background information about your character. This is the very basic quick information that is routinely needed or used to give reminders for acting in-character. Character Information is split between the top and bottom of the sheet.

Character Sketch

The character sketch is used to give an idea not only of what your character looks like, but also how they normally dress and what they carry.

Skills List

This is the list of skills that your character possesses. Each skill offers an area to list which attribute cover that skill (in normal use) and the dice rolls that are needed for use of that skill.

The Back Side of the Sheet

The Back Side of the character sheet is used to keep track of none essential items. This includes the gear owned by the character, experience points and levels, and in depth background history. You may use the included Back Side or you may use one of your own creating (this can also apply to the Front Side of the Character Sheet).

Attributes Defined

As described above, your characters Attributes are the qualities of your character that govern everything that they do; from talking to others, to firing weapons, to spatial awareness. Your 8 attributes are broken into 4 groups.

Attribute Group	Attributes
Physical	Strength
	Dexterity
Mental	Wits
	Intelligence
Social	Attitude
	Charisma
Sensory	Perception
	Intuition

Strength is a measure of a characters muscle and physical power. It governs how much weight a character can lift, how much he can push, how far he can throw an object and how hard he can hit something. Strength is also used to determine how much physical punishment a character can withstand; from endurance to damage.

Dexterity is a measure of the characters reflexes. Dexterity governs hand-eye coordination, balance, reflexes and accuracy. A characters speed, agility and overall quickness are based on their dexterity rating.

Wits represents how imaginative a character can be. It is also a measure of how quick a character thinks. Characters with low ratings are slow to think, dull and are quite gullible. On the other hand, characters with high ratings can have plan ready before the situation unfolds and then end it with a funny pun. Common sense or lack there of, is also a reflection of characters wits.

Intelligence determines how well your character learns and reasons, as well as, how much raw knowledge he possesses.

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ATTRIBUTES

STRENGTH	
DEXTERITY	
INTELLIGENCE	
WITS	
PERCEPTION	
INTUITION	
CHARISMA	
ATTITUDE	

COMBAT STATS

COMBAT POINTS	
FATIGUE POINTS	
HTH DAMAGE	
LIFT	
JUMP	
WILL	
FEAR	
WOUND POINTS	
SEVERE WOUNDS	
DEADLY WOUNDS	

SKILLS

[illegible]

INFORMATION

ETHNICITY	
NATIONALITY	
RELIGION	
ARCHETYPE	
MAGICKAL THEORY	
AFILLIATIONS	

CHARACTER SKETCH

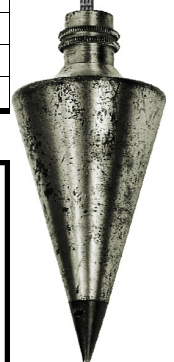


Table 1	1	2	3	4	5	6	7	8	9	10
Die Code	D4	D6	D8	2D4	D10	D12	2D6	2D8	D20	2D10
Combat Points	4	6	8	9	10	12	13	16	20	21
Fatigue Rating	1	2	3	4	5	6	7	8	9	10
Wound Rating	4	5	6	7	8	9	10	11	12	13
Jump Rating	1	1	1	1	2	2	2	2	3	3
Lifting (lbs)	20	40	60	80	100	120	140	160	180	200
Hand-to-Hand Damage	1F	2F	3F	4F	5F	6F	7F	1W & 10F	2W & 10F	1S & 10F

Damage Codes: F = Fatigue Points Only; W = Wound Points; S = Serious Wounds; D = Deadly Wounds

Attitude describes your inner feelings. This will affect your daily interactions with others, as well as how you handle certain situations. Characters with high ratings are relatively happy and well adjusted characters. Characters with low ratings are miserable and irritable people. This does not affect how well others treat you, as sometimes moody and miserable people just can't be left alone.

Charisma is similar to Attitude, except it is how others react to you as a character. A characters personality, persuasiveness, magnetism, leadership and attraction are based on charisma. High ratings reflect highly attractive, charismatic characters, while; low ratings reflect unattractive, annoying characters.

Perception measures a characters ability to observe his surrounding. This could be either consciously or unconsciously. This relates to the normal 5 senses; hearing, sight, smell, touch and taste. A characters Combat Points are based on how aware of his environment he is.

Intuition is the ability of characters to play connects the dots, especially with half of the dots missing. It is something within each of us that cannot be explained in the realm of science. It is how we can tell then someone is lying, or know someone's true feelings or when we know that something isn't just right. Characters with high rating are naturally intoned with their WILLS and have the ability to expand on that.

Character Creation

The basic character creation process is as follows:

1. **Determine Initial Character Stats**
2. **Character Background**
 - a. Pick skills
 - b. Roll for background events
 - c. Determine Final Character Stats
3. **Fill in Combat Stats**
 - a. Combat Points
 - b. Wound Ratings / Value
 - c. Fatigue Ratings / Value
 - d. Jump

- e. Hand-to-hand Damage
- f. Lifting
- g. Throw
- h. Fear
- i. WILL

4. Character Information

- a. Archetype
- b. Magickal Theory

5. Basics

- a. Gender (Male or Female)
- b. Hair / Eye Color
- c. Height / Weight
- d. Nationality (where is your character from)
- e. Ethnicity (what is your character's race)
- f. Religion

Character Stats

How strong is your character? How fast is your character? How smart? How are they liked? How aware your character will be? Each of these qualities is based on one of your characters attributes.

In this system you will assign point values (2 to 10) to each attribute. These values correspond to a matrix of Die Codes, which will then represent your initial attribute stats.

Begin by spending 12 points in each attribute group. That is, assign each attribute a value from 2 to 10, with the total in each group equaling 12 (minimum of 2 in each attribute, however, can be modified through character development).

Attribute Group	Attributes
Physical	Strength
	Dexterity
Mental	Wits
	Intelligence
Social	Attitude
	Charisma
Sensory	Perception
	Intuition

Use Table 1 and record the Die Code for each attributes on your character sheet based on the value that you have assigned to it.

Valid Example		Value
Physical	Strength	3
	Dexterity	9
	Total	12
Mental	Wits	5
	Intelligence	7
	Total	12
Social	Attitude	4
	Charisma	8
	Total	12
Sensory	Perception	6
	Intuition	6
	Total	12

Invalid Example		Value
Physical	Strength	8
	Dexterity	9
	Total	17
Mental	Wits	7
	Intelligence	7
	Total	14
Social	Attitude	4
	Charisma	6
	Total	10
Sensory	Perception	11
	Intuition	1
	Total	12

In the Invalid Example, none of the assigned values are valid. Here is the reasoning:

1. Physical and Mental Groups: the total value in each group exceeds 12.
2. Social Group: the total value in the group does not equal 12.
3. Sensory Group: the minimum value for each individual attribute is 2.

Character Background

Next, you must determine how your character spent their childhood; this will form your characters background. This will be accomplished by determining what lifestyle your character experienced, what skills they learned and what events happened to our characters as they matured.

Step 1 - To allow players some control over the type of character they will play, each character receives one Gift OR Obstacle of the players choice. This choice can not be negated by background rolls. Any result that would negate this choice are ignored.

Step 2 - Roll percentiles (D100) and consult Table 2 with the results to determine which path they begin on. This path represents the lifestyle and career of your characters parents or guardian. Optionally, the players could choose their own starting path. But generally, people do not get to decide what their parents do for a living.

Step 3 - Begin at the first level of the lifestyle path. For example, if you rolled an 8, then Farm is your beginning lifestyle. Begin at Farm 1, Age 0-12. List all of the skill gained at that level. If your character already has the skill, then add whatever value it has listed to the previous value.

Some lifestyles will list electives as a skill. Electives are there for players to add skills to the characters that they can not gain by life choices, such as firearms or pilot. A player does not have to spend all elective points in one elective; they can split the points into as many skills as there are elective points.

Example

Elective 3 = A skill @ 3 or 3 skills @ 1 or 1 skill @ 1 and 1 skill @ 2.

Note: Characters may not start with a skill higher than 3. However, keep track of any skill that goes above 3. This will be explained in Step 8.

Step 4 - Determine what event transpired in your characters lives that helped to shape their character. Roll a D20 and consult the Background Event Tables for that lifestyle. The player then records the roll and its effects.

Magickal Event - Something Magickal happened to the character (it is up to the Sage to determine what exactly the event was and what effect it has on your character, normally this should increase a characters WILL, and possibly other effects).

Sample Magickal Events

The character...

...used to help Grandma brew up herbal remedies
 ...came across a "weird" creature as a child
 ...was "abducted" as a child
 ...has a picture of UFO's
 ...knew this old German neighbor who used to delight in telling the children stories of his war efforts
 ...accidentally found the secret meeting place of....

Tangible - Record the Tangible on the character sheet and apply any necessary effects to the character.

Gifts and Obstacles – Gifts and Obstacles are broken into two different power ratings (Primary and Secondary). This represents the positive and negative that a person takes the same incident, such as getting hit by a car and becoming paralyzed, only to grow emotionally stronger. The primary effect was being paralyzed; the secondary effect was becoming emotionally stronger.

When recording the effects from Gifts and Obstacles, if the background event lists a Gift as Primary, only record the effect listed for that Gift as Primary and if the background event lists a Gift as Secondary only record the effect listed for that Gift as Secondary. The same applies for Obstacles, if the background event lists an Obstacle as Primary, only record the effect listed for that Obstacle as Primary and if the background event lists an Obstacle as Secondary only record the effect listed for that Obstacle as Secondary.

Example

Character was awarded Primary – Attractive and Secondary – Shallow. Apply the following effects:

Primary: Character raises both their Charisma and Attitude by +1 Die Code

Secondary: Character lowers their Attitude by -2 Die Code

Move to ... - Sometimes a person's parents do not always stay in the same career; sometimes they get better jobs, and sometimes they end up in a not so better career. If the Background Event roll was a 19, the character will begin their next phase of life in a new lifestyle. If the option reads, move to a higher lifestyle, the player may choose any lifestyle path from a lifestyle higher than the one the character is currently in (and conversely for – move to lower lifestyle). The player then re-rolls on the backgrounds chart of the new lifestyle; ignoring any results that would again change class (continue rolling until you get a result that is not "Move to ...").

Remember that changing classes can represent a lot of different situations; a parent could have been fired, they could have retired for a different lifestyle, the main bread winner could have passed away, there could have been a divorce, and any number of other explanations. Players should be encouraged to determine the particulars, in order to help mold and shape their characters.

Step 5 - Unless you received a result of 19 on the background chart progress to the next stage of your characters life. If your Background Event roll was a 19, your character will begin the next phase of their life in the new listed lifestyle

Example 1

If you had just finished Farm 1, Age 0-12, then proceed to Farm 2, Age 13-15.

Example 2

If you had just finished Farm 1, Age 0-12 and rolled Move to Factory Management 2, then proceed to Factory Management 2, Age 13-15.

Step 6 - repeat Steps 1 – 3 until the character finishes all three basic lifestyle stages. If a character managed to stay in the same Lifestyle Path during their creation, they are awarded the Lifestyle Bonus' and Hindrances for that Lifestyle. Any Gifts and Obstacles awarded are as if they were as primary.

Step 7 - Choose your characters first career. Most players will choose to have their characters enter college at this point (however, certain careers have requirements that must be met before a character can enter them). Once you have decided on your characters career record skills that are gained, then roll on that careers background chart and record the effect(s), just as in the Lifestyle Paths.

Step 8 - For any skill that exceeded level 3, record those levels as experience in those skills at a rate of 1 level equals 3 experience points.

Example

Your character finished with an Endurance of 6. This translates into an Endurance of 3 with 9 Experience Points in the Endurance Skill.

Table 2 Dice Roll	Starting Paths
1-3	Factory Worker
4-6	Farm
7-9	Hodge Podge
10-12	Nomad
13-15	Retail Worker
16-18	Streets
19-21	Waitress
22-24	Welfare
25-27	Army – Enlisted
28-30	Computer Technician
31-33	Factory Management
34-36	High School Teacher
37-39	Law Enforcement
40-42	Restaurant Chef
43-45	Retail Management
46-48	Writer
49-51	Archeologist
52-54	Boarding School

55-57	College Professor
58-60	Corp Management
61-63	Government
64-66	Lawyer
67-69	Doctor
70-72	Character's Choice
73-75	Venture Capitalist
76-94	Player Chooses
95-100	Sage Chooses

Background Event Tables

Use the following tables to determine background events. This method allows the players to choose the Gifts/Obstacles/Tangibles they wish for their characters.

Roll a D10 and consult the appropriate chart for your characters lifestyle.

Lower Lifestyle Paths

Dice Roll	Background Event
1	Magickal Event
2	Tangible
3	Primary - Obstacle Secondary - Gift
4	Primary - Obstacle Secondary - Gift
5	Primary - Obstacle Secondary - Gift
6	Primary - Gift Secondary - Obstacle
7	Primary - Gift Secondary - Obstacle
8	Primary - Gift Secondary - Obstacle
9	Move to Higher Path / Enter College
10	Character Chooses Gift and Obstacle

Middle Lifestyle Paths

Dice Roll	Background Event
1	Magickal Event
2	Tangible
3	Primary - Obstacle Secondary - Gift
4	Primary - Obstacle Secondary - Gift
5	Primary - Obstacle Secondary - Gift
6	Primary - Gift Secondary - Obstacle
7	Primary - Gift Secondary - Obstacle
8	Primary - Gift Secondary - Obstacle

9	Move to Higher Path / Tangible - Vehicle
10	Character Chooses Gift and Obstacle

Upper Lifestyle Paths

Dice Roll	Background Event
1	Magickal Event
2	Tangible
3	Primary - Obstacle Secondary - Gift
4	Primary - Obstacle Secondary - Gift
5	Tangible
6	Primary - Gift Secondary - Obstacle
7	Primary - Gift Secondary - Obstacle
8	Tangible
9	Move to Lower Path / Tangible - Vehicle
10	Character Chooses Gift and Obstacle

Careers/College

Dice Roll	Background Event
1	Magickal Event
2	Tangible
3	Primary - Obstacle Secondary - Gift
4	Tangible
5	Primary - Obstacle Secondary - Gift
6	Tangible
7	Primary - Gift Secondary - Obstacle
8	Tangible
9	Primary - Gift Secondary - Obstacle
10	Character Chooses Gift and Obstacle

For Lifestyle Path (not Career), when the result of the Die Roll is 9, use Move to... for the first two stages and Enter College/Tangible for the last stage. Gifts and Obstacles must be in opposition. See pg. 40 for examples.

Lifestyle Paths

These lifestyle paths are not choices that the character makes as they progress through life, but those of their parents/guardians.

Lower Lifestyle - Factory Worker

Factory Worker 1; Age 0-12

Starting Skills:

- Endurance 1
- Hobby (Choose) 1
- Computer Use: Windows 1
- First Aid 1
- * Electives 6

Factory Worker 2; Age 13-15

Starting Skills:

- Language (Choose) 1
- Academics: Literature 1
- Academics: History 1
- Science (Choose) 1
- Endurance 1
- Computer Use: Windows 1
- Electives 4

Factory Worker 3; Age 16-18

Starting Skills:

- Drive: Car 1
- Career: Factory Work 2
- Science: Math 1
- Academics: Geography 1
- Science (Choose) 1
- Art: Painting or Academic: Literature 1
- Electives 3

Lifestyle Bonus: Bookworm

Lifestyle Hindrance: Can not enter college except on an event roll of 19 during stage 3

Lower Lifestyle - Farm Life

Farm Life 1; Age 0-12

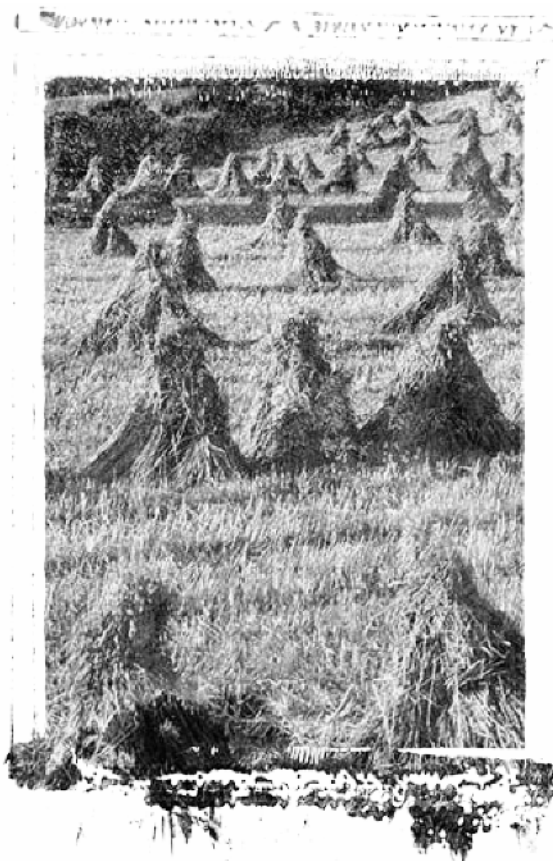
Starting Skills:

- Endurance 1
- Mechanics 1
- Tracking 1
- Firearms: Rifle 1
- Craft (Choose) 1
- Navigation 1
- * Electives 4

Farm Life 2; Age 13-15

Starting Skills:

- Swim 1
- Animal Handling 2
- Drive: Heavy Equipment 1
- Firearms: Rifle 1
- Survival: Rural 2
- Electives 3



Farm Life 3; Age 16-18

Starting Skills:

- Drive: Car 1
- Career: Farm 2
- Brawl 2
- Etiquette: Rural 1
- Endurance 1
- Electives 3

Lifestyle Bonus: Strength + 1 Die Code

Lifestyle Hindrance: Can not enter college, except on an event roll of 19 during stage 3

Lower Lifestyle: Hodge Podge

Hodge Podge 1; Age 0-12

Starting Skills:

- Streetwise: Urban 1
- Brawl 1
- Etiquette: Street 1
- First Aid 1
- Endurance 1
- Electives 5

Hodge Podge 2; Age 13-15

Starting Skills:

- Streetwise: Urban 1
- Combat Skill: Dodge 1
- Brawl 1

The Swing

Endurance 1
Survival: Urban 1
Electives 5

Hodge Podge 3; Age 16-18

Starting Skills:

Language (Choose) 1
Mechanic: Car 1
Survival: Urban 1
Scrounge 1
Acting 1
Etiquette: Street 1
Electives 4

Because this Lifestyle Path is based on the parents/guardians moving from job to job frequently there are no bonuses or hindrances.

Lower Lifestyle: Nomad

Nomad 1; Age 0-12

Starting Skills:

Electives 8

Nomad 2; Age 13-15

Starting Skills:

Electives 8

Nomad 3; Age 16-18

Starting Skills:

Electives 8

Lifestyle Bonus: Streetwise: Urban +2 (Can raise skill over 3)

Lifestyle Hindrance: Poverty

Lower Lifestyle - Retail Worker

Retail Worker 1; Age 0-12

Starting Skills:

Endurance 1
Hobby (Choose) 1
Computer Use: Windows 1
First Aid 1
* Electives 6

Retail Worker 2; Age 13-15

Starting Skills:

Language (Choose) 1
Academics: Literature 1
Academics: History 1
Science (Choose) 1
Endurance 1
Computer Use: Windows 1
Electives 4

Retail Worker 3; Age 16-18

Starting Skills:

Drive: Car 1
Career: Retail 2
Science: Math 1

Reality Guide

Academics: Geography 1
Science (Choose) 1
Art: Painting or Academic: Literature 1
Electives 3

Lifestyle Bonus: Contacts

Lifestyle Hindrance: Can not enter college except on an event roll of 19 during stage 3

Lower Lifestyle - The Streets

The Streets 1; Age 0-12

Starting Skills:

Streetwise: Urban 1
Brawl 1
Melee (Choose) 1
Etiquette: Street 1
First Aid 1
Endurance 1
Electives 4

The Streets 2; Age 13-15

Starting Skills:

Streetwise 1
Combat Skill: Dodge 1
Appraisal: Jewelry 1
Debate: Fast Talk 1
Gambling 1
Endurance 1
Survival: Urban 1
Electives 3

The Streets 3; Age 16-18

Starting Skills:

Gambling 1
Survival: Urban 1
Scrounge 2
Acting 1
Etiquette: Street 2
Electives 3

Lifestyle Bonus: Dexterity +1 Die Code, Contact, Streetwise: Urban +1

Lifestyle Hindrance: Can not enter college except on an event roll of 19 during stage 3

Lower Lifestyle: Waitress

Waitress 1; Age 0-12

Starting Skills:

Endurance 1
Hobby (Choose) 1
Computer Use: Windows 1
First Aid 1
* Electives 6

Waitress 2; Age 13-15

Starting Skills:

Science: Math 1
Academics (Choose) 1
Academics (Choose) 1

The Swing

Science (Choose) 1
Art (Choose) 1
Electives 5

Waitress 3; Age 16-18

Starting Skills:

Career: Restaurant 2
Drive: Car 1
Language (Choose) 1
Academics: History 1
Science (Choose) 1
Electives 4

Lifestyle Bonus: Tough (Psychological)

Lifestyle Hindrance: Introvert

Lower Lifestyle - Welfare

Welfare 1; Age 0-12

Starting Skills:

Endurance 1
Hobby (Choose) 1
Brawl 1
First Aid 1
Electives 6

Welfare 2; Age 13-15

Starting Skills:

Language (Choose) 1
Academics: Literature 1
Academics: History 1
Science (Choose) 1
Endurance 1
Scrounge 1
Electives 4

Welfare 3; Age 16-18

Starting Skills:

Streetwise: Urban 1
Science: Math 1
Academics: Geography 1
Science (Choose) 1
Art: Painting or Academic: Literature 1
Electives 5

Lifestyle Bonus: Attitude +1 Die Code

Lifestyle Hindrance: Can not enter college except on an event roll of 19 during stage 3

Middle Lifestyle: Army - Enlisted

Army - Enlisted 1; Age 0-12

Starting Skills:

Firearms: Rifle 1
Endurance 1
Swim 1
* Electives 7

Army - Enlisted 2; Age 13-15

Starting Skills:

Academics (Choose) 2
Endurance 1

Reality Guide

Computer Use (Choose) 1
Science (Choose) 1
Language (Choose) 1
Athletics (Choose) 1
Electives 3

Army - Enlisted 3; Age 16-18

Starting Skills:

Science: Math 1
Academics: Geography 1
Science (Choose) 1
Firearms (Rifle or Pistol) 1
Drive: Car 1
Career: Army 2
Brawl or Martial Arts 2
Elective 1

Lifestyle Bonus: Strength +1 Die Code

Lifestyle Hindrance: Charisma -1 Die Code

Middle Lifestyle - Computer Technician

Computer Technician 1; Age 0-12

Starting Skills:

Endurance 1
Computer Use (Choose) 1
First Aid 1
* Electives 7

Computer Technician 2; Age 13-15

Starting Skills:

Academics: Literature 1
Academics: History 1
Endurance 1
Computer Use (Choose) 1
Computer Use (Choose) 1 must be different
Science (Choose) 1
Language (Choose) 1
Electives 3

Computer Technician 3; Age 16-18

Starting Skills:

Science: Math 1
Technician (Comp) 2
Computer Use (Choose) 1
Science (Choose) 1
Drive: Car 1
Career: Technician 2
Electives 2

Lifestyle Bonus: Special Equipment x2

Lifestyle Hindrance: Charisma -1 Die Code

Middle Lifestyle - Factory Management

Factory Management 1; Age 0-12

Starting Skills:

Endurance 1
Computer Use: Windows 1
First Aid 1
* Electives 7

Factory Management 2; Age 13-15

Starting Skills:

Academics: Literature 1
Academics: History 1
Endurance 1
Computer Use: Windows 1
Science (Choose) 1
Language (Choose) 1
Electives 4

Factory Management 3; Age 16-18

Starting Skills:

Science: Math 1
Academics: Geography 1
Computer Use (Choose) 1
Science (Choose) 1
Art: Drawing or Academics: Literature 1
Drive: Car 1
Career: Factory 2
Electives 2

Lifestyle Bonus: Charisma +1 Die Code

Lifestyle Hindrance: Attitude -1 Die Code

Middle Lifestyle - High School Educator

High School Educator 1; Age 0-12

Starting Skills:

Endurance 1
Comp. Use (Choose) 1
First Aid 1
* Electives 7

High School Educator 2; Age 13-15

Starting Skills:

Academics: Literature 1
Academics: History 1
Endurance 1
Computer Use (Choose) 1
Science (Choose) 1
Language (Choose) 1
Electives 4

High School Educator 3; Age 16-18

Starting Skills:

Science: Math 1
Academics: Geography 1
Computer Use (Choose) 1
Science (Choose) 1
Art: Drawing or Academics: Literature 1
Drive: Car 1
Career: Education 2
Electives 2

Lifestyle Bonus: Intelligence +1 Die Code

Lifestyle Hindrance: Must enter College as first career

Middle Lifestyle: Law Enforcement

Law Enforcement 1; Age 0-12

Starting Skills:

Endurance 1
Computer Use (Choose) 1
First Aid 1
* Electives 7

Law Enforcement 2; Age 13-15

Starting Skills:

Academics: Literature 1
Academics: History 1
Endurance 1
Computer Use (Choose) 1
Science (Choose) 1
Language (Choose) 1
Electives 4

Law Enforcement 3; Age 16-18

Starting Skills:

Science: Math 1
Martial Arts (Choose) 2
Computer Use (Choose) 1
Science (Choose) 1
Drive: Car 1
Career: Law Enforcement 2
Electives 2

Lifestyle Bonus: Contacts, Ally

Lifestyle Hindrance: No Emotions



Middle Lifestyle - Restaurant Chef

Restaurant Chef 1; Age 0-12

Starting Skills:

- Endurance 1
- Comp. Use (Choose) 1
- First Aid 1
- * Electives 7

Restaurant Chef 2; Age 13-15

Starting Skills:

- Academics: Literature 1
- Academics: History 1
- Endurance 1
- Computer Use (Choose) 1
- Science (Choose) 1
- Language (Choose) 1
- Electives 4

Restaurant Chef 3; Age 16-18

Starting Skills:

- Science: Math 1
- Academics: Geography 1
- Computer Use (Choose) 1
- Science (Choose) 1
- Art: Drawing or Academics: Literature 1
- Drive: Car 1
- Career 2
- Electives 2

Lifestyle Bonus: Wits +1 Die Code

Lifestyle Hindrance: Allergy

Middle Lifestyle - Retail Management

Retail Management 1; Age 0-12

Starting Skills:

- Endurance 1
- Comp. Use (Choose) 1
- First Aid 1
- * Electives 7

Retail Management 2; Age 13-15

Starting Skills:

- Academics: Literature 1
- Academics: History 1
- Endurance 1
- Computer Use (Choose) 1
- Science (Choose) 1
- Language (Choose) 1
- Electives 4

Retail Management 3; Age 16-18

Starting Skills:

- Science: Math 1
- Academics: Geography 1
- Computer Use (Choose) 1
- Science (Choose) 1
- Art: Drawing or Academics: Literature 1
- Drive: Car 1
- Career: Retail 2

Electives 2

Lifestyle Bonus: Charisma +1 Die Code

Lifestyle Hindrance: Attitude -1 Die Code

Middle Lifestyle: Writer

Writer 1; Age 0-12

Starting Skills:

- Science: Math 1
- Academics: History 1
- Language: French 1
- Science (Choose) 1
- Academic (Choose) 1
- Computer Use: Windows 1
- Academic: Literature 1
- Electives 3

Writer 2; Age 13-15

Starting Skills:

- Language (Choose) 1
- Art (Choose) 1
- Academic: Philosophy 1
- Science (Choose) 1
- Academic: Poetry 1
- Academic: History 1
- Academic: Literature 2
- Electives 2

Writer 3; Age 16-18

Starting Skills:

- Career: Publishing 2
- Science: Math 1
- Academic (Choose) 2
- Etiquette 2
- Language (Choose) 1
- Electives 2

Lifestyle Bonus: Contacts, Wits +1 Die Code

Lifestyle Hindrance: Charisma -1 Die Code

Upper Lifestyle: Archeologist

Archeologist 1; Age 0-12

Starting Skills:

- Science: Math 1
- Academics: History 1
- Language: Latin 1
- Science (Choose) 1
- Academic: Mythology 1
- Computer Use (Windows) 1
- Academic: Literature 1
- Electives 3

Archeologist 2; Age 13-15

Starting Skills:

- Language (Choose) 1
- Art (Choose) 1
- Academic: Philosophy 1
- Science (Choose) 1
- Academic: Geography 1

Academic: History 1
Academic: Government 2
Politics 2

Archeologist 3; Age 16-18

Starting Skills:

Career: Archeology 2
Science: Math 1
Academic (Choose) 2
Etiquette 2
Language (Choose) 1
Electives 2

Lifestyle Bonus: Cultured (Gift as Primary)

Lifestyle Hindrance: Can not let go (Obstacle as Primary)

Upper Lifestyle: Boarding School

Boarding School 1; Age 0-12

Starting Skills:

Academics: History 1
Academics: Literature 1
Academics: Geography 1
Science: Math 1
Endurance 1
Arts: Music 1
Language (Choose) 1
Ride (Choose) 1
Computer Use: Windows 1
Elective 1

Boarding School 2; Age 13-15

Starting Skills:

Academics: History 1
Academics: Literature 1
Academics: Geography 1
Science: Math 1
Language (Choose) 1
Endurance 1
Etiquette (Choose) 1
Debate: Classical 1
Elective 2

Boarding School 3; Age 16-18

Starting Skills:

Academics: History 1
Academics: Literature 1
Academics: Geography 1
Academics: Philosophy 1
Science: Math 1
Science: Biology 1
Science: Chemistry 1
Language (Choose) 1
Athletics (Choose) 1
Elective 1

Lifestyle Bonus: Contact, Money x2

Lifestyle Hindrance: No Emotions or Arrogant

Upper Lifestyle - College Professor

College Professor 1; Age 0-12

Starting Skills:

Science: Math 1
Academics: History 1
Language (Latin) 1
Science (Choose) 1
Academic (Choose) 1
Computer Use (Windows) 1
Academic: Literature 1
Elective 3

College Professor 2; Age 13-15

Starting Skills:

Language (Choose) 1
Art (Choose) 1
Academic: Philosophy 1
Science (Choose) 1
Academic: Geography 1
Academic: History 1
Academic: Government 2
Politics 2

College Professor 3; Age 16-18

Starting Skills:

Career: Education 2
Science: Math 1
Academic (Choose) 2
Etiquette 2
Language (Choose) 1
Elective 2

Lifestyle Bonus: Contacts, Money x3, Mentor

Lifestyle Hindrance: Enemy x2

Upper Lifestyle - Corporate Management

Corporate Management 1; Age 0-12

Starting Skills:

Science: Math 1
Academics: History 1
Language (Latin) 1
Science (Choose) 1
Academic (Choose) 1
Computer Use (Windows) 1
Academics: Literature 1
Elective 3

Corporate Management 2; Age 13-15

Starting Skills:

Language (Choose) 1
Art (Poetry) 1
Academics: Philosophy 1
Science (Choose) 1
Academics: Geography 1
Academics: History 1
Academics: Government 2
Politics 2

Corporate Management 3; Age 16-18

Starting Skills:

Career: Corporate Management 2
Science: Math 1
Leadership 2
Etiquette: Corporate 2
Firearms: Pistol 1
Elective 2

Lifestyle Bonus: Contacts, Money x3, Mentor

Lifestyle Hindrance: Enemy x2

Upper Lifestyle - Doctor

Doctor 1; Age 0-12

Starting Skills:

Science: Math 1
Academic: History 1
Language: Latin 1
Science (Choose) 1
Academic (Choose) 1
Computer Use (Windows) 1
Academic: Literature 1
Elective 3

Doctor 2; Age 13-15

Starting Skills:

Language (Choose) 1
Art (Choose) 1
Academic: Philosophy 1
Science (Choose) 1
Academic: Geography 1
Academic: History 1
Science: Biology 2
Science: Chemistry 2

Doctor 3; Age 16-18

Starting Skills:

Career: Medical 2
Science: Math 1
Leadership 1
Etiquette: Medical 2
Medical 1
Negotiation 1
Elective 2

Lifestyle Bonus: Medicine 1, Money x3, First Aid 3

Lifestyle Hindrance: Self Sacrificing

Upper Lifestyle - Government

Government 1; Age 0-12

Starting Skills:

Science: Math 1
Academics: History 1
Language: Latin 1
Science (Choose) 1
Academic (Choose) 1
Computer Use: Windows 1
Academics: Literature 1
Elective 3



Government 2; Age 13-15

Starting Skills:

Language (Choose) 1
Art (Choose) 1
Academics: Philosophy 1
Science (Choose) 1
Academics: Geography 1
Academics: History 1
Academics: Government 2
Politics 2

Government 3; Age 16-18

Starting Skills:

Career: Government 2
Science: Math 1
Leadership 2
Etiquette: Political 2
Firearms: Pistol 1
Elective 2

Lifestyle Bonus: Contacts, Money x3, Mentor

Lifestyle Hindrance: Enemy x2

Upper Lifestyle - Lawyer

Lawyer 1; Age 0-12

Starting Skills:

Science: Math 1
Academics: History 1
Language: Latin 1
Science (Choose) 1
Academic (Choose) 1
Computer Use: Windows 1
Academics: Literature 1
Elective 3

Lawyer 2; Age 13-15

Starting Skills:

Language (Choose) 1
Art: Poetry 1
Academics: Philosophy 1
Science (Choose) 1
Academics: Geography 1
Academics: History 1
Academics: Government 2
Politics 2

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Lawyer 3; Age 16-18

Starting Skills:

Career: Law 2
Science: Math 1
Leadership 2
Etiquette: Court 2
Firearms: Pistol 1
Elective 2

Lifestyle Bonus: Contacts, Money x3, Mentor

Lifestyle Hindrance: Enemy x2

Upper Lifestyle: Venture Capitalist

Venture Capitalist 1; Age 0-12

Starting Skills:

Science: Math 1
Academics: History 1
Language: Latin 1
Science (Choose) 1
Academic (Choose) 1
Computer Use: Windows 1
Academics: Literature 1
Electives 3

Venture Capitalist 2; Age 13-15

Starting Skills:

Language (Choose) 1
Art: Poetry 1
Academics: Philosophy 1
Science (Choose) 1
Academics: Geography 1
Academics: History 1
Academics: Government 2
Politics 2

Venture Capitalist 3; Age 16-18

Starting Skills:

Career: Corporate Finance 2
Science: Math 1
Leadership 2
Etiquette: Corporate 2
Firearms: Pistol 1
Electives 2

Lifestyle Bonus: Contacts, Money x3, Mentor

Lifestyle Hindrance: Enemy x2

Can not buy any Academics, Engineering or Sciences skills

* *Must buy at least 3 Academics, Engineering or Sciences skills*

Civilian Careers

College Life: Pre Med Degree

Starting Skills:

Medicine 2
Medical 2
Sciences (Choose) 4
Academic (Choose) 4

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Elective 3

Career Bonus: Contact

Career Hindrance: Debt x2

Requirements: Middle or Upper Lifestyle path for Stage 3 or a Background Event roll that allows for College Entry

College Life: Bachelor of Science (BS) / Bachelor of Arts (BA)

Starting Skills:

BS Skills	/BA Skills
Sciences (Choose) 5	/Sciences (Choose) 4
Academic (Choose) 4	/Academic (Choose) 5
Debate (Choose) 1	/Debate (Choose) 1
Arts (Choose) 1	/Arts (Choose) 1
Instruction 1	/Instruction 1
Elective 3	/Elective 3

Career Bonus: Contact

Career Hindrance: Debt

Requirements: Middle or Upper Lifestyle path for Stage 3 or a Background Event roll that allows for College Entry

College: Associate of Applied Science (AAS)

Description: An Associate of Applied Science degree is designed to prepare the student for immediate work in a vocational, technical or semi-professional career. While providing the same level of education as a BA or BS, the AAS degree usually requires only 2 years; as opposed to the general 4 years for a Bachelors Degree.

Starting Skills:

Sciences (Choose) 3
Academic (Choose) 2
Elective 2

Career Bonus: May immediately begin a new career and gain all non-elective skills listed for that career.

Career Hindrance: Attitude – 1 Die Code, Debt

Requirements: Middle or Upper Lifestyle path for Stage 3 or a Background Event roll that allows for College Entry

Career: Artist

Job Description: Artists produce images that paint a picture, tell a story, evoke emotions, and create thoughts. Artists work in many mediums, some will choose a preferred method, but most will dabble in many forms. Some artists work for others by creating commissioned works, or works with specific guidelines and rules. Other artists work as pure creators of imagination, creating art for arts sake.

Starting Skills:

Arts (Choose) 2
Arts (Choose) 2
Craft (Choose) 1
Expression (Choose) 1
Career: Artist 2
Elective 2

Career Bonus: Contact

Career Hindrance: Debt

Requirements: Arts (any) 2

Career: Archaeologist

Job Description: Archaeologists in the US have a variety of job possibilities including museum work and curating, teaching, contract archaeology, or owner of your own firm. The normal work day can vary depending on the job you take, but many things are the same. A university professor may spend the day lecturing, analyzing artifacts in the lab, going to meetings, supervising students, writing up field work reports, or excavating. A museum director could very well spend the day doing the same things as the professor or have a public speaking detail to handle, develop and design new exhibits. As a person working for a contract firm you could spend the day writing up a report, analyzing artifacts, excavating a site or walking endless miles as part of a field survey crew locating archaeological sites.



Starting Skills:

Academics: Archaeology 2
Academics: Anthropology 1
Academics: History 1
Appraisal: Antiques 1
Ride (Choose) 1
Science: Chemistry 1
Career: Archaeologist 2
Electives 1

Career Bonus: Contact

Career Hindrance: Enemy

Requirements: Academics: History 3, Academics: Foreign Cultures 2

Career: Carpenter

Job Description: Carpenters work in all types of construction. Carpenters may build homes by erecting framework, walls, and roofs and installing doors, windows, flooring, and paneling. They may specialize in one phase of construction such as framing roofs or installing cabinets.

Starting Skills:

Endurance 2
Drive: Truck 1
Engineering: Drafting 1
Journeyman: Carpenter 2
Finance: Accounting 1
Career: Construction 2
Electives 1

Career Bonus: Strength +1 Die Code

Career Hindrance: Can not buy any academic, science or engineering skills

Requirements: None

Career: Charter Pilot

Job Description: Charter airplane pilots fly airplanes for the transportation of freight, passengers, mail, and other purposes. Most charter pilots operate small passenger planes along short domestic routes. Generally their flights are less than 4 hours round trip. There is no age or higher education requirement for flight status, although more and more corporate ventures are requiring them for legal reasons. It is not unheard of to see an 18 year old pilot with several years under their belts. When not flying most charter pilots teach at their local flight school to make ends meet.

Starting Skills:

Pilot: Airplane 2
Mechanic: Airplane 2
Communication Systems: Radio 1
Career: Aviation 2
Electives 3

Career Bonus: FEAR +2, Vehicle (Airplane)

Career Hindrance: Debt, Poverty

Requirements: Pilot: Airplane 1

Career: Clerk

Job Description: General Office Clerks file documents, type letters and reports, operate photocopiers, deliver messages, and sort mail. They may also operate computer terminals to enter data, facsimile machines, word processors, and other types of electronic equipment. Some clerk's interview customers, clients, or job applicants, schedule appointment, provide information, and perform specialized tasks such as maintaining the payroll records, and keeping the books and specific types of office records.

Starting Skills:

Administration 2
Bureaucracy 2
Computer Use: Windows 1
Career: Clerk 2
Electives 3

Career Bonus: None

Career Hindrance: None

Requirements: None

Career: Dilettante

Job Description: While not as much as a true job, but more of a lifestyle, a Dilettante by definition is an amateur who engages in an activity without serious intentions and who pretends to have knowledge. More than that, Dilettantes are individuals who live off of money that either they already possess or belongs to someone else. They do not have a regular job or even duties that must be performed. They exist to experience life, not get bogged down in the details.

Starting Skills:

Seduction 1
Expression (Choose) 2
Etiquette: Royal 1
Gambling 1
Electives 4

Career Bonus: FEAR +1

Career Hindrance: Debt

Requirements: Charisma 2D6 or higher

Career: EMT

Job Description: Emergency Medical Technicians (EMT) respond to emergency calls to provide efficient and immediate care to the critically ill and injured, and transport the patient to a medical facility. EMT's determine the nature and extent of illness or injury and establishes priority for required emergency care, based on assessment findings, renders emergency medical care to adult, infant and child, medical and trauma patients.

Starting Skills:

Medicine 1
First Aid 2
Medicine 1
Career: Medical 2
Streetwise: Urban 1
Drive: Truck 1
Electives 2

Career Bonus: FEAR +1

Career Hindrance: Debt

Requirements: First Aid 1, Medicine 1

Career: Factory Worker

Job Description: Factory Workers generally act as Assemblers and Fabricators. They produce a wide range of finished goods from manufactured parts or subassemblies. They produce intricate manufactured products, such as aircraft, automobile engines, computers, and electrical and electronic components. Assemblers may work on subassemblies or the final assembly of an array of finished products or components. For example, electrical and electronic equipment assemblers put together or modify missile control systems, radio or test equipment, computers, machine-tool numerical controls, radar, or sonar, and prototypes of these and other products.

Starting Skills:

Endurance 2
Drive: Truck 1
Engineering: Drafting 1
Journeyman (Choose) 2
Finance: Accounting 1
Career: Factory 2
Electives 1

Career Bonus: Strength +1 Die Code

Career Hindrance: None

Requirements: None

Career: FBI Special Agent

Job Description: "As the primary investigative arm of the federal government, the FBI is responsible for protecting the United States by preventing future terrorist attacks, conducting sensitive national security investigations, and enforcing over 260 federal statutes." (from www.fbijobs.com) In order to perform their duties, FBI agents also work with state and local officials in matters of joint interest. Several of the FBI's targeted activities are white-collar crime, public corruption, cyber-based attacks, civil rights, national crime organizations and more.

Starting Skills:

Career: Law Enforcement 2
Firearms: Pistol 2



Bureaucracy 1
 Computer Use: Windows 1
 Drive: Car 2
 Endurance 1
 First Aid 1

Career Bonus: Contacts, Alternate Identity

Career Hindrance: Can not let go

Requirements: BA or BS

Career: Government Employee (DMV)

Job Description: DMV workers must possess knowledge of the Motor Vehicle Code, of office operations and procedures and of computer concepts; they must also possess skills in basic keyboarding. Demonstrated ability to understand, explain and apply complex written material such as laws, rules, policies and procedures; to analyze records files and other documents to reach logical and legal conclusions; to accurately perform arithmetical computations and to balance and reconcile a cash drawer; to communicate in an effective, tactful and courteous manner which projects concern for both the client's welfare and the public image of the agency; to work cooperatively with others in a team style and to work under pressure during peak workload periods.

Starting Skills:

Administration 2
 Bureaucracy 2
 Computer Use: Windows 1
 Career: Clerk 2
 # Electives 3

Career Bonus: Strength +1 Die Code

Career Hindrance: None

Requirements: None

Career: Hacker

Job Description: Hacker used to refer to a clever or expert programmer; it is now more commonly used to refer to someone who gains unauthorized access to other computers. Ethical Hackers work to make computers better through their abilities, while unethical Hackers use computers as a means to get what they want. Sometimes all they want is entertainment.

Starting Skills:

Computer Use: Linux 1
 Computer Use: UNIX 1
 Computer Use: AS400 1
 Career: (Choose) 2
 Technician: PC 2
 Electives 3

Career Bonus: Money

Career Hindrance: Charisma -1 Step

Requirements: Computer Use: Linux 1 or Computer Use: Unix 1, Technician: PC 1, Equipment & Wits D10 or higher

Career: Independent

Job Description: This is not a job. This is the career to choose when you do not have a job. This could represent any number of in-between positions, including temp work, Traveler, hobo, street person, welfare recipient, etc. Due to the lack of funds, there are fewer opportunities to improve your skills during this period.

Starting Skills:

Electives 8

Career Bonus: Contacts

Career Hindrance: Poverty

Requirements: None

Career: Jail

Job Description: While no so much as a career as it is a lack of one, Jail time acts in place of a career or lifestyle path. When Jail is selected (or forced upon a character), replace the Lifestyle Path or Career with Jail and use its skill list to determine which skill the character gains. If Jail replaces a Lifestyle Path, then it is technically Juvenile Detention, however, if Jail replaces a Career it is considered a prison term.

Starting Skills:

Electives 5*

**if this is Juvenile Detention, the electives may be spent on Academic skills, however, if this is a prison term, the character can not purchase any Academics, Sciences or Engineering.*

Career Bonus: Contacts, Touch (Physical)

Career Hindrance: Enemy, Poverty

Requirements: none

Career: Journalist

Job Description: Journalists are writers who write for news organizations, including newspapers, magazines, and television news. Journalists may be employed by a specific organization, as a staff writer on a newspaper, for example, or may work "freelance"---selling their stories to news organizations as they write them. They gather information, prepare stories, and make broadcasts that inform us about local, State, national, and international events; present points of view on current issues; and

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report on the actions of public officials, corporate executives, special-interest groups, and others who exercise power.

Starting Skills:

Language (Choose) 1
Lock Pick 1
Video Systems: Satellite 1
Interrogation: Friendly 1
Career: Journalism 2
Streetwise: Urban 1
Drive: Car 1
Electives 2

Career Bonus: FEAR +1

Career Hindrance: Debt

Requirements: Intelligence D10 or higher and Contact or College BA

Career: Local Deputy Sheriff

Job Description: Deputy Sheriffs are uniformed sworn employees who enforce the law in the unincorporated areas of their county. Deputies perform a variety of duties such as respond to emergency calls, investigate criminal activities, patrol, provide assistance, and arrest those persons suspected of committing a criminal act.

Starting Skills:

Career: Law Enforcement 2
Firearms: Pistol 2
Bureaucracy 1
Computer Use: UNIX 1
Drive: Car 1
Communication Systems: CB 1
Locale Knowledge (Home County) 2

Career Bonus: Contacts, Wits +1 Die Code

Career Hindrance: Cautious

Requirements: None

Career: Paralegal

Job Description: While lawyers are ultimately responsible for legal work, they often delegate many task to a paralegal. A paralegal, often called a legal assistant, perform many of the same tasks as lawyers. However, they are explicitly prohibited from performing duties which are considered to be the practice of law (example; setting legal fees, giving legal advice, and presenting cases before a court). Probably a paralegal's most important task is helping lawyers prepare for courtroom and corporate meetings. It is a paralegal which investigates the facts of a case. They also identify any laws, decisions, articles, and other materials which might be relevant to a legal case. Once a decision has been made to proceed to court, paralegals often help prepare the arguments, draft any pleadings and motions to be filed with the court, obtain affidavits, and assist attorneys during trials. In addition to court related assignments, paralegals can also help draft contracts, mortgages, separation agreements,

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trust instruments and may assist in preparing tax returns and planning estates.

Starting Skills:

Administration 2
Bureaucracy 2
Computer Use: Windows 1
Career: Lawyer 2
Electives 3

Career Bonus: Mentor, Contact

Career Hindrance: Self Sacrificing

Requirements: College BA, BS or AAS

Career: Paranormal Researcher

Job Description: Either an overactive imagination or a striving curiosity empower the paranormal researcher. Most researchers work at the university level or for private investors. There isn't much of a market for work when dealing with the average individual but there are always hotels, old forts, historic houses and of course TV. From ghosts to werewolves they strive to find the truth.

Skeptic - Starting Skills:

Science: Psychology 2
Science: Chemistry 1
Occult: Folklore 2
Debate (Choose) 1
Career: Scientist 2
Electives 2

Believer - Starting Skills:

Academics: Philosophy 2
Occult (Choose) 2
Occult (Choose) 1
Debate (Choose) 1
Career: Researcher 2
Electives 2

Career Bonus: Contact

Career Hindrance: Haunted

Requirements: Occult (any) 2

Career: Petty Criminal

Job Description: Being a criminal is not technically a career choice, but more of a lifestyle choice. Petty criminals are con artists, convenient store robbers, muggers, pick pockets, etc. They avoid hard work, even if it's criminal. They generally lack the ambition or the know-how to make it big.

Starting Skills:

Electives 7

Career Bonus: Contacts, Touch (Physical) or Tough (Psychological)

Career Hindrance: Enemy, Poverty

Requirements: none

Career: Photographer

Job Description: Photographers produce and preserve images that paint a picture, tell a story, or record an event. To create commercial quality photographs, photographers need both technical expertise and creativity. Producing a successful picture requires choosing and presenting a subject to achieve a particular effect, and selecting the appropriate equipment. For example, photographers may enhance the subject's appearance with natural or artificial light, use a particular lens depending on the desired range or level of detail, or draw attention to a particular aspect of the subject by blurring the background.

Starting Skills:

Arts: Photography 2
 Computer Use: Macintosh 2
 Negotiation 1
 Video Systems: Digital 1
 Career: Photography 2
 Electives 2

Career Bonus: Contacts

Career Hindrance: Low Self Esteem

Requirements: Equipment

Career: Priest

Job Description: Priests commit their lives to serving the people of a diocese and generally work in parishes, schools, or other institutions as assigned by the bishop of their diocese. Priests are required to take an oath of celibacy and obedience. A priest will attend to the spiritual, moral, and educational needs of their congregation. Many priests direct and serve on church committees, work in civic and charitable organizations, and assist in community projects. Some counsel parishioners preparing for marriage or the birth of a child. A newly ordained priest works as an assistant pastor. Depending on the talents, interests, and experience of the individual, many opportunities for additional responsibility exist within the Church.

Starting Skills:

Academics: Theology 2
 Bureaucracy 1
 Expression: Verbal 1
 Language: Latin 1
 Career: The Catholic Church 2
 Meditation 1
 Instruction 1
 Electives 1

Career Bonus: Mentor, Contact

Career Hindrance: Self Sacrificing

Requirements: College BA, BS or AAS

Career: Retail Sales Worker

Job Description: Retail Sales Workers are employed by retail establishments of all sizes that sell merchandise of all kinds such as clothing, food, computers, automobiles, appliances, furniture, jewelry, books, sporting goods, and automobile supplies. They may advise customers, handle payments, process returns and exchanges of merchandise, set up displays, stock shelves, take inventory, and wrap gifts.

Starting Skills:

Acting 1
 Computer Use: UNIX 1
 Negotiation 2
 Career: Retail 2
 # Electives 4

Career Bonus: None

Career Hindrance: None

Requirements: None

Career: Security Guard

Job Description: Security Guards, also called security officers or security guards, patrol and inspect property to protect against fire, theft, vandalism, and illegal entry. Security Officers control access to and protect industrial, commercial, and residential property. They may protect equipment, money, records, information, merchandise, personal valuables, and art. Guards may provide information in public buildings, screen crowds in social and sporting events, protect money and valuables in armored cars, check credentials of persons entering offices and buildings, screen passengers at airport security areas, and observe customers in retail stores.

Starting Skills:

Firearms: Pistol 2
 Firearms: Shotgun 1
 Computer Use: UNIX 1
 Negotiation 1
 Video Systems: CCTV 1
 Career: Security 2
 Electives 2

Career Bonus: FEAR +1

Career Hindrance: Low Self Esteem

Requirements: Middle Lifestyle Stage 3 or Upper Lifestyle Stage 3

Career: Social Worker

Job Description: Social Workers help individuals, families, and communities with their personal and social problems. They assist clients in understanding the causes of their problems and work with them to modify and change attitudes and behavior. Social Workers work in a variety of settings and use relevant legislation and procedures. A setting can include service users' homes, schools, hospitals or other public sector and voluntary organizations. Qualified social workers are often

supported by assistants and work closely with other social services staff. Often working with people experiencing a crisis, their goal is to offer support that enables people to help themselves.

Starting Skills:

Administration 2
Bureaucracy 2
Computer Use: Windows 1
Career: Social Worker 2
Electives 3

Career Bonus: Mentor, Contact

Career Hindrance: Self Sacrificing

Requirements: College BA, BS or AAS

Can not buy any Academics, Engineering or Sciences skills

* *Must buy at least 3 Academics, Engineering or Sciences skills*

Military Careers

When choosing a Military Career, select the branch of service (Army, Air Force, Marine or Navy). All characters receives those skill listed under Basic Training Skills. Then you select a MOS (Military Occupational Specialty) and receive only those additional skills listed for that MOS. Then proceed to roll per normal rules on the Background Chart.

Career: Army Enlisted

Basic Training Skills:

Firearms: Assault Rifle 2
Firearms: Heavy Weapons 1
Navigation: Compass 1
Communication Systems: Military 1
Survival (Choose) 1
Career: Army 2
Dodge 1
First Aid 2

MOS (Combat Engineer)

Combat Skills: Explosive Traps 1
Demolition: Mines 1

Demolition: TNT 1

Demolition: C4 1

MOS (Military Intelligence)

Combat Skills: Target Recognition 1

Academics: Geography 1

Language (Choose) 1

Cryptography: Electronic 1

MOS (Infantry)

Tactics: Infantry 1

Survival (Choose) 1

Track (Choose) 1

Throw 1

MOS (Tank Driver)

Artillery 1

Drive: Tank 1

Firearms: Pistol 1

Mechanic: Tank 1

MOS (Medic)

First Aid 1

Medicine 1

Medical 1

Science: Biology 1

MOS (Military Police)

Career: Law Enforcement 1

Interrogation 1

Negotiation 1

Firearms: Pistol 1

MOS (Mechanic)

Mechanic (Choose) 1

Mechanic: Truck 1

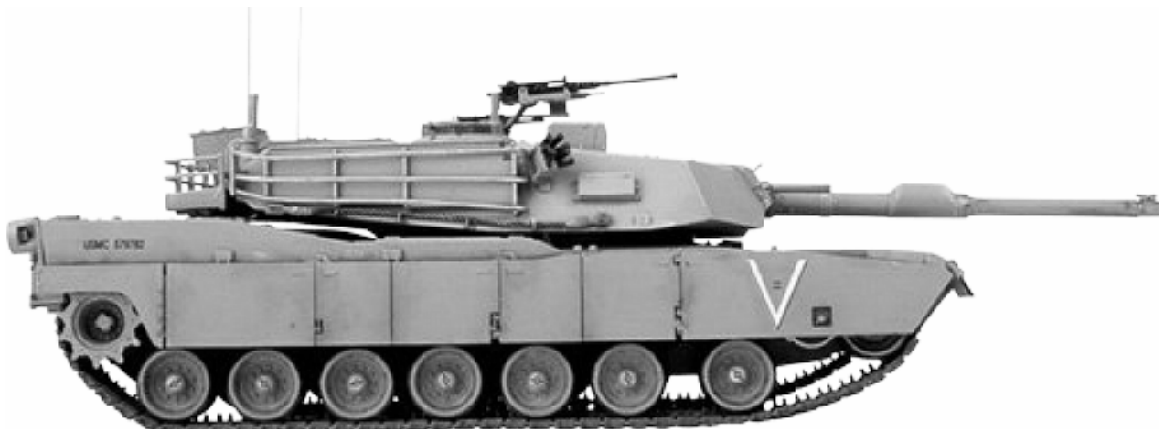
Drive: 18 Wheeler 1

Engineering: Electrical 1

Career Bonus: Strength +1 Die Code

Career Hindrance: None

Requirements: None



Career: Air Force Enlisted

Starting Skills:

Firearms: Assault Rifle 2
 Firearms: Heavy Weapons 1
 Navigation: GPS 1
 Communication Systems: Military 1
 Survival (Choose) 1
 Career: Air Force 2
 Computer Use: Unix 1
 First Aid 2

MOS (Flight Mechanic)

Mechanic (Choose Aircraft) 1
 Technician (Choose Aircraft System)* 1
 Engineering: Electrical 1
 Science: Physics 1

* Flight Controls, Hydraulics, Electronics, A/C

MOS (Military Intelligence)

Combat Skills: Target Recognition 1
 Academics: Geography 1
 Language (Choose) 1
 Cryptography: Electronic 1

MOS (Technician)

Technician: Computer 1
 Technician (Choose) 1
 Engineering: Electrical 1
 Computer Use: UNIX 1

MOS (Interpreter)

Bureaucracy 1
 Language (Choose) 1
 Negotiation 1
 Debate: Classical 1

MOS (Medic)

First Aid 1
 Medicine 1
 Medical 1
 Science: Biology 1

MOS (Military Police)

Career: Law 1
 Interrogation 1
 Negotiation 1
 Firearms: Pistol 1

MOS (Mechanic)

Mechanic (Choose) 1
 Mechanic: Truck 1
 Drive: 18 Wheeler 1
 Engineering: Electrical 1

Career Bonus: Intelligence +1 Die Code

Career Hindrance: None

Requirements: None

Career: Marine Enlisted

Starting Skills:

Firearms: Assault Rifle 2
 Firearms: Heavy Weapons 1
 Navigation: Compass 1
 Communication Systems: Military 1
 Survival (Choose) 1
 Dodge 1
 Career: Marine 2
 First Aid 2

MOS (Combat Engineer)

Combat Skills: Explosive Traps 1
 Demolition: Mines 1
 Demolition: TNT 1
 Demolition: C4 1

MOS (Military Intelligence)

Combat Skills: Target Recognition 1
 Academics: Geography 1
 Language (Choose) 1
 Cryptography: Electronic 1

MOS (Infantry)

Tactics: Infantry 1
 Survival (Choose) 1
 Track (Choose) 1
 Throw 1

MOS (Tank Driver)

Artillery 1
 Drive: Tank 1
 Firearms: Pistol 1
 Mechanic: Tank 1

MOS (Medic)

First Aid 1
 Medicine 1
 Medical 1
 Science: Biology 1

MOS (Military Police)

Career: Law 1
 Interrogation 1
 Negotiation 1
 Firearms: Pistol 1

MOS (Mechanic)

Mechanic (Choose) 1
 Mechanic: Truck 1
 Drive: 18 Wheeler 1
 Engineering: Electrical 1

Career Bonus: Strength +1 Die Code

Career Hindrance: None

Requirements: None

Career: Navy Enlisted

Starting Skills:

Firearms: Rifle 2
 Firearms: Heavy Weapons 1
 Navigation: GPS 1
 Communication Systems: Military 1
 Survival (Water) 1
 Swim 1
 Career: Navy 2
 First Aid 2

MOS (Underwater Demolitions)

Combat Skills: Explosive Traps 1
 Demolition: Mines 1
 Demolition: C4 1
 Journeyman: Welding 1

MOS (Military Intelligence)

Combat Skills: Target Recognition 1
 Academics: Geography 1
 Language (Choose) 1
 Cryptography: Electronic 1

MOS (Gunner)

Artillery 1
 Gunsmith: Artillery 1
 Science: Physics 1
 Navigation: Compass 1

MOS (Technician)

Technician: Computer 1
 Technician (Choose) 1
 Engineering: Electrical 1
 Computer Use: UNIX 1

MOS (Medic)

First Aid 1
 Medicine 1
 Medical 1
 Science: Biology 1

MOS (Military Police)

Career: Law Enforcement 1
 Interrogation 1
 Negotiation 1
 Firearms: Pistol 1

MOS (Communications)

Communication Systems: Morse Code 1
 Communication Systems: Satellite 1
 Technician: Communication Systems 1
 Engineering: Electrical 1

Career Bonus: Wits +1 Die Code**Career Hindrance:** None**Requirements:** None

Gifts and Obstacles

Gifts and Obstacles are the positive and negative non-tangible aspects of characters that are brought on by experience. These are the things that shape and mold a person's character and usually stay with someone for life.

Academic (Gift)

Primary: The character gains 4 skill points to purchase academic skills with; these points may be used to increase any skills above 3.

Secondary: The character gains 2 skill points to purchase academic skills with; these points may not be used to increase skills above 3.

Addiction (Obstacle)

Primary: The Player and Sage choose one item, person, situation, etc. that the character can not ignore. Items of addiction are actively sought by the character. When not around the item of addiction, the character must roll on the static modifier chart from Chapter 2 daily with a -20 on the die roll.

Secondary: The Player and Sage choose one item, person, situation, etc. that the character can not ignore. Items of addiction are actively sought by the character. When not around the item of addiction, the character must roll on the static modifier chart from Chapter 2 weekly with a -10 on the die roll. This roll only affects them for one day though.

Ailment (Obstacle)

Primary: The Player and Sage choose an illness that the character suffers from. Due to a continuous sickness, the character must roll on the static modifier chart from Chapter 2 daily with a -20 on the die roll.

Secondary: The Player and Sage choose an illness that the character suffers from. Due to a continuous sickness, the character must roll on the static modifier chart from Chapter 2 weekly with a -10 on the die roll. This roll only affects them for one day though.

Alertness (Gift)

Primary: All Sensory Attribute checks are at a +2 Step Bonus.

Secondary: All Sensory Attribute checks are at a +1 Step Bonus.

Allergy (Obstacle)

Primary: When in the presence on a particular allergen, the character suffers from ill effects, to include sneezing, coughing, etc. All stealth attempts are a -2 Step Penalty.

Secondary: When in the presence on a particular allergen, the character suffers from ill effects, to include sneezing, coughing, etc. All stealth attempts are a -1 Step Penalty.

Alternate Identity (Gift)

Primary: Your character has another persona that they can assume. This persona comes complete with ID and friends/associates even.

Secondary: The character gets routinely mistaken for another individual

Ambidextrous (Gift)

Primary: Character is at no penalties for using either hand.

Secondary: Character is only at a -1 Step Penalty for using the "Off Hand".

Ambitious (Gift)

Primary: Character raises their Attitude by +1 Die Code, Strategy (Choose) +2 (this may raise the skill above 3).

Secondary: Character raises their Strategy (Choose) +2 (this may raise the skill above 3).

Amnesia (Obstacle)

Primary: All Intelligence checks are at -1 Step Penalty. There is some past event(s) that are being blocked by the character. If this is the last background event roll, the character has no knowledge of their past, however, they retain all skills.

Secondary: There is some past event(s) that are being blocked by the character. If this is the last background event roll, the character has no knowledge of their past, however, they retain all skills.

Angry (Obstacle)

Primary: All Social Attribute checks are at -2 Step Penalties.

Secondary: All Social Attribute checks are at -1 Step Penalties.

Arrogant (Obstacle)

Primary: Character lowers their Charisma by -1 Die Code, however, they are arrogant for a reason, gain +1 to 2 existing skills, and this can raise them over the three point limit.

Secondary: Character lowers their Charisma by -1 Die Code.

Athletic (Gift)

Primary: The Character raises both their Strength and Dexterity by +2 Die Code.

Secondary: The Character raises either their Strength or their Dexterity by +1 Die Code.

Attractive (Gift)

Primary: Character raises both their Charisma and Attitude by +1 Die Code.

Secondary: Character raises their Charisma by +1 Die Code and lowers their Attitude by -1 Die Code.

Balance (Gift)

Primary: All rolls involving balance (falls, trips, tightrope walking, etc.) are at a +2 Step Bonus.

Secondary: All rolls involving balance (falls, trips, tightrope walking, etc.) are at a +1 Step Bonus.

Barred from Magick (Obstacle)

Primary: The character is barred from all Magickal abilities and their max WILL = 5.

Secondary: The character is barred from all Magickal abilities and their max WILL = 6.

Berserker (Obstacle)

Primary: All HTH and melee attacks are at a -1 Die Code Dexterity, but receive +1 Die Code Strength. Due to the nature of archery, they are banned from the use of that skill in combat. If a target is within reaching distance (one rounds movement) the character must drop any ranged weapons and proceed to Close Quarters Combat.

Secondary: All HTH and melee attacks are at a -1 Die Code Dexterity, but receive +1 Die Code Strength. Due to the nature of archery, they are banned from the use of that skill in combat.

Blinded by love (Obstacle)

Primary: The Player and Sage choose one item, person, situation, etc. that the character loves. When confronted by the object of their love, they must make a Social Attribute check to move on Difficulty 24 (Hard) or proceed to do whatever they suggested.

Secondary: The Player and Sage choose one item, person, situation, etc. that the character loves. When confronted by the object of their love, they must make a Social Attribute check to move on Difficulty 16 (Normal), or proceed to do whatever they suggested.

Bookworm (Gift)

Primary: The character gains Tangible: Books; Character receives Occult +1, Academics: Ancient History +1 and Language (Choose) +1 (must be a dead language).

Secondary: The character gains Occult +1 and Academics: Ancient History +1.



Brave (Gift)

Primary: The character raises their Fear by +2.

Secondary: The character raises their Fear by +1.

Can not learn True Magick (Obstacle)

Primary: The character is barred from True Magick and has a WILL limit of 5.

Secondary: The character is barred from True Magick and has a WILL limit of 5.

Can not let go (Obstacle)

Primary: Even after resolution, a character can not let go of the situation, place, person, etc. They resist all efforts to move on, to change their attitude towards someone, or believe that the Evil was destroyed.

Secondary: Even after resolution, a character can not let go of the situation, place, person, etc. They resist all efforts to move, to change their attitude towards someone, or believe that the Evil was destroyed. They must make an Attitude check to move on Difficulty 16 (Normal) or they fail to believe the situation has been resolved.

Cautious (Obstacle)

Primary: All FEAR Checks are performed at a +3 to the dice roll.

Secondary: All FEAR Checks are performed at a +1 to the dice roll.

Clairaudience (Gift)

Primary: The character gains the ability of Clairaudience and a WILL of +1. This ability can not be controlled.

Secondary: The character gains the ability of Clairaudience and a WILL of +1. This ability can not be controlled.

Clairsentient (Gift)

Primary: The character gains the ability of Clairsentience and a WILL of +1. This ability can not be controlled.

Secondary: The character gains the ability of Clairsentience and a WILL of +1. This ability can not be controlled.

Clairvoyant (Gift)

Primary: The character gains the ability of Clairvoyance and a WILL of +1. This ability can not be controlled.

Secondary: The character gains the ability of Clairvoyance and a WILL of +1. This ability can not be controlled.

Clumsy (Obstacle)

Primary: Character lowers their Dexterity by -2 Die Codes.

Secondary: Character lowers their Dexterity by -1 Die Code.

Combat Paralysis (Obstacle)

Primary: All FEAR Checks are performed at a +4 to the dice roll.

Secondary: All FEAR Checks are performed at a +2 to the dice roll.

Combat Sense (Gift)

Primary: All combat skills are at a +1 Step Bonus for. The character also gains two skill points to buy Combat Skills with.

Secondary: The character also gains 4 skill points to buy Combat Skills with.

Common Sense (Gift)

Primary: The character raises their Wits by +2 Die Codes.

Secondary: The character raises their Wits by +1 Die Code.

Companion is Lucky (Gift)

Primary: The characters companions receive a +1 Step Bonus for all non-combat rolls. The Player chooses only one companion to receive this.

Secondary: If the characters companions fails any roll that will be detrimental to their health (i.e.; failing a roll that will results in their death) then they get one re-roll. This is invoked for each such incident. The Player chooses only one companion to receive this.

Companion is Unlucky (Obstacle)

Primary: The characters companion receives a -1 Step penalty for all non-combat rolls. The Player chooses only one companion to receive this.

Secondary: If the characters companions succeeds at any roll that will be saves them from a nasty fate, then they re-roll in an attempt to fail it. This is invoked for each such incident. The Player chooses only one companion to receive this.

Confidence (Gift)

Primary: The character raises their Attitude by +2 Die Codes.

Secondary: The character raises their Attitude by +1 Die Code.

Cultured (Gift)

Primary: The character gains 3 Languages (Choose, must be living) at 1 each, Streetwise (Choose) +1, and Etiquette (Choose) +1.

Secondary: The character gains Language (Choose, must be living) +1, Streetwise (Choose) +1, and Etiquette (Choose) +1.

Disabled (Obstacle)

Primary: The character loses the ability to use two body parts. This has to be at least one body part of major use. The Sage should be the judge on whether or not the parts in questions meet this description. Soldiers need their hands; scientists need their eyes, etc.

Secondary: The character loses the ability to use one body part. This has to be a body part of major use. The Sage should be the judge on whether or not the part in question meets this description. Soldiers need their hands; scientists need their eyes, etc.

Don't Speak (Obstacle)

Primary: All skills which are dependant on a character's vocal skills are at a -1 Step Penalty (i.e.; Expression, Debate, Instruction, etc.) and the outcome of any failed attempts end with the other party angered at the character (and their group).

Secondary: All skills which are dependant on a character's vocal skills are at a -1 Step Penalty (i.e.; Expression, Debate, Instruction, etc.).

Don't Touch (Obstacle)

Primary: The character can not possess any repair skills (i.e.; Mechanic, Gunsmith, Technician, etc.).

Secondary: All repair skills are at a -1 Step Penalty (i.e.; Mechanic, Gunsmith, Technician, etc.).

Does well alone (Gift)

Primary: When alone, the Character receives a +2 Step Bonus to all actions.

Secondary: When alone, the Character receives a +1 Step Bonus to all actions.

Drops things (Obstacle)

Primary: This character should not be trusted with the party's valuable artifacts. The Sage should make random Dexterity checks to determine if the character drops some item that is being carried. All stealthy checks are at -2 Step Penalty.

Secondary: This character should not be trusted with the party's valuable artifacts. The Sage should make random Dexterity checks to determine if the character drops some item that is being carried. All stealthy checks are at -1 Step Penalty.

Emotion Disability (Obstacle)

Primary: This is a role-playing obstacle. The character has a hard time understanding and dealing with emotions. These problems exist in their emotions, as well as, dealing with the emotions of others. This can be accomplished also by applying a -2 Step Penalty when using any Charisma based roll when dealing with emotions.

Secondary: This is a role-playing obstacle. Same as primary, except apply only a -1 Step Penalty (if using the penalty instead of role-play)

Experience (Gift)

Primary: The character gains 5 new skills at 1 each. There are no restrictions on which skills a character may choose.

Secondary: The character gains 5 experience points in 5 skills the character already possesses (total of 25 experience points).

Fast Healer (Gift)

Primary: The character heals at 3 times the normal rate.

Secondary: The character heals at twice the normal rate.

Fear (Obstacle)

Primary: The character has effectively a -5 FEAR in regards to a single item, person, place, situation, etc.

Secondary: The character has effectively a -3 FEAR in regards to a single item, person, place, situation, etc.

Gifted (Gift)

Primary: The character raises their Intelligence by +2 Die Code and picks a skill they possess (Academic, Science, Engineering or Arts). This skill is always at a +2 Step Bonus.

Secondary: The character raises their Intelligence by +2 Die Code.

Good Listener (Gift)

Primary: The character raises their Charisma by +1 Die Code, Negotiation +1, Politics +1, and Debate (Choose) +1.

Secondary: The character gains Negotiation +1, Politics +1, and Debate (Choose) +1.

Guilt (Obstacle)

Primary: The character lowers their Attitude by -2 Die Codes.

Secondary: The character lowers their Attitude by -1 Die Code.

Heightened Attribute (Gift)

Primary: The character picks one attribute and raises it by +2 Die Codes.

Secondary: The character picks one attribute and raises it by +1 Die Code.

Honest (Gift)

Primary: The character raises their Charisma by +2 Die Codes.

Secondary: The character raises their Charisma by +1 Die Code.

Honest (Obstacle)

Primary: The character always tells the truth, regardless of the situation. This includes seduction, subterfuge and debate activities. All deception attempts are at a -2 Step Penalty.

Secondary: The character always tells the truth, regardless of the situation, unless life or death. This includes seduction, subterfuge and debate activities. All deception attempts are at a -1 Step Penalty.

Impulsive (Obstacle)

Primary: The character lacks the ability to think a situation through. The character may not possess the skills Tactics or Strategy.

Secondary: The character lacks the ability to think a situation through. The skills Tactics and Strategy are at -2 Step Penalties.

Increased Will (Gift)

Primary: The character gains WILL +2.

Secondary: The character gains WILL +1.

Introvert (Obstacle)

Primary: The character lowers their Charisma by -2 Die Codes.

Secondary: The character lowers their Charisma by -1 Die Code.

Lack of Social Sense (Obstacle)

Primary: All Etiquette, Streetwise, Politics, Seduction and Leadership are at -2 Step Penalty.

Secondary: All Etiquette, Streetwise, Politics, Seduction and Leadership are at -1 Step Penalty.

Leadership (Gift)

Primary: The character is a natural born leader. All leadership activities are at a +2 Step Bonus and the character gains FEAR +2.

Secondary: The character is a natural born leader. All leadership activities are at a +1 Step Bonus and the character gains FEAR +1.

Liar (Obstacle)

Primary: The character is a born liar, to his enemies and his friends. All friendly characters must make a Deception Detection role against the character when giving them knowledge, in order to believe the character. All purposeful Deception Attempts from the character are at +1 Step Bonus.

Secondary: The character is a born liar, to his enemies and his friends. All friendly characters must make a Deception Detection role against the character giving them knowledge.

Light Sensitive (Obstacle)

Primary: In bright situations, including daylight outdoors, all difficulties are at -2 Step Penalty.

Secondary: In bright situations, including daylight outdoors, all difficulties are at -1 Step Penalty.



Lost Love (Obstacle)

Primary: The character can never love another individual, all seduction attempts are at a -2 Step Penalty against the character, as well as, if the character themselves uses seduction. If the character is successfully seduced, they gain the Guilt Obstacle.

Secondary: The character can never love another individual, all seduction attempts are at a +1 Step Bonus against the character. They use others as their "chocolate". If the character is successfully seduced, they gain the Guilt Obstacle.

Love (Gift)

Primary: The Character has found the love of his life, be it a person, place, object or job. A characters actions, which are directed at this Love are at a +2 Step Bonus. However, this can be used against the character.

Secondary: The Character has found the love of his life, be it a person, place, object or job. A characters actions, which are directed at this Love are at a +1 Step Bonus. However, this can be used against the character.

Low Self Esteem (Obstacle)

Primary: The character lowers their Attitude by -1 Die Code, they can not possess the leadership skill and all Intimidation attempts against the character are at a +2 Step Bonus.

Secondary: The character lowers their Attitude by -1 Die Code.

Lucky (Gift)

Primary: The character receives a +1 Step Bonus for all non-combat rolls.

Secondary: If the character fails any roll that will be detrimental to their health (i.e.; failing a roll that will result in their death) then they get one re-roll. This is invoked for each such incident.

Mentally Challenged (Obstacle)

Primary: The character lowers their Intelligence and Wits -1Die Codes each.

Secondary: The character lowers their Intelligence -1Die Code.

Musician (Gift)

Primary: The character gains Arts: Music +2, Expression: Musical +2 and Equipment (must buy musical equipment).

Secondary: The character gains Arts: Music +2.

Night Blindness (Obstacle)

Primary: In Low light situation, including nighttime, all difficulties are at an additional -2 Step Penalty.

Secondary: In Low light situation, including nighttime, all difficulties are at an additional -1 Step Penalty

Night Vision (Gift)

Primary: The character suffers no penalties for nighttime, visually, unassisted actions.

Secondary: Due to improved night vision, the Character only suffers a -1 Step Penalty, instead of the usual three step penalty.

No Emotions (Obstacle)

Primary: The character lowers their Charisma by -1 Die Code, gain FEAR +5, are barred from the Art skill, and the Expression skill is at -1 Step Penalty.

Secondary: The character is barred from the Art skill, and the Expression skill is at -1 Step Penalty.

No Sense of Humor (Obstacle)

Primary: The character lowers their Charisma and Wits -1Die Codes each.

Secondary: The character lowers their Wits -1Die Code.

Not Easily Blinded (Gift)

Primary: Attempts to blind the character are at a -2 Step Penalty.

Secondary: Attempts to blind the character are at a -1 Step Penalty.

Obese (Obstacle)

Primary: The character lowers their Dexterity by -2 Die Codes but gains 2 Wound points; recalculate severe and deadly wound points.

Secondary: The character lowers their Dexterity by -1 Die Code.

Obsession (Obstacle)

Primary: Like the One Temptation Obstacle, except the character actively seeks it.

Secondary: Like One Temptation Obstacle, except the character actively seeks it.

One Bad Sense (Obstacle)

Primary: The character picks one sense (sight, sound, touch, etc.); all actions based on that sense are at a -2 Step Penalty.

Secondary: The character picks one sense (sight, sound, touch, etc.); all actions based on that sense are at a -1 Step Penalty.

One Good Sense (Gift)

Primary: The character picks one sense (sight, sound, touch, etc.); all actions based on that sense are at a +2 Step Bonus.

Secondary: The character picks one sense (sight, sound, touch, etc.); all actions based on that sense are at a +1 Step Bonus.

One Single Fear (Obstacle)

Primary: The character gains a single, horrible fear. All actions while in the presence of this fear are at a -2 step penalty. While in the presence of this fear, the characters effective FEAR is at a -4, this can lower it to below 0.

Secondary: The character gains a horrible single fear. All actions while in the presence of this fear are at a -1 step penalty.

One Temptation (Obstacle)

Primary: This is a role-playing obstacle. The character and Sage choose one item, person, situation, etc. that the character can not ignore. Almost like the Addiction Obstacle, except the character suffers no ill effects when not exposed to it.

Secondary: This is a role-playing obstacle. The character and Sage choose one item, person, situation, etc. that the character can not ignore, except in life and death matters. Almost like the Addiction Obstacle, except the character suffers no ill effects when not exposed to it.

Overconfident (Obstacle)

Primary: The character gains FEAR +5.

Secondary: The character gains FEAR +3.

Paranoid (Obstacle)

Primary: The character gains a strong distrust for an entire agency. They believe that agency is either out for them or behind all the worlds' problems.

Secondary: The character gains a strong distrust for a single branch of some agency or person. They believe that agency is either out for them.

People's Envy (Obstacle)

Primary: All Charisma based skill checks are at a -2 Step Penalty.

Secondary: All Charisma based skill checks are at -1 Step Penalty.

People's Pity (Gift)

Primary: All Charisma based skill checks are at +2 Step Bonus.

Secondary: All Charisma based skill checks are at +1 Step Bonus.

Refuses Help (Obstacle)

Primary: The character refuses to accept help at all times. The character will even go out of his way to avoid assistance, often causing the situation to worsen.

Secondary: Only in life and death situations will the character accept assistance

Resistance to something (Gift)

(Such as to alcohol, poison, tear gas, etc.)

Primary: Physical Attribute Checks are at a +2 Step Bonus to resist the effects of one chemical or chemical like substance.

Secondary: Physical Attribute Checks are at a +1 Step Bonus to resist the effects of one chemical or chemical like substance.

Scientist (Gift)

Primary: The character gains Magickal Theory: Scientist and three Science skills at +2 each.

Secondary: The character gains Magickal Theory: Scientist and three Science skills at +1 each.

Secret Past (Obstacle)

Primary: The character gains a secret about their past. This secret is known to the character and can be used for his benefit, such as for blackmail material.

Secondary: The character gains a secret about their past. This secret is not known to the character at the beginning of play; however, it should come out through role play.

Seductive (Gift)

Primary: The character raise their Charisma +1 Die Code and Seduction +2 (this may raise the skill above 3).

Secondary: The character receives Seduction +2.

Self Sacrificing (Obstacle)

Primary: The character's Archetype must be of a nurturing nature such as Care-Giver, Cavalier, etc. The character must make every opportunity to save others, including taking the bullet for others. If the character should fail in saving a life, they gain the Guilt Obstacle.

Secondary: The character's Archetype must be of a nurturing nature such as Care-Giver, Cavalier, etc. The character must make every opportunity to save others, including taking the bullet for others.

Self Sufficient (Gift)

Primary: In situations when the character is alone, they gain a +2 Step Bonus to all actions.

Secondary: In situations when the character is alone, they gain a +1 Step Bonus to all actions.

Shallow (Obstacle)

Primary: The character lowers their Attitude by -2 Die Codes.

Secondary: The character lowers their Attitude by -1 Die Code.

Show Off (Obstacle)

Primary: The character can not resist an opportunity to show off. Rather it be a skill or just in general. The character lowers both their Attitude and Charisma by -1 Die Code.

Secondary: The character can not resist an opportunity to show off. Rather it be a skill or just in general. The character lowers their Charisma -1 Die Code.

Slow (Obstacle)

Primary: The character lowers their Intelligence by -2 Die Code and picks one skill they possess (Academic, Science, Engineering or Arts). This skill is always at a -2 Step Penalty.

Secondary: The character lowers their Intelligence by -1 Die Code

Smooth Talker (Gift)

Primary: The character raises their Charisma by +1 Die Code, Seduction +2, and Debate (Choose) +2 (this may raise the skill above 3).

Secondary: The character gains Seduction +2 and Debate (Choose) +2 (this may raise the skill above 3).

Superstitious (Gift)

Primary: The character gains WILL +2; however, they are at a -4 FEAR when dealing with folklore and legends.

Secondary: The character gains WILL +1; however, they are at a -2 FEAR when dealing with folklore and legends.

The Touch (Gift)

Primary: All repair skills are at a +1 Step Bonus (i.e.; Mechanic, Gunsmith, Technician, etc.).

Secondary: The character gains Mechanic (Choose) +1 and Technician (Choose) +1.

The Voice (Gift)

Primary: All skills which are dependant on a character's vocal skills are at a +1 Step Bonus (i.e.; Expression, Debate, Instruction, etc.).

Secondary: The character gains Expression: Verbal +1 and Debate (Choose) +1.



Tough (Physical) (Gift)

Primary: The character gains 2 extra wound points; recalculate severe and deadly wound points.

Secondary: The character gains 1 extra wound point; recalculate severe and deadly wound points.

Tough (Psychological) (Gift)

Primary: The character raises their Attitude by +2 Die Codes.

Secondary: The character raises their Attitude by +1 Die Code.

Trim (Gift)

Primary: The character raises their Dexterity by +2 Die Codes.

Secondary: The character raises their Dexterity by +1 Die Code.

Unattractive (Obstacle)

Primary: The character lowers both their Attitude and Charisma by -1 Die Codes.

Secondary: The character lowers their Charisma by -1 Die Code.

Unfocused (Obstacle)

Primary: The character lowers their Perception by -1 Die Code and any action which requires multiple turns to complete are at a -2 Step Penalty.

Secondary: The character lowers their Perception by -1 Die Code.

Unlucky (Obstacle)

Primary: The character receives a -1 Step Penalty for all non-combat rolls.

Secondary: If the character succeeds at any roll that will save them from a nasty fate, then they re-roll in an attempt to fail it. This is invoked once for each such incident.

Visualization Magick (Gift)

Primary: The character begins play with Visualization Magick (Choose) 1. This can be adjusted per regular rules regarding skills. WILL +1.

Secondary: The character begins play with Visualization Magick (Choose) 1. This can not be increased during character creation, even through other Background Event Rolls. WILL +1.

Weakness (Obstacle)

Primary: When dealing with checks against temptations (except the Background: One Temptation), the character receives a -2 Step Penalty. (Ex. Seduction, Debate, Intimidation, etc.)

Secondary: When dealing with checks against temptations (except the Background: One Temptation), the character receives a -1 Step Penalty. (Ex. Seduction, Debate, Intimidation, etc.)

Wild Thing (Gift)

Primary: The character raises their Charisma +1 Die Code and Fear by +1.

Secondary: The character raises their Fear by +1.

Willpower (Gift)

Primary: When dealing with checks against temptations (except the Background: One Temptation), the character receives a +2 Step Bonus. Ex. Seduction, debate, intimidation, etc.

Secondary: When dealing with checks against temptations (except the Background: One Temptation), the character receives a +1 Step Bonus. Ex. Seduction, debate, intimidation, etc.

Examples of Opposition

Academic – Unattractive or Don't Touch
 Alertness - Obsession
 Alternate Identity - Paranoid
 Ambidextrous - Show Off
 Ambitious - Cannot Let Go
 Athletic - Slow
 Attractive - People's Envy or Shallow or Don't Speak
 Balance - Drops Things
 Bookworm – Obese or No Sense of Humor
 Brave - Self Sacrificing
 Clairaudience - One Bad Sense (Hearing)
 Clairsentient - One Bad Sense (Touch)
 Clairvoyant - One Bad Sense (Vision)
 Combat Sense - Lack of Social Sense
 Common Sense - Cautious
 Companion is Lucky - Unlucky
 Confidence - One Single Fear
 Cultured - Arrogant
 Does Well Alone - Low Self Esteem
 Experience - Combat Paralysis or Guilt
 Fast Healer - Impulsive
 Gifted - Emotional Disability
 Good Listener - Introvert

Heightened Attribute - Addiction
 Honest - Honest
 Increased Will - Clairsentient
 Leadership - Overconfident
 Love - Blinded by Love
 Lucky - Companion is Unlucky
 Musician - Unfocused
 Night Vision - Light Sensitive
 Not Easily Blinded - Night Blindness
 One Good Sense - One Bad Sense
 Pity - Clumsy
 Pity - Mentally Challenged
 Resistance to something - Allergy
 Scientist - Barred from Magick
 Secret Past - Amnesia
 Seductive - Obsession
 Self Sufficient – Angry or Disabled or Refuses Help
 Smooth Talker - Liar
 Superstitious - Fear
 The Touch - Lack Social Sense
 The Voice - Arrogant
 Tough (Physical) – Ailment or Weakness
 Tough (Psychological) – Berserker or Lost Love or No Emotions
 Trim - Obsessive
 Visualization Magick - Anything will work as an obstacle or Can not learn True Magick
 Wild Thing - One Temptation
 Willpower - One Temptation

These are examples of how Gifts and Obstacles may act in-opposition. However, each Gift and Obstacle can have multiple "opposites"; their combination is only dependant upon the description of the background event and what it is that the Player wants their character to learn from it.

Tangibles

Tangibles are material aspects of characters that are brought on by experience. They are the physical items that a character collects through his journeys (books, money, friends, etc.).

Characters can gain a Tangle multiple times. Each level in a Tangle generally adds another of that item. However, there are some Tangibles that add different effects at each level.

The following is an explanation of each of the possible tangibles that a character can gain during the creation process. Remember that some Tangibles carry with them positive and negative features.

Ally

The Character gains an Ally. This ally may provide direct or indirect assistance (such as information or equipment). This ally can always be trusted.

Artifact

The character begins play with a powerful artifact. This artifact is not readily known to the character at first. It may simply be a family heirloom or a necklace they picked up on vacation. The Sage will determine what the artifact is and what it is capable of.

Commission

The character receives a commission. If they are in the military it is of military office rank, if they are civilian it will be an equivalent monetary and respect (i.e., civilian airline captain). Each level in Commission increases your rank by one (1).

Please visit www.defenselink.mil/specials/insignias/ for more information regarding military rank.

Contact

The Character gains a contact. This contact may only provide indirect assistance (such as information or equipment).

Debt

The Character gains a debt of some sort. It is up to the Sage and the character to determine what sort of debt is appropriate. Debts can be anything (money, help, etc.) that the character owes another for.

Dependants

The Character gains a dependant of some sort. This may be a sibling or just someone the character is responsible for. They must travel with the character between countries but they may be left while the mission is actually attempted, this may not always be good though.

Enemy

The Character gains an enemy. This enemy actively works against the character and his team. This enemy does not necessarily have anything to do with "The Swing", it could be an old girlfriend or some random person that was wronged by the character.

Equipment

Each level in this Tangle gives the character \$1000.00 to spend at Character Creation. This money must be used to buy equipment with; it can not be used to buy property, entertainment, etc. Characters can purchase equipment not normally available to starting characters. Any money left over gets discarded.

False Contact

The Character gains a contact. This contact may only provide indirect assistance (such as information or equipment). However, this contact actually works directly against the character. The character does not know this, yet.

Favor

The character gains a single marker from an NPC, this marker can be called in at anytime. Each additional Favor provides another marker from a different source. Each marker must have an appropriate return value, list what the favors were for.

Haunted

For some reason the character is haunted. This is not always going to be a negative thing; however, the character will not know why they are being haunted. An example of a good haunting would be a murder victim seeking justice.

Housing

Each level of Housing provides the character with housing arrangements equal to \$250.00 per month. The character does not own this property, but merely lives there.

Hunted

For some reason the character is hunted. This is not always going to be a negative thing; however, the character will not know why they are being hunted. An example of a good hunting would be a lawyer tracking the character to notify them of an inheritance.

Land

Each level of Land provides the character with \$25,000 of property they own, either land alone or with housing.

Mentor

The Character gains a mentor. This mentor is someone the character can always turn to for advice. He will always make himself available to the character. He may or may not provide direct help.

Money

Each level in this Tangible gives the character \$200.00 to spend at Character Creation. Any money left over gets discarded.

Poverty

The character understands what it means to be poor. Each level of this removes a level of Money, a level of Equipment, a level of Housing and a level of Land. If the characters do not possess any of these remove them from future Background Rolls.

Quest Materials

The Character gains up to 4 maps, books or other materials than could be used to fuel quests.

Spell

The character begins play with an ancient spell, potion, etc. (Visualization Magick). The Sage will determine what the spell is and what it is capable of.

Vehicle

Gain a vehicle for use in the game. Determine type of car that is appropriate for your characters lifestyle.

Combat Stats

Now, fill in your stats using Table 1. To use the table, take the attribute in question; find its die code along the first row, then go down the chart to the appropriate stat to find its value.

Examples

Combat Points (CP) - Based on Perception

Perception = D12, then CP = 12

Perception = 2D6, then CP = 13

Perception = D8, then CP = 8

Combat Points	1	2	3
Die Code	D4	D6	D8
Combat Points	4	6	8
Fatigue Rating	1	2	3
Wound Rating	4	5	6
Lifting (lbs)	20	40	60
TOR (1lb object)	5m	10m	20m
HTH Damage*	1F	2F	3F

Wound Rating (WR) - Based on Strength

Strength = D4, then WR = 4

Strength = D10, then WR = 8

Strength = D8, then WR = 6

Wounds	1	2	3
Die Code	D4	D6	D8
Combat Points	4	6	8
Fatigue Rating	1	2	3
Wound Rating	4	5	6
Lifting (lbs)	20	40	60
TOR (1lb object)	5m	10m	20m
HTH Damage*	1F	2F	3F

Wound Values

Wounds = Wound Rating

Serious Wounds = 1/2 Wound Points (round down)

Deadly Wounds = 1/4 Wound Points (round down)

Strength	D4	D10	D20
Wounds	4	8	12
Serious Wounds	2	4	6
Deadly Wounds	1	2	3

Fatigue Rating (FR) - Based on Strength

Strength = D6, then FR = 2

Strength = 2D8, then FR = 8

Strength = D4, then FR = 1

Jumping - Based on Strength

Strength = D4, then Jump Rating = 1

Strength = D10, then Jump Rating = 2

Strength = 2D10, then Jump Rating = 3

Hand-To-Hand Damage - Based on Strength

Strength = D4, then HTH = 1 FP

Strength = D10, then HTH = 5 FP

Strength = 2D10, then HTH = 1 Serious Wound and 10

Fatigue Points

Throw - Based on Strength

Strength = D4, then Throw = 5m

Strength = D10, then Throw = 40m

Strength = 2D10, then Throw = 90m

Several other stats are then based on those from above.

Fatigue Points (FP) = Endurance Skill Rating * Fatigue Rating (FR)

If Endurance = 0

FP = Endurance Skill Rating - 1, min of 1

Endurance Skill = 3, FR = 5, FP = 15

Endurance Skill = 5, FR = 8, FP = 40

Endurance Skill = 1, FR = 6, FP = 6

Lifting is based on the characters Strength Die Code. Use Table 1 to determine the Lifting Rate in lbs. This is considered the median lifting weight for a character. The following modifiers apply to characters while lifting:

- Lifting loads greater than 0, but less than ½ their Lifting Rate.
 - No Penalties
- Lifting loads >= ½ their Lifting Rate, but less than 2x their lifting Rate.
 - All movement modes add +1 Fatigue
 - Add +1 Fatigue per round additionally
- Lifting loads greater than 2x their Lifting Rate.
 - All movement modes add +3 Fatigue
 - Adds +3 Fatigue per round additionally

FEAR = 1

WILL = 0

Character Information

Some information is 100% up to the players to decide for themselves. This information will help determine the direction you as the player wish your character to travel now that you have somewhat control over their lives.

The following information should mold well with the character that was developed during lifestyle generation.

Archetypes

Archetypes are a person's personal motivation. Their actions should coincide with their Archetype. Questioners should never leave something unanswered; protectors should never back down, etc. Why are you with the party? Why do you seek knowledge? What do you plan to do with knowledge? Here is a short list.

Apathetic

This person does not care about anything or anybody.

Attention Seeker

A person who wants attention from others and will go to great lengths to get it.

Avenger

A person who seeks to right a wrong.

Care-Giver

A person who wants to take care of others.

Cavalier

A person who is both a Protector and an Avenger.

Conformist

A person who seeks nothing really, they simply follow the herd.

Driven

This type of person is goal oriented. They develop a goal and do everything in their power to achieve it.

Hedonist

Pure pleasure and only pleasure is what this person seeks.

Materialist

A person to whom objects and money are all that matter.

Nurturer

A person who seeks to "mother" those around them.

Pioneer

A person who seeks be the first to discover, to invent, or to overcome.

Protector

A person who seeks to protect others for both external and internal forces.

Questing

A person who seeks answers, proof or some other quality.

Self Destructive

A person who constantly seeks way to endanger themselves, either for attention or death.

Sharer

A person who wants to share something with others, whether they want it or not.

Thrill Seeker

A person who seeks excitement.

Magickal Theory

Magickal Theory is a person's personal belief in reality. This will limit a characters personal growth when it comes to Magick. For some people this will be right in lined with their characters, others will see this as something to overcome. Magical Theories will have a limit on the level of WILL a person can obtain. The following is a short list. If none of these meet your characters background, please discuss this with the Sage.

Apathetic

It is not that this type of person doesn't know whether there is something more to Reality; it's that they do not care to know either way. They have more important issues to deal with; are the kids getting a good education, how to get the good jobs, to eat at McDonalds or Arby's, etc. Because of this their WILL Limit = 1.

Cabalist

This belief system makes it easier for characters to learn Visualization Magick: Hermetic Ritual. Characters can learn Visualization Magick: Hermetic Ritual from study and do not require a teacher. However, because the system of Cabala is dependant on an elaborate scheme of colors, names and numbers, characters are imposing a static belief on themselves. WILL Limit = 5.

Chaos

The universe is not ordered nor is it predictable. If a butterfly flaps its wings on one side of the earth, it will inflict a small change on its surroundings. This change may be responsible for setting of a chain of events leading to a colossal disaster (such as an earthquake) on the other side of the earth. Chaos shows up everywhere around the world, from the currents of the ocean and the flow of blood through fractal blood vessels to the branches of trees and the effects of turbulence. WILL Limit = 7

Daydreamer

This is probably the most deadly of all beliefs. For a daydreamer can have a pretty high WILL, however, they lack the discipline to control any use of it. For this, any power they learn is always at a one step penalty for use. WILL Limit = 8.

Faith

Even though this type of theory also runs counter to a reality that can be changed, its WILL is used to keep reality static, therefore their WILL Limit = 5.

God/Goddess

This belief system makes it easier for characters to learn Visualization Magick: Wiccan Ritual. Characters can learn Visualization Magick: Wiccan Ritual from study and do not need a teacher. However, their belief that all power and change comes from the God or Goddess is a very limiting view. Because they believe that they are not the source of change, their WILL Limit = 5.

Insane

Insane characters have no real grasp on Reality or Magick. Their viewpoint changes from day to day or even moment to moment. However, a by product of this is that anything is possible, the very nature of Reality itself. WILL Limit = 10

Mentalist

Mentalist believe that existence is in the mind of the observer. Pain and suffering can be overcome; pleasure and happiness can be created. All one has to do is mentally control the situation. But beyond that, everything in existence is a projection of the mind. Forms and colors do not really exist; they are formed in the mind so our consciousness can deal with them. WILL Limit = 7.

Scientist

Even though this type of theory runs counter to a reality that can be changed, its WILL is used power their belief in science. Science is nothing more than their form of Magick. WILL Limit = 10.

Enlightened

This belief system is the ultimate in beliefs. A character who believes as such is no longer limited to the view of reality as perceived by those around them. They understand that reality can be shaped by their own WILL. Only with this Magickal Theory can a character possess True Magick. Because this is a powerful belief, a character has to have progressed far enough to actually perceive it. WILL Minimum = 5; WILL Limit = 10.

Basic Character Descriptions:

- Gender (male or female)
- Weight
- Height
- Eye Color
- Hair Color
- Nationality (where is your character from)
- Ethnicity (what race is your character)
- Religion

Example Character

An example character from start to finish.

Step 1 - Initial Character Stats

	Valid	Value	Die Code
Physical	Strength	5	D10
	Dexterity	7	2D6
	Total	12	
Mental	Wits	6	D12
	Intelligence	6	D12
	Total	12	
Social	Attitude	8	2D8
	Charisma	4	D8
	Total	12	
Sensory	Perception	7	2D6
	Intuition	5	D10
	Total	12	

Step 2 - Character Background

Initial Lifestyle Path

Dice Roll - 36 = High School Teacher

Skills for High School Teacher 1, Age 0-12

Endurance 1
 Computer Use: Windows 1
 First Aid 1
 Academics: History 1
 Academics: Literature 1
 Science: Biology 1
 Arts: Drawing 2
 Climb 1
 Computer Use: Unix 1

Background Event

Dice Roll - 6

Primary: People's Envy

Secondary - Attractive

Proceed to High School Teacher 2, Age 13-15

Skills for High School Teacher 1, Age 13-15

Academics: History 1
 Academics: Literature 1
 Endurance 1
 Computer Use: Windows 1
 Science: Chemistry 1
 Language: Latin 1
 Ride: Horse 2
 Meditation 2

Background Event

Dice Roll - 12

Primary: Balance

Secondary - Drops Things

Proceed to High School Teacher 3, Age 16-18

Skills for High School Teacher 1, Age 16-18

Science: Math 1

Academics: Geography 1

Computer Use: Macintosh 1

Science: Physics 1

Art: Drawing 1

Drive: Car 1

Career: Education 2

Art: Painting 2

Background Event

Dice Roll - 11

Primary: Bookworm

Secondary - Obese

Proceed to College

Skills for College: Bachelor of Arts

Academics: Philosophy 2

Academics: Mythology 2

Academics: Anthropology 1

Science: Chemistry 2

Science: Biology 2

Debate: Classical 1

Arts: Photography 1

Instruction 2

Language: Greek 2

Background Event

Dice Roll - 6

Primary: Lost Love

Secondary - Tough (Psychological)

Final Skills

Academics: Anthropology 1
 Academics: Geography 1
 Academics: History 2
 Academics: Literature 2
 Academics: Philosophy 2
 Academics: Mythology 2
 Arts: Drawing 3
 Arts: Painting 2
 Arts: Photography 1
 Climb 1
 Computer Use: Macintosh 1
 Computer Use: Windows 2
 Computer Use: UNIX 1
 Career: Education 2
 Debate: Classical 1
 Drive: Car 1
 Instruction 2
 Endurance 2
 First Aid 1
 Language: Greek 2
 Language: Latin 1
 Meditation 2
 Ride: Horse 2
 Science: Biology 3
 Science: Chemistry 3

Science: Math 1
Science: Physics 1

Background Effects:

Attractive: (Primary) +1 to Charisma Die Code

Balance: (Primary) +2 Step Bonus for all rolls involving balance

Bookworm: (Primary) Gain Tangibles: Books; Occult 1; Academic: Ancient History 1; Language: Hieroglyphics 1

Drops Things: (Secondary) All stealth checks are at -1 Step Penalty

Lost Love: (Primary) All seduction attempts against character are at -2 Step Penalty

Obese: (Secondary) -1 Die Code for Dexterity

Tough (Psychological): (Secondary) +1 Die Code for Attitude

Final Attributes		Die Code
Physical	Strength	D10
	Dexterity	D12
Mental	Wits	D12
	Intelligence	D12
Social	Attitude	D20
	Charisma	2D4
Sensory	Perception	2D6
	Intuition	D10

Step 3 - Fill in Combat Stats

Combat Points = 13

Wound Ratings = 8

Wounds = 8

Severe Wounds = 4

Deadly Wounds = 2

Fatigue Ratings = 5

Fatigue Points = 10

Jump = 2

Hand-to-hand Damage = 5F

Lifting = 100 lbs

Fear = 1

WILL = 0

Step 4 - Character Information

Archetype = Questing

Magickal Theory = Scientist

Step 5 - The Basics

Gender = Male

Hair Color = Brown

Eye Color = Brown

Height = 5'9"

Weight = 215 lbs (from Obese)

Nationality = USA

Ethnicity = Caucasian

Religion = Agnostic



Thomas Charles Grundy

Thomas Charles Grundy
Character Name
Unemployed
Occupation
22
Age
Male
Sex

Joe Smith
Player Name
Character Class
Brown
Hair Color
Brown
Eye Color



5'9"
Height
215lbs.
Weight

ATTRIBUTES	
STRENGTH	D12
DEXTERITY	D12
INTELLIGENCE	D12
WITS	D12
PERCEPTION	D20
INTUITION	2D4
CHARISMA	2D6
ATTITUDE	D10

COMBAT STATS	
COMBAT POINTS	13
FATIGUE POINTS	10
HTH DAMAGE	5F
LIFT	100lbs
JUMP	2
WILL	0
FEAR	1
WOUND POINTS	8
SEVERE WOUNDS	4
DEADLY WOUNDS	2

SKILLS				
SKILL NAME	LEVEL	+	ATTRIBUTE	ATTRIBUTE
Academics: Anthropology	1	+	D12	D12
Academics: Geography	1	+	D12	D20
Academics: History	2	+	D12	D20
Academics: Literature	2	+	D12	D20
Academics: Philosophy	2	+	D12	D20
Academics: Mythology	2	+	D12	D20
Arts: Drawing	3	+	D12	D12
Arts: Painting	2	+	D12	D12
Arts: Photography	1	+	D12	D12
Climb	1	+	D12	D12
Computer Use: Macintosh	1	+	D12	D12
Computer Use: Windows	2	+	D12	D12
Computer Use: Unix	1	+	D12	D12
Career: Education	2	+	2D6	D12
Debate: Classical	1	+	D12	D20
Drive: Car	1	+	D12	D20
Instruction	2	+	D12	D12
Endurance	2	+	D12	D12
First Aid	1	+	D20	D12
Language: Greek	2	+	2D4	D12
Language: Latin	1	+	2D4	D12
Meditation	2	+	D10	D12
Ride: Horse	2	+	D12	D20
Science: Biology	3	+	D20	D12
Science: Chemistry	3	+	D20	D12
Science: Math	1	+	D20	D12
Science: Physics	1		D20	D12

INFORMATION	
ETHNICITY	Caucasian
NATIONALITY	American
RELIGION	Agnostic
ARCHETYPE	Questing
MAGICKAL THEORY	Scientist
AFILLIATIONS	

CHARACTER SKETCH



In-Depth Character Analysis:

Each character should fill out. Remember this game can be about developing long running characters.

1. Your full name.
2. Occupation.
3. Residence.
4. Birth date.
5. Place of birth.

6. Childhood

- 6a. Describe the sort of area you grew up in.
- 6b. Hobbies, sports played, etc.
- 6c. Art or Music Training.
- 6d. Describe the type of home life you had as a child.

7. Family

- 7a. Father's full name.
- 7b. Mother's maiden name.
- 7c. Brothers' names.
- 7d. Sisters' names.
- 7e. Any other relatives?

8. Schooling

- 8a. Grade school.
- 8b. Junior high school.
- 8c. High school.
- 8d. College.
- 8e. Other.
- 8f. Military service. (MOS?)
- 8g. Graduate work.

9. Skills

- 9a. What, in your opinion, do you do the best?
- 9b. How do you relax?
- 9c. What do you do that you would like to improve on?

10. Personal

- 10a. Best friend.
- 10b. Worst enemy.
- 10c. Current girl/boy friend.
- 10d. Is girl/boy friend an occasional date or steady?
- 10e. Is girl/boy friend a lover, i.e. physically intimate?

Personal Continued

- 10f. A far as you can tell, how does girl/boy friend view you?
- 10g. Are you pure, i.e. virginal?
- 10h. What is your code of honor?
- 10i. Is there anything you absolutely will not do?
- 10j. Do you have any fears or phobias?
- 10k. What are your weaknesses?
- 10l. Describe your one 'great' love affair.
- 10m. At present, what is the most important thing to you?
- 10n. To what lengths would you go to achieve a goal?
- 10o. List bad habits.
- 10p. List personal quirks.
- 10q. List vices.
- 10r. List good qualities.
- 10s. List your favorites
- 10t. What morals do you have?
- 10u. Describe your general personality.

11. Travel

- 11a. Do you get: seasick, airsick, motion sick?
- 11b. Do you like riding animals?
- 11c. Any fears about traveling?

12. List anything else about yourself you think is important such as mannerisms

13. Physical

- 13a. Height
- 13b. Weight
- 13c. Measurements
- 13d. Clothing sizes
- 13e. Hair color
- 13f. Hair length
- 13g. Eye color
- 13h. Handedness
- 13i. Any identifying marks? Where?
- 13j. Do you wear any identifiable jewelry?
- 13k. What is your most valuable physical asset?
- 13l. What sort of local tone do you have?

Chapter 4



Skills

The knowledge of a lifetime represented by a number.

Whale

Here's a little story
About a great big whale
She was a lonely female
Looking for a male
She went to all the bars
And then the swim clubs too
She only met big losers
That didn't have a clue
The men she met were dull
Too young, too fat or old
She didn't like their flippers
Or the stories that they told
And so she quit her search
To find the perfect man
So much better off she was
With her girlfriend Fran



Skills are the knowledge and abilities that a character possesses. In the game they are valued with a number from 1 to 10 from beginner to master.

Parent Skill Name

Skill description: A character must choose a sub-skill for any skill that lists them. They must choose from any subskill listed or any agreed upon with the Sage.

Subskills: Subskill Example #1, Subskill Example #2, Subskill Example #3

Technically, Subskills are skills within themselves. Knowledge of a Subskill does not grant characters knowledge of other Subskills under the same skill. This means that just because a character might possess the skill Science: Chemistry, it does not grant them any knowledge of Science: Physics.

When trying to use a Subskill (such as Academics: Geography), only that particular Subskill can be used for the skill check and all other Subskills (such as Academics: Literature) under the same parent skill will not factor in, even for Specialist Skills.

Skill List

Academics

This skill covers a variety of learned topics such as History, Sciences, Literature and Philosophy. Academic skills are useful as sources of information. When determining whether or not a character has any knowledge regarding the subject, the player rolls their **Intelligence + Perception + Academics**.

Success means the character does have useful information regarding the subject. Failure means, either the character does not know anything or can not remember it at this time.

Subskills: Literature, Anthropology, History, Philosophy, Geography, Government, Sociology, Foreign Cultures (Such as Iraq, Poland, China, etc.) Economics

Acrobatics

This skill allows a character to move his body quickly and gracefully through complicated maneuvers. The Acrobatics skill covers Sports Acrobatics, Gymnastics, Rhythmic Gymnastics, Circus Acrobatics, Tumbling, Acrobatic Dance, Aerial Ballet, High Wire, Flying Trapeze, Balancing Acts, Adagio, and Trampoline.

Acting

Skilled actors can imitate particular people, summon emotional responses at will and convince their audience they are telling the truth when they are in fact lying, as well as, for pure entertainment purposes.

Acting and Disguise are not the same skill, however, they are frequently used in combination. Successful use of the Disguise skill grants a +1 Step Bonus for Acting.

Administration

This is the skill of managing an organization (business, army, charity). This skill covers the organization, coordination and execution of all administrative functions supporting an organization and any of its tasks.

Animal Handling

This skill covers all facets of animal care, from feeding and grooming to breeding and training. Characters will be able to use this skill to train animals to help them on their adventures (such as, pack mules).

To train an animal, the Player rolls **Charisma + Attitude + Animal Handling**. This starting difficulty depends on whether the animal is of domesticated stock (cats, dogs, etc.) or wild. Starting difficulties for domesticated animals is 16 (Normal) and for wild animals 24 (Hard).

Animal Handling can also be used to calm animals that have become agitated. To calm an agitated animal, the Player rolls **Charisma + Attitude + Animal Handling** with a starting difficulty of 20 (Extended). If the Player succeeds the animal completely calms down. Failure means that the animal did not calm down. Two failed attempts to calm down an animal will cause the animal to switch their attention towards the trainer.

Add a +1 Step Bonus for any use of the Animal Handling skills, if the animal is familiar with the trainer.

Subskills: Mammal, Reptile, Avian, Aquatic, Amphibian

Note: Characters with high levels in a particular Subskill should have other related Subskills. It is hard, if not impossible, for someone to become an expert in Chemistry without learning a little Biology, Math and Physics. Sages, remember there are ways to influence this growth to reflect a more realistic skill progression. One method could be alternating which skills the character uses, even for creating pharmaceutical formulas; you could force a Math skill check during the creation process.

Appraisal

This skill enables characters to appraise the value of an item. Since some items are more easily appraised than others, modifiers should be applied to checks based on how common or rare the item is.

To use the Appraisal skill the character rolls their **Intelligence + Perception + Appraisal**. If successful the character can approximate the value of an item to within 95% of its true value. If the character failed in the Appraisal attempt, roll D100, the result is the percentage of the true value the character believes the item is worth. Unless some new information comes forth the character may not attempt to reappraise.

Starting Difficulty, based on the rarity of the item

Common Items = Easy
Uncommon Items = Normal
Rare Items = Extended
Unique Items = Hard

Subskills: Gems, Comic Books, Toys, Books, Jewelry, Buildings/Property, Guns, Art, Buildings, Antiques,

Example

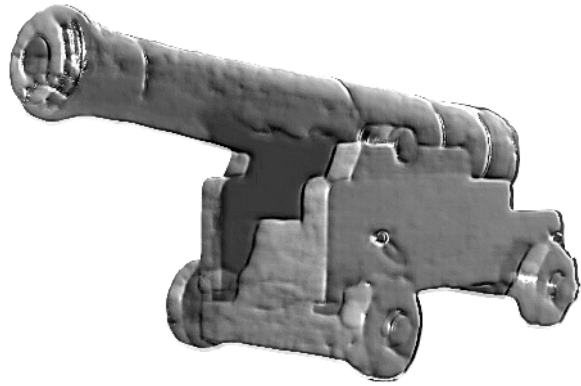
Item is a Medieval Painting worth \$100,000 US.

On a successful Appraisal attempt the character appraises the value of the painting at \$95,000 US.

On a failed Appraisal attempt the character appraises the value of the painting based on a percentile dice roll. If the D100 result was 55, then the character would appraise the value of the painting at only \$55,000 US.

Archery

Through practice you have gained knowledge of Bows. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, how to maintain them and how to fire them.



Subskills: Long Bow, Crossbow, Compound Bow, Sling Shot

Artillery

This weapon skill is used to fire and spot for all kinds of artillery weapons, from field artillery to artillery mounted on vehicles. "Artillery" is a general term covering several varieties of large-caliber weapons. Currently these fire an explosive shell or rocket and are of such a size and weight as to require a specialized mount for firing and transport.

Weapons covered by the Artillery Skill in the modern era include "tube" artillery such as the howitzer, cannon, mortar, and field gun and "rocket" artillery. Older engines like the catapult, trebuchet and ballista are also covered under the Artillery skill.

Artillery does not suffer from an Indirect Fire penalty; however, the use of a spotter, stills adds a +1 Step Bonus to artillery attacks.

Arts

Sub skills of the Arts skill can include any area of artistic expression, from music to painting. "Pure" art is aesthetic rather than utilitarian. In contrast, design is the process of making utilitarian objects more beautiful. Clothes, parks, and cool-looking automobiles are designed; paintings and sculpture are art. There is, however, considerable grey area; architecture, for instance, falls somewhere in between, depending on the nature of the undertaking. In addition, purely aesthetic objects can be said to have, at the very least, entertainment value, which can be considered useful.

Art doesn't have to be solely for aesthetic purposes. Commercial art uses artistic methods to convey information such as advertising.

When creating a work of art, there is no success or failure attach to it like other skills. Instead, the creator rolls their **Wits + Dexterity + Arts**, the results total indicates how well the art is received by others. Unlike other skills, increasing the time necessary to complete the art does not lower the any difficulty, nor are the any other

modifiers to apply. The use of the Arts skill is used only to compare with the following chart. This chart is just an example; please feel free to develop your own.

Arts Skill Roll Total	Results
0-8	Dismal failure. No value.
9-16	Acceptable in only certain circled, but generally ignored by mainstream art. Estimated value at \$10 US.
17-21	Starving artist quality work. While this will not make you famous, it does pay the bills. Estimated value at \$100 US.
21-24	This work is seen by many as creative, intriguing and original. Estimated value at \$1000 US.
25-28	This work is seen by many as creative, intriguing and original. Estimated value at \$10,000 US.
29-36	One of the best examples from the style of Arts chosen. Considered a true work of art by many in the artistic community. Estimated value at \$1 Million US.
37-41+	This work will immortalize you in the annals of history. Estimated value at \$10 Million US.

Subskills: Dance, Painting, Drawing, Music, Poetry, Sculpture, Video, Commercial

Athletics

Athletic activity consists of an everyday activity carried out with a purpose and in an environment different from everyday: for competition, enjoyment, to attain excellence, for the development of skill, or some combination of these. The difference of purpose is what characterizes Athletic activities, combined with the notion of individual (or team) skill or prowess. Therefore jumping over a hurdle in front of thousands in an indoor arena is a sport, whereas jumping a stream during a country walk is simply an attempt to keep one's feet dry.

This skill represents a both a character's knowledge and physical ability in a particular sport. What constitutes a foul ball and how to hit a foul ball? When using this skill, if it is knowledge based use **Intelligence + Wits + Athletics** or if it's about physical ability, use **Strength + Dexterity + Athletics**.

Subskills: Football, Baseball, Volleyball, Diving, Swimming, Track, Bowling, Basketball

Brawl

Brawl is the most very basic hand-to-hand combat attack one can perform. It is punching, kicking, biting, hair pulling and all other non-graceful acts of violence. Brawling encompasses all fighting styles that do not adhere to rules, codec or a formalized method of

practice. It is not that those who brawl can not fight; it is that there is no classification to their style of fighting. It is merely a "what works" method. Nothing is against the rules, there are no holds barred, its anything goes.

Bureaucracy

A character with this skill is trained to operate within the framework of an organizational structure characterized by regularized procedure, division of responsibility, hierarchy, and impersonal relationships. This skill can be used for either governmental or nongovernmental organizations.

Career

This is a catchall category for an infinite number of special skills related to professions. This skill allows the character knowledge of how a particular profession functions. It does not grant the character the ability to be a lawyer; he would still need law skills. But it would give him the knowledge of the other facets of the law practice; such as getting licensed, how to become a partner, the different specialties, how to file a case, etc.

This skill can also be used in Deception and Deception Detection. Anytime someone wants to deceive another about information, a procedure, or facet of a particular career field, they would need to use this skill.

Subskills: Law Enforcement, Retail, Government, Financial, Personal Assistant, Construction, Education, Shipping

Climb

This is the ability to climb mountains, rock walls, trees, the sides of buildings, and anything else that may get in your way. This includes climbing with and without climbing equipment. This skill gives the character knowledge about the equipment, techniques and safety practices of climbing.

This skill does not include the use of ladders, ropes, or other instruments of casual climbing.

Combat Skills

Combat skills are skills that are used during combat only. A good example would be target recognition. When attempting to attack a ranged target that is beyond normal vision, with a scoped weapon, a player must make a successful Target Recognition check or fail to find the target.

See Chapter 5 and 8 for more information on Combat Skills.

Subskills:

- Initiative: (add skill level to Initiative Roll)
- Target Recognition: Perception + Intuition

- Dodge: Perception + Dexterity
- Mechanical Traps: Intelligence + Perception
- Electrical Traps: Perception + Intelligence
- Explosive Traps: Intelligence + Perception

Communications Systems

This skill allows a character the ability to operate communication equipment. This could be for functional use or for unconventional uses; such as jamming.

To operate communication systems the character does not need a skill roll, only knowledge of the skill. When the character is trying to jam, encrypt, eavesdrop, etc. is when the character would be require making a skill check.

Subskills: Military Radios, Ham Radio, CB, Cellular, Satellite

Computer Use

This skill allows a character the ability to operate computer equipment. This could be for functional use or for unconventional uses; such as hacking.

To operate most computer systems the character does not need a skill roll, only knowledge of the particular operating system. However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (for better or worse), and breaking through computer security are all relatively difficult and will require skill checks.

See Chapter 5 and 8 for more information on Computer Use.

Subskills: Windows, Macintosh, Linux, UNIX, BSD, DOS, Solaris, Novell

Crafts

The skill Crafts, is about creating and fixing handmade items. Generally this is considered a hobby but some of the items created with Crafts can be quite useful. Crafts can be self taught or instructor presented. Unlike Arts, items produced using the Craft skill do not necessary carry a value with them. Generally the value is unique to the owner and the individual purpose of the item itself.

Subskills: Weaving, Carving, Knitting, Sewing, Quilting, Croquet, Stamping, Child Crafts, Paper Mache, Puppets

Cryptography

Cryptography is the use of the principles and techniques for the rendering of information in an encrypted guise from which it is difficult for an unauthorized person to recover any of the original, while still allowing the intended reader to do so.

To encrypt a message, the character rolls **Wits + Perception + Cryptography**. To decrypt (decode) the encrypted message, characters must make a contested Cryptography skill check versus the skill roll used to encrypt the message. Characters must wait 1 hour in-between decryption attempts.

Example

Bob tries to encrypt a letter to the President. His starting difficulty is 16 (Normal). His skill roll total is 21.

Sally intercepts Bob's message and attempts to decrypt it. She rolls Perception + Wits + Cryptography against Bob's 21. She rolls an 18, and fails to decrypt the message. After an hour she tries again. This time she rolls 26 and decrypts Bob's message.

Subskills: Verbal, Pictorial, Electronic, Written

Debate

Use this skill to present your argument to others in order to convince them of your opinions.

To use Debate, characters roll **Wits + Perception + Debate**. Successful use of this skill causes an audience (even if it's only one (1) person) to agree with the characters argument. However, it does not directly influence any action on the audience's part. What it can do, is lower the difficulty for Leadership when trying to convince others to action.

Successful use of Debate, grants a +2 Step Bonus when using Leadership to influence actions from an audience. The Leadership bonus is only granted to the character or another who the character dictates and was present at the debate. Starting difficulty is the average Attitude Die Code of the audience.

Attitude Die Code	Starting Difficulty
D4	Auto
D6	Very Easy
D8	Easy
2D4	Normal
D10	Extended
D12	Hard
2D6	Very Hard
2D8	Difficult
D20	Very Difficult
2D10	Impossible

For quick instances:

Friendly Audiences = D8
Neutral Audiences = D10
Hostile Audiences = 2D6

Subskills: Fast Talk, Classical, Trickery



Demolitions

A character with this skill can arm and disarm explosives. Preparing a normal charge for detonation does not require a skill roll, only knowledge of the skill.

A skill roll is required for more complicated actions; such as to manufacture field expedient (improvised) explosives, to determine the best location to place explosives and to determine whether or not explosives are or have been used.

Subskills: Dynamite, Nitroglycerine, TNT, C4, Mines, Improvised

Disguise

A character with this skill can conceal their appearance and even make them look like specific people. This skill is both for visual, attitude, voice and mannerisms. The starting difficulty for Disguise depends on how much time, the character wishes to devote to applying the disguise. The character rolls **Wits + Charisma + Disguise**.

Time	Starting Difficulty
10 Min	Hard
30 Min	Extended
1 Hour	Normal
3 Hours	Easy

However, even if the disguise is successful, all characters (Player and NPC) will still have a chance to spot the disguise. Upon initial contact with the disguised, everyone can make a **Sensory Attribute** contested check versus the skill roll total of the Disguise attempt. For every thirty (30) minutes in the disguised characters presence, another chance for detection is allowed, again at the same difficulty.

Example

Bob spends 1 hour setting up his disguise. His starting difficulty is 16 (Normal). His skill roll total is 22.

When Sally meets Bob she can roll to detect the disguise. She rolls Perception + Intuition against Bob's 22. She rolls an 18, and fails to detect the disguise.

After 30 minutes of talking to Bob, she attempts another Sensory Attribute Check against Bob's 22. This time she rolls 25, detecting Bob's disguise.

Subskills: Camouflage, Vocal, Makeup, Clothing

Drive

This skill grants the user the ability to drive the specified vehicle. Without this skill the user does not have a valid driver's license and is generally a hazard to the community.

Drive cannot be bought before Stage 3 of the Life Paths.

Subskills: Car, Truck, CDL, Heavy Equipment

Endurance

This is the ability to withstand pain and suffering. The use of this skill will vary from withstanding torture to being able to sit still for an extended period of time. All consciousness checks are made using this skill. It will become necessary to regain ones composure during the course of interacting with others. Everyone needs to recharge their batteries after performing extended actions.

Normally, a person will regain a number of Fatigue Points equal to their Skill Level of Endurance every 15 minutes of rest or mild activity. In combat, though, you may not have 15 minutes. To regain Fatigue Points in combat, a person rolls their **Strength + Attitude + Endurance** against a final difficulty of 12 (no other modifiers are applied). Success means that the person gains a number of Fatigue Points equal to their Endurance Skill Level.

The use of this skill costs 5 CP per attempt and can only be attempted once per combat round

Engineering

Engineering is the application of scientific and mathematical principles for practical purposes; such as the design, manufacture, and operation of efficient and economical structures, machines, processes, and systems.

Subskills: Mechanical, Electrical, Drafting, Aeronautical, Nautical, Chemical, Mining, Computer

Escape

This is the art of removing oneself from a captive situation. Whether it is handcuffs, straight jacket or an inopportune moment, this skill will get you out of it.

To attempt an escape, the character rolls **Dexterity + Strength + Escape**. Success means that they have freed themselves. Failure means they are still restrained. Failure by more than 15 less than the difficulty has caused the character to overexert themselves and causes 1 wound to the area which is restrained. The starting difficulty depends on the material the character is attempting to escape from.

Material	Starting Difficulty
Rope	Normal
Handcuffs	Extended
Plastic Tie Wraps	Hard
Straight Jacket	Very Hard

Characters must make an Escape attempt for each method of restraint (i.e.; if they are bound at their hands and their feet, then they need two successful attempts to free themselves).

Subskills: Casual (leaving whilst others are distracted), Restraints

Etiquette

Etiquette is the code of expectations that governs social behavior. It usually reflects a theory of conduct that society or tradition has invested heavily in. Etiquette is concerned with the way in which people interact with each other, and show their respect for other people by conforming to the norms of society. Social norms differ from one culture to the next, so what might be acceptable on the streets might cause World Wars in politics.

Subskills: Street, Political, Royal, Corporate, Legal

Expression

This skill is about conveying some idea or thoughts to an audience in either clear language or metaphorical speech. This could be about fictitious or actual information. Expression is somewhere between Arts and Debate. Expression does not necessarily create a lasting work of art and also does not influence others to actions. However, it conveys both types of emotions.

To use Expression, characters roll their **Charisma + Wits + Expression**. You can either use the chart for Arts or for Debate when determining the general effect that the characters performance has on others.

Subskills: Verbal, Physical, Musical, Literary, Poetry

Finance

This is the art and skill of generating income, be it offensive such as investments or defensive such as taxes.

Subskills: Stocks, Accounting, Payroll, Investments, Taxes

Firearms

Through practice you have gained knowledge of ballistic weapons. This includes how they react when they are fired, proper stance to assume when aiming them, how to reload them, and how to maintain them in a good working order.

See Chapter 5 for more information on Firearms.

Subskills: Pistols, Rifles, Shotguns, SMG, Assault Rifle

First Aid

This enables a character to stop bleeding, repair minor damage, and generally keep someone alive. First aid allows a character to evaluate the injuries of another and determine the propped measures to begin treating and preventing further injury to the wounded.

See Chapter 7 for more information on First Aid.

Forgery

This proficiency enables the character to create duplicates of documents and handwriting and to detect such forgeries created by others. To forge a document (military orders, local decrees, etc.) where the handwriting is not specific to a person, the character needs only to have seen a similar document before. To forge a name, an autograph of that person is needed.

Gambling*

This aids a character in playing gambling games that require some skill, such as blackjack, poker, and more exotic games. This skill can also be used to cheat in a gambling game thusly.

Gambling is a contested skill roll between all interested parties. When trying to cheat while using the Gambling Skill, the character makes a separate Gambling skill check for the act of cheating. If successful, the character adds 5 to the total of the Gambling skill check to determine who wins. If the character fails, then other characters both involved and those watching the game may make a Sensory Attribute Check to see if they caught the cheating act.

Example

4 guys are playing poker. Player One decides to cheat, he attempts a Gambling check at difficulty 16, he rolls a 17. He may then add 5 to his Gambling check.

The difficulty is 16 for the Gambling check. Player One rolls 12, adds 5, for a result of 17. Player Two rolls 13 (however, fails because the difficulty was 16), Player Three rolls 16 and Player 4 rolls 22. Player 4 wins the hand.

Subskills: Craps, Blackjack, Roulette, Poker, Sports, Horses

Gunsmith*

This enables a character to build, repair, replace, and modify ballistic weapons of various types. This includes the making of ammunition.

Subskills: Pistols, Rifles, Shotguns, SMG, Assault Rifles, Machine Guns

Herbalism

Those with herbalist knowledge can identify plants and fungus and prepare non Magickal potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives.

See Chapter 10 for more information on Herbalism.

Heavy Weapons*

Heavy Weapons are firearms whose main purpose it in anti-vehicular use, machine guns, rockets, etc. This, however, does not prohibit them from being used against "foot" targets.

Subskills: Rocket Systems, Machine Guns, Missile Systems

Hobby*

The character picks an area of entertainment to occupy their off time.

Subskills: Dolls, Collectable Card Games, Radio Controlled Cars

Instruction

With this skill character are able to correctly pass on knowledge to others. This can be both information and techniques. With a successful use of this skill, characters can impart the equivalent of experience to other characters. This works only if the instructor's skill level is at least 3 higher than the student. The instructor chooses a target difficulty (very easy = 1 pt, easy = 2 pts., normal = 3 pts., etc.) and if successful the student gains that many experience points for that skill. The instructor must increase his level in the skill before he can teach it again to the same student, regardless of outcome of the attempt.

See Chapter 9 for more information on Instruction.

Interrogation

This enables a character to forcibly extract information from people. A character with this skill knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert in manipulating subjects into revealing the desired information. Depending on background, a character with this skill may also have technical knowledge of mind control drugs, mind control devices, or hypnosis.

Intimidation

Intimidation is about getting others to do or say what you want, especially when they do not want to. This can be done through force, coercion or pity.

To intimidate another, a character rolls their **Perception + Attitude + Intimidation** using a starting difficulty based on the targets Attitude Die Code. Success causes the target to make a FEAR check to perform any action against both the character and anything included in the threats (such as the character's family, their car, etc.)

Attitude Die Code	Starting Difficulty
D4	Auto
D6	Very Easy
D8	Easy
2D4	Normal
D10	Extended
D12	Hard
2D6	Very Hard
2D8	Difficult
D20	Very Difficult
2D10	Impossible

Subskills: Torture, Verbal, Physical, Implied, Friendly

Journeyman Skills*

This category of skills represents the area of expertise with uses of the hand mostly. These are the skills of the everyday laborer.

Subskills: Plumbing, Carpentry, Blacksmith, Painter, Masonry, Machinist

Language*

You begin play with the native language of your choice for free, but if you want to speak any other languages, whether modern or ancient, Language is a must. This skill allows you to understand additional languages.

Subskills: Sumerian, Russian, English, German, French, Hieroglyphics

Leadership

Like Intimidation, this skill is about making others do or say what you want them to. The difference though is

actually making them want to do these actions. Sometimes leaders are charismatic, sometimes they rule with an iron fist, either way both achieve the same goals.

See Chapter 2 for more information on Leadership.

Linguistics*

Where as the language skill is about understanding the speech of others, linguistics is about understanding the language itself, its history, its grammar, different dialects, accents, etc. This skill only applies to those languages that the character knows.

Subskills: Accents, Slang, Dialect

Locale Knowledge

You are have knowledge of a particular city and can obtain information about the areas history, geography and politics. This skill grants the character with familiar knowledge of the people, politics and geography of a given area.

When determining whether or not a character has any knowledge about the Locale, the player rolls their **Intelligence + Perception + Locale Knowledge**. Success means the character does have useful information regarding the area. Failure means, either the character does not know anything or can not remember it at this time.

Subskills: Cairo, Egypt; Athens, Greece; Atlanta, Georgia

Lockpick

This enables a character to open key, combination, electronic, and magnetic locks. The character must have lock picks or other equipment in order to use the skill.

Subskills: Electronic, Mechanical

Martial Arts*

Martial arts also known as fighting systems are bodies of codified practices or traditions of unarmed and armed combat, often with the goal of developing both the character of the practitioner as well as the mindful, appropriate, controlled use of bodily force. There are many styles and schools of martial arts; however, they share a common goal - to physically defeat a person or defend ones self.

Subskills: Aikido, American Kenpo Karate, Tae Kwon Do

See Chapter 5 for more information on Martial Arts.



Mechanic*

This enables a character to repair, replace, and modify mechanical devices. Mechanics have a broad base of knowledge about how a vehicle's complex components work and interact, as well as the ability to work with electronic diagnostic equipment and computer-based technical reference materials. Mechanics use these high-tech skills to inspect, maintain, and repair automobiles and light trucks with gasoline engines. The increasing sophistication of automotive technology now relies on workers who can use computerized shop equipment and work with electronic components, while maintaining their skills with traditional hand tools

Subskills: Car, Truck, Plane, 18 Wheeler, Boat, Helicopter, Motorcycle

Medical

Characters with the Medical Skill understand how the human body works, what can interfere with this process and how to return it to normal if need be. This skill is often used in conjunction with the skill Medicine.

See Chapter 7 for more information on Medical.

Medicine

This skill represents your characters knowledge involving pharmaceutical drugs, their uses and interaction with the body.

See Chapter 7 for more information on Medicine.

Meditation

When meditating, characters gain insight and perspective into their current situations. It also aids in altering the emotional state of the character.

To attempt to meditate, the character rolls their **Attitude + Strength + Meditation**. Successful use of this skill either gives the character a single piece of information that has been overlooked or changes their current mood (increases their Attitude by +1 Die Code for 24 hours). It takes 1 hour per attempt and multiple attempts can be attempted.

Melee*

Through careful or not so careful practice you have knowledge of melee weapons. This includes how they proper stance to assume when using them, how to defend against them, and how to maintain them.

Subskills: Axe, Sword, Dagger/Knife, Spear, Mace, Quarterstaff

See Chapter 6 for more information on Melee.

Navigation

This is the ability to tell direction in the wilderness. It covers all methods of keeping ones direction constant from tracking the celestial bodies (Sun, Moon, and Stars) to picking out good landmarks. Successful use of this skill means the character is going in the right direction.

Subskills: Compass, Star, Map, GPS, Landmarks

Negotiation

Negotiation is the process whereby interested parties resolve disputes, agree upon courses of action, bargain for individual or collective advantage, and/or attempt to craft outcomes which serve their mutual interests. Characters with this skill have the ability to deal with people of all types and creeds. They are able to negotiate deals between multiple parties to everyone's satisfaction, for the most part.

See Chapter 8 for more information on Negotiation.

Occult

The word Occult refers to supposed secret or hidden knowledge of the supernatural. Sometimes the knowledge does not consist of access to particular facts, but is arrived through the mind being taken through a process triggered by a text, image or performance.

When determining whether or not a character has any knowledge regarding the subject, the player rolls their **Intelligence + Intuition + Occult**.

Success indicates that the character does have useful information regarding the subject. Failure means, either the character does not know anything or can not remember it at this time.

Subskills: Vampire, Werewolf, Magick, Folklore, Mysticism, Fey, Dragons

Pilot

This enables a character to pilot and control a flying vehicle. When flying, the character can attempt simple maneuvers and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space). Skill checks are required during combat,

for special maneuvers, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle.

Subskills: Airplane, Seaplane, Helicopter, Space Shuttle

Politics

Politics is the process and conduct of decision-making for groups. Usually applied to governments, political behavior is also observed in corporate, academic, and religious institutions.

Quick Draw

This is the ability to draw ones weapons faster than normal. This will either grant the character the upper hand or remove the disadvantage of not being armed.

The character rolls their **Dexterity + Intuition + Quick Draw**, success allows them to draw and ready their weapon for 0 CP. Starting difficulty is 16 (Normal), apply a -1 Step Penalty if the weapons is not physically on the characters body. Characters can only Quick Draw items physically on their body or are within an arms reach away.

Ride

The character can saddle, mount, ride, and dismount from a mount without a problem. For this purpose, "horses" includes mules, donkeys, and ponies.

To ride an animal the character does not need a skill roll, only the ability to ride that particular animal. Skill checks are required during combat, for special maneuvers, or in other extreme circumstances, or when the rider wants to attempt something outside of a simple ride.

Subskills: Elephant, Camel, Horse, Dolphin

Sciences

Science refers to the systematic acquisition of new knowledge about nature and the body of already existing knowledge so gained. The scientific method is based on careful observation and the testing of theories by experiment. This skill represents your characters knowledge in areas involving scientific information.

Despite popular impressions of science, it is not the goal of science to answer all questions, only those that pertain to physical reality. Science does not and can not produce absolute and unquestionable truth. Rather, science consistently tests the currently best hypothesis about some aspect of the physical world, and when necessary revises or replaces it in light of new observations or data.

Each Science Skill over 5 lowers a person's effective WILL by one for Magical uses for all Magical Theories except Scientist.

Subskills: Physics, Biology, Math, Chemistry, Astronomy, Geology, Psychology, Meteorology, Oceanography

Scrounge

You have a knack for finding almost anything, under almost any circumstances. The masters of your craft can find a hot spring at the North Pole. Success at this skill allows the character to find the equipment in question. Difficulty depends on the equipment, the situation and the locale.

Security

Security is about preventing something from transpiring, whether it is a crime, the loss of information or harm. Security can also be used to circumvent those measures. Social security is also apart of this skill.

Subskills: Social, Personal Protection, Electrical Systems

Seduction

Seduction is like Leadership in the way that it is about making others want to do what you want them to do, but it is more focused around the user of this skill rather than some grandiose scheme.

Success increases your Charisma Attribute by one step in regards to the target individual, difficulty depends on the target Attitude Attribute, and each die code equals the equivalent difficulty level:

Attitude Die Code	Starting Difficulty
D4	Auto
D6	Very Easy
D8	Easy
2D4	Normal
D10	Extended
D12	Hard
2D6	Very Hard
2D8	Difficult
D20	Very Difficult
2D10	Impossible

Sleight of Hand

This is the ability to "palm" small objects, do coin and card tricks, etc. Sleight of hand can be used for honest "stage magic" or it can be used in dishonest situations, such as pick pocketing. Each successful roll will let you pocket or switch a small item.

Stealth

Stealth is the art of not being seen, heard or smelt. This not only represents at the time but also after the fact. To be stealthy, a character rolls their **Dexterity + Perception + Stealth** against another character's Sensory Attribute check.

Stealthy characters must make a check every time someone might detect them. However, if it is a group who might detect them, they only need to make one Stealth skill check, but everyone in the group would get a Sensory Attribute check.

Strategy

Characters with this skill can deduce the tactics of their opponents, thereby being able to determine their next non-combat move.

To determine another's strategy, characters roll their **Intelligence + Perception + Strategy**. Success allows the character to gain some insight into their opponent's plans. Give the character one piece of information about their opponent's plans, such as timetable, goal, personnel involved, etc. The Sage does not have to give exact information only approximate information.

Subskills: Political, Social, Business, Military

Streetwise

Streetwise is the skill that allows one the knowledge of how to act on the streets, what to say and where to go. Those with Streetwise feel right at home on the streets.

When determining whether or not a character has any knowledge regarding the subject, the player rolls their **Attitude + Intelligence + Streetwise**.

Success means the character does have useful information regarding the subject. Failure means, either the character does not know anything or can not remember it at this time.

Subskills: Business Sector, Urban, High Society, Slums, Rural

Surgery

Surgery is the medical specialty that treats diseases or injuries by operative manual and instrumental treatment. Its practitioners are referred to as surgeons. The Surgery skill is used to perform operations to repair serious damage to characters.

See Chapter 7 for more information on Surgery.

Survival

Survival allows you to find or create shelter, navigate your way back to civilization, find food and possibly even avoid predators.

When trying to survive in hostile environments, the character rolls their **Intuition + Attitude + Survival**. Success means that they are able to find one item to help them survive (food, shelter, water, etc.) The character can decide ahead of time which item it is that they are

looking for or allow the Sage to surprise them. Each attempt requires D4 hours amount of time (1-4 Hours).

Subskills: Urban, Mountain, Woodland, Jungle, Desert, Water (Ocean, Lake, River), Swamp, Artic

Tactics

Tactics allow a person to fight effectively and efficiently. Characters with this skill can deduce the tactics of their opponents, thereby being able to determine their next combat move.

To be able to use this skill, the character must observe their opponents for at least one full round (each additional round gives a +1 Step Bonus to the Tactics checks). At the end of the round, the character rolls their **Intuition + Perception + Tactics** against a difficulty of 16 (Normal) plus all normal modifiers. Successful use of this skill gives the character a +5 to their next Initiative roll and a +2 Step Bonus for all skills until the end of the next round. Tactics skill use cost 2 Reaction Points.

Subskills: Naval, Aerial, Infantry

Technician*

This skill covers the installation, repair and maintenance of all types of electrical systems and electronic technology. Technicians possess the ability to work with electronic diagnostic equipment and computer-based technical reference materials. Technicians use these high-tech skills to inspect, maintain, and repair electrical systems and electronic technology. The increasing sophistication of technology now relies on workers who can use computerized equipment and work with electronic components, while maintaining their skills with interpersonal interactions.

Subskills: Heating/AC, Network Servers, Personal Computers

Throw

Characters with this skill are adept at throwing objects and having them hit where they want them to. Unlike other combat skills (firearms, archery, etc.) there are no sub-skills for throwing.

See Chapter 5 for more information on Throw.

Track

This is the skill of recognizing and following a trail. The trail being followed can be anything from a general wilderness trail, to the trail of a specific individual creature.

Subskills: Urban, Mountain, Woodland, Artic, Jungle, Swamp, Desert

Ventriloquist

Ventriloquism is an act of deception in which a person manipulates his or her voice so that it appears that the voice is coming from someone or more often, somewhere else.

To “throw” their voice, characters roll their **Dexterity + Charisma + Ventriloquist**. Success increases the difficulty of attempts to detect in which direction or from where the voice came from by a -2 Step Penalty.

Video Systems*

The character is familiar with video graphic systems. This is different than its use as an Art skill, as this is about the ability to use the equipment not make a work of art. However, works of art can be made, its just that would require both Art – Video and Video Systems – Sub-skill.

Subskills: Analog, Digital, Effects

Visualization Magick

Visualization Magick is a tool to bring about a particular effect that is powered by the WILL. Those individuals who manifest such Magick have only begun to awaken the true potential of the WILL. Unfortunately most never fully awaken it though. They remain fixed in their belief that Magick IS the way that they believe it is.

See Chapter 10 for more information regarding Visualization Magick.



Normal Attribute Associations

Skill Name	Attributes	Listed Subskills
Academics *	Intelligence + Perception	Literature, Anthropology, Economics, Foreign Cultures (Such as Iraq, Poland, China, etc.), Geography, Government, History, Mythology, Philosophy, Sociology, Theology
Acrobatics	Dexterity + Perception	
Acting	Wits + Charisma	
Administration *	Charisma + Intelligence	
Animal Handling	Charisma + Attitude	Mammal, Reptile, Avian, Aquatic, Amphibian
Appraisal *	Intelligence + Perception	Art, Antiques, Books, Buildings/Property, Comic Books, Gems, Guns, Jewelry, Toys
Archery	Dexterity + Perception	Long Bow, Crossbow, Compound Bow, Sling Shot
Artillery *	Intelligence + Perception	
Arts	Wits + Dexterity	Dance, Painting, Drawing, Music, Poetry, Sculpture, Video, Commercial
Athletics	Dexterity + Strength	Football, Baseball, Volleyball, Diving, Swimming, Track, Bowling, Basketball
Brawl	Dexterity + Perception	
Bureaucracy *	Charisma + Intelligence	
Career *	Charisma + Intelligence	Army Enlisted, Army Officer, Construction, Corporate Finance, Corporate Management, Education, Factory, Financial, Government, Law, Law Enforcement, Personal Assistant, Photography, Restaurant, Retail, Shipping, Social Work, Technician, The Catholic Church
Climb	Strength + Dexterity	
Combat Skills*, **	Varies per skill	Dodge, Target Recognition, Mechanical Traps, Explosive Traps, Electrical Traps, Initiative
Comm. Systems *	Intelligence + Wits	Military Radios, Ham Radio, CB, Cellular, Satellite
Computer Use *	Intelligence + Wits	Windows, Macintosh, Linux, UNIX, BSD, DOS, Solaris, Novell
Crafts	Wits + Attitude	Weaving, Carving, Knitting, Sewing, Quilting, Croquet, Stamping, Child Crafts, Paper Mache, Puppets
Cryptography	Wits + Perception	Verbal, Pictorial, Electronic, Written
Debate	Wits + Perception	Fast Talk, Classical, Trickery
Demolitions *	Intelligence + Dexterity	Dynamite, Nitroglycerine, TNT, C4, Mines, Improvised
Disguise	Wits + Charisma	Camouflage, Vocal, Makeup, Clothing
Drive *	Dexterity + Perception	Car, Truck, CDL, Heavy Equipment
Endurance	Strength + Attitude	
Engineering *	Intelligence + Perception	Mechanical, Electrical, Drafting, Aeronautical, Nautical, Chemical, Mining, Computer
Escape *	Dexterity + Strength	Casual (leaving whilst others are distracted), Restraints
Etiquette	Charisma + Intelligence	Street, Political, Royal, Corporate, Legal
Expression	Charisma + Wits	Verbal, Physical, Musical, Literary, Poetry
Finance *	Wits + Intelligence	Stocks, Accounting, Payroll, Investments, Taxes
Firearms	Dexterity + Perception	Pistols, Rifles, Shotguns, SMG, Assault Rifle
First Aid	Perception + Intelligence	
Forgery *	Dexterity + Perception	
Gambling	Attitude + Perception	Craps, Blackjack, Roulette, Poker, Sports, Horses
Gunsmith	Intelligence + Dexterity	Pistols, Rifles, Shotguns, SMG, Assault Rifles, Machine Guns
Herbalism *	Perception + Intelligence	
Heavy Weapons *	Dexterity + Perception	Rocket Systems, Machine Guns, Missile Systems
Hobby	Wits + Attitude	Dolls, Collectable Card Games, Radio Controlled Cars, War-games, TV Trivia
Instruction	Intelligence + Charisma	
Interrogation	Charisma + Perception	

Intimidation	Perception + Attitude	Torture, Verbal, Physical, Implied, Friendly
Journeyman *	Intelligence + Dexterity	Plumbing, Carpentry, Blacksmith, Painter, Masonry, Machinist
Language *	Intuition + Intelligence	Sumerian, Russian, English, German, French, Hieroglyphics, Japanese, Spanish
Leadership	Charisma + Attitude	
Linguistics	Intelligence + Perception	Accents, Slang, Dialect
Locale Knowledge *	Intelligence + Perception	Cairo, Egypt; Athens, Greece; Atlanta, Georgia
Lock Pick	Dexterity + Perception	Electronic, Mechanical
Martial Arts *	Dexterity + Perception	Aikido, American Kenpo Karate, Tae Kwon Do
Mechanic *	Intelligence + Dexterity	Car, Truck, Plane, 18 Wheeler, Boat, Helicopter, Motorcycle
Medical *	Intelligence + Perception	
Medicine *	Intelligence + Wits	
Meditation	Attitude + Strength	
Melee	Dexterity + Perception	Axe, Sword, Dagger/Knife, Spear, Mace, Quarterstaff
Navigation *	Perception + Intuition	Compass, Star, Map, GPS, Landmarks
Occult	Intelligence + Intuition	Vampire, Werewolf, Magick, Folklore, Mysticism, Fey, Dragons
Parachute *	Perception + Strength	
Pilot *	Dexterity + Perception	Airplane, Seaplane, Helicopter, Space Shuttle
Politics	Intuition + Charisma	
Quick Draw	Dexterity + Intuition	
Ride	Strength + Perception	Elephant, Camel, Horse, Dolphin
Sciences *	Intelligence + Perception	Physics, Biology, Math, Chemistry, Astronomy, Geology, Psychology, Meteorology, Oceanography
Scrounge	Perception + Charisma	
Scuba *	Strength + Dexterity	
Security *	Intelligence + Perception	Social, Personal Protection, Electrical Systems
Seduction	Charisma + Perception	
Sleight of Hand *	Dexterity + Charisma	
Stealth	Dexterity + Perception	
Strategy	Intelligence + Perception	Political, Social, Business, Military
Streetwise	Attitude + Intelligence	Business Sector, Urban, High Society, Slums, Rural
Surgery *	Dexterity + Intelligence	
Survival	Intuition + Attitude	Urban, Mountain, Woodland, Jungle, Desert, Water (Ocean, Lake, River), Swamp, Artic
Tactics	Intuition + Perception	Naval, Aerial, Infantry
Technician *	Intelligence + Wits	Heating/AC, Network Servers, Personal Computers
Throw	Strength + Dexterity	
Track	Perception + Intuition	Urban, Mountain, Woodland, Artic, Jungle, Swamp, Desert
Ventriloquism	Dexterity + Charisma	
Video Systems *	Intelligence + Wits	Analog, Digital, Effect
Visualization Magick *	Intuition + Wits	

** Specialist Skills. ** Combat Skills are skills that have no other use other than for combat purposes.*

These skills are not set in stone, if you feel a different set of attributes should affect the use of a certain skill, and then by all means discuss this with your Sage.

Example

Drive is normally Dexterity + Perception + Drive; however, an overnight drive might require Strength + Perception + Drive.

Chapter 5



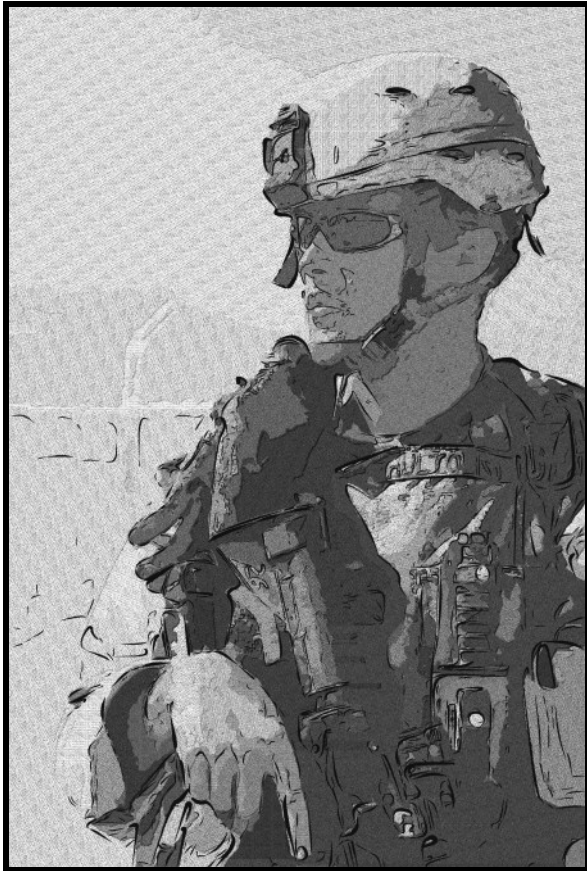
Combat

How to kill, crush and destroy.

His Heart

His heart is too weak
Each beat feeling meek
And grasping for air
Run from despair
Today is the day.

And now time is near
To try without fear
To walk to the edge
And jump from ledge
Close up his long life
Knowing so much strife
So now, all goes gray.



During the course of your character's adventures, they are bound to anger certain factions. The Swing is not a combat orientated game, however, presented here are a set of rules that attempt to model real world situations with real world consequences.

Combat Maps

The Swing utilizes maps to provide a 3D sense to combat. The maps are divided into squares with each square representing one (1) meter in distance. While it is not a necessity to use maps they do assist in providing an excitement and entertainment.

Note: For miniature purposes, 25 or 28 mm figures can be used. There is also a wide variety of terrain and building in the 25/28 mm scale.

Stacking

When using maps, characters may not enter a hex that contains an enemy unit. Characters may enter a hex that contains a friendly unit. However, a character may not end their action phase in a square that contains another unit (friendly or otherwise). The only exception to this is during a grapple situation. This can be both a combative grapple (where two characters are involved in Hand to

Hand fighting) and a friendly grapple (such as when one character is carrying another).

Combat Sequence

Combat is divided into ten (10) second intervals called rounds. It is during these intervals that characters will perform combat maneuvers, aid comrades, activate devices and sometimes become injured.

Here is the basic flow of a given combat round [**10 Second Combat Rounds**]:

1. Pick a Combat Mode
 - a. Choose from Focused, Aware and Alert
 - b. These modes will determine what Actions and Reactions a character can perform
2. Everyone divides their Combat Points into two categories
 - a. Action Points - AP (used to take actions)
 - b. Reaction Action Points - RAP (used to react to another actions)
 - c. Any number of points from their Combat Points can be set aside to either category. But once set aside they cannot be regained until the next turn's allocation stage
 - d. Everyone declares their first move (before initiative rolls)
3. Initiative
 - a. Roll Perception Check (just the dice in Perception)
 - b. Ties going to those who have higher Perception die codes, if they have the same die code – highest Intuition, then Dexterity, then Intelligence, Wits, Attitude, Strength and finally Charisma
4. The character who won initiative acts first
 - a. If their first maneuver is now compromised by the initiative results, the player can
 - i. Continue with action and hope all works out
 - ii. Spend two Combat Points to negate your first action (not including those APs for the action itself)
 - b. Each character spends each of his actions points.
 - c. Any actions points not spent are ignored until next round.
5. Damage is applied, if any, immediately
6. Then the character with the next highest initiative acts, then the next and so on.

Combat Mode

An individual can only act against or react to those events that transpire in their chosen Combat Mode's Area. A person can change modes only at the beginning of turns.

Characters cannot act or react to any rear events or events outside of their combat mode. Once a character has been attacked, successful or unsuccessful, and the character changes facing, the character may then act/react to events that were previously outside of their Combat Mode, as they are now within their Combat Mode.

If a character forgot to list a combat mode for the round, or for instances where the combat mode has not been chosen yet, assume the characters are in Alert Mode.

Focused – You are focused on a task or on an individual. Your attention is focused to just that area directly in front of your vision. Character may only make actions/reactions against those targets in the focused zone. *Actions and Reactions receive a +2 step bonus.*

Aware – You are at normal perceptive levels. You are aware of both your immediate frontage and your periphery. Character may make actions/reactions against those targets in both the focused zone and the aware zones only. *Actions and Reactions receive a +1 step bonus.*

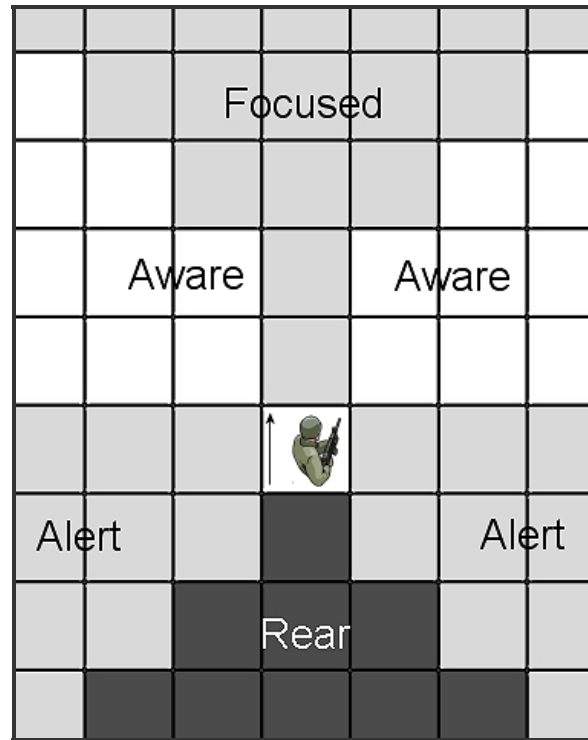
Alert – You are on a defensive guard, more a paranoid stance than anything. Your head keeps moving from side to side keeping tabs on all those around you (except in you rear). Character may make actions/reactions against those targets from any zone except the rear zone. *Actions and Reactions receive no bonus.*

Some skills will have a mode that you must be in order to perform the task. For non-combat skills this transition is assumed to be automatic (just in case you come under surprise fire).

Combat mode modifiers to skills:

Actions in Zone	Mode is Focused	Mode is Aware	Mode is Alert
Focused	+2	+1	0
Aware	No Action or Reaction	+1	0
Alert	No Action or Reaction	No Action or Reaction	0
Rear	No Action or Reaction	No Action or Reaction	No Action or Reaction
Max Move	Walk	Jog	Run

Combat Mode Diagram



Character facing is in the direction the arrow is pointing.

Examples

<i>Sneak</i>	-	<i>Focused</i>
<i>Hide</i>	-	<i>Alert</i>
<i>Suppressive Fire</i>	-	<i>Focused</i>
<i>Scan</i>	-	<i>Aware</i>

Combat Points

Combat Points are what a character uses to act and react while in combat. These are divided into Action Points and Reaction Points. The main difference between the two sets is that Reaction Points can not be used to attack another character (with the exception of Target of Opportunity).

Action Points

Action Points (AP) are Combat Points that are set aside to use when it is your turn to act. These are only used during your action phase. Once your action phase is over, any Action Points that were set aside for actions this round and not used are discarded until next round; they may not be used for reactions.

Examples of Actions

Reading weapon, moving, using an item, mounting a vehicle/animal, using a weapon



Reaction Points

Reaction Points (RAP) are Combat Points that are set aside to use as a reaction to someone else's action. These can be used after an enemy or a teammate has performed an action. To use a reaction, a player simply states they are using reaction points. Some reactions can be performed without special needs (such as dodge and duck); however, some reactions (blocking an exit, target of opportunity, etc.) may require that you have a higher initiative or some other prerequisite.

Reaction Points can not be used to attack another character (with the exception of Target of Opportunity).

Characters may only react to events involving their characters if they have not had their action phase. If their action phase has past, then they may react to events involving others (such as, tackling a character before they have their proverbial head blown off).

Examples of Reactions

Repositioning oneself, target of opportunity, preventing escape, dodge, duck

Full Round Actions

Some actions require the full length of the round and sometimes even multiple rounds to complete. During these actions a character cannot perform any reactions or for that matter any other actions. In the case of actions that require multiple rounds, after the end of each round they may opt to fail the task at hand and move on to another action or continue with the action. All full round actions require a Focused Combat Mode.

Examples of Full Round Actions

Scan, sprint, search

Free Actions

Some actions are considered inconsequential and therefore require no expenditure of action points. These actions do not cost any Combat Points. Keep in mind that you do only have 10 seconds in which to perform all of your actions, while talking is a free action, a three hour conversation with the enemy is not possible.

Examples of Free Actions

Talking, drop item in hand, gesture, changing weapon hands

Initiative

Who performs their actions First? Second? Last? This is where Initiative comes into play. The Swing uses a Secret Initiative System. In real life you do not always know who has the upper hand, you therefore have to base your actions off of what you think of the situation will be. This is how Initiative works in The Swing.

First, everyone divides up their available Combat Points into Action and Reaction Points. Then every one must declare their first action, with a minimum of 1 AP cost. This action has to include an expenditure of APs, it can not be a free action (such as, I scan my immediate area or I look at my watch, in order to save APs). Then everyone rolls their Perception Die Code to determine the order of combat.

- I. Roll your Perception Die Code only
- II. The character with the highest total goes first, lowest total goes last.

- III. In the case of a tie, the character who has the higher Perception die codes acts, if they have the same die code – highest Intuition, Dexterity, Intelligence, Wits, Attitude, Strength and finally Charisma.

A character must perform their 1st action (how else would we see those individuals sticking their heads out and end up getting shot at). A character might be able to alter their course of action. In order to cancel the action, a character must spend 2 Combat Points (these can come from any combination of Action and Reaction Points). The action is canceled and the character has lost the APs set aside for the action (in addition to the 2 Combat Points cost for cancellation).

A character's first action must take place even before a dodge may be performed. Therefore, cancellation is a must for any character that is acted upon before their initiative has begun and wishes to dodge another's action. The character can opt not to cancel their action, however, and forgo the dodge.

Movement

There are six different movement types in this game; walk, jog, run, sprint; jump and dive. The differences being how fast your character moves in one round of combat.

Walking

- Walking costs no fatigue.
- Crawling, Duck-Walking, etc are all considered walking for Fatigue and Action Points
- Walking costs 1 CP per Square.
- A character may walk backwards.

Jogging

- Jogging costs 1 fatigue per round.
- Jogging costs 1 CP per Two Squares. A character must move in even increments (must move 2, 4, 6, 8, 10... Squares at a time).
- A character may jog backwards.

Running

- Running costs 2 fatigue points per round.
- Running costs 1 CP per Three Squares. A character must move in increments of three Squares at a time (3, 6, 9, 12, 15... Squares at a time).
- A character may not run backwards.

Sprinting

- Sprinting costs 3 fatigue per round.
- Sprinting costs 1 CP per Five Squares. A character must move in increments of five Squares at a time (5, 10, 15, 20, 25... Squares at a time).
- This does mean that characters with a D4 Perception can never sprint, unless they augment their skill somehow.
- Sprinting is a full round action. However, a character does not need to spend all their action points sprinting; they can just not perform any other actions or reactions.
- A character can only sprint in the direction they are currently facing and are limited to one face change per CP worth of movement (basically one face change per every 5 squares).
- A character may not sprint backwards.

Jumping

- The distance a character can jump is based upon Movement Mode and Strength Die Code
 - Walk / Standing = Jump Rating in Squares
 - Jog = 2x Jump Rating in Squares
 - Run = 3x Jump Rating in Squares
 - Sprinting Characters can not jump
 - A character must jump the distance set per their movement, they can not jump less nor can they jump more.
- Jumping costs +1 fatigue points
- Jumping costs +1 CP per Square, in addition to movement mode CP.
 - Ex: Running/Jumping 3 Squares = 4 CP, 1 for the movement mode, 3 for the jump (1 per Square).
 - Total distance is calculated with the movement rate.
 - If Running – Run = 3, Jump = 3, then total move would be 6 Squares

Diving

- The distance a character dives is based off their Movement Mode just prior to the dive action.
 - Crawl & Sprint = No dive possible
 - Walk = 1 Square
 - Jog = 2 Squares
 - Run = 3 Squares
 - A character must dive the distance set per their movement, they can not dive less nor can they dive more.
- Diving costs +2 fatigue points
- Diving costs 2 CP

The Swing

A character is not able to run as fast as possible and be able to stop on a dime. That is the basis for mandatory movement increments. They represent the natural acceleration and deceleration that you would experience as you moved.

Elevation Changes

- Uphill - for each 1 meter elevation change lose an additional square from total movement for the given movement mode.

Example

While using running mode and climbing a hill that is one meter tall, it costs one movement for entering the square, but also one movement for elevation change, leaving 1 movement left.

- Downhill - gain one square per 1 meter elevation change.

Example

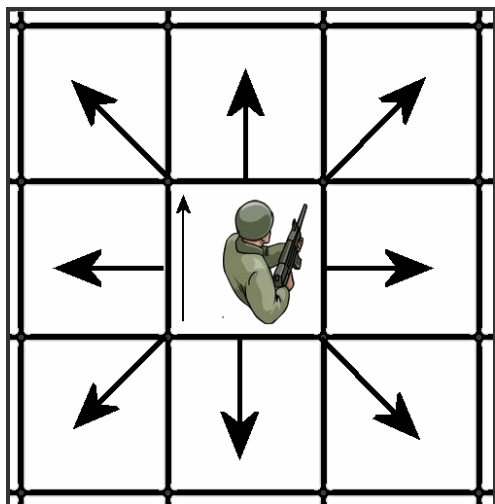
While using running mode and moving down a 1 meter tall hill, it cost 1 movement for entering the square; however, you gain an additional square of movement for going downhill, so your total movement left is 3 squares.

Climbing

- Climbing is not a movement mode. It is an action.
 - Climbing means changing elevation by means of ladders, ropes, boxes, etc.
 - Each 1 meter of distance climbed costs 3 CP and 1 Fatigue.

Valid Movements

So, how can your character move?

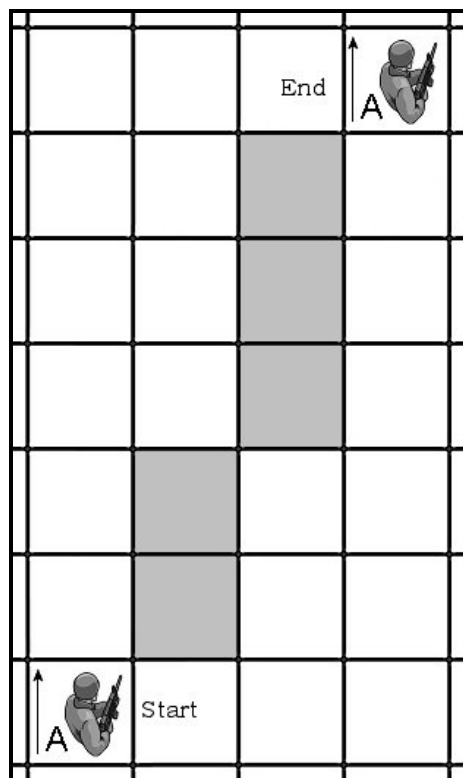


Reality Guide

Without changing facing, a character can move into any adjacent square. However, the direction a character faces is critical for determining combat mode. Their facing can be changed for the cost of 1 CP.

The only exception to this is in regards to movement. You do not have to change facing to enter a square. As humans we have the ability to walk sideways, backwards, and even forward. You can at your discretion change facing, though, at any time through your movement by simply paying the cost for the facing change.

This allows you to act/react to events that were previously not within your Combat Mode.



From start to finish, decide the path that your character will travel, you do not have to travel in a straight line, there are reasons to dart back and forth. Count each square in between and the ending square; this is the total movement squares.

Example

In the above picture, the total movement squares = 6, (1 for the end and 5 for the path).

Ranged Combat

There are two forms of attacks; ranged and melee. Ranged combat is any form of attack that is performed where the attacker never touches the defender directly; guns, thrown weapons, grenades, etc. Melee combat

The Swing

represents all forms of close quarter combat from hand-to-hand to sword fights.

The basics of ranged combat are simple: attack a target at a distance so as to minimize the effectiveness of his counterattack. Basically stay out of the reach of his attack. The basic flow for ranged combat is as follows:

- I. Determine the Starting Difficulty based on the characters skill level with the range weapon and the range from the attacker to the target
- II. Is the target capable of dodging the attack (i.e., is the attack originating from within their Combat Mode)
- III. If the dodge was successful, raise the difficulty by 2 Steps
- IV. If they were not able to dodge or the dodge failed, proceed to the next step
- V. Determine if there are any intervening items (Cover and Concealment)
- VI. Determine if there are any difficulty modifiers due to weapon fire mode
- VII. Apply any other modifiers
- VIII. If the Skill Check is greater than or equal to the final difficulty, then the attack was successful

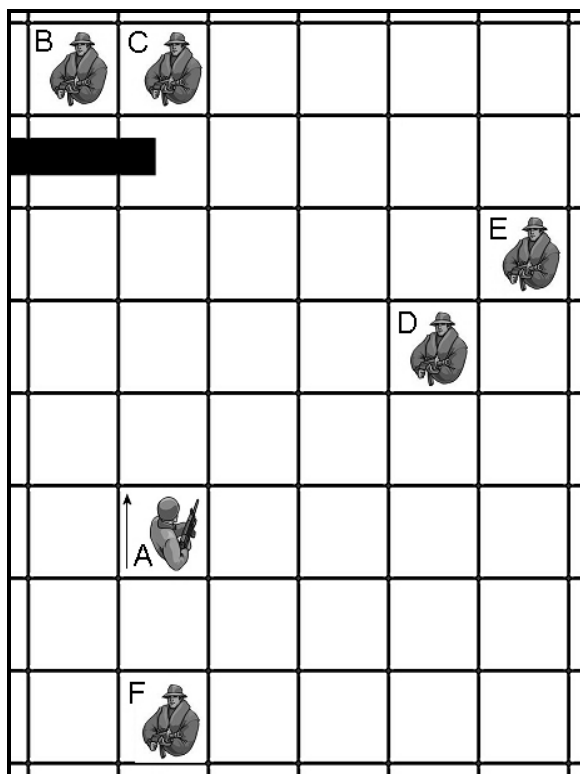
Line of Sight (LOS)

For all actions, except In-Direct Fire, Line-Of-Sight is needed from the attacker to the target. This means that the attacker must see some portion of the target in order to attack it. Line of sight (LOS) is determined by drawing an imaginary line from the center of the attackers Square, to the center of the targets Square.

Any Square that the LOS passes through or travels along the edge of may or may not intervene. Any objects within an intervening Square may provide cover for the target whether it wants to or not, in the case of another character. Once an item is determined to be intervening in the Line of Sight, use the rules for Cover to determine if the Attacker still has a valid LOS.



Reality Guide



- A = Attacker
- B, C, D, E & F = Targets
 - Attacker A has a valid LOS to Target D, and Target E.
 - Attacker A has a valid LOS to Target C, because the wall only provides a 50% cover penalty to any attack from A to C
 - Attacker A has no valid LOS to Target B since it is behind the wall.
 - Attacker A has no valid LOS to Target F, since the target is in the Rear of Attacker A.

Cover

"Cover" acts to block ranged attacks. When a target is covered by some means, be it a wall, a door or other characters, they become increasingly harder to hit. To determine the appropriate penalties to attack a covered target, you must first determine how much of the target is covered.

Available cover modes with examples

- 1 (25%) Quarter Cover - An arm or leg covered
- 1 (50%) Half Cover - both legs are behind cover
- Three Quarters (75%) Cover - peeking out from behind a wall to attack where one whole side of the body is covered (only an arm and the head visible, etc.)
- Full (100%) - completely behind cover

Cover Penalty Chart

Cover	Penalty
25% Cover	-1 Step
50% Cover	-2 Step
75% Cover	-3 Step
100% Cover	Not a valid Target

To calculate the total penalty from multiple objects that interfere with the LOS, then simply add together their individual cover percentage. The final percent will indicate the total penalty.

Example

- Chair = 25%
- Desk = 50%
- Total penalty = 75% or -3 Step Penalty

One interesting thing to note here is the use of intervening Squares. Any character may provide cover for a target whether they wish to or not. Anyone in the direct Line Of Sight (LOS) of the target is considered to provide 100% cover for the target. Unfortunately when you are targeting an opponent with other characters intervening, you will be shooting through them with the hope of hitting the target and not them. Any character standing, sitting or crawling in those Squares are to be considered intervening for the target Square. Any character within direct LOS will provide 1/2 cover each, two or more such intervening characters will provide 100% cover.

When attacking someone behind cover, if the attack roll is successful, then the target is hit with the attack. If the roll fails, then one of two things happens, either the attack was off target completely or it hit the items providing cover for the target. If the cover was another character, any intervening characters can opt to dodge, however, they need to declare their intent before the attack roll and have the appropriate combat mode in order to dodge this attack.

To determine whether the items providing cover were hit, subtract the cover penalty from the difficulty. If the attack roll is greater than this new difficulty number, then the attack hit the cover. This can be bad news for any character "accidentally" providing cover for the target. Do not roll a new attack; use the attack roll for the target.

If more than one object is providing cover then begin with the item/person providing the largest cover penalty. Recalculate using the modifiers appropriate for this target. If the attack fails proceed to the next target until all possible targets in the direct LOS are eliminated.

ExampleUsing the Line of Sight Example

- A = Attacker
- B, C, D, E & F = Targets
 - Attacker A has an uninterrupted LOS to Target D.
 - Target E receives 50% cover (-2 Step Penalty) bonus from Target D when being attacked by Attacker A.
 - Target C receives 50% cover (-2 Step Penalty) from the wall.
 - Target B is not a valid target for Attacker A since it has 100% cover from the wall.
 - Target F is also not a valid target for Attacker A, since F is in the Rear of Attacker A.

If only a small body part is exposed (let's say a hand which is holding gun shooting from behind a wall), treat this instead as an aimed shot and not a shot which involves cover or concealment.

Concealment

Concealment works much the same way as cover does, as cover interferes with Line-of-sight to a ranged target. The one difference to cover is that concealment is only a visual interference (it hinders the attackers ability to see the target), concealment does not hinder the ranged attack from hitting the target.

Concealment uses the same penalties as cover, however, a target can have 100% (maximum of a -4 Step Penalty) cover and still be a valid target for attack. Use the full hit location chart, or which ever chart is necessary due to the any of cover, if applicable.

Movement Modifiers

Thanks to "Kentucky Windage", unless a target is actively dodging, a targets movement is not a factor in this game. A target that is not dodging is not actively interfering with the attack itself. However, when the attacker is moving it will become more difficult to aim.

The only penalties that are applied to ranged combat are due to the Movement Mode of the attacker.

- **Walking:** No modifier
- **Jogging:** -1 Step Penalty
- **Running:** -2 Step Penalty
- **Sprinting:** No Ranged attack possible

Weapon Ranges

Unlike the use of most skills, Ranged Combat starting difficulties are based solely off of the distance from the attacker to the target. However, accuracy at varying ranges is not a function of a weapon. Certain weapons

Weapon Ranges per Skill

For all Archery Skills

	@ Level 1	@ Level 2	@ Level 3	@ Level 4	@ Level 5	@ Level 6	@ Level 7	@ Level 8	@ Level 9	@ Level 10
Normal	1 m	2 m	3 m	4 m	5 m	6 m	7 m	8 m	9 m	10 m
Extended	2 m	4 m	6 m	8 m	10 m	12 m	14 m	16 m	18 m	20 m
Hard	3 m	6 m	9 m	12 m	15 m	18 m	21 m	24 m	27 m	30 m
Very Hard	4 m	8 m	12 m	16 m	20 m	24 m	28 m	32 m	36 m	40 m
Difficult	5+ m	9+ m	13+ m	17+ m	21+ m	25+ m	29+ m	33+ m	37+ m	41+ m

Firearms: Pistol Skill

	@ Level 1	@ Level 2	@ Level 3	@ Level 4	@ Level 5	@ Level 6	@ Level 7	@ Level 8	@ Level 9	@ Level 10
Normal	1 m	2 m	3 m	4 m	5 m	6 m	7 m	8 m	9 m	10 m
Extended	2 m	4 m	6 m	8 m	10 m	12 m	14 m	16 m	18 m	20 m
Hard	3 m	6 m	9 m	12 m	15 m	18 m	21 m	24 m	27 m	30 m
Very Hard	4 m	8 m	12 m	16 m	20 m	24 m	28 m	32 m	36 m	40 m
Difficult	5+ m	9+ m	13+ m	17+ m	21+ m	25+ m	29+ m	33+ m	37+ m	41+ m

Firearms: SMG Skill

	@ Level 1	@ Level 2	@ Level 3	@ Level 4	@ Level 5	@ Level 6	@ Level 7	@ Level 8	@ Level 9	@ Level 10
Normal	5 m	6 m	7 m	8 m	9 m	10 m	11 m	12 m	13 m	14 m
Extended	10 m	12 m	14 m	16 m	18 m	20 m	22 m	24 m	26 m	28 m
Hard	15 m	18 m	21 m	24 m	27 m	30 m	33 m	36 m	39 m	42 m
Very Hard	20 m	24 m	28 m	32 m	36 m	40 m	44 m	48 m	52 m	56 m
Difficult	21+ m	25+ m	29+ m	33+ m	37+ m	41+ m	45+ m	49+ m	53+ m	57+ m

Firearms: Shotgun Skill

	@ Level 1	@ Level 2	@ Level 3	@ Level 4	@ Level 5	@ Level 6	@ Level 7	@ Level 8	@ Level 9	@ Level 10
Normal	5 m	6 m	7 m	8 m	9 m	10 m	11 m	12 m	13 m	14 m
Extended	10 m	12 m	14 m	16 m	18 m	20 m	22 m	24 m	26 m	28 m
Hard	15 m	18 m	21 m	24 m	27 m	30 m	33 m	36 m	39 m	42 m
Very Hard	20 m	24 m	28 m	32 m	36 m	40 m	44 m	48 m	52 m	56 m
Difficult	21+ m	25+ m	29+ m	33+ m	37+ m	41+ m	45+ m	49+ m	53+ m	57+ m

Firearms: Rifle Skill

	@ Level 1	@ Level 2	@ Level 3	@ Level 4	@ Level 5	@ Level 6	@ Level 7	@ Level 8	@ Level 9	@ Level 10
Normal	10 m	20 m	30 m	40 m	50 m	60 m	70 m	80 m	90 m	100 m
Extended	20 m	40 m	60 m	80 m	100 m	120 m	140 m	160 m	180 m	200 m
Hard	30 m	60 m	90 m	120 m	150 m	180 m	210 m	240 m	270 m	300 m
Very Hard	40 m	80 m	120 m	160 m	200 m	240 m	280 m	320 m	360 m	400 m
Difficult	41+ m	81+ m	121+ m	161+ m	201+ m	241+ m	281+ m	321+ m	361+ m	401+ m

Firearms: Assault Weapons Skill

	@ Level 1	@ Level 2	@ Level 3	@ Level 4	@ Level 5	@ Level 6	@ Level 7	@ Level 8	@ Level 9	@ Level 10
Normal	10 m	20 m	30 m	40 m	50 m	60 m	70 m	80 m	90 m	100 m
Extended	20 m	40 m	60 m	80 m	100 m	120 m	140 m	160 m	180 m	200 m
Hard	30 m	60 m	90 m	120 m	150 m	180 m	210 m	240 m	270 m	300 m
Very Hard	40 m	80 m	120 m	160 m	200 m	240 m	280 m	320 m	360 m	400 m
Difficult	40+ m	81+ m	121+ m	161+ m	201+ m	241+ m	281+ m	321+ m	361+ m	401+ m

For all Heavy Weapons Skills

	@ Level 1	@ Level 2	@ Level 3	@ Level 4	@ Level 5	@ Level 6	@ Level 7	@ Level 8	@ Level 9	@ Level 10
Normal	10 m	20 m	30 m	40 m	50 m	60 m	70 m	80 m	90 m	100 m
Extended	20 m	40 m	60 m	80 m	100 m	120 m	140 m	160 m	180 m	200 m
Hard	30 m	60 m	90 m	120 m	150 m	180 m	210 m	240 m	270 m	300 m
Very Hard	40 m	80 m	120 m	160 m	200 m	240 m	280 m	320 m	360 m	400 m
Difficult	40+ m	81+ m	121+ m	161+ m	201+ m	241+ m	281+ m	321+ m	361+ m	401+ m

and ammo types do fire longer and straighter; however, the ability to hit a target at 5 meters or 500 meters is based solely on the skill of the attacker.

A character's ability to hit targets at a distance increases with their skill level. With a skill level of 1, the distance that they can hit a target accurately at is significantly shorter than that of a higher skill level.

Example

Starting Difficulties with Firearms: Rifle 1

Firearms: Rifle	@ Level 2
Normal	20 m
Extended	40 m
Hard	60 m
Very Hard	80 m
Difficult	81+ m

Starting Difficulties with Firearms: Rifle 5

Firearms: Rifle	@ Level 5
Normal	50 m
Extended	100 m
Hard	150 m
Very Hard	200 m
Difficult	201+ m

To read these charts, locate the appropriate table for the weapon type. Then use the column that represents your character's skill level. These are the distances that will determine your starting difficulties when using ranged combat. Each weapon class has its own range chart.

Example

With Firearms: Rifle 2

- If the target is 15 meters from the attacker, then the starting difficulty is at Normal (16).
- If the target is 75 meters from the attacker, then the starting difficulty is at Very Hard (28).
- If the target is 81 meters from the attacker, then the starting difficulty is at Difficult (32)

Due to the small size of most playing fields, almost every ranged weapon will be within range. However, some weapons will have a maximum range (a Tazer for instance, is only good for several feet) that is less than the board and possibly a character's skill. For those weapons whose max range is less than the ranges listed for a character's skill rating, ignore all values that are greater than the maximum range of the weapon.

Aimed / Called Shots

When a character takes the time to fire at a target to guarantee that his shot will hit the target, then this

becomes an aimed shot. When making an aimed shot the character not only chooses a target, but chooses the hit location that they are aiming at.

There are penalties for aiming, mainly because of the smaller area that you are now shooting for.

- **Leg/Arm:** -2 Step Penalty
- **Chest/Abdomen:** -1 Step Penalty
- **Hand/Head:** -4 Step Penalty

There is no AP cost for aiming at a location, however, after the initial AP cost of the use of the weapon, every additional 2 AP that are spent lower the overall difficulty by one.

On a successful hit, the attacker does not roll to determine hit location. The shot successfully hits the location that the attacker aimed for. Only areas of the body which are not covered or concealed may be targeted by an aimed attack.

Thrown Objects

There is no scatter chart for thrown objects; when you throw an object, it will travel in the direction that you throw it. The only thing to worry about is whether the throw was strong enough, and not to strong.

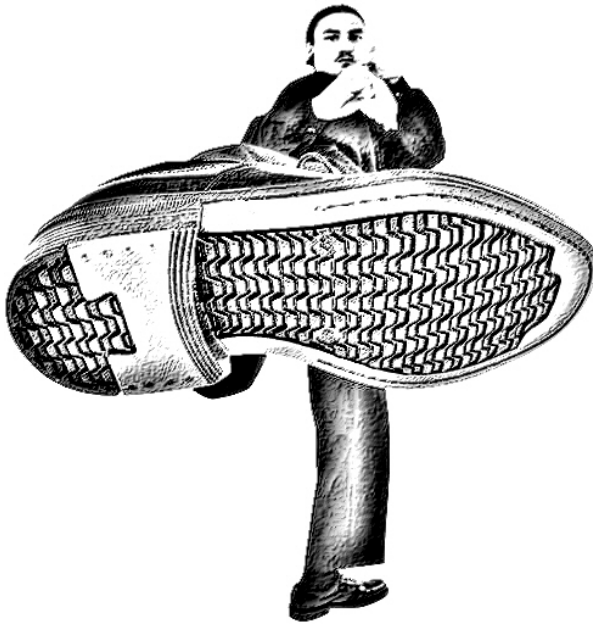
When throwing objects the character rolls their Strength Die Code, the result is then multiplied by 10m to determine the distance a 1 lb. object was thrown. The character may then add or subtract their skill level in Throw (in meters) to this total in order to get the object where they desire it. For objects over 1 lb. divide the distance rolled by their weight then add the characters Throw Skill (in meters) for the total distance thrown.

If the character is throwing an object with the intent to hit another person (direct attacks only) and the distance thrown is equal to or greater than the distance between the target and attacker, then roll **Dexterity + Perception + Throw** using normal attack rules. Success mean that the target was struck by the object, failure means the object will continue to travel the total distance rolled.

Close Quarters Combat

There are two forms of attacks; ranged and melee. Ranged combat is any form of attack that is performed where the attacker never touches the defender directly; guns, thrown weapons, grenades, etc. Melee combat represents all forms of close quarter combat from hand-to-hand to sword fights.

The basics of closed quarters combat are simple: attack a target within reach. Basically this is the reach out and touch someone version of attacks. The basic flow for close quarters combat is as follows:



- I. Determine the Starting Difficulty based on the characters skill level and the type of attack
- II. Is the target capable of dodging the attack (i.e., is the attack originating from within their Combat Mode)
- III. If the dodge was successful, raise the difficulty by 2 Steps
- IV. If they were not able to dodge or the dodge failed, proceed to the next step
- V. Is the target capable of parrying the attack (i.e., is the attack originating from within their Combat Mode and has an object to parry with)
- VI. If the parry was successful, determine who has the highest dice roll total. Highest total wins the contest (per Contested Skill Use Rules)
- VII. If they were not able to parry or the parry failed, proceed to the next step
- VIII. Determine if there are any intervening items (Cover and Concealment)
- IX. If the Skill Check is greater than or equal to the final difficulty and higher than the targets parry dice total, then the attack was successful

HTH (Hand-to-Hand)

Hand-to-Hand fighting involves attacking only with one body parts (these parts can be augmented by gloves, spikes, etc.) but the effect is to personally touch the target with your body.

Melee

Melee fighting involves the use of melee weapons. It is the use of materials that extend both the reach of an attack, as well as, the damage dealt by such an attack.

Common melee weapons include the sword, axe, spear and knife. However melee weapons could be just about anything, club, pipe, baseball bat, or refrigerator.

Parrying/Block

Blocking an attack, either Melee or HTH, is considered a parry. To parry an attack, the target must declare with what they are parrying with and make a contested skill roll based on the type of defense (parry with a weapon – use Melee, parry HTH – use Brawl or Martial Arts) per the contested skill use rules versus the Attackers attack roll.

Targets that parry melee weapon based attacks using Brawl or Martial Arts still receive 1/2 damage (this is on top of any grazing modifier) (round down, minimum of 1) to the location of the defenders choice (must be the part of the body used to parry with). If the attack succeeded (and the parry failed) then the damage is applied normally to the target.

Parrying an attack uses the method that was used to parry's normal AP cost and costs +1Fatigue.

Quick Attack

After a successful HTH or melee attack the attacker can opt for a quick HTH attack. This is like punching someone with your fist, then on the follow thru hitting them with your elbow or like kneeing someone after hitting them with a club. These attacks are nice, except they deal less damage. For the cost of 1AP you may make such a Quick Attack. These attacks cost 1 Fatigue and causes 1/2 damage (this is on top of any grazing modifier) (round down, minimum of 1).

Charging Attack

A charging attack deals damage due to the force from the speed generated in the attack form. In order to perform a charging attack, the attacker's Movement Mode must be running immediately prior to the point of impact. Damage is accumulated by the number of Squares moved prior to the point of impact, for every 3 Squares the attacker ran during the charge, 5 Fatigue Points are dealt to the target. For every 3 Squares the attacker ran during the charge, the target is knocked backward 1 Square.

Example

Attacker ran 9 squares prior to the charge. The damage to the Target is 15 Fatigue (9 squares divided by 3, and then multiplied by 5). The target would also be knocked back 3 squares.

The attacker and target both must make a successful Physical Attribute Check at a Difficulty of 16 (Normal) [the attacker movement does not factor into the difficulty]. However, for every three Squares increase both the attack and the targets difficulty by one step.

Success means that they remain standing; failure means that they are now prone.

The Acrobatic skill can be used by the target to remain standing (or to have tumbled into a standing position) after being charged. Starting difficulty to end up standing after being charged is 16 (Normal). Apply a -1 Step Penalty to the Acrobatic Skill check for every three squares the attacker moved prior to the charge. If successful, the target landed/tumbled on the feet (but they still were knocked back). Failure means they are now prone.

Hand to Hand Combat

Now that you have decided to pummel your enemy to death what comes next. In hand-to-hand combat there are 2 options 1) Brawl and 2) Martial Arts.

Brawl

Brawl is the most very basic hand-to-hand combat attack one can perform. It is punching, kicking, biting, hair pulling and all other non-graceful acts of violence. When performing a Brawl attack it is irrelevant what type of attack (punch, kick, etc.) a character is trying to accomplish.

Brawling encompasses all fighting styles that do not adhere to rules, code of or a formalized method of practice. It is not that those who brawl can not fight; it is that there is no classification to their style of fighting. It is merely a "what works" method. Nothing is against the rules, there are no holds barred, its anything goes.

On a successful Brawl Attack, apply an amount of damage equal to the attackers HTH Damage (based off of their Strength Die Code) to the target.

Brawling attacks cost 2 CP.



Martial Arts

The martial arts probably did not evolve until systems of offensive and defensive skills were devised in or imported into China. There, in a country saturated with the spiritual teachings of Taoism, Confucianism and Buddhism, these fighting skills were combined with intangible elements such as compassion, discipline and self-control.

Through various periods in history when weapons were outlawed, the martial arts prospered as the only means for a person to defend himself and his family. But even as more civilized times descended upon humanity, the arts survived. They managed to outlive their violent origins primarily because they teach much more than fighting.

Martial arts stress character development, discipline and respect. Self-defense, physical fitness and competition are some of the other benefits which modern practitioners enjoy. Martial arts have endured for many centuries, evolving into many different styles.

When learning a Martial Art, the character must pick a style (Kenpo, Tae Kwon Do or Aikido). The character gains all Bonuses associated with the style.

Note: Martial Arts are learned skills. Therefore, to progress in the skill characters must have a teacher (a person with at least a 5 in the skill) until Skill Level 5. After that they may progress in the skill on their own. Each increase in skill level also requires at least 1 month on in game time.

Normal Attack

When using the Martial Arts skill, a normal attack, costs 2 CP. Due to extensive training and the very nature of these attacks, add 1W to the attackers base damage when determining damage to the target.

Martial Arts Styles

The other method of attack is to use a Martial Arts Form. These forms are the backbone of martial arts.

"Martial arts" can claim as many as 1500 different styles. "Style" means a particular school of martial practice, with its own training methods, favored techniques, and emphasis on attack and defense.

American Kenpo Karate

Kenpo is a no holds barred fighting system of offensive and defensive methods, with equal emphasis of striking techniques with the hands and feet, immobilization and controls, projections and take downs; as well as weaponry, various spiritual, and healing arts.

Kenpo, as developed in America, is a street wise defensive art that does not restrict its students in methodology. Clawing hands evolve into slashing feet. Cunning joint locks turn into devastating hip throws. Evasive blocks turn into breath closing chokes.

Bonus: FEAR +2, +1 Step Bonus for when using Kenpo versus Brawl

Tae Kwon Do (Kick Boxing)

Tae Kwon Do is both very systematic and scientific, and teaches more than self defense. It, like most martial art forms, is about the enhancement of our spirit and life through the body and mind.

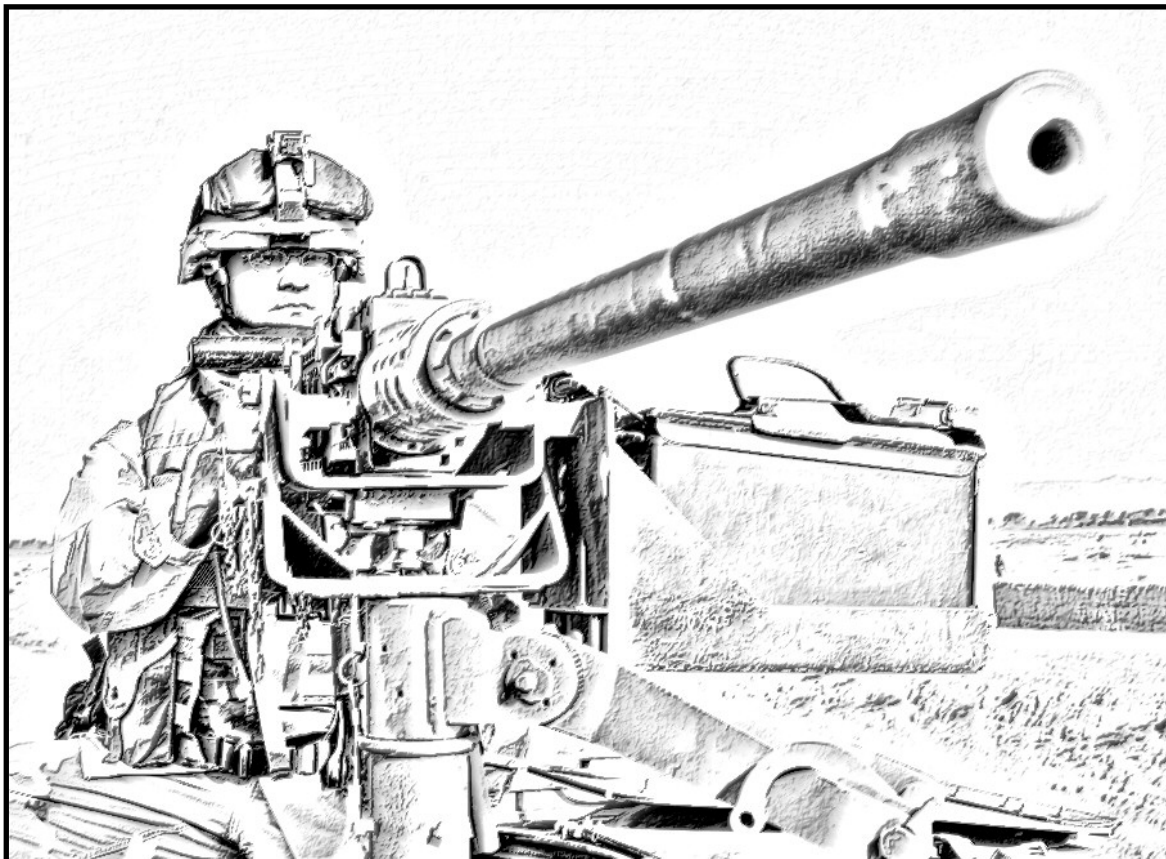
Tae Kwon Do is the right way of using Tae and Kwon 'fists and feet,' or all the parts of the body that are represented by fists and feet. Second, it is a way to control or calm down fights and keep the peace. This concept comes from the meaning of 'Tae Kwon 'to put fists under control' [or 'to step on fists']. Thus Tae Kwon Do means "the right way of using all parts of the body to stop fights and help to build a better and more peaceful world."

Bonus: FEAR +2, Balance (same benefits as if Primary Gift from Chapter 3).

Aikido

Aikido is an art involving throws and joint locks. Aikido focuses not on punching or kicking an opponent but rather to use their energy against them to control or throw them. Aikido places great emphasis on being fluid and dynamic rather than stiff and formal.

A young boy traveled across Japan to the school of a famous martial artist. When he arrived at the dojo he was given an audience by the Sensei "What do you wish from me?" the master asked. "I wish to be your student and become the finest kareteka in the land," the boy replied. "How long must I study?" "Ten years at least," the master answered. "Ten years is a long time," said the boy. "What if I studied twice as hard as all your other students?" "Twenty years," replied the master. "Twenty years! What if I practice day and night with all my effort?" "Thirty years," was the master's reply. "How is it that each time I say I will work harder, you tell me that it will take longer?" the boy asked. "The answer is clear. When one eye is fixed upon your destination, there is only one eye left with which to find the Way."



"The Way of Harmony of the Spirit" is one way that "Aikido" may be translated into English. Aikido has deep moral and spiritual aspects, as well as, self defense techniques.

Bonus: FEAR +2, +1 Step Bonus for all HTH Parry

Special Maneuvers

Here are some special maneuvers that can be used in combat situations.

Grapple Attack (Action)

During HTH combat, it may be advantageous to grab hold of an opponent, either to issue a specific attack or to avoid being the target of an attack.

To grapple an opponent, the attacker must make a successful Brawl attack (or Martial Arts attack). Prior to the attack, the attacker states they are performing a grapple. If successful, the initial act of grappling causes no damage to the target.

Grapple attacks cost 3 CP and can only be performed as an Action (not as a Reaction).

Once a target has been successfully grappled, the attacker can either opt for automatic damage or attempt to strike the target's head. If the attacker wishes to apply automatic damage, they add 5F to their base HTH damage, applied to the target's torso. No roll needs to be made for the automatic damage rule. If they wish to strike at the target's head, they can do so with a +2 Step Bonus and the target may not dodge or parry. If successful, apply damage as normal to the target's head. Both forms of attack cost 2 CP.

To break a grapple, the target must spend 2 CP and make an opposed strength check versus the attacker. Breaking a grapple attack can be made at anytime during the combat round.

Dodge [Reaction Only]

When a target dodges or evades, they are actively seeking shelter from an attack. Without shelter from an attack the dodge is harder to perform. Shelter is defined as an object or objects such that the target can use to shield the attack with. Common shelter items are doors, walls, crates, tables and holes (must provide at least 50% cover).

The dodge is good for a single attack from any one attacker against a character during that action phase. Meaning as soon as the attacker's action is over, the next action will require the target to dodge again. However, the target should now be behind cover, unless they dodged without shelter.

Players cannot dodge any attacks that are initiated in their rear arc. A character must simply take the first rear attack from an attacker. After the attacker's first attack is over, a character can then use their Reaction Points to change the direction they are facing.

The Target then rolls their Dodge Skill + situational modifiers + static modifiers at a Difficulty of 8 (Easy) (with shelter within 1 Square distance from your current location) or 24 (Hard) (without shelter, or shelter is greater than 1 Square away). During the first attack, the dodge may or may not be successful, if the target succeeds at his Dodge, then raise the attacker's difficulty by 2 Steps. However, successful dodge or not, and you were dodging behind cover, then you are now under cover from additional attacks. Sometimes we are shot in the ass as we duck under the table.

A dodge, successful or not, uses 2 RAP.

Repositioning oneself [Reaction Only]

If a character has acted this round, then they may reposition themselves as a Reaction. This reaction is performed after a friendly character has just completed their action phase and before an enemy starts his action phase. Once an enemy character has begun their action phase, you must wait until a friendly character has gone before you can attempt to reposition yourself. If all friendly characters have completed their action phases, then repositioning can not be done until the next round.

Repositioning movement is paid for with Reaction Points.

Preventing escape [Reaction Only]

The player with the highest initiative gets to react first. Stop the intended characters movement once it is determined another character wishes to interfere with their movement. Then use your Reaction Point's to position yourself in the way or otherwise block his movement to that exit (suppressive fire on the exit is a good example, but only if you have declared a target of opportunity, this will also result in a FEAR check if the player wishes to proceed through the hail of gun fire).

Preventing escape is similar to Repositioning movement and is paid for with Reaction Points.

Target of Opportunity [Reaction Only]

A player must declare an area of opportunity, such that if a target enters the defined area the character will fire upon them. This is done during the character's Action Phase Action Phase, which will then end his action phase. It is, therefore, recommended to save this as the characters last action.

Once the target comes into the area of coverage all movement immediately stops. The waiting player must roll a Sensory Attribute Check, Difficulty 16 (Normal) plus any necessary modifiers. If this roll succeeds he can then decide when to fire his weapon (so as to possibly let the enemy come closer or come out from behind cover or even just aim). If the roll fails, he then rolls to hit based on current conditions (sort of like he was caught off guard).

Target of Opportunities interrupt the target characters action phase. The attacker may continue to attack as long as the target is still within their TOP area. If the character moves out of the area or moves to cover, then the attacker's reaction phase is finished (for now) and it returns to the targets action phase where they can continue with any unused APs.

If the same target character or another character enters the attacker's TOP area again, then their action phase is again interrupted and it proceeds to the attackers Reaction Phase. As you can see this can continue for quite a long time or at least as long as the attacker has RAP remaining.

While performing a TOP, the attacker can not perform any other Reactions except Dodge.

Blind Fighting

Blind fighting can occur for several reasons:

- Lights have gone out
- Firing blindly around a corner
- Foreign Substance in the eyes (powder, sand, finger, etc.)
- Flash bang grenade went off

When this happens it becomes more difficult to be successful. This is the same as Total Darkness; however, it also includes being blindfolded, firing from behind cover, etc. So do not add any other Environmental Conditional Modifiers to a blinded fighter. For blind fighting situations apply a -3 Step Penalty. Actions taken while blind fighting cost +1 AP and +1 fatigue.

Off Handed Attacks

Most everyone will be either right handed or left handed. All actions are considered to be made from the primary hand of the character (a right handed characters primary hand is the right hand). Attacks made from the non-primary hand are at a -2 Step Penalty.

Multiple Targets

There are no penalties for attacking more than one target in a round. Attacks are not simultaneously carried out, but rather are sequential.

Ranged Combat within Close Quarters

When an attacker attempts to make a ranged combat attack while an opponent is with close quarter's combat range, several things can take place.

If the opponent has not had an action phase this turn, then there are no special rules applicable and the opponent may not interfere with the ranged attack. If the opponent has already had their action phase this turn and they have available RAP left, they may interfere with the ranged attacked. They may issue warnings, jump in front of the attack, etc.

A word about warnings, while normal speech is considered a free action, warnings are only permissible when a character has already acted this round. It does not cost any Combat Points to issue a warning, but until one has finished with their own actions, they can not interfere with the actions of others.

Warnings allow a target the opportunity to Dodge attacks from outside their Combat Mode.

Fear

Everyone starts with a FEAR of 1. FEAR is used to eliminate the warning a Sage is obligated to give when someone is about to do something foolish and life threatening. FEAR effects override all other actions, including any requirements they might have had.

USE: The character rolls a D20 and if the roll is less than or equal to their FEAR then they may proceed with their action. If the roll fails then they cannot in any way perform the action they intended to do. They may attempt the action again next round. The Sage can issue bonuses or penalties based on a case-by-case basis. Failure does not mean that the character is fearful of the activity, just that they prefer not to do it at this time. Being an armchair quarterback is a lot different than being done on the field.

Examples of use:

- First combat situation (real life or death combat not a fist fight)
- Charging a numerically superior enemies position
- Taking a bullet for someone
- Staying an fighting when you are severely wounded
- Walking down Main Street with a gun



Party FEAR Checks

Sometimes it becomes necessary for an entire party to make a FEAR check. When doing so, people are more likely to succeed if others succeed and fail if others fail. When using these bonuses and penalties, each party member makes their check in succession. The first player gains no bonus or penalty, the second player gains from the result of the first player, the third player gains from the result of both the first and second players and so on. Each bonus and penalty is cumulative.

Bonus: If other members of the party succeeded on the roll, subtract 1 from the dice roll for every party member who succeeded in their FEAR check

Penalties: If other members of the party failed their roll, add 1 to the dice roll for every party member who failed in their FEAR check

Example

6 party Members

The FEAR Check for the 5th person would depend on the first four. If the first four had 3 successes and 1 failure, the 5th person would receive a -2 from their dice roll. The last person's FEAR adjustment would depend then on the 5th person's success or failure. If the 5th person succeeded then apply a -3 to the last person's dice roll, if they failed, then apply a -1.

FEAR Progression

Characters can have their FEAR adjusted during the course of the game. Successfully overcoming “scary” situations will raise the character FEAR by one each time. However, Failure to overcome these “scary” situations will lower their FEAR by one each time.

Success and failure depends on the outcome of a situation that requires a FEAR check. If the character survives with two or less wounds (regardless if the roll was successful or not), raise the characters FEAR by one. If the character receives three or more wounds (regardless if the roll was successful or not), lower the characters FEAR by one. These wounds can come at any time after the FEAR check is made and do not necessarily have to come from the situation responsible for the FEAR check.

Chapter 6



Weapons

The tools of destruction and salvation.

Dino

Little baby Dino
stomping on an ant
growing up to be mean
so other Dino's can't

Little Baby Dino
out alone one night
found a bigger Dino
That chomped him in one bite



Death and destruction do not happen on their own accord. They are but the outcome of the use of tools. Whether it's with your hands, an axe or a Kentucky Long Rifle, these are all the tools of death.

Weapon Types

HTH (Hand to Hand)

Hands are the basic equipment list for the Pugilist. This refers to any body parts (not just hands, feet, knees, elbows, head, etc.) that are used as weapons.

Melee

Melee fighting involves the use of materials to extend both the reach of an attack, as well as, the damage dealt by such an attack. This can include clubs, glass bottles, swords, phone cords, axes, etc.

Archery

Archery is the ancient art of the bow and arrow. This also includes crossbows and blowguns.

Pistols

Pistols are the smallest ballistic weapons, not only in size but also damage. These are generally used as backup weapons for professionals or as primary weapons for amateurs.

SMGs (Submachine guns)

Submachine guns are rather small ballistic weapons (however, most are larger than pistols) that can fire more than one round with the squeeze of the trigger. These are designed to place a large number of rounds downrange in a relative small amount of time.

Rifles

Rifles are you common main stay of the hunter and professional sportsman. These weapons are commonly semi-automatic or bolt action. Their main purpose is to kill the target, not wound them. They are given the term rifles because their barrels are rifled, which give the

bullets a longer, truer flight path. However, smoothbore weapons are also considered rifles for the purpose of this game.

Assault Rifles

Assault rifles are the tactical weapons of choice for today's modern armies. Since they can fire in multiple fire modes, they combine the power of a rifle and the ammunition expenditure of SMGs.

Shotguns

Shotguns typically sacrifice range for damage. They are some of the heaviest hitting close combat weapons around. They carry either slug or buckshot rounds. Slug are a single large bullets, where as, buckshot are hundreds of small pellet like munitions.

Machine Guns

Machine Guns are separated from SMGs and Assault Rifles by both their sustained rates of fire and the damage they inflict. Machine Guns, like the US M60, or FN M249, can fire continuously with belts for hundreds of bullets. Generally they are used for suppressive fire, but sometimes as primary assault weapons. Because of their increased damage they are also effective against lightly armored vehicles. Machine guns are classified as Heavy Weapons.

Grenades

Grenades are small explosives encased in shell which is designed to explode into tiny shards. They are time fused and can be thrown by hand. They have a fuse which ignites a blasting charge inside, which in turn fragments the metal body of the grenade, shooting shrapnel out to ranges of up to 300m.

Melee Weapon Cards

Weapon Cards contain all of the pertinent game information about each weapon; a description of the weapon, the ammo that can be used with each weapon, the individual stats of a weapon and, in the case of melee weapons, examples of variations.

Weapon Card Descriptors

Type: Type of weapon it is (see previous section for explanations).

Price: Price on a legitimate market in US Dollars.

Weight: Weight of the average weapon.

Effects: Certain weapons might have special effects that should be applied to the attack.

Use AP: This is the amount of CPs that are needed to use the weapon in a normal attack.

Reach: This is how many squares the weapon can reach from the attacker. A reach of one allow the attacker to target any of the eight adjacent squares from their location. A reach of two would allow the attacker to target up to two squares away from their location.

Damage: Damage of the weapon in addition to the character's normal HTH damage.

Knockdown: Difficulty against a Physical Check to remain standing.

Skill Use: The characters skill roll (i.e.; 2D6 + D8+4)

Ranged Weapon Cards

Weapon Cards contain all of the pertinent game information about each weapon; a description of the weapon, the ammo that can be used with each weapon, the individual stats of a weapon and, in the case of melee weapons, examples of variations.

Weapon Card Descriptors

Type: Type of weapon it is (see previous section for explanations).

Price: Price on a legitimate market in US Dollars.

Weight: Weight of the weapon and in the case of firearms, the weight is that of the weapon fully loaded.

Notes: Certain weapons might have special effects that should be applied to the attack.

Fire Modes: The different modes of fire for a ranged weapon.

- **Semiautomatic (Semi):** standard fire mode for most modern weapons. A semi-automatic gun stores multiple cartridges in a magazine and instantly reloads and re-cocks itself with each pull of the trigger after the first shot is fired and will continue to do so until the magazine is empty.
- **Single Action (SA):** with revolvers the next round is readied with one pull of the trigger and fired with the next pull of the trigger. Basically it takes two pulls of the trigger to ready and fire a single action revolver.
- **Double Action (DA):** with revolvers the next round is readied and fire with a single pull of the trigger. Basically it takes one pull of the trigger to ready and fire a double action revolver.
- **Pump:** after firing a round, a back and forward motion of a sliding lever ejects the empty shell case and cocks the firearm and loads a new round.
- **Bolt Action (BA):** much like pump action, except a bolt is rotated and pulled to the rear to eject the empty shell, then pushed forward to load the next round.
- **Three Round Burst (3RB):** each action fires three bullets at a target.
- **Two Round Burst (2RB):** each action fires two bullets at a target.
- **Fully Automatic (FA):** is just like semi-automatic weapons fire, except that the weapon will also continue to fire until the trigger is released or the weapon runs out of ammunition.

Use AP: This is the amount of CPs that are needed to use the weapon in a normal attack.

Reload AP: The amount of CPs required to reload the weapon.

Ammo Type: The type of ammo the weapon uses.

Effective Range: This is the weapons maximum range with which this weapon is effective.

Skill Use: The characters skill roll (i.e.; 2D6 + D8+4)

Ammo Card Descriptors

Type: Type of ammo (FMJ, JHP, etc.)

Damage: Damage of the bullet

Armor: Armor level that the bullet will not penetrate.

Armor Effect: Effect the bullet has on the target if it does not penetrate the armor that the target is wearing.

Knockdown: Difficulty against a Physical Check to remain standing.

Cost: Cost per box of ammo in US Dollars. The second number is how many rounds in a box.

Magazine: Used for record keeping during combat to keep track of ammunition expenditure.

Arrow Damage and Range

Arrows are the exception when it comes to damage. The damage is mainly due to the strength of the pull on the bow. This is transformed into energy that drives the arrow.

Strength	Long Bow Damage and Range	Compound Bow Damage and Range
D4	1W / 10m	1W / 10m
D6	1W / 10m	1W / 10m
D8	1W / 10m	1W / 10m
2D4	1W / 10m	1S / 30m
D10	1S / 30m	1S / 30m
D12	1S / 30m	1S / 30m
2D6	1S / 30m	1S / 30m
2D8	1S / 30m	1D / 50m
D20	1S / 30m	1D / 50m
2D10	1S / 30m	1D / 50m

Obviously the advantage comes with the Compound Bow as they are able to channel more energy. Crossbows do a set amount of damage. This damage is predetermined by its pull. Different types of arrowheads can add to or subtract from the damage. Modify the Strength based damage by the damage listed on the arrow.

Weapon Fire Modes

Indirect Fire Mode

Indirect fire is a situation where you are firing your weapons on a target, which is obscured from your current view. Most indirect fire episodes will come in the form of small explosive launchers which "lob" attacks at

an opponent. Due to the fact that this is basically a blind attack, the penalty is the same as a blind fighting. Indirect attacks are at a -3 Step Penalty.

This penalty can be reduced by the use of a spotter. The spotter must have visual contact with the target and be able to communicate with the attacker some way. Indirect attacks that are assisted by a Forward Observer are at a -2 Step Penalty.

Automatic Fire Modes

Automatic weapons deliver more than one round of ammunition per attack. While most people believe that this will allow you to hit the target with more rounds, an automatic weapons true purpose is to increase the chance that you will hit the target at least once.

The idea is to put as many rounds down range as fast as possible, thereby negating any advantage the target has due to movement, range, cover, etc. In game terms, automatic weapons will provide the attacker with two advantages:

- It will be easier to hit the target
- Hit the target multiple times or hit multiple targets

There are some negative effects due to automatic fire though. Ballistic weapons have a kick back that is amplified when firing in automatic mode. Automatic fire also depletes the ammunition rapidly.

Burst Mode

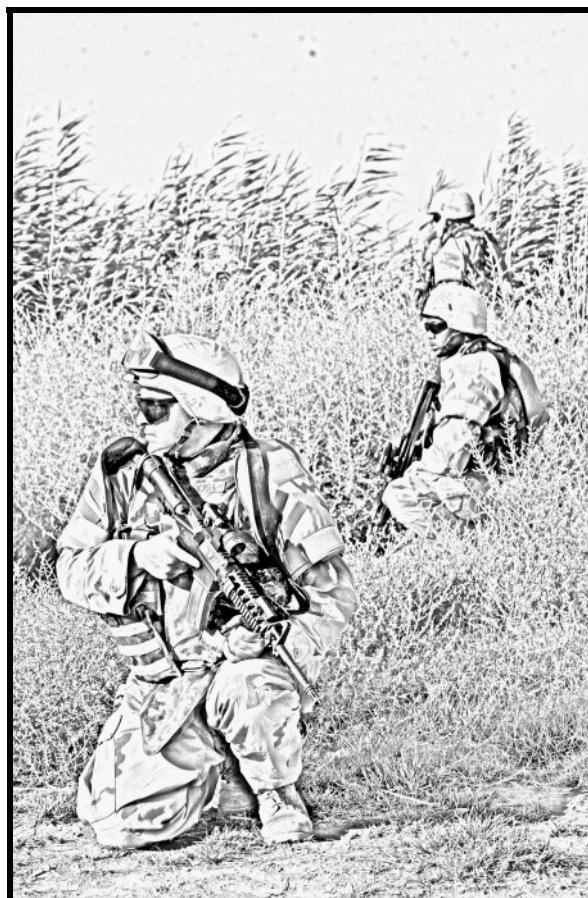
Burst Mode is where the weapon is fired in 3 or 2 Round Bursts. Because Burst Mode essentially relies on one bullet missing a little to the left of the target and one bullet to miss a little to the right of the target so that one bullet may hit the target, the attacker may not aim while in burst mode.

Burst Benefit:

- Gain a +3 Step Bonus to the attack.

Burst Drawbacks:

- Uses three bullets per action
- If there are less than 3 (or 2 bullets in some models) bullets left in the weapon, a three round burst fire mode can not be attempted
- Costs +1 CP
- Cost +1 CP to Ready Weapon



Full Automatic Mode

Full Automatic Mode is where the weapon is fired for all she is worth. This increases the chance to hit the target, but because so many rounds are fired the effectiveness of this mode decreases with range.

The major benefit in that you were able to fire 10 bullets downrange in the amount of time it would take most weapons to fire 3 or 4 rounds. The other benefit is the ability to attack more than one target (basically making the weapon an area of effect weapon).

When firing in fully automatic fire mode, the "Ready Rules" apply after each action (10 Bullets) not after each bullet in this case. The modifiers are already factored in.

Without aiming the following penalties are applied:

Bullets	Penalty
1-2	No Penalty
2-4	-1 Step Penalty
5-6	-2 Step Penalty
7-8	-3 Step Penalty
9-10	-4 Step Penalty

For the first two bullets there are no penalties, for the second two bullets, both are at a -1 Step Penalty, for the

third pair of bullets, both are at a -2 Step Penalty and so on. Each possible round that could hit gets a separate to hit roll, each Success means that another round hit the target.

An attacker may aim using automatic fire as well. Apply the full aim bonus to the first two bullets, then subtract one from the total aim bonus and apply that to the second pair of bullets, then subtract three from the total aim bonus and apply that to the third pair of bullets and so on.

With aiming the following penalties are applied:

Bullets	Aim Bonus
1-2	Full Aim Bonus
2-4	Aim Bonus -1
5-6	Aim Bonus -2
7-8	Aim Bonus -3
9-10	Aim Bonus -4

Example

6 CP spent aiming a Full Automatic weapon. Full aim bonus is a +3 Step Bonus.

Bullets	Aim Bonus
1-2	+3 Step Bonus
2-4	+2 Step Bonus
5-6	+1 Step Bonus
7-8	+0 Step Bonus
9-10	-1 Step Penalty

Total CP cost is 9 CP if you were using an M249 (1 for regular use, +2 for full automatic mode and 6 for aiming)

Dodge has a special circumstance revolving around automatic weapons fire. Due to the rapid nature of automatic weapons fire, a character is granted a dodge for the first round of the 10 that is heading for him. If the dodge is successful then the target can only be hit by the first round. If the dodge fails, then the target can be hit by all ten. The target is allowed a dodge at the beginning of every 10 Rounds that are heading in their direction.

Example

Character attempts to dodge from Full Automatic fire. Their dodge is successful and they end up behind a wall, however, the attacker still gets one chance to hit the target.

Character attempts to dodge from Full Automatic fire. Their dodge fails and they end up still in the open. The attacker still gets all 10 chances to hit the target. The attacker next action is another Full Automatic fire action, the target now gets another chance to dodge. If successful he may only be hit by one bullet, otherwise all 10 have a chance to hit them.

Full Automatic Fire Drawbacks:

- 10 rounds per action (some weapons might fire more)
- If there are less than 10 rounds left in the weapon, a fully automatic fire mode can not be attempted
- 1 Fatigue Points
- Costs +2 Action Points
- Cost +2 CP to Ready Weapon

Spread Patterns

Both an advantage and a disadvantage, automatic weapons fire tends to fly all over the area. As an advantage, you will be able hit multiple targets with just one pull of the trigger. The disadvantage of this is that sometimes those targets might be your own team.

When firing in burst mode, the only time you have to worry about bullet spread is in the case that you miss the primary target. In those situations any targets that are in adjacent squares are also valid recipients of your fire. Starting with the person closest to the attacker, calculate the new difficulty and roll to determine if that is the target that was hit. If not continue until there are no more valid targets that were adjacent to the original target.

Do not consider people who might be adjacent to the "new" targets, only those within the 8 squares surrounding the primary target.

When firing in full automatic mode, those in adjacent squares will always be valid targets regardless if you miss the primary target. Spread for full automatic fire is also determined by distance and your character's skill with the firearm.

Firearms:	Level 2	Spread Squares	Target / Others
Rifle			
Normal	20 m	1	5 / 4
Extended	40 m	2	4 / 5
Hard	60 m	3	3 / 6
Very Hard	80 m	4	2 / 7
Difficult	81+ m	5	1 / 8

The above table lists your standard distances with Firearms: Rifle 2, the spread pattern, and how many bullets everyone will receive. The spread squares column represents how many squares away from the primary target that additional targets can also receive fire. The Target / Others column lists how many bullets the primary target will receive and how many bullets those in the "spread" squares will receive. The other targets can only receive one bullet each, but several can be targets. If you have more bullets than valid targets for spread, those remainder bullets were misses.

This can be real advantageous when used against mobs of enemy troops, but this also applies for friendly troops who are within the spread pattern.

Example

- Attacker A firing on Target C with Firearms: SMG 1
 - The Target C can be hit with 5 bullets, and those in adjacent squares can be hit with 1 bullet each.
- Attacker A firing on Target B with Firearms: SMG 1
 - The Target B can be hit with 4 bullets, and those up to 2 squares away can be hit with 1 bullet each.

Walking the Target

If the attacker chooses to walk the rounds into the target, then attacker can substitute bullets for bonuses. That is, that for every two bullets they “sacrifice” they gain a +1 Step Bonus to hit. This bonus applies for all rounds fired after the sacrificed bullets. IE; if the attacker sacrifices 4 Bullets they then gain a +2 Step Bonus to the attack. This gives them 6 Bullets to hit with all gaining the +2 Step Bonuses. However, a maximum final bonus of a +4 Step Bonus can be applied to this action; regardless of how many consecutive actions are used.

Due to the nature of the type of aiming that is being used for walking the target, this attack may not be stacked with normal aiming.

All rounds that are sacrificed may not be used to hit the intended target or anyone other targets. Only bullets that are used to attack the target and miss are valid for other targets in the spread pattern. Use the automatic fire spread pattern to determine valid targets. Bonuses apply to the original target only; all others are at normal modifiers with regards to automatic fire.



Example

1) The attacker decides to “walk” their Full Automatic fire towards the target. They sacrifice 8 bullets, thereby gaining the maximum bonus of a +4 Step Bonus.

Bullets	Penalty
1-2	Sacrificed
2-4	Sacrificed
5-6	Sacrificed
7-8	Sacrificed
9-10	+0 Step Bonus

(+4 Step Bonus from “walking” and -4 from Full Automatic Mode)

2) The attacker decides to “walk” their Full Automatic fire towards the target. They sacrifice only 4 bullets, thereby gaining the maximum bonus of a +2 Step Bonus.

Bullets	Penalty
1-2	Sacrificed
2-4	Sacrificed
5-6	+0 Step Penalty (+2 Step Bonus from “walking” and -2 from Full Automatic Mode)
7-8	-1 Step Penalty (+2 Step Bonus from “walking” and -3 from Full Automatic Mode)
9-10	-2 Step Penalty (+4 Step Bonus from “walking” and -4 from Full Automatic Mode)

Walking the Target Drawbacks:

- 10 rounds per action (some weapons might fire more)
- If there are less than 10 rounds left in the weapon, a fully automatic fire mode can not be attempted
- 1 Fatigue Points
- Costs +3 Action Points
- Cost +3 CP to Ready Weapon

Supported Fire

A character may support their ranged weapon by propping it against something while firing at a target. This is called supported fire. Support may come from bipods, tripods, a wall, a dead character, and just about anything that one can lay a weapon on.

While using supported fire, the penalties for firing a weapon are lessened. If the support is equivalent to a bipod (such as anything the weapon can lay freely on) all attacks are at +1 Step Bonus. Also the spread pattern is as if the character's skill was one higher. If the support is

equivalent to a tripod (such as anything that the weapon can be secured to) all attacks are at +3 Step Bonus. Also the spread pattern is as if the character's skill was two higher.

These bonuses are applied to every shot for automatic fire mode. This is highly effective at negating the Ready costs.

Shotgun Buckshot Mode

Shotguns have two ammunition types they can use, buckshot and slug. Slugs are nothing more than regular bullets, albeit larger and more destructive. Hence, there are no additional rules for using slug mode with shotguns. If you decide to use buckshot, however, you will gain both benefits and penalties.

Shotguns gain a benefit from the spread pattern in respect to damage, however, these penalties decrease over range. Damage from buckshot's can be spread over several areas of the body or between several people depending on distance from the attacker, attacker's choice. The spread pattern of buckshot is very similar to automatic weapons fire with one exception. Rather than changing with the skill of the character, buckshot spread is every 10m.

If the target is within 10m and the attack was successful, then there are no additional possible targets, since the target receives full damage. If the attack fails then you will be applying full damage to one of the other targets within 10m. After 10m, and a successful hit, the attacker then decides to apply the other location damage or try to hit another target within the spread pattern for shotguns. Once they decide if their additional attack(s) are unsuccessful they may not reapply the damage to the primary target.

Shotgun Buckshot Spread

Range Increments	To hit Bonus*	Spread Squares	Locations or People
Up to 5m	No Bonus	1	1
6m - 15m	+1 Step	2	2
16m - 25m	+2 Step	3	3
26m - 35m	+3 Step	4	4
36m+	+4 Step	5	5

Damage rounded down*

*12 Gauge, 00 Buckshot (Damage: 3D)***

Range Increments	Damage	Damage** (12 Gauge)
Up to 5m	Full Damage	3D
6m - 15m	(Full Damage - 1)/2*	1D + 1W each
16m - 25m	(Full Damage - 2)/3*	1S + 1W each
26m - 35m	(Full Damage - 3)/4*	1S each
36m+	(Full Damage - 4)/5*	1W each

Psychological Effects

Automatic and Buckshot fire has one more interesting effect, psychologically speaking. Everyone in the target area for spread must make a successful FEAR Check or immediately vacate the area (they must make a dodge maneuver).

Those individuals wishing to enter an area of spread that has received fire this turn must also make a successful FEAR Check or otherwise they must wait until the hail of death subsides before entering.

Damage

Each weapon causes a variety of damage types, from fatigue only to almost killing a man.

Fatigue

Fatigue damage is any damage that does not necessarily leave any lasting effect but deteriorates a person anyway. Fatigue can come in the form of bruises, having the wind knocked out of you, getting dirt in your eyes, and other forms of non-permanent damage.

Wounds

Wounds are small permanent effects that hurt or hinder a character. These are not life threatening effects though. If treated properly, these generally do not leave permanent effects.

Severe Wounds

Severe wounds are not immediately life threatening but if left untreated can cause death or disability. Severe wounds directly impede a character's action. Severe Wounds might leave permanent effects; however, if treated properly, these are generally mild.

Deadly Wounds

Deadly wounds are the most serious wounds and in most cases will be life threatening. Deadly wounds are wounds that have left a lasting permanent effect on the character. If a character is still conscious after receiving a Deadly Wound, they are severely hindered in their actions.

Knockdown

After a target is struck by a weapon, there is a chance they will be knocked down to the ground. To determine this, the target needs to make a Physical Check against the Knockdown Difficulty Number on the weapon.

Success means that the target stands their ground and remains on their feet. Continue as normal. Failure causes the target fall to the ground. Failure against ranged attacks causes the target to land one hex along the line of attack. If the attack came from in front of them, they will land one hex to the rear of their current location, if the

attack came from the right of them, then they will land one hex to the left of their current location. Targets that were knocked down start their next action/reaction from the prone position.

Explosives

Explosives include grenades, dynamite, C4, rockers, missiles and any other exploding ordnance. Explosives are a little different from other ranged weapons. The difference is in how much damage the weapon generates and how it is applied to the target. Damage is depends upon the distance the target is from the point of impact (or source of the explosion). The closer a target is to the point of impact the more damage they will receive.

Example

Damage for the M67 HE Grenade is interpreted as:

- *If the target is up to 5m from the point of impact, then apply 1D to 5 Locations (for a total of 5D). These locations are generated normally per the hit location and it is possible to receive multiple wounds to each location.*
- *If the Target is from 6m – 10m away from the point of impact, then apply 1S to 3 Locations (for a total of 3S). These locations are generated normally per the hit location and it is possible to receive multiple wounds to each location.*
- *If the target is up to 5m from the point of impact, then apply 1W to only 1 Location.*

Weapon Readiness

Reading a weapon, be it melee, HTH or ranged, is the act of preparing the weapon for immediate use. An unprepared weapon does not act with the same success as a prepared one.

After each use the weapon must be readied again. It costs 1 CP to ready a weapon. If the weapon is readied it may be used as normal. However, if the character forgoes reading a weapon (which is an option), then the next attack is at a -1 Step Penalty. Each successive action the character takes and does not ready their weapon increases the penalty by 1 until the weapon is again readied. A second attack would be at a -2 Step Penalty and the next would be at a -3 Step Penalty and so on.

Armor

Mankind throughout history has used various types of materials to protect themselves from injury in combat and from other dangerous situations. In the beginning there were animal skin shields and leather hide clothing. Then came wooden shields followed by shields of metal. Metal was then used to cover the leather clothing. At first in little pieces added to the leather, then later as a full body replacement.



This was made obsolete, though, with the advent of the firearm. In fact, the only man-made barriers, such as stone or masonry walls, or natural barriers, such as rocks, trees, and ditches provided any real protection against the firearm. Fast forward a couple of centuries, now there is lightweight and flexible body armor.

Body armor is categorized with both a Ranged Weapon protection value and a Close Quarters protection value (ranged / close quarters).

Ranged Weapon Protection

Ammunition will either penetrate the armor completely or be stopped by it. Every ammunition has listed the minimum armor type that will stop it from penetrating. That armor level and all those above it will stop the round from penetrating into the target.

Ranged Protection Values are listed as:

- Level I
- Level IIA
- Level II
- Level IIIA
- Level III
- Level IV

The levels are listed in ascending order; therefore, Level IIA is weaker than Level II. Each level protects against different size and speed bullets.

Example

- *The M1911A .45 ACP has Armor: Level IIA. This means that Level IIA, II, IIIA, III and IV all will stop the bullet from penetrating.*
- *The Five-seveN 5.7x28mm has Armor: Level III. This means that only Level III and Level IV armor will stop this round from penetrating.*
- *If the bullet has an armor value greater than that of the target (i.e.; M1911A with Armor: Level IIA and the*

target is wearing only Level I armor), then the round penetrates and apply damage as normal to the target.

- *If the bullet has an armor value less than that of the target then the bullet does not penetrate the armor and apply only the armor effect listed on the weapon.*

Close Quarters Protection

Close Quarters protection values are listed by Strength Die Codes. The Die Code listed is the minimum required to deal full damage to the target.

If the attacker's Strength is greater than or equal to the protection value listed, apply damage normally to the target. If the attacker's Strength is less than the protection value listed, apply only the attackers HTH Damage (do not apply the damage of the weapon). Some weapons may have additional effects versus damage, so also apply any Armor Effects listed for that weapon.

Example

- *Armor protection value is listed as Type II / D10*
- *If the attacker has Strength of D12, then apply damage as usual.*
- *If the attacker has Strength of D6, then apply only 2F for damage.*
- *Ammunition with an Armor of N\A means that it penetrates all forms of body armor.*

Weapons List

The following weapons are included in this section.

Melee Weapons

- Dagger
- Sword
- Axe
- Spear
- Quarterstaff
- Mace

Ranged Weapons

- Archery
- Long Bow
- Compound Bow
- Hand Crossbow
- Heavy Crossbow

Pistols

- M1911A1
- Five-seveN
- Desert Eagle
- Colt Python
- Sig Sauer P-232
- S&W 629 "Light Hunter"

SMG

- H&K MP7 PDW
- H&K MP-5N
- CZ-61 Skorpion
- FN P90
- H&K UMP
- Ingram Mac 10

Shotguns

- Fabarm FP6 Entry 14"
- Benli Nova Tactical
- Model 1187
- Mossberg 500 Cruiser
- Neostead
- Saiga 12K

Rifles

- SKS
- M1 Carbine
- Remington Model 700
- Barrett "Light Fifty"
- PSG-1
- Mauser K98

Assault Rifles

- Enfield L85A2
- FN FAL
- H&K G36K
- Colt M4
- AK-47
- Famas F1

Machine Guns

- M60
- Browning Automatic Rifle (BAR)
- SAW (Squad Automatic Weapon)
- RPK
- H&K 21eM2
- "Ma Deuce"

Explosives

- HE Grenade

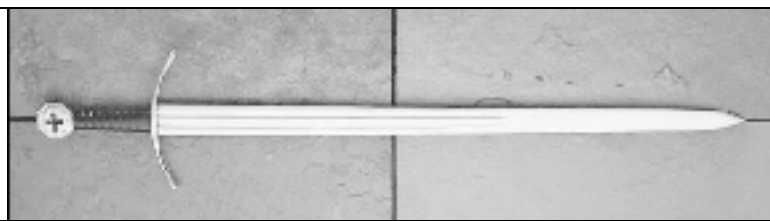
Future products for The Swing and other products using the Step Game Engine will expand on the weapons available. Eventually whole catalogs will be devoted to weapons and their accessories.

Dagger

Type	Melee Weapon	Damage	1S
Weight	1 lb	Knockdown	4
Price	\$ 25	Reach	1 Square
Use AP	1 AP	Effects	None
Skill Use:			

***Sword***

Type	Melee Weapon	Damage	1S
Weight	5 lbs	Knockdown	12
Price	\$ 100	Reach	1 Square
Use AP	1 AP	Effects	None
Skill Use:			

***Axe***

Type	Melee Weapon	Damage	1S
Weight	6 lbs	Knockdown	12
Price	\$ 50	Reach	1 Square
Use AP	1 AP	Effects	None
Skill Use:			



Spear

Type	Melee Weapon	Damage	1S
Weight	5 lbs	Knockdown	12
Price	\$ 50	Reach	2 Squares
Use AP	1 AP	Effects	None

Skill Use:

***Quarterstaff***

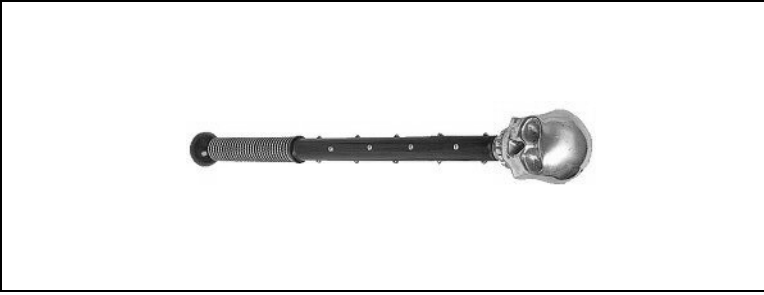
Type	Melee Weapon	Damage	1S
Weight	2 lbs	Knockdown	12
Price	\$ 25	Reach	2 Squares
Use AP	1 AP	Effects	+1 Step Bonus for Balance purposes

Skill Use:

***Mace***

Type	Melee Weapon	Damage	1S
Weight	5 lbs	Knockdown	16
Price	\$ 50	Reach	1 Square
Use AP	1 AP	Effects	None

Skill Use:



Long Bow

Type	Recurve Bow	Use AP	1
Weight	1 lb.	Reload AP	2
Price	\$ 75	Knockdown	8
Ammo Type	Arrow	Effective Range	
Strength Based Damage		Skill Use	

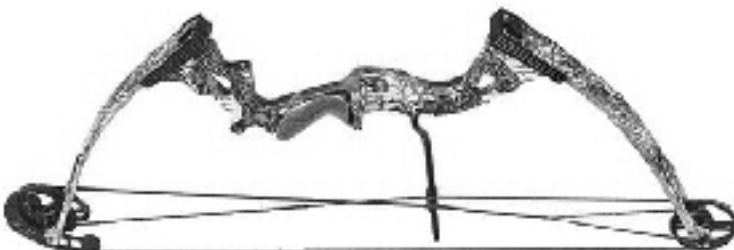
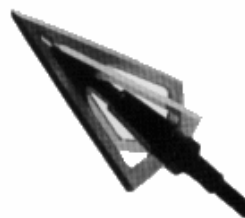
**Normal Arrow**

Type	Arrow
Damage	+ 0W
Armor	Type IIIA
Armor Effect	0
Cost	\$ 25 / 12

Quiver

**Compound Bow**

Type	Compound Bow	Use AP	1
Weight	3 lb.	Reload AP	2
Price	\$ 200	Knockdown	8
Ammo Type	Arrow	Effective Range	
Strength Based Damage		Skill Use	

**Broad head Arrow**

Type	Arrow
Damage	+ 1W
Armor	Type IIIA
Armor Effect	2 Fatigue
Cost	\$ 50 / 12

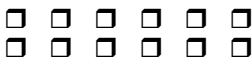
Quiver



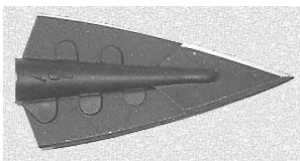
Normal Bolt

Type	Bolt
Damage	+ 0W
Armor	Type III
Armor Effect	0
Cost	\$ 25 / 12

Quiver

**Hand Crossbow**

Type	50 lb Mini Crossbow	Use AP	1
Weight	2 lb.	Reload AP	2
Price	\$ 50	Knockdown	12
Ammo Type	Bolt	Effective Range	25 Meters
Base Damage	1W	Skill Use	

**Broad Head Bolt**

Type	Bolt
Damage	+ 1W
Armor	Type III
Armor Effect	2 Fatigue
Cost	\$ 50 / 12

Quiver

**Heavy Crossbow**

Type	150 lb Crossbow	Use AP	1
Weight	7 lbs.	Reload AP	4
Price	\$ 400	Knockdown	16
Ammo Type	Bolt	Effective Range	40 Meters
Base Damage	1S	Skill Use	



Colt M1911A1

Type	Pistol	Use AP	1 AP
Ammo Type	.45 ACP	Reload AP	3 AP
Weight	2.5 lbs	Effective Range	25 Meters
Price	\$ 550	Fire Modes	Semi-automatic
Notes	None	Skill Use	

**.45 ACP**

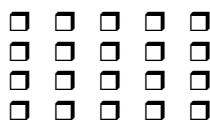
Type	FMJ
Damage	1S + 1W
Armor	Type IIA
Armor Effect	6 Fatigue
Knockdown	4
Cost	\$10 / 50

Magazine

**5.7x28mm**

Type	FMJ
Damage	1W
Armor	Type III
Armor Effect	2 Fatigue
Knockdown	4
Cost	\$ 25 / 50

Magazine

**Five-seven**

Type	Pistol	Use AP	1 AP
Ammo Type	5.7 x 28 mm	Reload AP	3 AP
Weight	2 lbs	Effective Range	200 Meters
Price	\$ 600	Fire Modes	Semi-automatic
Notes	None	Skill Use	

**Mark XIX Desert Eagle**

Type	Pistol	Use AP	1 AP
Ammo Type	.50 AE	Reload AP	3 AP
Weight	4 lbs	Effective Range	200 Meters
Price	\$ 650	Fire Modes	Semi-automatic
Notes	+1 CP to Ready	Skill Use	

**.50 A.E.**

Type	FMJ
Damage	1D + 1S
Armor	Type IIIA
Armor Effect	12 Fatigue
Knockdown	24
Cost	\$ 25 / 20

Magazine



.357 Magnum

Type	JHP
Damage	1S
Armor	Type II
Armor Effect	4 Fatigue
Knockdown	8
Cost	\$ 15 / 20

Magazine

**Colt Python**

Type	Pistol	Use AP	1 AP
Ammo Type	.357 Magnum	Reload AP	1 AP per Bullet
Weight	3 lbs	Effective Range	25 Meters
Price	\$ 800	Fire Modes	Double Action
Notes	None	Skill Use	

**Sig Sauer P-232**

Type	Pistol	Use AP	1 AP
Ammo Type	.380 ACP	Reload AP	3 AP
Weight	2 lbs	Effective Range	50 Meters
Price	\$ 450	Fire Modes	Semi-automatic
Notes	None	Skill Use	

**.380 ACP**

Type	FMJ
Damage	1W
Armor	Type I
Armor Effect	2 Fatigue
Knockdown	4
Cost	\$ 10 / 50

Magazine

**.44 Magnum**

Type	JHP
Damage	1D
Armor	Type IIIA
Armor Effect	8 Fatigue
Knockdown	12
Cost	\$ 15 / 50

Magazine

**S&W 629 "Light Hunter"**

Type	Pistol	Use AP	1 AP
Ammo Type	.44 Magnum	Reload AP	1 AP per Bullet
Weight	4 lbs	Effective Range	50 Meters
Price	\$ 600	Fire Modes	Double Action
Notes	None	Skill Use	



MP7 PDW

Type	SMG	Use AP	1 AP
Ammo Type	4.6 x 30 mm	Reload AP	3 AP
Weight	4.5 lbs	Effective Range	200 Meters
Price	\$ 2100	Fire Modes	Semi; FA
Notes	None	Skill Use	

**4. 6x30mm**

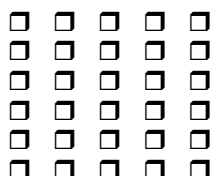
Type	FMJ
Damage	1W
Armor	Type IIA
Armor Effect	2 Fatigue
Knockdown	4
Cost	\$ 5 / 20

Magazine

**9x19mm**

Type	FMJ
Damage	1S
Armor	Type IIA
Armor Effect	4 Fatigue
Knockdown	4
Cost	\$ 5 / 50

Magazine

**H&K MP-5N**

Type	SMG	Use AP	1 AP
Ammo Type	9 x 19 mm	Reload AP	3 AP
Weight	6 lbs	Effective Range	50 Meters
Price	\$1,800	Fire Modes	Semi; 3RB; FA
Notes	None	Skill Use	

**CZ-61 Skorpion**

Type	SMG	Use AP	1 AP
Ammo Type	7.65 x 17 mm	Reload AP	3 AP
Weight	4.5 lbs	Effective Range	25 Meters
Price	\$ 1000	Fire Modes	Semi; FA
Notes	None	Skill Use	

**7. 62x17mm**

Type	FMJ
Damage	1W
Armor	Type IIA
Armor Effect	2 Fatigue
Knockdown	4
Cost	\$ 10 / 50

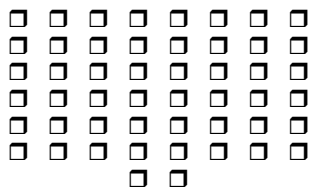
Magazine



5.7x28mm

Type	FMJ
Damage	1W
Armor	Type IIA
Armor Effect	2 Fatigue
Knockdown	4
Cost	\$ 25 / 50

Magazine

**FN P90**

Type	SMG	Use AP	1 AP
Ammo Type	5.7 x 28 mm	Reload AP	3 AP
Weight	7 lbs	Effective Range	200 Meters
Price	\$ 2350	Fire Modes	Semi; FA
Notes	-1 CP for FA Mode	Skill Use	

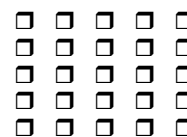
**H&K UMP**

Type	SMG	Use AP	1 AP
Ammo Type	.40 S&W	Reload AP	3 AP
Weight	5 lbs	Effective Range	100 Meters
Price	\$ 1200	Fire Modes	Semi; 3RB; FA
Notes	None	Skill Use	

**.40 S&W**

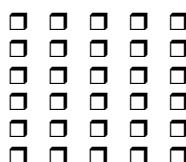
Type	JHP
Damage	1S + 1W
Armor	Type IIA
Armor Effect	6 Fatigue
Knockdown	4
Cost	\$ 10 / 50

Magazine

**9x19mm**

Type	FMJ
Damage	1S
Armor	Type IIA
Armor Effect	4 Fatigue
Knockdown	4
Cost	\$ 5 / 50

Magazine

**Ingram Mac 10**

Type	SMG	Use AP	1 AP
Ammo Type	9 x 19 mm	Reload AP	3 AP
Weight	6.5 lbs Loaded	Effective Range	25 Meters
Price	\$ 600	Fire Modes	Semi; FA
Notes	None	Skill Use	



Fabarm FP6 Entry 14"

Type	Shotgun	Use AP	1 AP
Ammo Type	12 Gauge	Reload AP	1 AP per shell
Weight	7 lbs	Effective Range	40 Meters Buckshot 100 Meters Slug
Price	\$ 425	Fire Modes	Pump Action
Notes	+2 CP to Ready	Skill Use	

**12 Gauge**

Type	00 Buckshot
Damage	3D
Armor	Type IIA
Armor Effect	24 Fatigue
Knockdown	40
Cost	\$ 5 / 10

Magazine

**12 Gauge**

Type	00 Slug
Damage	3D
Armor	Type IIA
Armor Effect	24 Fatigue
Knockdown	40
Cost	\$ 5 / 10

Magazine

**Mossberg 500 Cruiser**

Type	Shotgun	Use AP	1 AP
Ammo Type	12 Gauge	Reload AP	1 AP per shell
Weight	7 lbs	Effective Range	40 Meters Buckshot 100 Meters Slug
Price	\$ 350	Fire Modes	Pump Action
Notes	+2 CP to Ready	Skill Use	

**Benili Nova**

Type	Shotgun	Use AP	1 AP
Ammo Type	12 Gauge	Reload AP	1 AP per shell
Weight	7 lbs	Effective Range	40 Meters Buckshot 100 Meters Slug
Price	\$ 400	Fire Modes	Pump Action
Notes	+2 CP to Ready	Skill Use	

**12 Gauge**

Type	00 Buckshot
Damage	3D
Armor	Type IIA
Armor Effect	24 Fatigue
Knockdown	40
Cost	\$ 5 / 10

Magazine



12 Gauge

Type	00 Slug
Damage	3D
Armor	Type IIA
Armor Effect	24 Fatigue
Knockdown	40
Cost	\$ 5 / 10

Magazine

**Neostead**

Type	Shotgun	Use AP	1 AP
Ammo Type	12 Gauge	Reload AP	1 AP per shell
Weight	9 lbs	Effective Range	40 Meters Buckshot; 100 Meters Slug
Price	\$ 2500	Fire Modes	Pump Action
Notes	+2 CP to Ready	Skill Use	

**Model 1187**

Type	Shotgun	Use AP	1 AP
Ammo Type	12 Gauge	Reload AP	1 AP per shell
Weight	9 lbs	Effective Range	40 Meters Buckshot 100 Meters Slug
Price	\$ 670	Fire Modes	Pump Action
Notes	+2 CP to Ready	Skill Use	

**12 Gauge**

Type	00 Buckshot
Damage	3D
Armor	Type IIA
Armor Effect	24 Fatigue
Knockdown	40
Cost	\$ 5 / 10

Magazine

**12 Gauge**

Type	00 Slug
Damage	3D
Armor	Type IIA
Armor Effect	24 Fatigue
Knockdown	40
Cost	\$ 5 / 10

Magazine

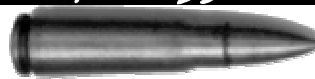
**Saiga 12K**

Type	Shotgun	Use AP	1 AP
Ammo Type	12 Gauge	Reload AP	3 AP
Weight	8.5 lbs	Effective Range	40 Meters Buckshot 100 Meters Slug
Price	\$ 430	Fire Modes	Semi
Notes	+1 CP to Ready	Skill Use	



Simonov SKS

Type	Rifle	Use AP	1 AP
Ammo Type	7.62 x 39 mm	Reload AP	3 AP
Weight	9 lbs	Effective Range	450 Meters
Price	\$ 100	Fire Modes	Semi
Notes	None	Skill Use	

**7.62x39mm**

Type	FMJ
Damage	2D
Armor	Type III
Armor Effect	16 Fatigue
Knockdown	28
Cost	\$ 20 / 200

Magazine

**.50 BMG**

Type	FMJ
Damage	5D
Armor	N\A
Armor Effect	N\A
Knockdown	40
Cost	\$ 30 / 20

Magazine

**Barrett M82**

Type	Rifle	Use AP	1 AP
Ammo Type	.50 BMG	Reload AP	3 AP
Weight	30 lbs	Effective Range	1800 Meters
Price	\$ 7300	Fire Modes	Semi
Notes	+1 CP to Ready, must be fired with bipod use & Comes with Built-in Bipod	Skill Use	

**Springfield M1A**

Type	Rifle	Use AP	1 AP
Ammo Type	.308 Winchester	Reload AP	3 AP
Weight	9.5 lbs	Effective Range	800 Meters
Price	\$ 1500	Fire Modes	Semi
Notes	None	Skill Use	

**.308 Win**

Type	FMJ
Damage	1D
Armor	Type IV
Armor Effect	8 Fatigue
Knockdown	40
Cost	\$ 10 / 20

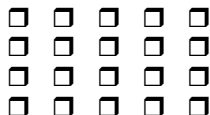
Magazine



7.62x51mm

Type	FMJ
Damage	2D
Armor	Type IV
Armor Effect	16 Fatigue
Knockdown	40
Cost	\$ 5 / 10

Magazine

**H&K PSG-1**

Type	Rifle	Use AP	1 AP
Ammo Type	7.62 x 51 mm	Reload AP	3 AP
Weight	18 lbs	Effective Range	800 Meters
Price	\$ 10,000	Fire Modes	Semi
Notes	None	Skill Use	

**Remington Model 700**

Type	Rifle	Use AP	1 AP
Ammo Type	.308 Winchester	Reload AP	1 AP per Bullet
Weight	9 lbs	Effective Range	800 Meters
Price	\$ 500	Fire Modes	Bolt Action
Notes	+1 CP to Ready	Skill Use	

**.308 Win**

Type	FMJ
Damage	1D
Armor	Type IV
Armor Effect	Fatigue
Knockdown	8
Cost	\$ 10 / 20

Magazine

**8mm Mauser**

Type	FMJ
Damage	1D + 1W
Armor	Type III
Armor Effect	10 Fatigue
Knockdown	36
Cost	\$ 10 / 20

Magazine

**Mauser K98**

Type	Rifle	Use AP	1 AP
Ammo Type	8 mm Mauser	Reload AP	1 AP per Bullet
Weight	9 lbs	Effective Range	550 Meters
Price	\$ 1000	Fire Modes	Bolt Action
Notes	+1 CP to Ready	Skill Use	



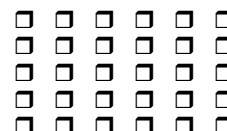
Enfield L85A2

Type	Assault Rifle	Use AP	1 AP
Ammo Type	5.56 x 45 mm	Reload AP	3 AP
Weight	11 lbs	Effective Range	500 Meters
Price	\$ 2500	Fire Modes	Semi; 3RB; FA
Notes	None	Skill Use	

**5.56x45mm**

Type	FMJ
Damage	1D
Armor	Type III
Armor Effect	8 Fatigue
Knockdown	20
Cost	\$ 5 / 20

Magazine

**5.56x45mm**

Type	FMJ
Damage	1D
Armor	Type III
Armor Effect	8 Fatigue
Knockdown	20
Cost	\$ 5 / 20

Magazine

**Colt M4**

Type	Assault Rifle	Use AP	1 AP
Ammo Type	5.56 x 45 mm	Reload AP	3 AP
Weight	7 lbs	Effective Range	360 Meters
Price	\$ 1800	Fire Modes	Semi; 3RB; FA
Notes	None	Skill Use	

**FN FAL**

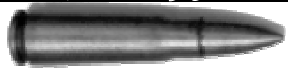
Type	Assault Rifle	Use AP	1 AP
Ammo Type	7.62x51 mm	Reload AP	3 AP
Weight	11 lbs	Effective Range	600 Meters
Price	\$ 2000	Fire Modes	Semi; FA
Notes	None	Skill Use	

**7.62x51mm**

Type	FMJ
Damage	2D
Armor	Type III
Armor Effect	16 Fatigue
Knockdown	40
Cost	\$ 5 / 10

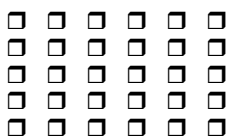
Magazine



7. 62x39mm

Name	7.62x39mm
Type	FMJ
Damage	1D
Armor	Type III
Armor Effect	10 Fatigue
Knockdown	28
Cost	\$ 20 / 200

Magazine

**AK-47**

Type	Assault Rifle	Use AP	1 AP
Ammo Type	7.62 x 39 mm	Reload AP	3 AP
Weight	11 lbs	Effective Range	400 Meters
Price	\$ 2500	Fire Modes	Semi; 3RB; FA
Notes	None	Skill Use	

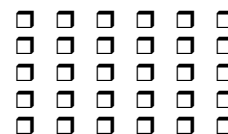
**H&K G36K**

Type	Assault Rifle	Use AP	1 AP
Ammo Type	5.56 x 45 mm	Reload AP	3 AP
Weight	7 lbs	Effective Range	400 Meters
Price	\$ 2000	Fire Modes	Semi; 2RB; FA
Notes	None	Skill Use	

**5. 56x45mm**

Type	FMJ
Damage	1D
Armor	Type III
Armor Effect	8 Fatigue
Knockdown	20
Cost	\$ 5 / 20

Magazine

**5. 56x45mm**

Type	FMJ
Damage	1D
Armor	Type III
Armor Effect	8 Fatigue
Knockdown	20
Cost	\$ 5 / 20

Magazine

**Famas F1**

Type	Assault Rifle	Use AP	1 AP
Ammo Type	5.56 x 45 mm	Reload AP	3 AP
Weight	7.5 lbs	Effective Range	400 Meters
Price	\$ 7500	Fire Modes	Semi; FA
Notes	-1 CP to Full Auto Mode	Skill Use	



M60

Type	Machine Gun	Use AP	1 AP
Ammo Type	7.62 x 51 mm	Reload AP	5 AP
Weight	23 lbs	Effective Range	1100 Meters
Price	\$ 6000	Fire Modes	Semi; FA
Notes	Comes with Built-in Bipod	Skill Use	

**7.62x51mm**

Type	FMJ
Damage	2D
Armor	Type III
Armor Effect	16 Fatigue
Knockdown	40
Cost	\$ 5 / 10

Belt

_____/ 100

7.62x54R

Type	FMJ
Damage	2D + 1W
Armor	Type III
Armor Effect	18 Fatigue
Knockdown	40
Cost	\$ 5 / 20

Belt

_____/ 100

RPK

Type	Machine Gun	Use AP	1 AP
Ammo Type	7.62 x 54R	Reload AP	5 AP
Weight	23 lbs	Effective Range	800 Meters
Price	\$ 4000	Fire Modes	Semi; FA
Notes	Comes with Built-in Bipod	Skill Use	

**Browning Automatic Rifle**

Type	Machine Gun	Use AP	1 AP
Ammo Type	30.06	Reload AP	3 AP
Weight	16 lbs	Effective Range	500 Meters
Price	\$ 3000	Fire Modes	Semi; FA
Notes	Comes with Built-in Bipod	Skill Use	

**30-06**

Type	FMJ
Damage	1D + 1W
Armor	Type III
Armor Effect	10 Fatigue
Knockdown	40
Cost	\$ 10 / 20

Magazine



7.62x51mm

Type	FMJ
Damage	2D
Armor	Type III
Armor Effect	16 Fatigue
Knockdown	40
Cost	\$ 5 / 10

Belt

_____/ 100

H&K 21e

Type	Machine Gun	Use AP	1 AP
Ammo Type	7.62 x 51 mm	Reload AP	5 AP
Weight	20 lbs	Effective Range	1000 Meters
Price	\$ 3500	Fire Modes	Semi; 3RB; FA
Notes	Comes with Built-in Bipod	Skill Use	

**M249**

Type	Machine Gun	Use AP	1 AP
Ammo Type	5.56 x 45 mm	Reload AP	5 AP
Weight	21 lbs	Effective Range	1000 Meters
Price	\$ 5750	Fire Modes	Semi; 3RB; FA
Notes	Comes with Built-in Bipod	Skill Use	

**5.56x45mm**

Type	FMJ
Damage	1D
Armor	Type III
Armor Effect	8 Fatigue
Knockdown	20
Cost	\$ 10 / 20

Belt

_____/ 100

.50 BMG

Type	FMJ
Damage	5D
Armor	N\A
Armor Effect	N\A
Knockdown	40
Cost	\$ 30 / 20

Belt

_____/ 200

M2 "Ma Deuce"

Type	Machine Gun	Use AP	1 AP
Ammo Type	.50 BMG	Reload AP	5 AP
Weight	130 lbs	Effective Range	2500 Meters
Price	\$ 10,000	Fire Modes	FA
Notes	Must be used with a tripod	Skill Use	



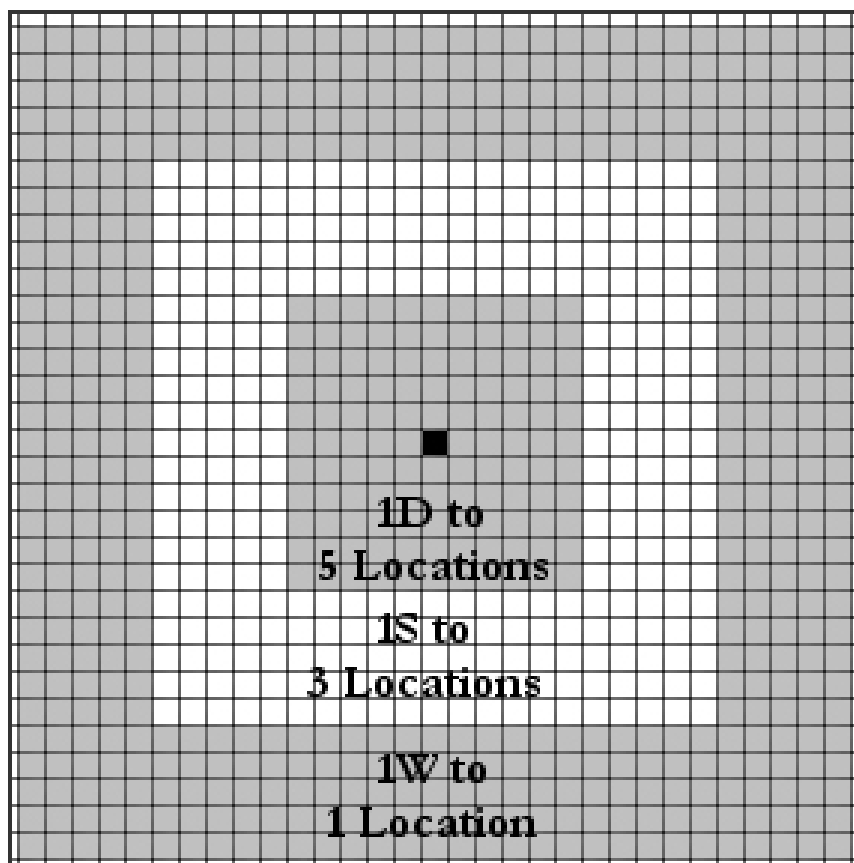
M67 HE Grenade

Type	Heavy Weapon
Weight	1lb
Use AP	2 AP
Max Range	40 m throw
Blast Radius	15m
Price	\$ 125

**Area of Effect Damage**

Damage	1D to 5 Locations; up to 5m 1S to 3 Locations; 5m – 10m 1W to 1 Location; 10m – 15m
Armor	Type IIA
Armor Effect	5 Fatigue

Blast Radius



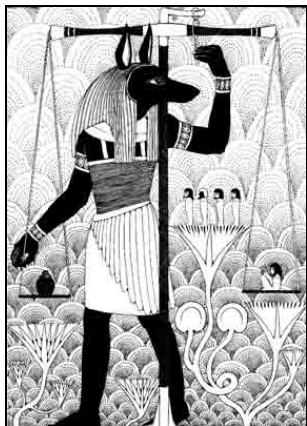
Chapter 7

Damage, Death & Recovery

The effects of destruction.

The Seal

At the circus there was a seal
that played the horns to get his meals.
I seen him play last Friday night
he looked so sad up in the light
I gave him nuts to make him smile
he threw the nuts into a pile
And then he growled and flipped his tail
then waddled close until I fell
And then he jumped on top of me
and gouged my eyes now I can't see
Next he clawed me and pulled my hair
he chewed my leg, now it's not there
A circus trip that went awry
it's over now, I'm going to die



Damage is inevitable. In a game where danger lies around every corner and where combat is a serious endeavor, death is like taxes, everyone must pay the man sometime. Damage, however, is not to be taken lightly. Even the smallest wound can leave detrimental effects.

Whether injuries are from permanent or temporary damage, in combat people get hurt. That is one of the reasons, why war should never be taken for granted. Here we will discuss the consequences of combat. There are two types of damage, wounds and fatigue.

Damage Application

After a successful attack, damage is applied to the target. Damage application is broken down into two steps. The first step is to determine the total amount of damage dealt to a target and then to what location is that damage applied to.

To determine the total amount of damage dealt to a target, first you need to add up all of the damage modifiers (such as, extra damage due to Karate, melee weapon damage, buckshot damage, grazing hits, etc.). After that, was the attack a full hit or a grazing hit?

Grazing Hits

For all attacks, sometimes hits are not as bad as they could have been. To simulate this we will consider attacks that just barely hit to also do barely as much damage.

Full hits are attacks that succeed on the attack roll by 5 or more. Grazing hits are attacks that succeed on the attack roll by 4 or less. Full attacks deal the full amount of damage possible to the target. Grazing hits deal less damage.

If the attack roll $>$ than difficulty + 5; then the attack does full damage. Otherwise use the following: (minimum of one wound)

Attack Roll	Location
Diff + 1	1/4 Damage
Diff + 2	1/3 Damage
Diff + 3	1/2 Damage
Diff + 4	1/2 Damage
Diff + 5	Full Damage

Damage Division

Sometimes, as in the case of grazing wounds, characters will not take the full blunt of the damage. In these times we will have to divide the damage in halves, thirds, fourths, etc.

When it becomes necessary to divide damage, revert all damage to Wound Levels and total them to their equivalent damage according to wounds by the following:

1. All Severe Wounds = 2 Wounds
2. All Deadly Wound = 4 Wounds
3. Then Divide the total wounds by the factor necessary, rounding up
4. After this, reconvert the wounds into the highest possible wound category

Example

Damage – 2 Deadly Wounds + 1 Wound
Converted Total = 9 Wounds ($9 = 2 \times (4) + 1$)

Divided into

$1/2 = 4.5$ Wounds = 5 Wounds = 1 Deadly + 1 Wound
 $1/3 = 1$ Severe Wound + 1 Wound
 $1/4 = 2.25$ Wounds = 2 Wounds = 2 Severe Wounds

Example 2

Damage – 1 Severe Wound + 1 Wound
Converted Total = 3 Wounds ($3 = 2 + 1$)

Divided into

$1/2 = 1.5$ Wounds = 2 Wounds = 1 Severe Wound
 $1/3 = 1$ Wound
 $1/4 = .75$ Wounds = 1 Wound

Example 3

Damage – 1 Deadly Wound
Converted Total = 4 Wounds

Divided into

$1/2 = 2$ Wounds = 2 Severe Wound
 $1/3 = 1.33$ Wounds = 1 Wound
 $1/4 = 1$ Wound

Hit Locations

The next thing to determine after a successful attack is hit location. For this roll a D10 and consult the Hit Location chart.

Target with No Cover

Dice Roll	Location
1	Left Leg
2	Right Leg
3-4	Abdomen
5-7	Torso
8	Left Arm
9	Right Arm
10	Head

Target with 1/2 Upper Cover

Dice Roll	Location
1 - 2	Left Arm
3 - 4	Right Arm
5 - 9	Torso
10	Head

Target with 1/2 Lower Cover

Dice Roll	Location
1 - 4	Left Leg
5 - 8	Right Leg
9 - 10	Abdomen

Target with 3/4 Cover

Dice Roll	Location
1 - 2	Leg *
3 - 4	Arm *
5 - 6	Abdomen
7 - 8	Torso
9 - 10	Head

** If the Right side is exposed, then these are the right leg and right arm; if the Left side is exposed, then these are the left leg and left arm.*

Recording Damage

When a character receives damage it needs to be recorded. When dealing with only wound or fatigue damage, subtract the damage amount from their respective total. However, when dealing with Severe or Deadly wound damage, not only do you subtract the damage amount from their respective total, but the damage must also be subtracted from the characters current wounds. Remember that all Severe Wounds are equal to 2 Wounds and that all Deadly Wounds are equal to 4 Wounds.

Example 1

*Current Wounds – 8
Current Severe Wounds – 4
Current Deadly Wounds – 2
Damage received was 2 Severe Wounds*

*New Wounds – 4
New Severe Wounds – 2
New Deadly Wounds – 2*

Example 2

*Current Wounds – 8
Current Severe Wounds – 4
Current Deadly Wounds – 2
Damage received was 1 Deadly Wounds
New Wounds – 4
New Severe Wounds – 4
New Deadly Wounds – 1*

Damage Effects

Unfortunately as a person becomes damaged they no longer function at peak performance. Each wound that a person takes has both a base level of damage that category of wound (Wound, Severe Wound and Deadly Wound) and a location specific effect.

All damage is cumulative per wound. So if you suffer 2 Wounds then apply the effects for a Wound to that location twice, double the base damage and two rolls for stun. Bleeding is the exception to this rule; only apply the highest wound category bleeding, no matter how many times you are damaged.

For Fatigue Only Damage

Subtract any fatigue damage from the targets current Fatigue Points. There are no additional affects caused by Fatigue damage until a character's current Fatigue Points drop to or below 0.

When a character's Fatigue Points drop to or below 0:

1. The character can no longer act, they may only react
2. They are reduce to 1/4 their total Combat Points (if they began with 12 CP, then they are reduced to 3 CP)
3. If the character is reduced to -10 Fatigue Points, they are rendered unconscious

For Wounds

Base Damage: -1 Fatigue Point, -1 Combat Point and Minor Bleeding

Head: -1 Step Penalty to All Skills

Torso: -2 Fatigue Points

Abdomen: -2 Fatigue Points, Physical Attribute Check at Difficulty 16 (Normal) or be stunned* for 1 Rounds (beginning immediately and in effect until the end of the next round)

Arm: Skills that require that arm are now at a -1 Step Penalty

Leg: Movement costs are +1 Combat Point for movement mode

For Severe Wounds

Base Damage: -2 Fatigue Points, -2 Combat Points and Serious Bleeding

Head: -2 Step Penalty to All Skills, Physical Attribute Check at Difficulty 16 (Normal) or be stunned* for 2 Rounds (beginning immediately and in effect until the end of the 2nd round after wounding)

Torso: Broken Ribs; -4 Fatigue Points; Physical Attribute Check at Difficulty 16 (Normal) or be stunned* for 2 Rounds (beginning immediately and in effect until the end of the 2nd round after wounding)

Abdomen: -4 Fatigue Points, Physical Attribute Check at Difficulty 16 (Normal) or be stunned* for 2 Rounds (beginning immediately and in effect until the end of the 2nd round after wounding)

Arm: Arm Broken; Skills that require that arm are now at a -2 Step Penalty

Leg: Leg Broken; Movement costs are +2 Combat Points for movement mode

For Deadly Wounds

Base Damage: -4 Fatigue Points, -4 Combat Points and Major Bleeding

Head: -4 Step Penalty to All Skills, Physical Attribute Check at Difficulty 16 (Normal) or Die instantly

Torso: -8 Fatigue Points, Physical Attribute Check at Difficulty 16 (Normal) or Die instantly

Abdomen: -8 Fatigue Points, Physical Attribute Check at Difficulty 16 (Normal) or Die instantly

Arm: Arm Severed, Skills that require that arm are now at a -4 Step Penalty

Leg: Leg Severed; Movement costs are +4 Combat Points for movement mode

**Stunned characters may only react, they may not act during any round they are stunned*

Bleeding

Minor bleeding: costs 1 Fatigue Point per 10 rounds until wound is treated.

Serious bleeding: costs 1 Fatigue Point every round until wound is treated.

Major bleeding: costs 2 Fatigue Points every round until wound is treated.

Example 1

Damage: 2 Wounds to the Head

Effects: -2 Fatigue Points, -2 Combat Points, All Skills are at -2 Step Penalty and Minor Bleeding (at 2 Fatigue Points per 10 rounds)



Example 2

Damage: 2 Severe and One Wound to the Left Leg

Effects: -5 Fatigue Points, -5 Combat Points, All Movement are at +5 Combat Points and Serious Bleeding (at 2 Fatigue Points per round)

Example 3

Damage: 2 Deadly to the Torso

Effects: -16 Fatigue Points, -8 Combat Points, and Major Bleeding (at 4 Fatigue Points per round) and two Physical Attribute checks to stay alive

Note: After a character runs out of Fatigue Points, any additional Fatigue costs are taken directly from Wounds at a rate of 2 Fatigue = 1 WP, with an exception for Magick use (discussed later). ***

Recovery

Now that you have managed to hurt yourself, you must begin the healing process. For most this will be a long and arduous process, as can be seen by the lethality of the amount of damage that can be done.

First Aid

Without the assistance of medical facilities the best characters can hope for is immediate First Aid. First Aid is used to treat minor wounds and bleeding irreparable harm can be done.

A successful use of the First Aid skill stabilizes the wound and stops any bleeding. It does not heal the wound nor does it alter any penalties, fatigue points, etc, except from bleeding.

Difficulties for First Aid skill use:

- Minor Bleeding = 16 (Normal), CP = 10*
- Severe Bleeding = 20 (Extended), CP = 15*

- Major Bleeding = 24 (Hard), CP = 20*

*Additional characters may assist and lower the CP cost for First Aid. For every additional person, lower the CP cost by 5, to a minimum of 5 CP. If you are performing First Aid without assistance, you may use CP's from multiple rounds; however, any interruption will cause you to negate any CP's cumulated and force you to begin from the beginning.

Natural Healing

The body has a natural healing process with which it will try to return itself to its former self after receiving damage. All wounds heal simultaneously. This means, that if you had one wound to the head, one severe wound to the torso and a deadly wound to the right leg, your total healing time would be 6 months (if you survived the damage in the first place). During the time period all wounds heal simultaneously, so the head wound healed in 2 days, the torso healed in 4 weeks, but it was the leg wound that required the additional 5 months.

Wound	Healing Time
Wound	2 Days
Severe Wound	4 Weeks
Deadly Wound	6 Months

During this time period all penalties would be fully enforceable, meaning your character would be suffering from the following

- -26 CP
- Movement Costs are x16
- and All Skills are at -1 Step Penalty

As you can see, natural healing may not be much of an option, unless you have major down time to kill.

Medical Attention

Medical attention for the purpose of healing a mortal wound is considered the use of the Surgery Skill with full access to medical supplies. Without proper tools, medical attention can not be provided. First Aid will not assist in this regard.

Successful use of the Surgery Skill depends on the wounds in question (separate rolls must be made for each wound). On success, the wound is healed and suffers only from 1/4 the penalties until the recovery time is over, at which time it is fully healed. A surgeon must begin with the worst wound and work their way down.

The Physician can lower the difficulty by one level for each time they double the surgery time. So for a wound, each extra 30 minutes or for severe wounds each hour or

for each deadly wound every additional two hours, lowers the difficulty by one step.

If the surgeon fails the first attempt they can attempt a second try. The surgeon must finish one area at a time, if they decide to move on and have yet to succeed at the current wound, they can not return to it later. That wound is considered stable, however, and can be healed naturally. In the case of a mortal wounding, the physician had better lower the total wounds before giving up. Only one such second attempt can be made for each wound, however, a second surgeon can then step in and attempt to heal the wound.

Wounds

- Difficulty = 16 (Normal)
- Surgery Time = 30 Minutes
- Recovery Time = 1 Day

Severe Wounds

- Difficulty = 20 (Extended)
- Surgery Time = 1 Hour
- Recovery Time = 1 Day

Deadly Wounds

- Difficulty = 24 (Hard)
- Surgery Time = 2 Hours
- Recovery Time = 1 Week

Healing times are doubled if not using proper facilities

Example

From the previous example, you had one wound to the head, one severe wound to the torso and a deadly wound to the right leg, your total recovery time would be 1 week and 4 days (if you survived the damage in the first place).

During this recovery time period all penalties from the wounds you are recovering from would be enforceable at 1/4 of the rates (rounded up), meaning your character would be suffering from the following (assuming all wounds were successfully operated on):

- -9AP
- Movement Costs are x4
- All Skills @ -1 Step Penalty

Permanent Effects

Just because a character heals from their wounds does not mean that there is not some permanent side effect from the wounding. Since there are several ways for characters to heal, there are several different types of effects that they may have happen to them.



Magickal Healing

While Magick in any form might heal the wound completely without any permanent wound effects, the act

of Magick leaves a mark upon the character. Because of this there are normally no "wound effects", however, the character (receiving the healing) gains an Obstacle chosen at random. This is irregardless of the wound type healed. The character gains an Obstacle for each successful healing attempt (not an Obstacle for each wound).

Natural Healing

This method of healing leaves the characters with a permanent effect for both Severe Wounds and Deadly Wounds. Basically for each wound that is healed naturally, the character suffers from the permanent wound effects of one wound lower than their highest wound category.

This permanent effect includes both the general wound effect and the location specific effects. Deadly wounds suffer severe wound penalties, severe wounds suffer wound penalties and wounds that are healed naturally suffer no penalties.

Medical Assistance

Medical Assistance is defined as the use of doctors, nurses, surgical staff and the like, First Aid is not considered medical assistance for determining any permanent effects.

For the most part wounds healed in this manner leave no permanent effects upon the character. For any wound that is successfully healed and the Medical Skill check was

less than the Difficulty + 5, and then the character gains 1 wound effect permanently of their choice. The character may also choose to lower one the appropriate attribute by -1 Die Code. Successful surgery attempts may not be reattempted, in order to remove the permanent effect. New surgeries, however, can be performed.

Location	Attributes
Arm / Leg	Dexterity
Torso / Abdomen	Strength
Head*	Wits or Intelligence, and Charisma or Attitude

**For head wounds, the character must choose both a mental attribute to lower, as well as, a social attribute to lower.*

Example

Final Difficulty = 24 (Hard)

Deadly Wound to the Leg

Medical Skill check was 26

Character must choose one effect from the following:

- *Movement Rate at +2 CP or*
- *-2 Fatigue Points or*
- *-2 Combat Points or*
- *-1 Die Code to Dexterity*

Death

A character is mortally wounded when any of their wound categories equals 0. The character immediately falls unconscious and unless immediate medical attention is rendered in 10 minutes the character will die. No attempts at awakening the character can be made while the character is unconscious from a mortal wounding, until after medical attention is given. A character dies when any of their wound categories are less than 0.



Chapter 8

Equipment

Barter is the backbone of any society.

Simple Sailboat

Simple sailboat sailing
And drifting from the shore.

Dozy, dazy daytime
With blazing sun and more.
Burning back and bug bites
Wet feet and frigid wind
Sea sickness and the sharks
With no way to defend.
The sharks shook the sailboat.
The sails were ripped and tore
The sailor became sad
No sails to sail ashore
Drifting, dozing, dying
No cover, food or drink.
Losing, leaking water
The sailor let it sink.



To get the job done, all the character will ever need is the right tool. This may be a Black and Decker *domaflachey* or a cab ride downtown at 4AM. Whatever the character needs, wherever they may be, there is always someone there to provide such services. As the saying goes, there must be an ice cream salesman within walking distance of some Eskimo village.

Barter

One of the first things that mankind did once they developed civilizations was to establish a system of barter. Where one man is compensated for the goods or services that he may provide to other. Through a system of barter one can procure equipment, information, services and among other things rest and relaxation.

Currency

Currency is truly the world's universal language. Whether its US Dollars or British Pounds or Russian Rubles it all makes the same jingle. With money all things are possible. Be it peace, love, politics, death, destruction, creation or rest. Money is the music that makes the world dance. To get anywhere or anything the characters will need money and probably lots of it. But when globe trotting, they will find that the distance a dollar travels is different from one place to the next.

Currency can always be used for purchasing items. However, not all money jingles the same. US Dollars jingle the loudest, and then followed by the countries local currency. Especially in port towns (near the duty free shops) it can sometimes be easier and cheaper to purchase with US Dollars (in US friendly areas) than it will be to convert to local currencies.

Why, because banks will always charge fees for processing money. But not only that, the local merchants

can sometimes use the money to purchase items that can only be purchased with US Dollars. Black Market items are a good example of this (local merchant can buy imported and non-tariff goods to sell back to tourists). Black Marketers will deal only in currency that they can use anywhere they might have business dealings and therefore not have to pay any "bank" fees.

Not everyone is like this, especially merchants not near tourist traps. So at some point, the characters will have to deal with local script and the prices associated with them.

When dealing with local currency and conversion of US money, there are fees that the characters will need to pay. Generally the fees will be 3%, although this can be adjusted depending upon the "bank" that the players find. Banks in the middle of nowhere will have higher fees than the one located in downtown Big City. Bank conversion rates can fluctuate anywhere between 1-10% or D10%.

Example

A character wishes to transfer \$100 US into the local denominations. The conversion fee is 2%. This means that after the conversion the characters converted \$98 into local currency and paid \$2 to have it converted.

Note: For detailed Exchange Rates, visit <http://www.exchangerate.com>. They have Exchange Rates from 1996 to the present.

Why is this necessary for game play? Some times this will be unnecessary to check, especially in port towns and tourist areas as both will accept US Dollars. However, there will be times when it becomes necessary for characters to have local money. This element can add to the story plot, be a subplot of its own or a tool to control the characters. Sometimes as a Sage, you may not wish the characters to have a certain item, service or information. If no one will take their money this solves this easily. Although this should not be abused as smart players will simply stock up in areas where they can purchase such items.

This is also a game based in the real world. In the real world currency is very much a part of it. This also means giving the players a real feel for how much items cost in other countries as they will probably be spending a great deal of time abroad.

Trade

Trade is another method used to gain the necessary items that a character might desire or need. Trade is a system of offering goods and/or services of value in lieu of monetary compensation for other goods and/or services.

Trade does not have to be the exchange of equal valued items. Trade is the exchange of items where both parties believe that they are happy. This may or may not be the case afterwards, but that is what regret is for. Everybody makes bad decisions, just ask Jack about the time he sold his cow.

Negotiation

Negotiation is the tool that characters will either use or have used on them to adjust the price of products. Good negotiators will be able to get more while paying less. Negotiation can be used towards tangible items, information, services and even in non-barter situations (such as diplomacy and etiquette).

When buying something, characters will use negotiation to lower the price, when selling something characters will use negotiation to ensure a profit is produced from the sale. Negotiation can also be used to substitute other items (trade) for money, thereby allowing characters to either off load unwanted items or to compensate for insufficient monetary funds.

Not all situations can be negotiated though. Can a character walk into Wal-Mart and haggle over pricing? As a Sage, you should have a clear cut idea of those individuals who are susceptible to price discussion, those wanting something that maybe the players can provide and those who are as immovable as the mountains.

To Negotiate

When using negotiation, regardless if the character is buying or selling determine the base price for the item/service in question. For items listed in game books, the base price is the price listed (this pricing can be modified if the Sage has researched the local pricing). The character starts at trying to decrease or increase the price by 5%. They roll a contested Negotiation Skill Roll against the other party involved, using a difficulty based off of the Attitude of the other party.

Attitude Die Code	Difficulty
D4	Auto
D6	Very Easy
D8	Easy
2D4	Normal
D10	Extended
D12	Hard
2D6	Very Hard
2D8	Difficult
D20	Very Difficult
2D10	Impossible

Whoever succeeds at the roll and rolls the highest can increase or decrease the sale price by 5%. They may repeat this process in 5% increments until someone fails a check or gets tired of the process. At the point the

negotiation is over, the final price is set at the last successful attempt.

To Avoid Insults

In some parts of the world people can take pricing of items personally. While they will allow (and sometimes expect it as part of their formal customs) someone may feel insulted by another's offers. How some may act can be as varied as the individuals themselves. One person may cease negotiations and refuse to do any further business with the offender and his entourage, another may just raise the prices, while yet another may seek retribution in the form of money or broken bones or both.

To avoid this situation, characters may make an Etiquette Skill Roll at a Difficulty of 16 (Normal), to know when to say when. If successful, the character will not offend the merchant during negotiations no matter the outcome. If the character does not have the appropriate Etiquette Skill or fails the Roll, then at any time they fail a Negotiation Skill Roll they have offended the merchant. The merchant then makes a Social Attribute Check at a Difficulty 16 (Normal). Success means that they have maintained a calm nature but have ended negotiations at their final offer. Failure means that they now feel retribution is in order. This retribution can take whatever form is appropriate for both the merchant and the campaign. A hippy selling Dead bootlegs will not want to break someone's legs, and it may be detrimental to a campaign to have the characters wanted by the local Small Business Group.

Markets

The term "markets" does not simply refer to some market place, a mall or trade event. Markets describe the type of transactions, the rules and the restriction that are placed on the sales of a particular area.

There are three types of markets:

- Regulated Markets
- Unregulated Markets (Black)
- Internet Markets (Grey)

Each type of market has some sort of rules and regulations, whether self imposed or imposed by some impartial governing body. These rules set the prices, taxes, warranty and legality of products purchased through them.

To compound the confusion, not all of the world's countries have the same laws regarding the legality or availability of commercial goods and service. In some countries prostitution is legal, in some all manor of firearms are illegal (not just assault weapons, but even pea shooters). So it's not the item that determines which

market it needs to be purchased from, but the restrictions in that area.

Regulated Markets

Regulated Markets are those that abide by the rules and regulations, set up to guarantee fair and uniform practices for each section of commerce (pharmaceuticals, furniture, food, alcohol, etc.). The goal of these regulations is to protect both the buyer and the seller.

Bad products are those products which are unnecessarily hazardous to the purchaser or user of the product. Bad sells are transactions which involve false information, unfairly inflated pricing, lemon products and other such fraudulent practices.

Prices on regulated markets are generally fair to all those involved, both the seller and the buyer, although it may not always seem that way.

[All prices listed in this Chapter are based on using Regulated Markets.]

Regulated Markets exist everywhere commerce takes place. This means that there will be rules and restrictions that they must obey when purchasing local equipment. It may be illegal to purchase automatic weapons, or prostitution or it may be legal to buy marijuana. These rules and regulations will cover more than just cash transactions, but will cover trade, imported and exported items, possession and ownership and criminal activities.

It is against the law to remove antiquities from the country of origin. If the characters discover an ancient tomb in Egypt full of gold, what are they going to do? They can not simply pass through customs with the items nor can they enter another country legally with these items (most countries respect the sovereign rights of others).

Unregulated Markets (Black)

Not every business man adheres to the law of the land. There are those individuals who are willing either to shortchange the purchaser or those who oversee commerce for their area (generally the local government) or both, for their own profits. These markets, where this type of seller operates, are geared toward unfair practices towards everyone but them.

What is unfair is a matter of perception though; to the consumer they can be a blessing by offering inexpensive versions or by eliminating red tape. To government they may be a burden by not paying taxes or allowing people to acquire items they shouldn't have. Most of the time these markets are only fair to those in charge, be it the salesman, the regulator or the local constable.



The advantages to using the Black and Grey Markets are mostly speed and less red tape. The disadvantages are the cost and quality of the items purchased this way.

There can be several positives to purchasing through the Black Market

- Red Tape can be eliminated
- Items regularly deemed "illegal" can be purchased
- Hard to find items are available
- Items can be acquired faster
- Cheap "knockoffs" that function similarly to the original can be readily available

There are however, at least one negative when purchasing items through the Black Market

- Item can be illegal or illegally registered
- Item can be 150-200% higher than base price
- Item may not be of the best quality
- Item can be counterfeit/fake
- Item can be stolen

Because of the obviously illegal aspects of Black Market activities, there are considerable risks for all of those involved. These risks include not only dealing with law enforcement officials, but from the other parties as well. People do not act favorably when they realize that they have been "cheated". So, while your characters may feel that they can double cross the local Black Market retailer. Remember that these retailers operate outside the law and can go to great lengths to ensure they stay profitable.

Internet Markets (Grey)

Traditional commerce has its advantages; such as the ability to be able to see, touch, feel, and hold products, then to take it home with you. In smaller, independent stores clerks answer questions, give recommendations and help make choices.

Internet shopping is a different experience. These merchants have different cost structures that enable them to charge much less than other sales organizations . . .

and, so far, those purchases aren't taxed. Combine these factors with fast delivery and you have an alternative that is becoming increasingly attractive to consumers.

Because there are no borders online, almost everything is available through Internet Markets. Because e-commerce is international it becomes possible for someone to purchase items "legally" that are otherwise unavailable in their local markets. While some countries have put some restrictions in place it is becoming increasingly difficult to enforce one countries regulation upon another.

This does not mean that every online company will sell anything to anybody. One of the down sides to e-commerce has been the increasing frequency of fraudulent transactions and their cost to the e-tailers. Normally by the time a transaction has been determined to be fraudulent, the product is well on its way to the purchaser. The seller is now not only out the money, but they are also charged a processing fee and have lost the product. Many have started to self regulate themselves and have imposed their own restrictions to avoid monetary loss.

The Internet allows a person to shop without leaving the comforts of home, the hotel or wherever they may be. But even in the best of situations it delays the possession of the items purchased by at least one day (with overnight shipping).

E-commerce is not the only type of Grey Market. Flea Markets, road side sales, Internet auctions, and standard item-for-item or service-for-service trades are all types of Grey Market transactions.

Rules for Using Markets

One way to use different markets is to use the actual regulations, the pricing and availability of each locale. However, not everyone has the time, or maybe the characters have ventured into territory that the Sage has not prepared for yet. This section represents a quick and simple method for dealing with the different markets characters can utilize.

All items (including automatic weapons) can be purchased normally through Regulated Markets without any new rules. The only issue will be with firearms, as there are delays, paperwork, extra license fees and background checks that require wait times for delivery of the weapons.

Internet Markets allow for items to be purchased at a discount due to lower overhead costs. Apply a 10% discount to each items base price that is purchased from the Internet. There are shipping costs though. For Ground Shipping (which takes between two to five days [D4+1]) add 5% of the discounted total sales cost for shipping. For overnight shipping (which will arrive at

Noon the following day) add 20% of the discounted price for shipping.

Example

Backpack - \$30.00
Internet Price - \$27.00 + \$1.35 for Ground Shipping
Quantity of 6 Climbing Gear Bundle - \$600.00 total
Internet Price - \$540.00 + \$108.00 for Overnight shipping

Items purchased through Black Markets, have both a positive and a negative effect. Apply the positive aspect that the character's desire from their purchase (such as cheap price, faster delivery, etc.), then also apply a negative (poor quality, stolen, etc.) to each item purchased. Each positive can have any negative, and each item can have different negatives.

Note: For Realism, lookup the rules and regulations regarding commerce for each countries that the characters will be visiting. Sure this will take some time, but it give the players good use of their Negotiation and Scrounging skills, and also make their experience as real as possible. The Internet can be very useful in researching local commerce regulations.

The Sage may also feel it counter productive to lookup the Trade Commission rulings for Pango Pango and simply make up their own rules. Both can be acceptable methods for game-play.

Example

A MP7 and an MP-5N were purchased for reduced paperwork. The MP7 ends up being stolen (where it was previously used in a homicide) and the MP-5N is of poor quality.

Positives	Negatives
Fast Delivery	Increased Cost by 50%
Price Reduced by 50%	Increased Cost by 100%
Illegal Item	Increased Cost by 200%
Reduced Paperwork, Background Checks, Etc.	Counterfeit/fake
Hard to Find	Poor Quality
No Fees	Stolen

- Counterfeit/Fake items are recognized as such with a Perception Check against a difficulty of 16 (Normal).
- Poor Quality items will break if the character ever fails their Skill Roll by 15 or more in which the item was used.
- Stolen items are great for story hook elements.

Goods & Services

In this section you will find a simplistic system for "gearing up" characters. It is strongly recommended to use outside sources, such as the Internet, to generate equipment and such. As such, the pricing can be customized for the particular locale. Remember that just because a hammer is about \$20 US here, that does not mean it is \$20 US in St. Kitts.

Kit Rules

Some skills require the use of a kit (not to be confused with bundles), such as a technician needing a tool kit or a Wiccan Priest needing a spell-crafting kit. When trying to use the skills in question without the proper kit, all skill uses are at a -2 Step Penalty.

When using a pocket versions of the kits, such as the Multi-Functional Pocket Tool, apply only a -1 Step Penalty for all skill uses.

Clothing

Street Clothes, Male and Female - \$40.00

A full set of clothes including jeans, shirt and shoes appropriate for everyday wear. 3 lbs

Outdoor Clothing, Male and Female - \$60.00

A full set of clothes including jeans, shirt, wind breaker and shoes appropriate for outdoor activities, such as camping. 5 lbs

Business Attire, Male - \$99.00

A full set of clothes including slacks, shirt, coat and shoes appropriate for business functions. 3 lbs

Business Attire, Female - \$150.00

A full set of clothes including slacks, shirt, coat and shoes appropriate for business functions. 3 lbs

Formal Wear, Male - \$250.00

A full set of clothes including slacks, shirt, coat and shoes appropriate for formal occasions. 3 lbs

Formal Wear, Female - \$400.00

A full set of clothes including slacks, shirt, coat and shoes appropriate for formal occasions. 3 lbs

Combat Fatigues, Male or Female - \$100.00

A full set of clothes including pants, shirt, and boots appropriate for combat situations. Comes in Woodland, Desert, Jungle, Urban or Artic camouflage patterns. Apply +1 Step Bonus for Stealth when using the appropriate camouflage (i.e.; using Woodland while in the woods). 3 lbs

Uniform, Male or Female - \$100.00

A full set of clothes including pants, shirt, and boots appropriate for the "officer" look. Appropriate for military, security, service industry, etc. 3 lbs

Accessories

Backpack - \$30.00

Two compartment nylon backpack for everyday use. Holds 20lbs. 2 lbs

Day (fanny) Pack - \$10.00

One compartment nylon backpack for everyday use that fits around the waist. Holds 8lbs. 2 lbs

Briefcase, Leather - \$50.00

Leather attaché case keeps all your documents and other business essentials organized. It features dual thumbwheel lock entry, leather comfort handle, large main section, two accordion-type gusseted compartments, pen loops, card slots, cell phone holder, and PDA/glasses pouch. Holds up to 10lbs. 3 lbs

Briefcase, Aluminum - \$100.00

Aluminum attaché case keeps all your documents and other business essentials organized. Same as a Leather Briefcase except it is much more durable. Holds up to 40lbs. 10 lbs

Sunglasses - \$30.00

Stylish sunglasses that provide standard UV protection.

Handcuffs - \$10.00

Made of Nickel Plated Steel. Double Lock. Complete with Two Keys. 0.6 lb.

Plastic Tie Wraps - \$6.00 per 1000

Modern disposable restraints. 1 lb.

Camping Gear

First Aid Kit - \$20.00

The size of this kit is considered compact, but with 88 pieces, this kit comes with an amazing variety of products. Each kit comes with enough supplies for four uses. 3lbs.

Antiseptic Towelettes, 3/8" x 1-1/2" Bandages, 3/4" x 3" Bandages, Iodine Pad, Fabric Knuckle Bandages, Wound Closure Strips, Alcohol Pads, 3" x 4" Non-adherent Dressings, Ibuprofen Tablets, 3" x 3" Sterile Gauze Pads, Acetaminophen Tablets, 5" x 9" Combine Dressing, Tweezers, 3" x 4.5 yds. Conforming Gauze, Vinyl Gloves, Cotton Tipped Applicators, Safety Pins, 1/2" x 2 1/2 yds. Adhesive tape, Scissors, Triple Antibiotic Ointments, First Aid Instruction, Insect Sting Relief Pads, Re-Usable Zip Lock Bags, Mole Skin, First Aid Kit Bag

Survival Bundle - \$40.00

Includes first-aid kit, Foldable, stainless-steel scissors, Emergency blanket, Emergency poncho, signal whistle, Chem Light sticks, drinking water tablets, Waterproof matches Each bundle is good for 1 week of use. 5 lbs

Climbing Gear Bundle - \$100.00

This climber's package contains all the basic tools for the new rock climber. Buy the kit for yourself or as a gift for your aspiring rookie today! Contents include:

ABC Guide Harness, Belay Device, HMS Locking Carabiner, Chalk bag, Chalk ball, Easy to carry mesh storage sack. 20 lbs

Rope, Static 50m - \$105.00

Static ropes are used for special purposes such as Search and Rescue, Rope Courses, Fixed Lines or Haul Ropes. These ropes have minimal elongation and are not designed to be used in circumstances where dynamic properties are required. 8 lbs.

Rope, Dynamic 50m - \$130.00

Dynamic ropes are used for general rock climbing. These ropes are designed for maximum fall and shock protection. 8 lbs

Backpack, Outdoors - \$80.00

Internal frame-packs hug your torso for a slim, trim profile, perfect for off-trail bush-whacking, skiing, snowshoeing, climbing or any other time that mobility and stability matter. The aluminum stays can be bent to fit the contours of your back to customize fit and increase comfort. Load stabilizers and delta compression straps adjust your load. 10 lbs

Tent, 2 man - \$70.00

Domed two person tent. 4 lbs.

Tent, 4 man - \$120.00

Domed four person tent. 8 lbs.

Sleeping Bag - \$50.00

Standard one man sleeping bag. 6 lbs

Portable 1 Burner Propane Stove - \$ 25.00

Small portable stove to cook one item at a time. Comes with 1 tank of propane good for 9 hours of cooking. 8 lbs

Cookware - \$30.00

Durable, lightweight cookware. Includes 8 oz cup, 16 oz bowl, 16 oz fry pan, 1.0 qt pot, utensils for 4 people and fits in a nylon bag for easy carrying. 5 lbs

Canteen - \$15.00

Holds 4 quarts of water.



Lantern, Battery - \$25.00

Lanterns provide illumination for a 10 square radius area. This reduces the penalty for darkness by 2 Steps in the illuminated area.

Flashlight - \$ 20.00

Flashlights provide illumination for a 10 square area an area defined by the characters Focused Combat Mode. This reduces the penalty for darkness by 2 Steps in the illuminated area.

Chem Light Stick 5pk - \$10.00

Chem Lights provide illumination for a 3 square radius area. This reduces the penalty for darkness by 1 Steps in the illuminated area. 1 lb.

Compass - \$15.00

Small easy to read magnetic compass. 0.1 lbs

GPS - \$199.00

Global Positioning System (GPS). Used to locate your position to within a certain degree of accuracy. Successful use of the Navigation: GPS Skill allows one to navigate between points using a GPS. 2 lbs

Rations - \$5.00

Contains one days (3 meals) worth of rations for one person. Nutritious but not delicious. 1 lb

Travel Services

Hotels

Budget Motel - \$30 per night for single room

Equivalent to a Motel 6

Mid Range Motel - \$75 per night for single room

Equivalent to a Marriott

Luxury Hotel - \$500 per night for single room

Equivalent to a Four Seasons

Taxi

Mileage Rates

- Large Cities are \$2.00 per mile
- Small Towns are \$1.00 per mile

The average ride costs \$10 - \$20.

There are several other ways cabbies can add surcharges. During rush hours, your driver will add an extra \$1.00 to the fare. For more than one grocery bag or suitcase per person there is a \$0.50/piece addition, and larger objects will cost \$2.00. Drivers add \$1.50 onto the base fare for each additional passenger going to the same destination with you. Cabs can double the fare during snow emergencies.

Bus**Public Transportation - \$1.00 per person****USA Cross Country**

Distance Traveled	The one-way price is:	The round-trip price is:
Less than 500 miles	\$49.00	\$98.00
501-800 miles	\$59.00	\$118.00
801-1200 miles	\$69.00	\$138.00
1201-1600 miles	\$79.00	\$158.00
1601-2000 miles	\$89.00	\$178.00
2001-2400 miles	\$99.00	\$198.00
2401-2800 miles	\$109.00	\$218.00
Over 2800 miles	\$119.00	\$238.00

Subway

Two (2) subway tokens cost \$3.00. One token would be used each time you enter the subway system. If you purchase 5 tokens at one time, the cost is \$13.00. You can also obtain a day pass which costs \$6.50 for unlimited trips on the subway system for that day. There is a monthly pass that costs \$150.00.

Car Rental

Car Size	Daily	Weekly
Compact	\$25.00	\$125.00
Mid Size	\$40.00	\$200.00
Luxury	\$80.00	\$400.00
Sports	\$80.00	\$400.00
Pickup Truck	\$60.00	\$300.00
Station Wagon	\$40.00	\$200.00
Van	\$60.00	\$350.00

Air Travel

With the advent of low cost carriers, ticket prices have steadily dropped. Couch seats can now run as low as \$100 round trip for the continental US. But unfortunately

there is no handy chart for determining air transportation costs.

As a rule of thumb though, below is listed for Couch prices. For First Class rates, triple the price. The pricing below is based on 7 day reservations, if the party needs immediate seating, triple the prices for Couch and then triple that for First Class.

To - From	One Way	Round Trip
State to State	\$69.00	\$99.00
US to Canada	\$99.00	\$199.00
US to Europe	\$300.00	\$600.00
US to Asia	\$400.00	\$800.00
US to Africa	\$400.00	\$800.00
US to South America	\$200.00	\$400.00
US to Mexico	\$99.00	\$199.00

Body Armor

Prices for Torso Protection only

Armor	Close Quarters Protection	Price
Type I	D4	\$200
Type IIA	D6	\$350
Type II	D8	\$400
Type IIIA	D10	\$600
Type III	D6	\$800
Type IV	2D8	\$1000

Each additional area of protection costs \$200.00 per area (legs and arms consist of two areas one left and one right). Each level of ballistic protection comes with a default Close Quarters Protection value. Each additional Die Code of protection against puncture wounds cost \$50.00 per location.



Type IIIA Tactical Helmet - \$200.00

Provides for D10 Close Quarters Protection.

Kevlar Gloves - \$75.00

Provides for 2D6 Close Quarters Protection. Provides no protection against ballistic attacks.

Weapons**Carrying Cases for Firearms**

Case	Weight	Price
Pistol Holster, Shoulder	1 lb	\$50.00
Pistol Holster, Hip	1 lb	\$30.00
Rifle Case, Soft	2 lbs	\$100.00
Rifle Case, Hard	10 lbs	\$200.00

Laser Sight - \$100.00

Laser sights work to give the user the following advantages:

- Laser sights give - Instant Target Acquisition
- Laser sights provide - Repeatable Pinpoint Accuracy
- Enhanced Vision, Both eyes on your target. Eliminates 'front sight tunnel vision'.
- Laser Sights are Extremely Effective in Low Light Situations
- Visual Training Tool improves trigger control and accuracy

While laser sights, at night or in low light situations, have a visible range of around 1000m, their effective range is limited to only 25m. While they may still be used for targets further than 25m, they lose all in-game bonuses beyond that distance. For daylight or well lit areas the effective range of laser sights is limited to 5m.

For targets within the effective range, when using laser sights to aim with, for every 1 CP spent the attacker gains a +1 Step Bonus (instead of spending 2 CP for every +1 Step Bonus). Laser sights grant no bonus unless the attacker aims.

Red Dot Sight - \$100.00

Red Dot Sight work much the same way that laser sights do. A Red Dot Sight Scope is a medium sized scope that can be fitted on handguns, SMG's and shotguns. This sight gives a 1x (or normal) view of the area with a red dot in the center. Where ever the red dot is, is where the bullets should land. Red Dot scopes have a maximum effective range of 30m. Red Dot sights are only usable in daylight or well lit areas.

Characters must be in Focused mode when using the Red Dot Sight. For targets within the effective range, when using laser sights to aim with, for every 1 CP spent the attacker gains a +1 Step Bonus (instead of spending 2 CP for every +1 Step Bonus). A Red Dot sight grants no bonus unless the attacker aims.

Rifle Scope - \$100.00

Rifle scopes help shooters sight in long range targets, even targets farther than the naked eye can see. Because rifle scopes zoom in on a target, it becomes increasingly harder to recognize the target the closer it is to the attacker. Scopes are optimized for long range attacks. Therefore, scopes can not be used for targets under 50m and an attacker may not aim with any rifle that has a scope attached. They may still use the weapon, but they can not aim with it.

When using a rifle scope, attackers must make a Target Recognition Roll against a difficulty of 16 (Normal), plus modifiers. Success means that they may then aim at the target and for every 1 CP spent the attacker gains a +1 Step Bonus (instead of spending 2 CP for every +1 Step Bonus). Failure means that they can not aim at the target, and receive no bonuses to attack the target.

Night Vision (Low Light) Scope - \$100.00

Night Vision Scopes works the same as regular rifle scopes plus there is no penalty for low light or no light situations. Night Vision Scopes can be used in conjunction with Red Dot Sights so that they may be used at night or low light situations.

Revolver Speed Loader - \$20.00

Speed loaders allow for all the bullets of a revolver to be loaded simultaneously. Reloading a revolver using a speed loader costs 3 CP total (instead of 1 CP per bullet).

Ammunition

Ammunition	Box of	Price
.45 ACP	50	\$10.00
5.7 x 28 mm	50	\$25.00
.50 A.E.	20	\$25.00
.357 Magnum JHP	20	\$15.00
.380 ACP	10	\$50.00
.44 Magnum JHP	50	\$15.00
4.6 x 30 mm	20	\$5.00
9 x 19 mm	50	\$5.00
7.65 x 17 mm	50	\$10.00
.40 S&W	50	\$10.00
12 Gauge 00 Buckshot	10	\$5.00
12 Gauge Slug	10	\$5.00
7.62 x 39 mm	200	\$20.00
.50 BMG	20	\$30.00
.308 Winchester	20	\$10.00
7.62 x 51 mm	10	\$5.00
8 mm Mauser	20	\$10.00
5.56 x 45 mm	20	\$5.00
7.62 x 54 R	20	\$5.00
30-06	20	\$10.00
Normal Arrow	50	\$12.00
Broadhead Arrow	25	\$12.00
Normal Bolt	50	\$12.00
Broadhead Bolt	25	\$12.00

Magazines

Firearm	Capacity	Price
M1911A1	7	\$10.00
Five-seveN	20	\$60.00
Desert Eagle	7	\$25.00
Sig Sauer P-232	7	\$60.00
H&K MP7 PDW	20	\$30.00
H&K MP-5N	30	\$30.00
CZ-61 Skorpion	20	\$20.00
FN P90	50	\$55.00
H&K UMP	25	\$30.00
Ingram MAC 10	25	\$10.00
Saiga 12K	8	\$30.00
SKS	10	\$20.00
Springfield M1A	10	\$25.00
Barrett M82A1	10	\$150.00
H&K PSG-1	20	\$75.00
Enfield L85A2	30	\$30.00
Thompson M1	30	\$20.00
H&K G36K	30	\$30.00
Colt M4	30	\$30.00
AK-47	30	\$30.00
Famas F1	25	\$50.00
Browning Automatic Rifle	20	\$20.00

Purchasing Process**Background Check**

All firearm purchases have an extensive background check process. If the person was ever convicted of a felony or was institutionalized or has a restraining order against them will be denied the ability to legally purchase a firearm.

Wait Period

- 3 Days for all Handguns (Pistols)
- The first time a person applies for a Class 3 License to purchase SMG's, Assault Rifles and Machine Guns, it takes 90 days to process. Each purchase after the first requires only 1 week for a processing period.

Fees

- \$1000 to purchase Class 3 License for SMG's, Assault Rifles and Machine Guns (one time only)
- \$200 Federal Transfer Fee for SMG's, Assault Rifles and Machine Guns (for each weapon purchased)

Shotguns and Rifles

Currently there are no restrictions on the purchase of shotguns and rifles. Most may even be purchases from local pawn stores and big name outlets, requiring merely a few minutes paperwork.

Vehicles**Compact Car - \$10,000**

Compact cars are small in almost every facet; price, size, storage, speed and features. Weekly Maintenance: \$10.00

Mid Sized Sedan - \$20,000

Midsized sedans are the compromise between luxury and economy. They aim at giving the average family some luxury features while at the same time keeping the cost within reason. Weekly Maintenance: \$25.00

Luxury Car - \$45,000

Luxury cars are the exact opposites of compact cars. They are loaded in as many areas as possible; features, features and even more features. Luxury cars are designed around individuals who want to completely enjoy their driving experience. These cars are often equipped with leather seats, multi-disc CD changers, GPS navigation, and in console cellular phones. Weekly Maintenance: \$40.00

Sports Car - \$40,000

Sports cars were originally European two-seat roadsters designed for both daily travel and week-end racing hobbyists. A few 1950's manufacturers (notably Jaguar and Alfa-Romeo) put permanent tops on their roadsters, resulting in the sports coupe. The term sports-sedan is a more recent term to describe a four-door vehicle that handles like a sports coupe or roadster. Sports cars are cool and fun to drive, though impractical for daily transportation. Weekly Maintenance: \$80.00

Pickup Truck - \$20,000

More new pickup trucks are sold in this country than any other type of vehicle. The smaller models now offer quad or crew-cab four-door versions, with seating for 5 adults. Full-size models offer extended cabs with smaller third and fourth doors giving access to the rear seats. Standard rear-wheel drive versions don't handle well on snow or ice without a substantial amount of weight in the rear of the truck. When equipped with towing packages with 8- or 10-cylinder engines, these rear-wheel drive vehicles can tow large boats and trailers. Weekly Maintenance: \$50.00

Station Wagon - \$15,000

An active family will want to look at minivans or station wagons. Outside of the US, station wagons remain the first choice for active families. Weekly Maintenance: \$30.00

Mini-Van - \$20,000

Minivans drive and handle just like a car, with the bonus of better visibility due to a higher center of gravity and an upright driving position. Most models offer comfortable seating for seven or large amounts of cargo. Don't look for minivans to handle your boat or trailer towing duties,

as front wheel drive vehicles have a very limited towing capacity. Weekly Maintenance: \$30.00

Weekly maintenance includes gas, oil, cleaning and tires. This is paid whether or not the car is actually used (as in the case of oil, tires and such).

Tools

Box Cutter - \$5.00

Small concealable knife used mainly to open boxes, hence the name.

Bolt Cutter - \$30.00

A heavy duty cutter used mainly to cut bolts, locks and thick wire.

Duct Tape, 25' - \$5.00

The one thing every technician, mechanic and do-it-yourselfer should have. Can be used to hold almost anything together in a jam.

Tool Belt - \$25.00

A belt used to carry tools for convenient access.

Tools, Full Size - \$25.00 each

Full size versions of shovels, axes, picks, sledge hammers, etc.

Tools, Hand - \$15.00 each

Smaller versions of the counterparts. Used for convenience rather than for power. Use of hand versions of tools doubles the time required.

Carpentry Tools \$20.00 each

Saw, hammer, screwdrivers, level, etc.

Basic Tool Kit - \$100.00

This huge tool kit includes 119 pieces. Some items included are metric/inches sockets, hex and standard wrenches, screwdrivers, pliers and much more. Entire home/auto set stores compactly in hi-impact polystyrene carry case. 10lbs

Emergency Tool Kit - \$25.00

This kit includes 2 booster cables, pliers, slotted screwdriver, Phillips screwdriver, tire pressure gauge, 9-piece socket wrench set, disposable gloves, fuses, bandages, electrical tape and emergency sign. 5lbs

Craft Tool Kit - \$20.00

Get crafty with this diverse set of tools! 125 pieces, including glue gun, scissors, staple gun, boring tool, and more. 2lbs

Multi-Functional Pocket Tool Kit - \$20.00

Pocket workshop includes a fish scaler with file and rule, four handy screwdrivers, knife, awl, can opener, wire

cutter and pliers, 14 functions, all in one handy Vinyl pouch. 1lb

Electricians Tool Kit - \$20.00

Pocket workshop includes a fish scaler with file and rule, four handy screwdrivers, knife, awl, can opener, wire cutter and pliers, 14 functions, all in one handy

Communications Tool Kit - \$20.00

Pocket workshop includes a fish scaler with file and rule, four handy screwdrivers, knife, awl, can opener, wire cutter and pliers, 14 functions, all in one handy.

Lockpick Kit - \$30.00

The lockpick set opens deadbolts, doorknob locks, most auto locks, padlocks and other mechanical locks. The kit includes nine lockpicks, a broken key extractor, four tension tools, six slip on vinyl sleeves, and all in a handy leather case.

Archeological Tool Kit - \$25.00

4" WHS Spear & Jackson Trowel, Leaf Trowel, Line Level, Plumb bob, Pair of Arrows, Vernier Gauge, Kneeling Mat, 3M Hand Tape, 1" Paint Brush, 2" Paint Brush, Hank of Twine, Eraser, Pair Bulldog Clips, 4 Clothes Pegs, Assorted Finds Bags, Assorted Finds Labels, Nails, Single Disposable Scalpel, Roll of Masking Tape. All in a Large Tool Box

Demolition Kit - \$150.00

The "demo" kit includes crimping pliers, det cord, blasting caps, electrical tape, an electrical detonating device and a padded carrying case. Kit does not include explosives.

Doctor's Medical Kit - \$150.00

IV giving sets, Pocket Mask, Oxygen Resuscitator bag and tubing, Manual suction pump, an inhaler, Alcohol Swabs, Syringe and needle pack, Stethoscope, drugs (pain killers, sedatives, adrenalin, etc.) and test sets.



Gunsmith Kit - \$25.00

The 30 piece gunsmith screwdriver set contains the best selection of bits for working on all firearms. Gunsmith slotted bits for action screws, hex bits to fit the new scope mounting screws and Phillips bits including special long Phillips bits for buttplate and recoil pad removal.

Magick Supplies

All of your Magical needs. "Spell" kits are not sold as kits; they are simply all of the necessary items for minimum spell-crafting. Please feel free to use other resources for more personalized pricing or configurations.

All-purpose Spell-crafting Kit; Basic - \$125.00

This set includes 16 oils (character's choice), 20 herbs (character's choice), 25 gemstones (character's choice), empty vials, pouches, 1 mortar and pestle, and 1 cauldron. Each kit is has enough supplies for 10 uses.

All-purpose Spell-crafting Kit; Deluxe - \$250.00

This set includes 16 oils (character's choice), 20 herbs, (character's choice), 100 gemstones (character's choice), 140 candles, empty vials, pouches, an athame, 1 mortar and pestle, and 1 cauldron. Each kit is has enough supplies for 20 uses.

Vodun Kit; Deluxe - \$50.00

Each Voodoo Spell kit contains a voodoo doll, gris-gris, aromagick oil, aromagick bath salts, floor wash, incense, hand-painted candle and parchment paper, plus the flour and cornmeal for the veve. Each kit is has enough supplies for 2 uses.

Herbal Spell-crafting Kit - \$75.00

Set includes 20 different herbs (character's choice) to cover most of your spell-crafting needs, storage jars, pouches, 1 mortar and pestle, 1 cauldron, and 20 charcoal tablets. Each kit is has enough supplies for 6 uses.

Alchemy Kit; Deluxe - \$250.00

Almost identical to the Herbal Kit, with the exception that this kit also comes with a Bunsen burner. This set also includes 20 different herbs (character's choice) to cover most of your formulas, storage jars, pouches, 1 mortar and pestle, 1 cauldron, and 20 charcoal tablets. Each kit is has enough supplies for 6 uses.

Rider-Waite Tarot Deck - \$20.00

The Rider-Waite Tarot is the definitive tarot deck for beginners, in large part due to its immense popularity, as well as its true ease of availability. The Rider-Waite tarot deck is the most popular and most commonly-used of all tarot decks. Most people who are learning the tarot choose to begin with the Rider-Waite tarot deck, and most "old hands" usually have one in their collection of decks.

Other Tarot Deck - \$25.00

There are many different types of decks out there from the Thoth Deck to the Marseilles Deck. Each with its own pictures, colors, spread and meanings. [Please visit <http://www.aeclectic.net/tarot> for information on various Tarot Decks.]

If a character chooses an "other" deck, then while using their personal deck they will receive a +1 Step Bonus for Magick uses. However, when they attempt to use a deck of another style than their own, they are at -1 Step Penalty.

Rune Set - \$35.00

The runic symbols are engraved into the stone and then painted with gold ink. The kit includes with 25 engraved gemstones, a rune description sheet, and a fabric pouch.

Ouija Board - \$25.00

Ouija board with the alphabet, numbers, yes, no, and goodbye printed onto it in black on a white background. Comes complete with a triangular planchette and instruction sheet.

Crystal Ball - \$200.00

This is a very large 8" diameter gazing ball. This ball weighs 27 lbs! This ball is made of fused quartz; it's perfectly round and perfectly clear with no inclusions.

Silver Polished Mirror - \$80.00

The black glass circle is enclosed by gold Celtic knot work, and 4 golden colored Triple Moon symbols.

Pendulum Kit - \$30.00

Kit includes a satin carrying pouch, acrylic board (Celtic knot work Triquetra), and a tear-drop, all natural quartz pendulum with a 9 inch silver chain.

Ritual Attire - \$75.00

Every magician must look the part. Whether it be fancy robes, a long flowing cape or leather gothic gear, when performing Magick it becomes important to reinforce your belief system. Clothing can provide that reinforcement for some.

Individual Herbs (see pg. 149)

Price: 1 oz = \$3.00 or 1 lb = \$45.00 lb
See list of Herbs in Chapter 10.

Individual Oils (see pg. 149)

Price: 1/4 oz (2 dram) = \$5.95
See list of Oils in Chapter 10.

Individual Gemstones (see pg. 150)

Prices: \$2.50 per stone
See list of gemstones in Chapter 10.

Environmental Gear

The world's climate is not uniform from one place to the next. Some areas are desert, some are arctic wastelands, some jungle and there are many more.

Cold Weather Clothes, Male and Female - \$400.00

A full set of clothes including pants, shirt, coat, socks and shoes designed for extreme cold weather environments. 3 lbs.

In extreme cold weather environments (temperature below 10o F), without proper cold weather gear, characters will suffer from -5 Fatigue per hour. Once a character reaches 0 Fatigue in the manner, they fall unconscious and may soon die if aid is not rendered. Every 5 minutes the character is unconscious they receive 1W, this continues until aid is rendered or they succumb to the elements (death).

This fatigue can not be regained using normal methods. Fatigue lost in this manner may only be regained after the character has been removed from the cold and placed somewhere with warmth. This may be a cabin with a nice cozy fire or a snow igloo providing shelter from the wind.

Wet Weather Clothes, Male and Female - \$30.00

A full set of clothes including pants, shirt, coat, socks and shoes appropriate for wet weather environments. 3 lbs.

Wet weather clothing prevents the characters from feeling miserable in the harm environment, as well as, provides minimum safety equipment to prevent injury.

Wet Weather Clothes, Male and Female - \$30.00

A full set of clothes including pants, shirt, raincoat, socks and shoes appropriate for wet weather environments. 3 lbs.

Wet weather clothing prevents the characters from feeling miserable in the harm environment, as well as, provides minimum safety equipment to prevent injury.

Hot Weather Clothes, Male and Female - \$30.00

A full set of clothes including shorts, shirt, socks and shoes appropriate for hot weather environments. 3 lbs.

Just like extreme cold weather environments (temperature above 100o F), without proper hot weather gear, characters will suffer from -5 Fatigue per hour. Once a character reaches 0 Fatigue in the manner, they fall unconscious and may soon die if aid is not rendered. Every 5 minutes the character is unconscious they receive 1W, this continues until aid is rendered or they succumb to the elements (death).

This fatigue can not be regained using normal methods. Fatigue lost in this manner may only be regained after the character has been removed from the heat and placed somewhere with cool. This may be an air conditioned building, under a shade tree or in a body of water.

Note: When deciding which Environmental Gear to use, consider which environment is the most inhospitable. The Amazon is both wet and hot, however, only Hot Weather Gear helps there, as no matter what you do, you will get wet.

Lifestyle

Housing

Each level of the Housing Tangible granted the character \$250.00 in monthly housing payments and each level of Land gives the character \$25000.00 in property.

A character can choose an option that is less than the money allotted them; however, any excess money is discarded.

Housing	Rent	Own
Small Apartment	\$250	N/A
Two-Bedroom Apartment	\$500	N/A
Two Bedroom Condo	\$700	\$25,000
One Bedroom House	\$350	\$50,000
Two Bedroom House	\$550	\$75,000
Three Bedroom House	\$700	\$100,000

Food

Per person daily eating costs:

Establishment	Daily Cost
Grocery, Self Prepared	\$10
Fast Food	\$20
Cafeteria	\$35
Dine-in and Buffet	\$40
Luxury Dinning	\$200

Personal Entertainment

Per person entertainment costs:

Entertainment	Cost
Day Spa	\$50
Concert, Rock	\$25
Concert, Symphony	\$50
Bar Hopping	\$40
City Park	\$10
Sporting Event, Professional	\$50
Sporting Event, Amateur	\$25
RPG Gaming	\$15



Computers

Personal Computers

The prices below represent either Desktop versions or portable Laptop versions.

Computer Speed	Time Adjustment	Cost
Pentium III	1/6	\$3000
Pentium II	1/3	\$2000
Pentium	x1	\$1000
486	x5	\$100
PDA	x2	\$500

Desktop Computers include the PC, Monitor, Modem, Network Card, Sound and Speakers, CDROM Drive, Floppy Drive, Hard Drive, Keyboard and Mouse. 50 lbs.

Laptop Computers include the PC, Screen, Modem, Network Card, Sound and Speakers, CDROM Drive, Floppy Drive, Hard Drive and Carrying Case. 10 lbs.

A misnomer about computers is that you can do more with a faster one than you can with a slower/older model. In fact, that is not true. With the right software, you can perform the same function on any speed/age computer. The difference is how fast will each task be performed and corollary how many tasks can you perform in a given time frame?

Task	Time
Financial Analysis	120 minutes
Video Editing, (1 hr video)	660 minutes
Still Image Editing	120 minutes
Music Creation/Production	1020 minutes
Web Design	960 minutes

Web Surf/Search	120
Program	960
Hacking, Commercial	300
Hacking, Government	600
Hacking, Personal	100

Computer Peripherals

Peripheral	Cost
Inkjet Printer	\$200
Laser Printer, B&W	\$600
Laser Printer, Color	\$2000
CD Burner	\$200
Scanner	\$200

Software

Personally Created Software

Software that the character has personally created obviously comes without a price tag, but it comes with another benefit, the ability for them to use their Attribute Die Codes for any Skill use with that software. So if they created a tool to hack into corporate networks, then they can roll their Intelligence + Wits + Computer Use.

Off-the-Shelf Software

For software that was not created by the character that is using it, the Skill Roll depends on the quality of the software and the designer behind it. Off-the-Shelf software comes in three different qualities, Nominal, Good, and Exceptional.

Nominal Software uses D6 + D6, Good Software uses D10 + D10 and Exceptional Software uses 2D6 + 2D6 for Attributes. A character gets to add their Computer Skill to the skill roll to reflect some level of creative insight.

Example

A character with Computer Use: Windows at 5, using Off-the-Shelf Nominal Software.

Their skill roll would be D10 + D10 + 5

Off-the-Shelf Software Package	Nominal Software Cost	Good Software Cost	Exceptional Software Cost
Financial Analysis	\$250	\$500	\$1000
Video Editing	\$250	\$500	\$1000
Still Image Editing	\$50	\$100	\$200
Music Creation	\$100	\$200	\$400
Web Design	\$25	\$50	\$100
	50% Normal Price	Normal Price	Double Normal Price

Custom Designed Software

Custom designed software gets to use the Attribute Die Codes of the person creating the software. The cost of

the software is dependant upon the Attribute Die Codes. For software that was Custom made software costs \$25 per Die Code (i.e.; D4 + 2D6 would be \$25 + \$125 for a total of \$250.00). The idea being to have someone with exceptional skill designs the software.

Internet Access

One of the greatest advantages the Internet has brought with it, it the ability to almost instantaneously lookup information. It is like having a library in the living room.

When researching information, the internet will decrease the amount of time required to find what it is you are looking for. The speed of the computer does not factor into the Time Adjustment, only the speed of the Internet connection.

Internet Access, Monthly	Time Adjustment	Cost
Cafe, per day	1/3	\$5
Dial up	1/2	\$20
Broadband, DSL	1/5	\$60
Broadband, Cable	1/5	\$60
Broadband, T1	1/10	\$1200

Communication Equipment

CB, Vehicular - \$200.00

Citizens' band radio (CB) is a system of short distance communication between individuals on a selection of 40 channels within the single 27 MHz (11 meter) band at distances up to 5 miles. In the US, CB radio seems to adhere to the following plan:

Channel 1 Local community calling and working

Channel 6 High power illegal activities

Channel 7 Local community calling and working

Channel 8 Truckers in Australia

Channel 9 Emergency calling (State troopers and highway patrol vehicles in the US usually monitor this

channel)

Channel 17 North/South freeway traffic and trucks

Channel 19 East/West traffic and trucks

Channel 30 and above SSB

CB, Portable - \$75.00

Same as the vehicular based version only portable.

Two-way Personal Radios - \$75.00 pair

Allows for communication between devices at distances of up to two miles apart. Adapted from military applications, the main commercial appeal has been for families to keep track of each other while at large events.

Ham Radio, Base Unit - \$1000.00

Ham radio is noncommercial, two-way transmission in which messages are sent by Morse code or by voice. Amateur radio communication is in a range of frequencies from just above the AM broadcast band (1.6 MHz) to the microwave region, at several hundred gigahertz. These frequencies have been designated for amateur use by the FCC. Ham transmission is usually two-way or with groups of people using a transceiver, meaning that two or more hams talk to each other instead of everyone listening to a single ham's broadcast.

Anyone with a radio receiver or a radio scanner can listen in on ham radio communications, but only an operator licensed by the FCC can transmit the signals.

Ham Radio, Vehicular - \$300.00

Same as the Base Unit version only portable.

Ham Radio License Fee - \$100.00

Cellular Phone - \$100.00

Allow for mobile phone access. Good for the US only. Characters can not take US cellular phones and travel to Europe and expect them to work. There is a monthly fee



associated with Cell Phones of \$50.00.

Miscellaneous Items

Binoculars - \$25.00 per extra 25m

Provide detail viewing of far away object. Under naked eye conditions, a character can make out objects and actions at distances up to 25m clearly. Binoculars extend this range to their maximum range. Add Range Finder feature for an extra \$100. Add Night Vision capabilities for an extra \$200.

Camera, 35mm - \$50.00

The camera provides 24 pictures per roll. Each roll costs \$5.00. Processing costs \$5.00 per roll for normal next day prints or \$10 per roll for one hour photography.

Camera, Polaroid - \$50.00

The camera provides 10 pictures per pack. Each pack cost \$20.00.

Camera, Digital - \$400.00

Unlike film cameras, digital cameras provide pictures on digital storage. This allows for a greater amount of pictures per use. Digital Cameras can store up to 64 high quality pictures per storage card. Each storage card costs \$50.00.

Camera, Camcorder - \$400.00

Records 30 minutes of full motion video and audio to cassette tape. Camcorders can be used while plugged into an electrical outlet or for 45 minutes while on battery. Additional tapes cost \$15 for a 3pk and extra batteries are \$75 a piece.

Cd/Tape/Radio Player, Portable - \$50.00

Listen to the radio, play CD's and tape cassettes.

Micro-Tape Recorder - \$75.00

Record up to 30 minutes worth of voice.

Digital Voice Recorder - \$200.00

Record up to 120 minutes worth of voice.

Musical Instrument - \$200.00

Guitar, Bass, Drums, Saxophone, Flute, Trumpet, Trombone, Keyboard, Violin, etc.


Musical Lessons - \$20.00 per class

Musical lessons will help a character to increase their Arts: Music Skill for the instrument being taught. For every three lessons, the character receives 1 experience point.

Note: The preceding chapter has been presented only as a guideline. With so many readily available sources for equipment it is very easy to provide a more personalized selection with realistic pricing



Chapter 9



Character Progression

We learn from our success and failures.

Another Butterfly

Here's another butterfly
that's landing near you toes
looking for his little friend
that landed near, he knows

You didn't want to tell him
but it's underneath your shoe
so you picked up you big foot
and stepped on this one too



During the life of your character, they are prone to change and growth. This is due to the learning process that everyone experiences. Learning happens from a variety of causes; successes, failures and dumb luck. It can come from hours of library work or from simply sticking ones hand in the fire.

Experience

Everyone starts out with either Level 1 career or if they went to College, then a Level 0 Career.

Class Progression

A character gains experience by every five uses of their class. This is decided by an out of character vote by all of the other players (or the Sage if this happens to be a solo campaign). A majority vote rules, with the Sage determining a tie. A character may gain experience in a class that they are not currently seeking. This is sort of a trial by fire type of progression. Characters should note which class they have received votes for.

There should be one vote for every month of game time. This means that a character can gain experience in more than one class per game session. The Sage should keep track of all possible situations and bring them forward after the game session for vote. If you gain enough experience to raise any class by more than one level within one month, wait another month to raise the class again.

A character gains a bonus equal to their level in that class for every skill listed for their class. Students and lifestyle paths are not considered classes and therefore not eligible for level bonuses. In case the character has two or more classes that have similar class skills, only use the highest level when determining class skill bonuses.

A level 2 diplomat gains a +2 to all diplomatic class skills. However, if the character was also a level 1 Negotiator, the bonus for the Negotiation Skill would be 2, because the Diplomat bonus is highest. Both Diplomat and Negotiator have Negotiation as a class skill.

When beginning a new class a person begins at Level 0, unless they gained that class through usage votes (if they received 5 usage votes for a class they did not presently possess; a soldier turned diplomat).

At any time a Character can decide to switch classes, much in the same way anyone can change a job. However, unless they have previous experience in the new class, they will begin it at Level 0.

Class skills are those non elective skills listed with the career.

Skill Progression

Skills increase in a similar fashion as class progression, except that no vote is necessary. A simple successful use of the skill (through dice roll), will count as a skill experience point. Every 10 skill experience points for that skill will increase it by 1.

Limit of one increase per in game time of one week. If you gain enough experience to raise any skill by more than one level within one week, simply wait one week to raise the skill again.

Attribute Progression

A character may also improve their Attributes. Every time any of the characters skills improve, the character receives; the character may choose one of their Attributes, associated with the skill. That attribute then receives an experience point. For every 10 experience points, the attribute is increased by 1 Die Code.

Use the Normal Attribute Associate chart for determining which Attributes are eligible to gain the experience point from a skill raise.

Gifts and Obstacles

Characters will gain and lose Gifts and Obstacles through role-play. They can not be bought or bought off with experience points, money, sex, etc.

During the course of the game, when a character begins to exhibit symptoms of a Gift or Obstacles, a party vote should be initiated to determine if the character has the trait (majority rules). If the new Gift or Obstacles counter acts an already existing one, then simply remove the effects of the first Gift or Obstacles and gain no benefit/penalty from the new one.

Tangibles are simply gained as the character gains a physical item (clothes, weapons, books, money, etc.) just note this on the character sheet in the appropriate area. The Tangibles area is for "quest" or character development related items rather than straight equipment otherwise use the Equipment Area.

New Gifts and Obstacles can even counteract existing ones from character creation. Like Gifts and Obstacles, Tangible may counter act each other (such as Wealth and Poverty). Follow the same rules as with Gifts and Obstacles.

Instruction

Skill progression can be aided by instruction as well. Characters that possess the Instruction Skill can pass on knowledge to others.

With a successful use of the Instruction Skill, characters can impart the equivalent of experience to other characters. The instructor chooses a target difficulty based on the amount of experience they wish to grant the student.

Of XP to be granted / Difficulty

Experience Points	Starting Difficulty
1 Experience Point	Auto
2 Experience Points	Very Easy
3 Experience Points	Easy
4 Experience Points	Normal
5 Experience Points	Extended
6 Experience Points	Hard
7 Experience Points	Very Hard
8 Experience Points	Difficult
9 Experience Points	Very Difficult
10 Experience Points	Impossible

If successful the student gains the experience points for that skill based on the starting difficulty that was chosen. The instructor must increase his level in the skill before he can teach it again to the same student, regardless of outcome of the attempt.

Instruction is only permissible when the instructor's skill level is 3 higher than that of the students.



Chapter 10

WILL & Reality

To alter Reality in accordance with ones WILL.

Tiger

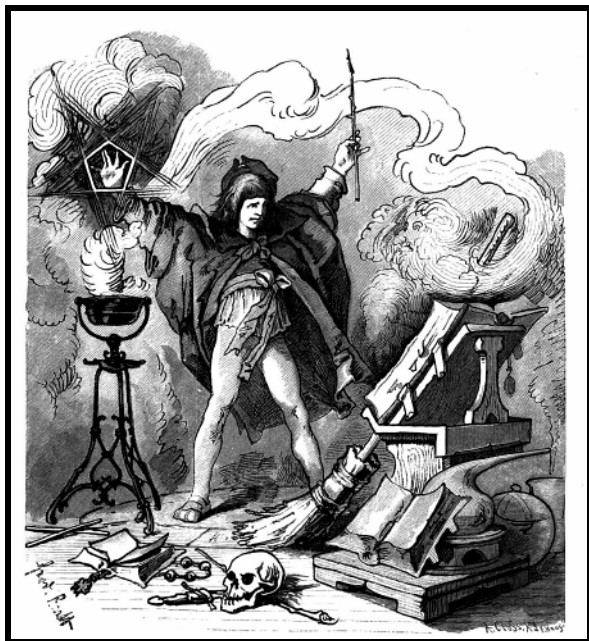
Tigers

In the open

Graceful and powerful

Enormous paws with razor claws

Run free



WILL powers all things. With our WILL we are able to understand that reality is not a rigid shape, but more like a bowl of water.

"When I was a child I spoke as a child I understood as a child I thought as a child; but when I became a man I put away childish things."

Reality

What is Reality? Or what is meant by the term Reality?

Reality: That which is real; an actual existence; that which is not imagination, fiction, or pretense; that which has objective existence, and is not merely an idea. - Webster's Definition

Reality then, in truth, becomes an oxymoron.

Reality, or what is real and what is not, is completely defined by those who experience it. Or in other words, there are no objective truths. What is real can change from day to day or even moment to moment.

It is not that reality is an illusion; it's that reality is not independent of external influences. Much the same way that man can BE one way today and tomorrow he could be another. If man was unable to be influenced by external factors, then he would be unchanging. He would always be one way. Man is not though. He bends and sways, reacts and acts, moves and feels; all based on what is acting on him. The same holds true for everything else; trees, rocks, rivers, the sky, the stars. Reality is no

different, it is not special, nor is an exception to the some rule.

What is meant by saying that Reality can change? What can change from day to day, technically nothing, Reality is fluid. What changes are whether or not actions are valid due to the perceptions of mankind. Mankind has placed certain rules into existence; these rules forbid certain causes and effects from happening.

When it's mentioned that Reality has changed or that you can change Reality, it is meant as Reality as is defined now. These changes are the adding of causes and/or effects. These causes/effects will generally "invoke the supernatural" (as in throwing fireballs down Main Street America), however, they can be as mundane as warming your cup of coffee on a cold December morning.

Changes in Reality are made possible by the application of a person's WILL. How?

WILL

In, *Magick without Tears*, Aleister Crowley defines Magick as the Science and Art of causing Change to occur in conformity with WILL.

WILL is that internal force which connects us to the external world. Our senses are then aspects of our WILL. We tend to see/taste/hear/etc. that which we want to. That which is seen/tasted/heard/etc. is different from person to person even though all might experience the same event. When focused, our perception of events can shape the event itself in much the same way our perception shaped our experience of the event.

"WILL-ing" something is much more than wishing for something. WILL and belief are intimately bound to each other. Belief that is channeled through WILL is then brought forth to take form in the external world. The application of WILL can then be explained as an act of empowering belief. Not your head nodding "I can believe it" type, but the grounded in the root of you soul type. One in which you would be truly surprised if it were not honestly so.

Once a person BELIEVES that Reality is fluid, then they are able to affect it. How these changes are manifested is dependant upon our perception of the changes we are making.

Magick: *The art that purports to control or forecast natural events, effects, or forces by invoking the supernatural.* The American Heritage® Dictionary of the English Language: Fourth Edition. 2000.

Magick

Applied, WILL can accomplish great effects. These effects are brought on by several different means.

Visualization Magick

Visualization Magick is a tool to bring about a particular effect that is powered by the WILL. Those individuals who manifest such Magick have only begun to awaken the true potential of the WILL. Unfortunately most never fully awaken it though. They remain fixed in their belief that Magick IS the way that they believe it is.

A Visualization Magician is limited to one simple rule, his effects have to be visualized in his mind, hence the name. This is not some rule imposed upon them from on high. However, because most of the time only the effect is visualized the cause is left to the WILL to fill in.

Properties of Visualization Magick

Visualization Magick requires assistance from symbols, props, and semantics to aid in visualization.

Visualization Magick requires that the magician visualize the outcome, this then is powered by the WILL and generates the desired effect. The potency of this Magick depends directly on the person's ability to visualize. Visualization Magick is not instantaneous.

Because generally only the outcome is visualized, often the effect appears coincidental to the common observer (i.e.; a person uses Visualization Magick to gain money, they often visualize themselves with the money, the effect is produced by an uncle dying who has left them tons of money). The player has no control over the cause.

Visualization Magick Skills

When choosing Visualization Magick as a skill, there are many different styles to choose from. One is free to experiment with the different styles given explainable reasons (a Wiccan can have hermetic skills, an Alchemist might know Hermetic Magick, etc.), although to learn more than one skill, a character should have an exception story as to why. Remember that this is about realism and not about min-maxing. Most Wiccan are not Alchemists. However, Wiccan do divinations, Hermetics can be skilled in Alchemy, and so on.

Magickal Subskills List:

Alchemy

The art of transforming one substance into another. This has historically been applied to the pursuit of transforming lead into gold; however, it also applies to the creation of potions, talismans and such.

Divination

Divination is the art of telling of events that might or have already happened from signs delivered to either the diviner or someone else.

Subskills: Tarot, Rune, Ouija, Tea Leaves

Note: The progression of a character toward True Magick and Enlightenment should be wrought with peril, adversity and uncertainty, as well as, victory, triumph and understanding. Enlightenment is supposed to represent a characters understanding of the True Nature of Reality. This should be understood as an "earth shaking" event and characters should react appropriately.

Ritual

Rituals are an indirect application of WILL. They take certain verbal or mechanical components to bring about a particular effect. They can be simple in application (such as the LBRP) or complex, sometimes requiring several nights to complete (such as anything from Abramelin).

Subskills: Wiccan Ritual, Hermetic (Ceremonial) Ritual, Vodun Ritual

Scry

Scrying involves gaining knowledge of events that transpiring at another location. Sometimes the Scryer needs a portal into which to view the happenings of elsewhere, others can simply "see" them in their minds. Those who with "Clair" abilities are those closest to using their True WILL.

Subskills: Mirror, Water, Clairaudience, Clairvoyance, Clairsentience

Requirements

For a character to possess Visualization Magick they must have a WILL of 1 or greater and any Magickal Theory that supports Magick (such as God/Goddess, Cabalist, etc.).

True Magick

True Magick is another tool to bring about a particular effect that is powered by the WILL. Those individuals who manifest such Magick have been awakened to full the potential of their WILL. They are aware of the limitless possibilities that the WILL possesses.

A True Magician is not limited by any means in their application of WILL. So long as his WILL is strong enough, the magician can produce any effect desired. Reality is still shaped by the static beliefs of mankind at

this time, so any Magick, even True Forms, must overcome the static belief in the area of effect.

Properties of True Magick

Through True Magick effects are WILL'ed into existence instantly. If the True Magician wants to magickally produce money he simply WILLS it into existence or he could rationalize it however he wishes in order to disguise his abilities.

True Magick requires no assistance from props, vocabulary or imagination, a True Magician WILLS effects into existence. The casual observer would never even know who created the effects.

True Magick has no limits to the effects that it can produce (i.e.; it can raise the dead, it can cause day to become night, etc.). Albeit that it still has to overcome the static reality of the area, but at least it is feasible.

All the effects from Visualization Magick are available to True Magicians. However, if a True Magician started out with Visualization Magick, he will simply abandon those practices (except for purposes of theatrics, but the Magick is still pure WILL).

The difference between a Visualization Magician and a True Magician is

1. True Magicians COMMAND their WILLS
2. Visualization Magicians BEG their WILLS

True Magick Skills

Because True Magick is the direct application of WILL, there are no skills for its use, only WILL itself. When a character gains the ability to use True Magick, just note it on the character sheet as a Gift - "True Magick".

Requirements

For a character to possess True Magick they must have a WILL of 6 or more and be Enlightened (see the section on Enlightenment).

Enlightenment

What is imparted upon an individual upon Enlightenment? What secrets are they now privy to? Are they better than the rest of humanity? What is the process like? When do you get to claim Enlightenment?

"The condition of an enlightened mind is a surrendered heart." Alan Redpath

Enlightened Journey

The road to enlightenment can be described in many ways, mainly because it can take place in many ways. For

some it is an inward journey of self discovery, for some they achieve it spontaneously and still for others it arrives posthumously. In the game, this should also be a personal experience tailored specifically for each individual.

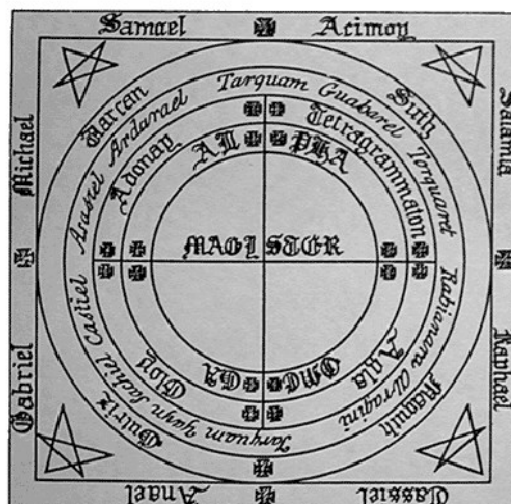
In doing so, Sages must have a clear understanding of each character's motivations, philosophy, psychology and mental state.

Once Enlightened, a character understands that Reality is fluid and dynamic. A character may have knowledge of Reality years before becoming Enlightened, but knowledge and understanding are not one in the same. It is this difference which separates the Enlightened from the masses.

"He who knows others is wise. He who knows himself is enlightened." Lao Tzu, Tao Te Ching

Game Mechanics

When a character's WILL is 6 or greater, they may attempt to reach Enlightenment. To do so, they must make a WILL roll (**Perception + Intuition + WILL**) with a difficulty of 32 (Difficult). Success means that the character may now claim as their Magical Theory, Enlightened.



Failure can be interpreted that they are just not quite there mentally yet. In order make another attempt, the something within the character has to change. This change must involve a process (lasting a minimum of one month) in which the character reexamines their beliefs and grows from the process.

Examples

- *Talk with a person who had reached Enlightenment.*
- *Make some extended physical gesture (i.e., fast, sweat lodge, etc.). Can be multiple gestures or even more than one instance of the same gesture during the month.*
- *Gain some additional knowledge (such as from an ancient text).*
- *Quite solitude devoted to contemplating the mysteries of the universe.*

After having completed the “trials” they may again attempt to reach Enlightenment. The difficulty is the same as the first (or previous) attempt(s): 32 (Difficult).

Note: For unique role-playing opportunities, players might decide to play a character that uses limited versions of True Magick, such as a seer who's Magick only works after she comes in physical contact with someone.

What does it mean to be Enlightened?

Once a character reaches Enlightenment, what then? Basically, as the old The Bodhisattva Vows translate:

- However innumerable sentient beings there are, I vow to save them
- However inexhaustible the defilements are, I vow to extinguish them
- However immeasurable the truth is, I vow to expound it
- However incomparable enlightenment is, I vow to attain it!

The method that the character seeks to fulfill these lofty ideals with is a personal choice. Some feel that mankind's best method of salvation is Enlightenment, others feel that mankind needs parent figures to tell them what is best and yet others feel that whatever does not kill mankind makes them stronger. These are the basis for the three factions of Enlightened Beings.

The *Bodhisattva* vows to lead all beings into nirvana and to enter nirvana only after all beings have been liberated.

More is discussed about the duties, responsibilities and restrictions of Enlightenment in the section dealing with True Magick Effects.

True Enlightenment

Once a character reaches Enlightenment, their journey is not over. Far from it, their journey has just begun in earnest. If Enlightenment grants the characters access to the truths of the universe, True Enlightenment is what a character receives after understanding these Truths. Until that point the characters are still changing, learning and growing.

A group of people was once traveling through a desert, when it so happened that three of them strayed away and got lost. Tired and thirsty this trio wandered around the desert in the hope of finding some respite. Finally their quest came to an end when they discovered a high well. The first man rushed to it, looked over the wall and found it full of delicious ambrosial water. He immediately exclaimed in a gesture of frenzied euphoria and jumped into it never to come back. The second too did the same. The third man finally walked over quietly over to the well, peeped over its high wall and then turned around and went back, returning to the desert to search for his other fellow travelers, to help guide them to this paradise.

True Enlightenment is the prerequisite step just prior to becoming an Enlightened Being. This is a non-playable feature. Characters should strive to reach it, but it should be the unobtainable goal. Not for torture but for game play. [Future updates will address this further]

WILL Experience

A character's WILL level is the most volatile portion of their character sheet. It will rise and fall many times over the course of an adventure. More than the character probably will want it to.

The two main factors that will affect a character's WILL level are doubt and hope. When Doubt is introduced to a character, even the smallest amount, a seed is planted. This seed can either grow to block out the light of truth for all other thoughts or it can wither and die. To simulate this, anytime a character is introduced to any information that is contrary to their belief system, automatically lower their WILL by 1. This form of Doubt has to be in a form that the character can understand (such as an ancient tablet, the character must either be able to read it or have it read to them).

When Hope is introduced to a character, a seed is also planted. To simulate this, anytime a character is introduced to any information that is supportive of their

belief system, automatically raise their WILL by 1. This form of Hope has to be in a form that the character can understand.

A character's WILL may only increase or decrease once per month. Any additional sway either way during the month has no effect on the WILL.

Examples of Doubt and Hope

- *Conversations about Reality*
- *Ancient Artifacts*
- *Philosophical Writings*
- *Working Science (this is not your average science, but new or groundbreaking discoveries)*
- *Working Magick (this is Magick that can not be construed as mere coincidence)*
- *Mystical or "Alien" beings*

Falling Out of WILL

Because a character's WILL level is a fickle thing, sometimes it will fall below the minimum levels necessary to cast/create certain effects. When this happens, there is no need to change any abilities or descriptors (spells, Magical Theory, etc.).

This will prohibit the use of those skills, but it is not that the character has forgotten them or has changed his mind. As this happens, psychologically the character is in the middle of a "mental war". When it is over, the character will have either changed their fundamental outlook on Reality (a change from Scientist to Magician, for example) or their WILL level will have risen back to their necessary levels.

If an Enlightened character's WILL falls below 6 there is no need to "re-enlighten" themselves after their WILL has risen to sufficient levels. Once Enlightened a character can never become un-enlightened. They can, however, cease to be able to perform certain Magicks. Once their WILL is 6 or greater, they can resume their journey where they left off.

How to WILL

In-Game Magick use is the production of effects. These effects are either brought about by WILL, such as Clairvoyance, the product of a spell, such as the LBRP, or other similar means. Each effect is brought about differently and each skill has different effects.

To create "Magick" requires several things:

- The desired effect
- The intent of the effect
- The method of creation

The Desired Effect

This is the effect which the character wishes to bring into existence. This can be something physical, such as money/food/hair, or it could be something mental, such as mental images (Clairvoyance)/mental sounds (Clairaudience)/mental feelings (Clairsentience) or it could be feelings, such as love/hate/confusion. The possibilities are infinite. Only the desired effect is needed, how the effect is created is up to the Sage.

The Intent of the Effect

This is the intent the character desires from the effect. Does the character want money for personal reasons or to help fund the orphanage? What does the character hope will happen when the target of a love spell does fall in love? These are more so to assist the Sage in how the effect will take form. This can also be used to judge the motivations of the characters with. Are they driven by material possessions or compassion?

The Method of Creation

This is how the character decides to create the effect, not how the Sage will ultimately create it. This is where the character determines which skill they will use to create the effect with. Will it be done by Wiccan Ritual or Clairvoyance or Alchemy?

Magickal Skill Use

Once these items are determined, it is just a matter of skill rolls. To use Magick skills roll Wits + Intuition + Skill (in the case of True Magick, use WILL instead of a skill).

Examples

To cast a Wiccan spell

Wits + Intuition + Ritual: Wiccan Ritual

To use the tarot

Wits + Intuition + Divination: Tarot

For True Magick

Wits + Intuition + WILL

Starting Difficulties

Magick, unlike other skills, do not have a starting difficulty of 16 (Normal). The starting difficulty for Magick depends on the WILL rating of an area.

The WILL rating of an area represents the areas innate ability to resist change to its reality. Every area around the world resist change to a point, although some more than others. Scientific areas will have some of the highest WILL ratings, while mystical sites will have some of the lowest. This is not always the case, but it is a good rule of thumb.

The WILL rating of areas ranges from 1 to 10. These correspond to the difficulty chart as such:

WILL Rating	Starting Difficulty
WILL Rating 1	Auto
WILL Rating 2	Very Easy
WILL Rating 3	Easy
WILL Rating 4	Normal
WILL Rating 5	Extended
WILL Rating 6	Hard
WILL Rating 7	Very Hard
WILL Rating 8	Difficult
WILL Rating 9	Very Difficult
WILL Rating 10	Impossible

Sample WILL Ratings

Stonehenge (the original site) = 2
Small Town (2,000 People) = 4
Medium City (20,000 People) = 5
Big City (200,000 People) = 6
New York City = 8
Los Alamos Labs = 10

There are ways of temporarily modify the starting difficulty in order to perform the desired Magick.

- Harmonious groups (all similar beliefs, Magick, Science or such) will lower the WILL Rating by 1.
- Disharmonious groups (not everyone has similar beliefs, Magick, Science or such) will raise the WILL Rating by 1.
- Going "solo" has no effect on the WILL Rating
- Proper area preparation can lower the WILL Rating by 1. Proper area preparation is considered to be blessing an area, using candles, sage, incense and such. This is about "relaxing" the area to allow you to change its reality.
- Making the Magick appear coincidental will lower the WILL rating by 1. This is regardless if anyone is watching or not, the area has a belief as well. For True Magick only.
- With witness, even those who have no story effect (i.e., innocent bystanders) raise the WILL rating by 1.

Success

As with any Skill Roll, if the Skill Roll is equal to or greater than the difficulty then the Magick is successful. However, it may not be readily apparent to the characters that the Magick was successful or not. A successful Visualization Magick Skill Rolls does not cause fatigue.

Failure

If the Skill Roll is less than the difficulty then the Magick was a failure. Due to the fact that the effects of the

Magick may not be immediately apparent, it may not be permissible to allow character to attempt the "casting" again for some time.

All failed Visualization Magick Skill Rolls costs 2 Fatigue.

Resisting Magick

One thing to be careful of is disbelieving that someone's Magick can hurt you. Disbelief in their Magick creates disbelief in your Magick. However, it is healthy to believe you are more powerful and less likely to be harmed by someone else's Magick.

When Magick is cast at a character, a character may actively resist such Magick. This does not grant knowledge of the Magick cast, where it was cast from or who cast it, only that it was cast.

Characters roll Wits + Intuition + WILL against the same difficulty of the caster. Resolve per normal contested skill rolls rules.

Characters may only resist Magick cast directly at them and they must possess a WILL greater than 1.

For the Sage

True Magick is the easiest to deal with for Sages, it merely happens. Visualization Magick, or otherwise causes Magick which appears coincidental, is far more complicated to define.

[Because generally only the outcome is visualized, often the effect appears coincidental to the common observer (i.e.; a person uses Visualization Magick to gain money, they often visualize themselves with the money, the effect is produced by an uncle dieing who has left them tons of money). The player has no control over the cause.]

Because Visualization Magick has to be "coincidental" in its creation, it is restricted from certain effects, no matter how great the Magician or how high the Skill Roll. The most powerful Visualization Magician in the world could never cast lightening from his eyes or fireballs from him arse. Even making them appear coincidental does not grant the Magician the ability to cast such Magick either.

Visualization Magick must fall into one of the main forms, Alchemy, Divination, Ritual, and Scry. Any Magicks that can not be labeled within one of these categories would then be classified as True Magick. True Magick effects can be created to appear as coincidence at the casters will, but are none the less True Magick effects.

There is nothing against players assisting the Sage in determining how the Magick in question takes form. Such as a player casting a spell for money and then buying a lottery ticket. This only will make the Sages job that much easier and help the speed of the game.

Magickal Effects

Here are some sample effects that can be generated using Visualization Magick. The first effect listed is the Lesser Banishing Ritual of the Pentagram. It is listed as a great example to show the very nature of Visualization Magick. This ritual can be used with the Wiccan Ritual and Ceremonial Ritual skills.

Lesser Banishing Ritual of the Pentagram

The LBRP can be used to clear a working area or to cleanse an Alter or a Magickal Circle. Simply perform the banishing Ritual over the Alter or within the Circle. This is important when you wish to start a new spell or operation. Using the Banishing Pentagram you can clear Magickal tools or any object.

The Banishing Pentagram may be used to clear a room or an entire house of negativity. This is important when someone moves to a new residence, particularly an apartment that has possibly had many people living there. In this regard it will remove negative thought forms.

Part I: The Qabalistic Cross

1.) Stand facing east. Visualize yourself getting taller and taller until the Earth becomes a tiny sphere at your feet. From high above your head you see a point of bright, white light coming toward you. Point to this sphere with your index finger or dagger and draw it down to the forehead (third eye area). Vibrate: "ATAH (Ah-TAH)".

2.) Bring the light down more, pointing first to the heart, then descending to the groin area. Hold the dagger pointing downward, covering the groin. Feel this shaft of pure light go down through the body into infinity below you. Vibrate: "MALKUTH (Mahl-KOOT)".

3.) Bring the point of the dagger back up the body and then over to the right shoulder. Touch the right shoulder and visualize the beam of light running down the right arm and continuing on to the farthest reaches of the Universe. Focus on the beam of light and vibrate: "VE-GEURAH (Vih-G'Boo-RAH)".

4.) Cross over to the left shoulder. Focus on the beam of light and vibrate: "VE-GEDULAH (Vih-G'Doo-LAH)".

5.) Clasp the hands to the chest, as if praying. (If using the dagger, the tip of the blade should be pointing up). Visualize within the chest at the top of the hands a brilliant golden glow. Vibrate: "LE-OLAM AMEN (Lih-Oh-LAHM, Ah-MEN)".

You are now standing in the center of a cross of light that reaches to the ends of the Universe.



Part 2: The Formulation of the Pentagrams

6.) Clockwise, go to the eastern boundary of the circle. Draw a pentagram in the air before you. Visualize it glowing in flaming electric-blue light.

7.) Inhale through your nose, visualizing energy entering your body with the breath. Use your entire exhalation to vibrate the God name "YHVH (Yud-Heh-Vahv-Heh)".

8.) Move to the south of the circle, (or pivot). Visualize the tip of the finger or dagger drawing a white line in the air, connecting the east pentagram to the south. Trace a pentagram, and make the Sign of the Enterer while vibrating: "ADONAI (Ah-Doh-NYE)".

9.) Turn to the west, drawing your white line. Trace a pentagram and vibrate "EHEIEH (Eh-Heh-YEH)".

10.) Repeat as above, turning to the north, and tracing a pentagram, but vibrate: "AGLA (Ah-GLAH)".

11.) Now turn back to the east, still drawing the white line, completing your circle. There should be now four flaming blue pentagrams sealed with names of God, blazing at the four quarters of the circle connected with a pure white light. Return to the center of the circle and stand facing east.

Part 3: The Invocation of the Archangels

12.) Extend arms straight forming a cross. Visualize yourself as a white cross at the center of the Universe. Visualize before you a figure on a hill, dressed in yellow robes with some purplish highlights. The figure carries a caduceus wand and its robes wave in the wind. Vibrate: "Before me, RAPHAEL (Rah-Fah-El)".

13.) Visualize a figure behind you, in the west, dressed in blue robes with some orange highlights. The figure holds a cup and is surrounded by waterfalls or ocean waves. Feel the moisture in the air. Vibrate: "Behind me, GABRIEL (Gah-bree-EL)".

14.) To your right, visualize a figure dressed in red with green highlights. The figure holds in his hands a flaming sword. Feel the heat. Vibrate: "On my right hand, MICHAEL (Mee-kah-EL)".

15.) To your left, visualize a figure standing on a fertile landscape, dressed in a combination of citrine, olive, russet and black. The figure holds some sheaves of wheat. Feel the stability. Vibrate: "On my left hand, URIEL (Ur-ri-el)".

16.) Stand and visualize another electric-blue pentagram outlining your body. Vibrate: "For about me flames the pentagram". Visualize a brilliant golden hexagram at your heart area. Vibrate: "... And in my center shines the Six-rayed Star".

Part 4: The Qabalistic Cross

17.) Repeat Part 1.

Game Effects

- WILL rating of the area is decreased by 1.
- All non-combat related difficulties are at a +1 Step Bonus
- All combat related actions are at a -1 Step Penalty.
- Any persons with Scry: Clairsentient will gain the impression that 4 robed figures are present. The first few times they encounter this they will feel uneasy, but eventually as they become accustomed to them their presence will feel comforting.
- The Magician regains 5 Fatigue. This can not exceed their maximum fatigue.

The LBRP exists in many forms and in many traditions, although each has substituted for the "God names" the names of its own religion or Magick. Remember spells, wands, mirrors are all tools to assist your visualization and are not the rules by which the Magicks work.

Coincidental Explanation

This spell is by nature a coincidental spell. The effect of cleansing an area has no direct physical manifestation and therefore does not need to be defined for external viewers. To them the area "feeling" better IS coincidence.

Alchemy Effects

The processes of alchemy are responsible for all of creation.

The word Alchemy means divine chemistry. Ancient Greek philosophers were the first to write about chemical theories, though it has been practiced in one form or another throughout the ages by many societies; Egyptian, Chinese, Greek and even European.

The ancient Alchemist understood the universe to be comprised only of matter and energy. That matter was a reflection of the creative energy of the Godhead. Its laws of nature being consistent and logical, reflects that since we are created in the image of the Creator, then we can also create as the Creator has, through use of this creative energy.

Alchemical principals were first used in attempts to transmute lead (and other base metals) into gold. Modern chemistry and physics are the result of ancient Alchemy. This soon became more than simply turning base metals into gold. Some of the results of early alchemist were porcelain, alcohol distillation, acids, salts, and other metallic compounds. Later this practice was expanded into transmuting the human condition into something more (namely immortality).

Alchemy has grown to encompass more than metallurgy. It is also concerned with the basic properties of the human body (or bio-chemistry). Homeopathic medicines are based on the alchemical undertakings of the 16th century alchemist Paracelsus. Alchemical recipes, like homeopathic medicines, are transmuted from plants, minerals, and metals.

Alchemy also has the belief, (like many eastern disciplines) in which spiritual or psychic progression is necessary in the individual practitioner to be successful in the magical or alchemic endeavors. This belief resulted in the theory that gold found deep inside the earth had naturally been produced from less perfect metals. The alchemist's hope was to discover the secret of this natural process and duplicate it.

Alchemy is highly spiritual. To the alchemist there is very little distinction between the purification and perfection of materials and that of his own mind body and soul. The Alchemist searches for that elixir which will give eternal life, not just externally, but internally. The spirit may leave the body and live on in the afterlife, thus the alchemist becomes immortal. Naturally, alchemists tend to be highly spiritual.

Alchemy in its material aspect teaches how minerals, metals, plants, animals and humanity can be made to grow from mere "seeds." In other words, that which is accomplished over long periods of time in the due course of evolution and natural law, may be accomplished in a comparatively short time, if these natural laws are guided and powered by the WILL of man.

The Alchemist knows that the central task is the creation of "the self"; and it is this task above all that he strives with endless patience. As it is said in the Emerald Tablet of Trismegistus, separating "the subtle from the gross, softly and with great care" to make what his hands touch turn to gold.

It was for these reasons that the skilled alchemist not only went through a rigorous apprenticeship but also a solemn ceremony upon the completion of his training. With strict practices the true alchemists tried to refresh and restore the earth and also to find a way to prolong human life.

History of the Emerald Tablet

The Emerald tablet is short- only thirteen lines of text, but it is the cornerstone of both the Hermetic and the Alchemic movement. The origin of the Emerald Tablet has been shrouded in antiquity and its true name is even a mystery. The well known Hermetic axiom, "As above, so below" is derived directly from this text. It may be the oldest Hermetic text known, predating even the Corpus Hermeticum. The Emerald tablet then languished in obscurity until around the Middle Ages, when it then began to circulate throughout the alchemical community.

Molded out of a single piece of green crystal, the Emerald Tablet carries a prophetic message full of hidden meaning. Encoded within the tablet's mysterious wording is a powerful formula that works in specific and comprehensible steps on all levels of reality at once; the physical, the mental, and the spiritual. The formula shows us how to achieve personal transformation and even accelerate the enlightenment of humanity.

The Emerald Tablet

True, without error, certain and most true: that which is above is as that which is below, and that which is below is as that which is above, to perform the miracles of the One Thing.

And as all things were from One, by the meditation of One, so from this One Thing come all things by adaptation. Its father is the Sun, its mother is the Moon, the wind carried it in its belly, the nurse thereof is the Earth.

It is the father of all perfection and the consummation of the whole world. Its power is integral if it be turned to Earth.

Thou shalt separate the Earth from the Fire, the subtle from the coarse, gently and with much ingenuity. It ascends from Earth to heaven and descends again to Earth, and receives the power of the superiors and the inferiors.

Thus thou hast the glory of the whole world; therefore let all obscurity flee before thee. This is the strong fortitude of all fortitude, overcoming every subtle and penetrating every solid thing. Thus the world was created. Hence are all wonderful adaptations, of which this is the manner.

Therefore am I called Hermes the Thrice Great, having the three parts of the philosophy of the whole world. That is finished which I have to say concerning the operation of the Sun.

Transmutation

"Transmutation" is the key word characterizing alchemy, and it may be understood in several ways: in the changes that are called chemical, in physiological changes such as passing from sickness to health, in a hoped-for transformation from old age to youth, or even in passing from an earthly to a supernatural existence. Alchemical changes almost always have been positive, involving degradation only as an intermediate stage in a process having a positive outcome. Alchemy for the great human "goods": wealth, longevity, and immortality.

It is through the transmutation process (taking one or more base materials and transforming them into a something more) that formulas are created. These formulas all have certain "Magickal" effects. All formulas require some kind of catalyst, that something which starts the process (fire, water, acid, etc.). The most powerful of these formulas were said to require a powerful catalyst to combine their powers into one, the Philosopher's Stone.

The Philosopher's Stone

Originally the Philosopher's Stone was the chemical that changed base metals into silver or gold, often it was termed the Power of Projection (or Visualization).

The Philosopher's Stone was an alchemical "medicine" sought by alchemists in order to bring about a permanent transmutation of base metals into gold. The Philosopher's Stone had several names, including the "materia prima" and the "magnum opus". Throughout the centuries, many "recipes" for the Philosopher's Stone were concocted. Only a small quantity of the Philosopher's Stone was all that was required in order to transform large quantities of base metals into gold.

The Philosopher's Stone was mystically described in a way unlike the experimental definition of the substance. For philosophers and mystics, "philosophical sulfur" and "philosophical mercury" were, in a representation of "perfect unity," to be combined in some mysterious way to form the Philosopher's Stone.

It was known as the "Soul of the World" and the "Spirit of Truth". It was known as a transmuting agent but also as a source of great wisdom and of powerful healing.

The Philosopher's Stone's power as a healer and a restorer of life is exemplified in legends of the "Elixir of Life," which, when consumed by the Alchemist, would restore health and youth. It was to cleanse the body of impurities, prolonging life and restoring youth.

The Philosopher's Stone is thought to signify the force behind the evolution of life and the universal binding power which unites minds and souls in a human oneness.

It also represented the purity and sanctity of the highest realm of pure thought and altruistic existence. The Philosopher's Stone, the White Stone by the River, and The Sword in the Stone, that which contains the knowledge of creation; a symbol that represents the final outcome of man's inner transformation, of the conversion of the base metal of his outer character to the golden properties of his higher self.

Herbs (oil, powder or leaf forms)

Magickal Properties and Uses

ACACIA: Protection, psychic powers
 ALLSPICE: Money, luck, healing
 ALMOND: Money, prosperity, wisdom
 AMBER: For stability, self-confidence, and peace
 AMBERGRIS: To awaken love and emotion
 ANGELICA ROOT: Used for protection and exorcism and to cause visions
 ANISE: Protection, purification, youth
 APPLE BLOSSOM: For love and friendship
 BALM OF GILEAD: Attract new love, mend broken heart, protection, healing
 BAYBERRY: Money, good luck, peace, harmony, well-being
 BENZOIN: Purification, prosperity
 BERGAMOT: Money, hex-breaking
 BLESSED THISTLE: For purification and protection from evil, used in hex-breaking spells
 BUCKEYE: Carry to attract money and to ward off aches and pains
 CAMPHOR: To awaken past life memories, stimulates psychic awareness
 CARNATION: Protection, strength, healing, vitality
 CATNIP: Creates a psychic bond with cats, attracts good spirits, love and luck
 CEDAR: Healing, courage, purification, protection, money, hex-breaking



CHAMOMILE: For sleep and meditation, and to attract money

CHERRY: Divination, love

CINNAMON: Lust, love, success, power, psychic awareness, healing, protection

CLOVE: Money, love, lust, exorcism, protection

CLOVER: Protection, money, love, fidelity, success, exorcism

COLTSFOOT: Draws peace and tranquility, promotes visions, also used in spells involving animals

COMFREY: For safety during travel and to draw money

CYCLEMEN: To draw love and truth

CYPRESS: For comfort and solace, to ease feelings of loss

DAMIANA: Used for lust and love

DRAGON'S BLOOD: Power amplifier, protection, love, banishing, potency

EUCALYPTUS: Healing, protection

FIVE FINGER GRASS (cinquefoil): Protection, prophetic dreams, wisdom, and success in court cases

FRANKINCENSE: Spirituality, protection, exorcism, consecration

GALANGAL: For courage, strength, and for avoiding legal problems

GARDENIA: Love, peace, healing, spirituality

GERANIUM: For fertility, health and love

GINGER: Success, power, money, love

GINSENG: For attracting love, luck and health

GOTA KOLA: Meditation

HELIOTROPE: To attract money and gain power

HEMLOCK: To induce astral projection, to purify Magickal knives or swords

HIBISCUS: For love, lust, divination

HONEYSUCKLE: Money drawing, psychic awareness, memory, healing, power, honesty

HOPS: Healing, sleep

HYACINTH: For love and protection

HYSSOP: Purification, protection

JASMINE: Love, prophetic dreams, money, sleep, love, healing, health, meditation
 JOHN THE CONQUEROR: Money, love, happiness, hex-breaking, protection
 JUNIPER BERRIES: Protection, health, increases psychic powers
 LAVENDER: Chastity, love, peace, happiness, clairvoyance, longevity, sleep, protection
 LEMON: Longevity, purification, love, friendship
 LEMONGRASS: For lust, psychic powers and to repel snakes
 LILAC: Protection, banishing
 LILY OF THE VALLEY: For peace, harmony and love
 LOTUS: Spirituality, love, protection
 MAGNOLIA: Peace, nature spells, hair growth
 MANDRAKE: For protection, fertility, money and love
 MARIGOLD: Protection, prophetic dreams, legal matters, psychic powers
 MISTLETOE: Protection, love, fertility, health, exorcism
 MUGWART: Strength, psychic powers, healing, astral projection
 MUSK: Courage, fertility, lust
 MYRRH: Spirituality, healing, protection, exorcism, transformation, consecration
 NARCISSUS: For peace and harmony
 NUTMEG: Fidelity, luck, money, health
 ORANGE: Divination, love, luck, money
 ORANGE Blossom: For beauty, love
 ORRIS: For love
 PASSION Flower: Peace, sleep, friendship
 PATCHOULI: Fertility, lust, money, protection, divination
 PENNYROYAL: For strength, protection, peace
 PEPPERMINT: Love, psychic awareness, lust, mental stimulant, energy
 PINE: Healing, protection, exorcism, fertility, money
 PLUMERIA: For love
 PRIMROSE: For protection and love
 ROSE: Love, beauty, psychic powers, divination, healing, luck, protection
 ROSE GERANIUM: Protection, fertility, love, health
 ROSEMARY: Mental powers, youth, protection, love, lust, purification, sleep, exorcism
 RUE: Healing, mental powers, protection, love
 SAGE: Wisdom, animal guides, wishes, immortality
 SANDALWOOD: Spirituality, protection, wishes, healing, exorcism
 SASSAFRAS: Health and money
 SPEARMINT: Healing, love, mental powers
 SPIKENARD: For good luck, fidelity, and health
 STRAWBERRY: Love, luck and beauty
 SWEET PEA: For friendship, courage and strength
 TANGERINE: Psychic powers, mental powers
 TEA TREE: Healing, anti-fungal
 TONKA BEANS: Love, money, courage, wishes
 VANILLA: Magickal powers, mental powers, love, lust, rejuvenation
 VERVAIN: Love, protection, purification, peace, money, youth, healing

VETIVERT: Hex breaking, peace, luck, love, protection, exorcism
 VIOLET: Animal guide work, wishes, peace, love, luck, lust, protection
 WITCHES GRASS: Happiness, lust, love, exorcism
 WORMWOOD: Psychic powers, calling spirits, protection, love
 YARROW FLOWERS: Courage, love, psychic powers, exorcism
 YERBA SANTA: Beauty, healing, psychic powers, protection
 YLANG YLANG: Love, lust, peace

Gemstones

Magickal Properties and Uses

AGATE, BOTSWANA: Eases stress and pain of a loss. Reduces anxiety.
 AGATE, GREEN MOSS: Restores energy and health, bring wearer happiness, emotional balance, wealth, health, and long life
 AMAZONITE: Attracts success, money and luck
 AMBER: Fossils from pine tree resin; they add strength to Magick and spells, attract love and increase beauty.
 Amethyst: Increases spiritual awareness, used in all workings for peace, love, happiness and protection, used in divination and psychic work
 APACHE TEARS: Carry as a good luck charm.
 AVENTURINE: Increases mental powers, perception and creative insight, gambler's stone
 BLOODSTONE: Increases physical strength and courage, brings victory in the courtroom, used to banish, exorcise
 CARNELIAN: Promotes self-confidence and peace, eases depression
 CORAL: Used for healing, protection, peace and wisdom
 FLUORITE: Reduces emotional involvement, used to gain perspective, increase mental power
 GARNET: Enhances strength and endurance, protection, healing, enhances self-esteem and encourages success in business
 HEMATITE: Used for grounding, stabilizing, focusing, brings emotional balance
 JADE: Attracts love and prosperity, and promotes healing and longevity
 JASPER, RED: Sends back negativity to its source, reversing, used for stress
 LAPIS LAZULI: Stimulates wisdom, truthfulness, psychic awareness, healing
 LEPIDOLITE: A calming stone, this is carried for peace, spirituality and to drive off negativity.
 LODESTONE, GREEN: Draws money, employment, strengthens loyalty, used in bindings
 LODESTONE, RED: Draws love, friendship, strengthens loyalty, used in bindings
 MALACHITE: Draws money and protection, guards wearer from danger



MOONSTONE: Draws love, hope and protection, promotes unselfishness and helps settle disputes, induces prophetic dreams

MOTHER OF PEARL: Draws money, wealth and protection, relates to the ocean, depth and movement

OBSIDIAN: Used for grounding and centering, divination, and increasing spirituality

PETRIFIED WOOD: Good for past life work, nervous conditions, and grounding

QUARTZ, ROSE: Draws love and happiness

QUARTZ, SMOKY: Mood elevator, overcomes negative emotions and depression

QUARTZ, YELLOW: Draws protection, mental awareness. Used in Magick to improve visualization

ROCK CRYSTAL: Draws protection, psychic ability

SODALITE: Used for meditation, brings wisdom and calms inner conflicts

TIGER'S EYE: Draws wealth and money, protects travelers, increases clarity of thought

TOURMALINE, Black: Used for grounding and absorbing negative energy

Alchemical Formulas

In the pursuit of spiritual enlightenment, the Alchemist tries many formulas. These "formulas" prove to be helpful non-the-less.

Unless otherwise stated, these formulas can be used to create a powder, oil or salve. There is virtually no difference in the application of each, only the storage method.

The Alchemist rolls **Wits + Intuition + Visualization**
Magick: Alchemy (using the starting difficulties on page 145) to create each formula. For creation modifiers, use the Ritual Creation modifiers charts on page 172. Formulas do not have a focus, however, Talismans do (the Talisman itself, and they must be appropriate). Each Formula creates only one use.

There is no roll needed to use an already prepared Alchemical Formula, thus anyone can use them. All effects are for the person who uses the item.

Crucible of Courage Oil

Ingredients:

Vanilla
Rose
Lilac
Lavender

Gives great amounts of courage to those who are fearful or timid. Used to wear the oil when confronting frightening or dangerous situations.

Game Effects: FEAR +2 for 1 hour per use.

Normal Difficulty: +1 Step Bonus

Time required casting: 30 Minutes

Personalized Difficulty: +2 Step Bonus

Time required casting: 5 Minutes

Fiery Wall of Protection

Ingredients:

Dragon's Blood
Frankincense
Myrrh
Salt

This formula helps protect the user against any Magickal attack. It restrains anyone from placing an evil hex on you. Sprinkle around a room to help ward off curses. Place by all windows and doors.

Game Effects: All Magick (friendly or otherwise) performed in the vicinity of the user is the -1 Step Penalty for 4 hours per use.

Normal Difficulty: +1 Step Bonus

Time required casting: 30 Minutes

Personalized Difficulty: +2 Step Bonus

Time required casting: 5 Minutes

Goddess of Evil

Ingredients:

Iron Filings
Low John
Black horsehair

This formula protects you from all bad spells. Sprinkle on altar before conducting services. Also place a little on the floor. This formula is used as a protective and hexing agent. For protection, sprinkle on the altar (temple) before conducting services.

Game Effects: All Magick directed at the character is the -1 Step Penalty for 4 hours per use.

Normal Difficulty: +1 Step Bonus

Time required casting: 30 Minutes

Personalized Difficulty: +2 Step Bonus

Time required casting: 5 Minutes

Herb Oil

Ingredients:

Basil Oil
Oregano Oil
Sage Oil
Thyme Oil
Lemon Oil

The Swing

Brings good luck in gambling and will increase the memory of anyone who burns it. Also commonly used as health oil.

Game Effects: Gambling Skill +1 and increases Intelligence by +1 Die Code for 1 hour per use.

Normal Difficulty: +1 Step Bonus

Time required casting: 30 Minutes

Personalized Difficulty: +2 Step Bonus

Time required casting: 5 Minutes

Jinx Incense

Ingredients:

Clove

Cyclamen

Burn to increase clairvoyant powers. Makes one more deeply psychic.

Game Effects: Increases all of the character Scry skills by +2 for 24 Hours.

Normal Difficulty: -2 Step Penalty

Time required casting: 1 Day

Personalized Difficulty: -1 Step Penalty

Time required casting: 2 Hours

Kindly Spirit

Ingredients:

Lily

Hyacinth

Lemon

Makes others like you and feel sympathy for you under all circumstances. Use in any ritual where you are seeking to overcome loneliness or where you need a friendly shoulder to cry on.

Game Effects: Increases the character's Attitude by +1 Die Code for 24 hours per use.

Normal Difficulty: -1 Step Penalty

Time required casting: 2 Hours

Personalized Difficulty: +0

Time required casting: 1 Hour

King Solomon Oil

Ingredients:

Solomon's Seal

Hyssop

Rose

The oil brings forth wisdom and intuitiveness and makes the user more psychic than before.

Game Effects: Increases the character's WILL by 2 for 24 hours per use.

Normal Difficulty: -2 Step Penalty

Time required casting: 1 Day

Personalized Difficulty: -1 Step Penalty

Time required casting: 2 Hours

Queen Oil

Ingredients:

Violet

Juniper

Lavender

Honey

Reality Guide

Use only by women, another procurer of passion, attracts both love and success. Use with care. See King Oil.

Game Effects: Seduction Skill +1 and increases Charisma by +1 Die Code for 4 hours per use (usable only by women).

Normal Difficulty: +0

Time required casting: 1 Hour

Personalized Difficulty: +1 Step Bonus

Time required casting: 30 Minutes

King's Perfume Oil

Ingredients:

Frankincense

Use to improve lovemaking ability and locate a better job. Attracts love from those of the opposite sex. Expect great changes when using this oil. Used by men, women should use Queen's Perfume. Anoint success or luck objects to heighten their magnetism.

Game Effects: Seduction Skill +1 and increases Charisma by +1 Die Code for 4 hours per use (usable only by men).

Normal Difficulty: +0

Time required casting: 1 Hour

Personalized Difficulty: +1 Step Bonus

Time required casting: 30 Minutes

Health Oil

Ingredients:

Rose

Carnation

Citron

Gardenia

Used to aid a persons natural healing process.

Game Effects: Healing times are reduced by 1/2.

Normal Difficulty: -1 Step Penalty

Time required casting: 2 Hours

Personalized Difficulty: +0

Time required casting: 1 Hour

High Conquering

Ingredients:

Hi-John

Vetivert

Bergamot

A very powerful health potion and works rather quickly.

Game Effects: Heals 1W immediately. This is considered Magickal Healing (per page 116). Formula creates enough for only one use. Can only be used once per character per day.

Normal Difficulty: +0

Time required casting: 1 Hour

Personalized Difficulty: +1 Step Bonus

Time required casting: 30 Minutes

Holy Herbs

Ingredients:

Chamomile

Thyme

Tarragon

The Swing

Cinnamon
Parsley
Cardamon

Brew into a tea and serve. Let the steam slowly rise in front of you while calling on the spirits. Can also be used in bath water for protection and healing power.

Game Effects: The first Magick cast by the character after drinking is at +2 Step Bonus. Magick must be performed immediately after drinking. Formula creates enough for only one use.

Normal Difficulty: -1 Step Penalty

Time required casting: 2 Hours

Personalized Difficulty: +0

Time required casting: 1 Hour

Instigation

Ingredients:

Hyssop
Verbena
Clove
Galangal
Coffee

A blend designed to make others initiate new projects. Adds to their creativity and helps them to accomplish difficult endeavors. A mild commanding/compelling mixture and has positive side effects when used cautiously.

Game Effects: Increases the character's Wits by +1 Die Code for 4 hours per use.

Normal Difficulty: +1 Step Bonus

Time required casting: 30 Minutes

Personalized Difficulty: +2 Step Bonus

Time required casting: 5 Minutes

Isis Perfume Oil

Ingredients:

Orris Oil
Sweet Flag Oil

Helps increase determination, will power, and the ability to concentrate.

Game Effects: Increases the character's WILL by 2 for 4 hours per use.

Normal Difficulty: +0

Time required casting: 1 Hour

Personalized Difficulty: +1 Step Bonus

Time required casting: 30 Minutes

Mount Powder

Ingredients:

Sweet Basil
Rum
Bay
Thyme
Sweet Aloe

Rub all over arms and legs to increase physical strength and allure (very powerful). Increases vitality and increases enthusiasm.

Game Effects: Increases the character's Charisma and Strength by +2 Die Code each, for 24 hours per use.

Reality Guide

Normal Difficulty: -3 Step Penalty

Time required casting: 30 Days

Personalized Difficulty: -2 Step Penalty

Time required casting: 1 Day

Protection Incense

Ingredients:

Lavender
Thyme
Basil
Frankincense
Jasmine

An ancient formula with unknown origins, this makes an excellent incense, powder or bath herb combination.

Game Effects: The first attack against the character automatically fails (can only be used once per day). Effects last for 24 hours per use or until attacked.

Normal Difficulty: -3 Step Penalty

Time required casting: 30 Days

Personalized Difficulty: -2 Step Penalty

Time required casting: 1 Day

Prosperity Powder

Ingredients:

Allspice
Patchouli
Myrrh
Cinnamon
Sandalwood
Orris
Orange Peel

Rub on hands, sprinkle about the premises, burn a green candle anointed with Money Drawing Oil and draw a circle around the candle with the powder.

Game Effects: All Financial Skill Rolls are at +2 Step Bonus for 24 hours per use.

Normal Difficulty: -2 Step Penalty

Time required casting: 1 Day

Personalized Difficulty: -1 Step Penalty

Time required casting: 2 Hours

Alchemical Talismans

Much like Alchemical Formulas, Talismans are normal everyday objects which have been transformed to now be useful in another way, namely Magickal.

Gemstones have become the easiest items to both procure and transform (when using a Gemstone to create a Talisman, the difficulty to create is at a +1 Step Bonus). When using Gemstones, one must use the appropriate stone for the desired affect (i.e.; for creating a Talisman to increase one's wealth, use Tiger's Eye or Mother of Pearl). However, any object can be used; cars, weapons, clothing, etc. When using a non-Gemstone, the Alchemist does have to confine himself to the items primary use (i.e.; they could not use a Pistol to create a Talisman of wealth).

The Alchemist rolls **Wits + Intuition + Visualization**
Magick: Alchemy (using the starting difficulties on page 145) to create each Talisman. For creation modifiers, use the Ritual Creation modifiers charts on page 172.

There is no roll required to use an already prepared Alchemical Talisman, thus anyone can use them. All effects are for the person who uses the item.

Players are encouraged to invent their own Talismans or research them for their own unique and personal items.

Necklace Talismans

Bloodstone Necklace

Increase Strength by +1 Die Code

Hematite Necklace

Increase Dexterity by +1 Die Code

Aventurine Necklace

Increase Intelligence by +1 Die Code

Sodalite Necklace

Increase Wits by +1 Die Code

Yellow Quartz Necklace

Increase Perception by +1 Die Code

Lapis Lazuli Necklace

Increase Intuition by +1 Die Code

Rose Quartz Necklace

Increase Charisma by +1 Die Code

Amethyst Necklace

Increase Attitude by +1 Die Code

Normal Difficulty: -2 Step Penalty

Time required casting: 1 Days

Personalized Difficulty: -1 Step Penalty

Time required casting: 2 Hours

Enchanted Firearm

Using a fully loaded firearm, Dragon's Blood, Musk and Hematite, it is rubbed in the herbal mixture and the gemstone is affixed to the weapon using a natural binding material. Afterwards the weapon must be buried in the ground under a Full Moon for one cycle (until the next Full Moon).

Game Effects: This weapon causes +1W to each successful hit (applied after grazing wound calculation), it gives the character +2 FEAR while drawn and all attacks made with it are at +1 Step Bonus. Weapons enchanted this way are extremely powerful. Effects last until the weapon runs out of ammo. The weapon may not be reloaded or else the enchantment ends. During the creation (the lunar month) the Alchemist suffers -3

WILL (minimum of 0) due to the harmful nature of the Talisman.

Normal Difficulty: -3 Step Penalty

Time required casting: 30 Days

Personalized Difficulty: -2 Step Penalty

Time required casting: 1 Day

Protective Vest

While worn this vest protects the character from harm. The protective vest can be made by using a regular suit vest, Patchouli, Clover and buttons made from Coral. After sewing on the buttons and placing the Patchouli and Clover inside a metal tin and then in one of the pockets, let the Vest hang in the sunshine for one day.

Game Effects: The character can ignore the damage from the first successful attack they suffer, regardless if it was a Wound, Severe Wound or Deadly Wound. The Protective Vest is only good against the first successful attack, after that it is merely a vest.

Normal Difficulty: -3 Step Penalty

Time required casting: 30 Days

Personalized Difficulty: -2 Step Penalty

Time required casting: 1 Day

Lucky Coin

This effect requires an ordinary silver dollar and some nutmeg. Both the coin and Nutmeg are placed in a bag and then buried in the ground under a Full Moon for one cycle (until the next Full Moon).

Game Effects: Each day the character rolls a D20, the result is how much cash the character gets that day. The coin is good until the next Full Moon.

Normal Difficulty: -3 Step Penalty

Time required casting: 30 Days

Personalized Difficulty: -2 Step Penalty

Time required casting: 1 Day

Note: For coincidental effect, the character keeps finding money in weird spots (couch cushions, alley ways, etc.



Divination Effects

Today's psychic readings have been cancelled due to unforeseen circumstances.

Most people would believe that Divination is the art of foretelling the future. That is close but not 100% accurate. Divination is the art of gaining knowledge through communication with "supernatural" forces. Generally these forces are spiritual helpers, but sometimes it is the very fabric of reality. From the beginning of time people have used various means of divination to communicate with the supernatural to aid them in their public and private lives.

The ancient Romans favored augury and Haruspicy. The Egyptians, Druids, and Hebrews relied on Scrying. Druids also read death throes and entrails of sacrificed animals. The Ancient Greeks had their oracle which spoke for the gods. In the Middle Ages, grain, sand or peas were tossed onto a field in order to read the patterns after they fell. As far back as 1000 BCE, the Chinese had "I CHING," an oracle which involved the tossing and reading of long short yarrow sticks.

A divination involves a seeker (someone who is looking for answers to personal questions) and a reader (someone who knows how to interpret the cards), even if both are the same person. Generally the seeker is not a passive participant in the proceedings. They must provide something either by shuffling the cards, touching the board, drinking the tea. It is through the seeker that the images, signs, symbols are created. This in turn makes every reading a personal issue.

Methods of Divination

Tarot

The Tarot is a collection of images and symbols from a wide variety of cultures, from the ancient Greeks and Romans to the prehistoric Norse peoples, from the ancient religions of India and Egypt to the medieval courts of Italy and France.

The origins of Tarot are somewhat obscure. The most common theories are Egypt, Thoth and the connection to the ancient mystery school teachings. However, the next most common myth is that it was brought to Europe by the Gypsies. The first clear reference to Tarot cards is from a sermon that was collected with many others about 1500 in Italy found in the Steele Manuscript. The sermon is thought to date from about 1450 to 1470 and is a diatribe against games of chance. It gives a detailed description of the Tarot trumps, not only numbering them but naming them as well.

The tarot is most commonly viewed as a tool for divination. After the seeker has shuffled and cut the deck, the reader lays out the chosen cards in a pattern called a spread. Each position in the spread has a meaning, and

each card has a meaning as well. The reader combines these two meanings to shed light on the seeker's question.

Runes

Runes are an alphabetic script used by the peoples of Northern Europe from the First Century CE until well into the Middle Ages. In addition to their use as a written alphabet, the runes also served as a system of symbols used for magic and divination. The primary characteristic which distinguishes a runic alphabet from other alphabets is that each letter, or rune, has a meaning. For example, whereas "a", "b", and "c" are meaningless sounds denoting the first three letters in our alphabet, the names of the first three runes, "fehu", "uruz", and "purisaz" are actual words in the Germanic language, meaning "cattle", "aurochs", and "giant", respectively.

When casting Runes, you can use them like Tarot and place them in fixed spreads with fixed meanings. Or you can use the more traditional method of having the seeker toss them within a carefully prepared circle. With the method you interpret the Rune's meaning with regards to its relative distance and direction from the caster.

The field on which you cast the Runes represents the world in which you live.

- To the Right represents the past
- To the Left represents the future.
- When reading horizontally (right-to-left), the central area represents the present.
- On the vertical axis, the closest to you represents the issue.
- The furthest from you represents the outcome.
- The central area when read in this direction represents your need, your actions and the challenges which may affect them.

Either way will produce the same results.

Ouija

The Ouija board is an alphabet board with a pointer used for various forms of divination and/or spirit contact. The Ouija board dates back to ancient times. In China before the birth of Confucius, similar instruments were used to communicate with the dead. In Greece divination was done with a table that moved on wheels to point to signs, which were interpreted as revelations from the "unseen world." The rolling table was used through the nineteenth century. Other such devices were used by the ancient Romans as early as the third century A.D., and in the thirteenth century by the Mongols. Some Native Americans used "squidilac boards" to find missing objects and persons, and obtain spiritual information. In 1853 the planchette came into use in Europe. The Ouija enjoyed enormous popularity during and after World War I, when many people were desperate to

communicate with loved ones killed in the war and Spiritualism was in a revival.

The board puts one in contact with the spirit world and as a result it should be considered anything but a game. It continues to be marketed as a game, no doubt because of the almighty dollar. Many famous mediums began their trade by experimentation with the Ouija board and what they came in contact with are demons. Some even advise against using it.

Tea Leaves

Tasseography, sometimes called tasseomancy, is a form of divination, where symbols are made by tea leaves in a cup. These symbols are then interpreted.

Each reading has three steps. The first step is to create the reading (the seeker drinks the tea). The second step is to recognize the symbols left after the drinking, associate them with the seeker, and determine their significance. The third step is combining everything into a single coherent interpretation.

How to Drink Tea

(Provided by <http://www.easterntea.com>)

The tea bowl can either be placed in front of the guest or may be placed in the room where the tea was prepared. If the room is small, the guest should not stand up but advance on his knees toward the host. He should also remember the original place where the bowl was stored, so as to return it to its proper place after drinking the tea.

Place the tea bowl outside the border of the tatami you are sitting on. If there is a guest who has been served before you, it is polite to say, "O shoban sasete itadaki masu," or "Please let me accompany you", And to the guest who has not yet been served, you should excuse yourself for drinking first.

You then turn to the host and address him with the words, "O temae o chodai itashimasu," or "I'll partake of your tea."

Pick up the bowl with your right hand and place it on the palm of your left hand. Put the fingers and our right hand around it, with the thumb facing you, and make a small bow for politeness.

With the bowl still resting on the palm of your left hand, grasp the rim of the bowl with your forefinger and thumb and turn it about ninety degrees clockwise. Take a sip and then comment on how good it tastes, while dropping your right hand on the tatami before your knees.

Drink the remaining tea in small sips and when you come to the last sip, inhale deeply, making an audible sound and finish the tea.

After drinking, the rim of the bowl should be wiped lightly with tissue paper from left to right, as you hold the bowl between forefinger and thumb.



With the bowl still resting on your left palm, turn it counter-clockwise so that it returns to its original position before you drank from it. This is done with the thumb at the edge of the bowl and the other four fingers underneath it.

Place the bowl on the outside of the tatami border and, with your hands on the mat, gaze at the bowl to appreciate its shape. The bowl can be picked up with both hands to view it more closely.

Pick up the bowl and return it to the original position or to the host. The bowl should be turned twice in a 180 degree revolution so that the front of the bowl faces the host when you return it to him/her.

Divining Answers

No matter the method of divination, there are three things they all share in common:

- Seeker
- Reader
- A Question

The question could be anything; when will I die, who will I marry, will the Cubs ever win the World Series? It does not have to be yes or no, but any answer that isn't, is extremely hard to determine. Questions do need to a specific answer though.

Note: The question needs to be worded in such way that the Sage can actually supply an answer to it. If you, as the Sage, can not determine the answer to the question either give a really vague answer and require the character to word it differently for their clarification reading or fail the attempt. For if you can not understand the question, neither can the spirits.

The reader rolls **Wits + Intuition + Visualization Magick: Divination** (using the difficulties on page 145) to determine the answer to question at hand.

Failure means that either the reader could not see anything that they could make sense of or the question at hand is too ambiguous (such as, In the future will I be alive).

Good Questions

- How do I find love?
- Where am I now in terms of love and romance?
- How could I have contributed to the problems with my relationships?
- How might I make better choices in women?
- What is the best way to handle this situation?

Bad Questions

- Is Company X a good company? (Good in what sense; good to invest in or good morally?)
- How will tomorrow be? (Again, how leaves the question open to ambiguity, how in what sense, the weather, money, or do you mean in the sense that are you going to die?)
- Will my boyfriend start using drugs again?
- Will my girlfriend get back together with her ex-husband? (This question and the one before it are examples of what could be. The answer to these questions depends on a lot of different factors and are not cut and dried.)

Examples of rewording

- What should I do with my money?
- What should I do?
- How can my boyfriend avoid from using drugs again?
- Is X, my current girlfriend the right choice for me?

Success garners some insight with the question. The answers revealed do not come through in English, as a matter of fact; they do not resemble a language at all. They are more like ideas, emotions, “feelings” and images. The answers come through much like one would imagine how a Neanderthal man would speak:

- Green good
- Tuesday bad
- Meet tall man love lots

Each clarification roll will improve the amount of details gained through the divination. Such as

- Green car good
- 1st Tuesday bad
- Meet tall blonde man on Thursday marriage

To attempt to clarify the answer, the reader again rolls their **Wits + Intuition + Visualization Magick: Divination** using the same difficulty. They may continue to do so until they fail a skill roll. With each successful clarification roll they receive more information regarding the answer to the question at hand.

The initial reading takes 30 minutes to perform and each clarification requires 10 minutes.

Example

Charles, a Tarot Expert (Divination: Tarot 4, Wits of 2D6 and Intuition of 2D8) is attempting to divine for Allison. Allison has been feeling run down at work, like it has no meaning. She is wondering what she should do about it. He instructs her to shuffle the cards while thinking of her question.

Her question: What can I do to make myself happy at work?

Example of an alternative question: *How should I handle work?*

Example of another alternative question: *Should I change jobs?*

After she is finished shuffling, he has her cut the deck. Charles then lays them out in the spread. Charles is in his study which has a WILL Rating of 5, which gives him a starting difficulty of 20 (Extended). Since there are no other modifiers, the final difficulty is 20 (Extended). He rolls his Divination: Tarot skill and gets a 23, a success.

The cards reveal:

- Unhappiness
- Change
- Contentment

Charles decides that the reading is a good start with the possibility of a happy ending, but he needs more. So he attempts a clarification. He rolls a 25, against a 20 (the same difficulty as the first attempt). Success.

The cards read as:

- Unhappiness, feeling of worthlessness

- *New beginnings bring happiness*

This is now making some sense, but what should Allison do to help facilitate the change? So Charles attempts another clarification. He rolls a 29, against a 20 (the same difficulty as the first attempt). Success.

The cards read as:

- *The cards show lots of water*
- *A woman comes in to view now, someone that lights up a room when they enter, radiate warmth and energy, humor and spirit.*

Realizing she has been planning a cruise for some time now, her interest in quite peaked. So Charles attempts another clarification. He rolls a 19, against a 20 (the same difficulty as the first attempt). Failure. The reading is over and Charles has learned nothing new from the last clarification. However, Allison is content with what the cards have told her.

Interpretation: *Allison should seek out a vibrant, funny, energetic woman on the cruise she has been planning. This meeting will cause a change in either her life or her work.*

Another possible interpretation: *Allison should seek a job either in the cruise business or something else dealing with water and she will become the funny, energetic woman.*

The reading took a total of 1 hour (30 minutes for the first reading and 10 minutes for each clarification, even the failed one).

Scry Effects

Scrying comes from the English word "descry" which means "to make out dimly" or "to reveal." There have been and are many purposes for the activity; to see into the future, to find lost objects or persons, and track criminals, among others. Scrying is usually achieved by concentrating on or staring at an object having a shiny surface until a vision appears. Magicians and witches have practiced scrying throughout the ages. The typical stereotype of a person scrying is a Gypsy fortune teller looking into her crystal ball.

Although the object used for scrying usually has a shiny surface, innumerable objects have been used for the practice over the centuries. The Egyptians used ink, blood and other dark liquids. The Romans used shiny objects and stones. Mirrors and water have even been used for gazing into. Even simply use the dark of their mind.

Some people have a natural aptitude for scrying. They only have to walk past a shallow puddle in the road, glance at a piece of black glass, admire the glossy fur of a black cat or look at a wet patch on a black rubbish sack and numerous images flood into their minds. Others have to spend days, weeks, months, even years, mastering

this apparently simple technique, staring into elaborate black mirrors and seeing nothing but their own dark reflection.

Scrying is a magical art with many possibilities. It also has with a very serious moral dilemma, unlike the other Magicks so far discussed, scrying is very invasive. It is like peeking through the hole in the wall into the girl's locker room. Can you do it? Sure. Should you do it? That's a horse of a different color. The road to enlightenment runs near the town of respect. Players should be aware of this invasion of privacy and act accordingly.

Ways to Scry

There are many different ways to seen what is unseen but each is essentially the same. During scrying one simply clears one's mind and gazes steadily into the scrying surface (whether it's a mirror, a bowl of water or their mind).

Mirror/Crystal Scry

The purpose is to gaze into or upon a crystal or dark mirror, allowing the physical eyes to relax, thus letting the inner psychic eyes begin to open and receive desired visions or information. The use of the black mirror is one of the best methods of achieving the state of mind required for entering trance and for scrying work. It not only acts as a focal point for visualization but can become a doorway into the astral plane. It allows communication with higher realms and the subconscious.

The traditional crystal ball is also a wonderful tool, but it is more difficult to scry with and is extremely expensive. The mirror is a more efficient way to begin to learn to scry and journey in other realms.

Water Scry

The scryer sits at a scrying bowl of fresh water (or other source of water) and clears the mind of conscious every day thought. As they sit they may blow into the bowl to create a clearing ripple effect, designed to clear away the mist that obscures the visions. The bowl itself, merely serves as a window to look out into the world. An alternative to using a black bowl is simply to use any dish but to darken the water with black ink.

One obvious advantage to Water Scrying is that there is nothing to carry around. Water scrying can be performed from any dark reflective body of water.

Clairaudience and Clairvoyance

Clairvoyance is "psychic vision" and occurs when one is able to "see" what is happening elsewhere. They are the psychic abilities or power to see objects and gain information regardless of its distance. Clairvoyance is very much like both Water and Mirror Scrying except that the visions are viewed only through the scryers mind and not on a reflective surface.



Clairaudience

Clairaudience is "psychic hearing" and occurs when one is able to "hear" what is happening elsewhere. Again this is like Clairvoyance, except that only audio is scryed rather than visuals.

Clairsentience

The outsider to all of the above methods is Clairsentience. It isn't about seeing or hearing some far off place.

Clairsentience is the discipline of extending or projecting one's senses beyond the physical body. Clairsentience is about knowing your surrounding. Clairaudience and Clairvoyance is about seeing or hearing others in the physical plane, whereas, Clairsentience deals with the non-physical plane.

With Clairsentience one can "hear" the thoughts of others (read their minds), see things which are invisible to the human eye (ghosts, demons, faeries, etc.) and feel what others are feeling (empathy). Clairsentience is almost a catchall scrying method; hear the unspoken, see the invisible, and feel the untouchable.

What Can Be Seen

What types of images/sound/feelings can be seen when scrying? Almost anything can be witnessed through scrying; past, present or future, anywhere or anytime.

The scryer can either focus on a specific place, object or person. When doing so they are also granted access to an area surrounding them as well. Images within the area are generally a little faded but for the most part as detailed as if seen by the naked eye.

Dealing with present event is so much easier than dealing with the past or of future possibilities.

When seeing into the past, the scryer can witness what happened at that location, where an object ended up or what a person had done. It's much like watching a recording of the previous events.

When viewing the future, the scryer only sees a possible future, one which has yet to pass and may never come to be. From this vision though, they may gain knowledge of how to avoid or assist that future from coming about.

It is not easy to tell the past, present or future from one another. There is no clear delineation between them. It takes a practiced scryer to be able to tell the difference.

Whether past, present or future, the scryer can only see or hear that which is seeable or audible within the area they are viewing. That means, if someone they are watching is talking to someone outside the viewing area then they will only witness one side of the conversation. This also means they will not be able to see what is in a person's pocket. With Clairsentience they will be able to sense anything that interacts with those within the viewing area or see what is in their pocket.

If a character possesses more than one skill they may use them to gain more information about what is happening in the area. After activating the first ability, they may then activate others (which on is first and which is second is their choice). However, the second ability is at a -1 Step Penalty, and third is at a -2 Step Penalty and so on; due to the fact that they are already concentrating on the other.

How to Scry

When scrying it is like looking at an area in a dense fog. The stronger a person is at scrying, the farther into the fog they can see.

The first thing that a character has to do when scrying is to declare how far into the fog, centered on the point of scrying, that they wish to see. In addition to the difficulty being based on the WILL Rating of the target area, the distance the character wishes to visualize adds a modifier to the roll.

Distance	Modifier
1m	+2 Step Bonus
5m	+1 Step Bonus
10m	+0
15m	-1 Step Penalty
20m	-2 Step Penalty

The character can not visualize anything outside the distance they have chosen. However, once something moves into range, they may then be visualized.

The character scrying then rolls **Wits + Intuition + Visualization Magick: Scry** (using the difficulties on page 145) to visualize the desired area. For the starting difficulty, use the WILL Rating of where the target resides.

Failure means that they were unable to see into the area. They may try again or alter that which they were scrying (change to a different location or shorten the viewing area). Success allows the character to see the desired area within the object they are using to scry with. This image is only visible to them and no one else, even if another has the Scry Skill.

Example

Robert is attempting to Scry on a fellow Magician, Jim, as a joke. Robert is a gifted scryer (Scry: Mirror of 6) who uses a Black, Silver-Polished Mirror to scry with. After setting everything up he sits down to concentrate.

Jim happens to be at the university science lab talking with his girlfriend. So the starting difficulty is 24 (Hard), because the WILL Rating of the science lab is 6. Jim also only wishes to see his friend, so he will only concentrate on an area of 1m around his friend, giving him a +2 Step Bonus. There are no other modifiers to the skill roll, so the final difficulty is a 16 (Normal).

Robert rolls his Wits (D10) + Intuition (D20) + Scry: Mirror (6) for a total of 21. Since Jim is also a Magician, he gets a feeling as if something is up. This puts him on the defensive. Since he is resisting, he rolls his Wits (D8) + Intuition (2D8) + WILL (2) for a total of 14. Since his roll is less than the difficulty, Robert's scry attempt is successful. If Jim had rolled an 18, the attempt still would have still failed since it was lower than Robert's total. To have resisted the Magick, Jim would have needed to roll 22 or greater.

Robert sees Jim, since he has limited his viewing; his is unable to determine where Jim is. He sees that Jim is talking, but can not tell if Jim is merely talking to himself or someone else. Scryers should learn not to assume more than what is given to them.

Trying to determine what Jim is talking about, Robert attempts to use Scry: Clairaudience, which he has at a 4. His starting difficulty is again 24 (Hard). He will again limit what he can hear to 1m, therefore gaining the +2 Step Bonus. However, since this is the second skill activation, it will impose a -1 Step Penalty. This gives

him a final difficulty of 20 (Extended). He rolls his Wits (D10) + Intuition (D20) + Scry: Clairaudience (4) for a total of 18.

Since he failed his roll, there is no reason to have Jim resist (as there is no negative attached to Jim if he fails his resist). Robert may only watch his friend.

Note: For characters that gained Clairvoyance, Clairaudience or Clairsentience through background rolls (where they can not control the skill), they do not have the skill per se. What the Sage can do though, is at appropriate times, give the characters small glances, or allow them to hear brief conversations or in another room or see someone out of the corner of their eye (someone who isn't there once they turn to see them). This grants the Sage the ability to give hints, innuendos or act like a danger sense.

If the character wishes to have some control over the skill, then they can attempt to learn it just like any other skill. The only difference is, that instead of needing 10 experience points to gain Level 1, they only need 5 experience points.

Ritual Effects

Hermetic (Ceremonial) Rituals

Hermetic Magick can be labeled (and in many circle is) as one of the most complicated systems of spiritual attainment. Hermetic Magick has sometimes been termed "Ceremonial Magick" because Hermeticists tend to use complex Ritual and symbolism.

Hermes Trismegistus is said to have provided the wisdom of light in the ancient mysteries of Egypt. He carried an emerald (see Alchemy, Emerald Tablet), upon which was recorded all of philosophy, and a caduceus. Hermes Trismegistus vanquished Typhon, the dragon of ignorance, and mental, moral and physical perversion.

Surviving Hermes Trismegistus is the wisdom found in the Hermetica, 42 books that along with the Kabbalah, have profoundly influenced the development of Western occultism and magic. The forty-two sacred books of wisdom allegedly written by Hermes Trismegistus or "thrice great Hermes." The books combine the mythological wisdom and attributes attributed to the Egyptian god Thoth and the Greek god Hermes. The texts are usually referred to as the "philosophical" and "technical" hermetica. The former deals mainly with issues of philosophy, and the latter with magic, potions, etc. Among other things there are spells to magically protect objects, thus the term "Hermetically sealed".

Most of the Hermetic books along with others were lost during the burning of the royal libraries in Alexandria.

The surviving books were secretly buried in the desert where they are presently located. A few initiates of the mystery schools, ancient secret cults, supposedly know their location.

What remains of the surviving Hermetic lore has been passed down through generation and published in many languages. Most important of all are three works; the most important and oldest is The Divine Pymander. It consists of 17 fragments all in one work. Within these fragments are many of the Hermetic concepts, including was divine wisdom and the secrets of the universe that were revealed to Hermes and the way in which Hermes established his ministry to spread this wisdom throughout the world.

Poimandres or The Vision is the second book of The Divine Pymander and perhaps it's most famous. It relates Hermes' mystical vision, cosmogony, and the secret sciences of the Egyptians.

The third book of the Divine Pymander being the Emerald Tablet previously discussed.

Hermetic Beliefs

The Hermetic Tradition is a living body of knowledge and practice that springs forth from a common root while bearing a variety of branches. A stimulating diversity of views and experiences may be found in contemporary Hermetic practices.

Hermetics are Seekers; Seekers of Divine Truth, of Wisdom, of Understanding, of Gnosis. This curiosity may be partially satisfied through books. As a literate and literary tradition, Hermeticism holds that as seekers we can benefit through the recorded experiences and insights of others; as well as through the mediation of a living teacher and/or a group of fellow seekers.

Since the Divine is in all things, all is Divine. Through contemplation and understanding of the Universe, including ourselves, through prayer, aspiration, and enlightenment, humanity has the potential to become more 'god-like' and eventually reunite with the Divine. Very few Hermetics believe this goal can be achieved during a single lifetime, and most hold that this ideal is not fully attainable while in the physical body.

Hermetics believe that the Divine to be both immanent and transcendent. The Divine is within all things in the manifested Universe. Because of the interconnection between 'above' and 'below,' what happens on a spiritual level has consequences in the material. Conversely, that which happens in the material will have consequences in the spiritual realm. Creating equilibrium between all these things; matter and spirit, body and soul, within and without, night and day, is pivotal to the Great Work of the Hermetic.

Balance is the key to growth.

Humanity holds a unique place with the Divine because of our WILL. A seeker must want to find, a philosopher must desire to know, and she or he must use the power of their WILL to accomplish this. Hermeticism takes an optimistic view of the individual being as well. Encouraged by Divine Love and through the use of the considerable powers of desire and WILL, everyone has the ability to achieve union with her or his Higher Self, and reunite with the Divine.

Hermetics do not see the separation from unity as evil or as a punishment. Instead, it was necessary step for spiritual growth. Just as the youth must eventually leave home and experience their life in order to grow and mature, so to humanity as a whole, had to 'separate' in order to experience growth. But our journey will not be complete until we return home and unite with the Divine once more.

Summary of Hermetic Beliefs

- Considers humanity to be on a spiritual journey to return to a state of unity with the Divine; this is the Great Work of humankind.
- We must aspire to the Divine; spiritual growth cannot be achieved without human effort
- Is eclectic and draws material from sources spanning the entire Western Esoteric Tradition; Greek, Egyptian, Jewish, Chinese, Indian and more
- Is polytheistic, yet ultimately monotheistic (i.e., believes in a multiplicity of Manifestations of the Divine, which emanate from an ultimate Divine Unity)
- Holds that the Divine is both within and without
- Encourages spiritual curiosity
- Urges those who seek the Divine to also seek balance in embracing all things

The Seven Hermetic Principles

The Principles upon which the Entire Hermetic philosophy is based (from The Kybalion):

I. The Principle of Mentalism

"The All is Mind; The Universe is Mental"

II. The Principle of Correspondence

"As above, so below; as below, so above"

III. The Principle of Vibration

"Nothing rests; everything moves; everything vibrates"



IV. The Principle of Polarity

"Everything is Dual; everything has poles; everything has its pair of opposites; like and unlike are the same; opposites are identical in nature, but different in degree; extremes meet; all truths are but half-truths; all paradoxes may be reconciled."

V. The Principle of Rhythm

"Everything flows out and in; everything has its tides; all things rise and fall; the pendulum-swing manifests in everything; the measure of the swing to the right is the measure of the swing to the left; rhythm compensates."

VI. The Principle of Cause and Effect

"Every cause has its effect; Every Effect has its Cause; everything happens according to Law; Chance is but a name for Law not recognized; there are many planes of causation, but nothing escapes the Law."

VII. The Principle of Gender

"Gender is in everything; everything has its Masculine and Feminine principles; Gender manifests on all planes"

Hermetic Ritual Components

Ceremonial Magick is steep in ritual, traditions, symbolism and complexity.

- The opening of a Magickal circle (a consecrated area void of negative energy), done through the use of the LBRP or more powerful forms of the Banishing Rituals.
- The calling of the Guardians of the Watchtowers.

- The main ritual, this can be White Magick Grey Magick, or Black Magick.
- Closing of the circle, again this is done through the use of the LBRP or more powerful forms of the Banishing Rituals.

As stated, Ceremonial Magick is very complex; their rituals tend to be on the elaborate side using wands, daggers, chalices, grimoire, candles and incense.

Notice any similarities between Wiccan Ritual and Hermetic Ritual?

Note: When trying to perform Ceremonial Magick without all of the character's normal trinkets and trappings, the Magick is at a -1 Step Penalty.

Opening of the Circle

Opening a circle is the creation of a clean area full of positive energy by banishing negative energy or individuals. It is also about centering and grounding the magician. The circle may be a physical circle drawn in the ground, or it may be a visualized circle created by drawing in the air. Generally the Magician will use the LBRP to open the circle. There are more powerful rituals of banishing that can be used though.

Evocation of the Guardians of the Watchtowers

Guardians of the Watchtowers are angelic forms who protect and aid the magician while in the practice of Magick. The Guardians correspond to the 5 natural elements Fire, Water, Earth, Air and Spirit.

The Main Ritual

After the area is properly prepared and all attendees are present, the main event begins. This is when the actual Magick is performed.

Rituals can either be performed solo or with a group. When multiple people are involved in the casting, use the normal rules for Combined Actions. All those participating must possess the skill Ritual: Hermetic.

Closing of the Circle

Closing a Circle is the process of returning the area to its natural state (like the Boy Scouts who leave an area as if no one was ever there). This is both in the physical sense and in the spiritual sense. The circle is erased, the energy borrowed for the Magicks are returned, the spirits are thanked and everything returns to normal.

Types of Ceremonial Magick

White Magick has contacting your higher self as its main goal. It is also known as contacting your spirit guides, Kabbalistic pathworking, or gaining the Knowledge and Conversation of your Holy Guardian Angel.

Grey Magick is always positive and seeks to aid the magician or someone else on this physical plane. Before doing any Grey Magick, however, it is extremely helpful to perform a divination first to ensure that no harm is done accidentally to anyone and that the Magick is necessary.

Note: Successful divination prior to casting Grey Magick, gives the Magician a +1 Step Bonus.

Black Magick, is Magick that is harmful to yourself or to another either purposely or accidentally. "As you sow, so shall ye reap" is not merely a philosophical aphorism to a magician, it is an actual physical fact. Most magicians do not want to chance getting "zapped" by the law of Karma for a foolish act of Black Magick.

Note: Any Black Magick casts (whether successful or not) will cause some form of negative repercussion to befall the magician. Whatever, effects are applied to the target are applied 3 times to the caster. *Karma is a wonderful balancing tool.*

Hermetic Terms

ABJURATION - The banishing or "swearing away from" an area surrounding a magician of spirits, entities, Intelligences, or influences.

ADEPTUS MINOR - A term used to describe a learned and skilled magician.

AIR - One of the five Magickal elements. Air represents the element of the direction of East.

BANISH - To send away. Banishing rituals clear your working area of unwanted entities and influences.

BINDING - To secure a spirit or entity and obtain its obedience through the authority of Divine names and the threat of punishment.

DAGGER - A cross hilted, double edged, short blade used as the Magickal tool and weapon of elemental air. Attributed to the direction of the East.

EARTH - One of the five Magickal elements. Earth represents the element of North.

ELEMENTS - There are five recognized magical elements in our system of Magick/Mysticism. These include Air, Earth, Water, Fire, and Spirit.

ENOCHIAN - A system of Magick channeled by Dr. John Dee, advisor to Queen Elizabeth I of England, and his assistant, Edward Kelley.

EVOCATION - The calling forth of spirits into tactile and sometimes visible appearance or presence.

FIRE - One of the five Magickal elements. Fire represents the element of South.

GEMATRIA - Words of equal value are believed to have an important relationship with each other.

GOD-FORM - The outer expression or posture and mindset of a god or entity. The magician takes on the

characteristics and powers of a god/entity by invoking the god/entity through ritual.

GODS - Powerful, immortal, spiritual beings who command the lesser spirits and living creatures of the Earth and the Universe and are worshipped by humanity with prayers, offerings, sacrifices, and the erection of temples and images.

GREAT WORK - The spiritual work of the initiate.

HEXAGRAM - A star of six (6) points formed by two overlapping equilateral triangles.

HOURS, PLANETARY - A division of the day and night into sections ruled by the energies of the planets.

INITIATE - A person who has undergone, or is about to undergo the primary rite of entry into an occult organization or current.

INVOKE - To allow an entity to use your body as a temporary vehicle for communicating with the physical world.

KABALAH [KABBALAH, QBLH] - Hebrew for, "tradition." A Jewish mystical philosophy, the central doctrine concerns the emanation of the world from the Godhead in the form of ten divine names or spheres of light. A mystical system which is the basis for Western religion as well as Ceremonial Magick.

LBRP - The Lesser Banishing Ritual of the Pentagram.

LITTLE NASTIES - Non-physical dwellers on the astral plane that can be shocking when first seen.

MACROCOSM - The greater world, or universe.

MAGICKAL NAME - A name given to an initiate, or chosen by one who receives initiation, to signify the death of the old life and the birth into the Magickal life.

MICROCOSM - The lesser world, or man.

MOTE - An Old English word meaning "must."

NEOPHYTE - A beginner. In most Magickal orders, students in the first or earliest degree are known as neophytes.

PATHWORKING - Astral projecting through the Tree of Life in order to meet and communicate with non-physical spiritual entities.

TETRAGRAMMATON - From the Greek, literally, "The name of the four letters." The four-letter name of Divinity of the Hebrew God, YHVH (hvhi) in English.

TREE OF LIFE - A glyph which is a central symbol of the Kabbalah.

VIBRATORY FORMULA - In Ceremonial Magick, certain words are meant to be vibrated. This means that when sounded (loudly or silently) they should cause not only the practitioner, but all of space around the practitioner and all of the very existence of space before one to vibrate or resonate to the sound.

WAND - A Ceremonial Magician's primary weapon and tool of elemental Fire and of the South.

WATCHTOWER - An invisible station in the universe on the Astral Plane set at the quarters (East, South, West, and North).

WATER - One of the five Magickal elements. Water represents the element of West.

Vodun Rituals

Vodun is commonly called Voodoo by the public. Vodun is a religion with many different traditions. Each tradition follows its own spiritual path and worships its own pantheon of spirits, called Loa. The name is traceable to an African word for "spirit". Vodun's roots go back to the West African Yoruba people who lived in 18th and 19th century Dahomey. That country occupied parts of today's Togo, Benin and Nigeria. Slaves brought their religion with them when they were forcibly shipped to Haiti and other islands in the West Indies.

Vodun is a monotheistic religion & traditional culture whose faithful believe in a single creator God who in Haiti is commonly called Bondye (from the French Bon Dieux, or "Good God"). Beneath this Ultimate source of creation is a host of lesser divinities called Loa. Vodun believes that Bondye is a remote & largely impersonal force, too remote to concern Him/Her/It-self with the daily problems of mankind. It is the Loa then who intercede in the life of the living, healing us, protecting us, etc.

The power of the Loa is great, but it is also finite. Only God is all-powerful. For example, the Loa can protect a garden giving it a better chance to grow, but they are not responsible for the germination of the seed; that is God. The Loa may bring rain, but they are not responsible for water being in the sky; that is God. A few Loa are embodiments of natural forces such as the forest, or the sea, fire, or storm. Many Loa are deified ancestors. Some Loa represent natural forces, which historically incarnated in the flesh, died, & then became deified ancestors.

The Vodun is not just a religion, but also a culture, a way of life. In fact, it is far more appropriate & accurate to speak of "Vodun Culture", than of the "Vodun Religion". This is a complete socio-cultural system inseparable from the way of life for its faithful, one capable of answering any & all questions we might face in life. It is a familial oriented tradition, a joyous & celebratory tradition. Outsiders come to the Vodun for all manner of issues. Vodun heals; Vodun protects; Vodun solves problems, & binds people in strong, healthy family units. The Vodun is a living tradition evolving to meet the needs of its faithful, having survived for millennia in one form or another.

There is one God, Bondye. This God is very similar to the God of Islam, Judaism and Christianity. There is only one God. There are three important categories of other spiritual beings:

Loa. These are the various spirits of family members; the spirits of the major forces of the universe--good, evil, reproduction, health, all aspects of daily life. Loa interact with the people of earth. They mount people now and again during religious ceremonies and they give messages,

and even cause various good and bad things to happen to people.

The twins. A curious and rather mysterious set of forces of contradictories: good and evil, happy and sad etc. If honored now and again in religious services they will tend to help you have the better side of life.

The dead. Mainly the souls of one's own family members who have died but have not yet been reclaimed by the family. Ignored family dead are dangerous. When honored and cared for, the family dead can be very helpful

Major Lao

There are two primary sorts of Voodoo. **Rada** is a family spirit Voodoo and the Voodoo of the relatively peaceful and happy Loa. **Petro** (in some areas called Congo.) is a black magic Voodoo and the Voodoo of angry, mean and nasty Loa. Dangerous things happen in Petro including death curses, the making of zombie and wild sexual orgies.



LEGBA

Legba is one of the most important Loa in Haitian Voodoo. He is the first called in a service, so that he can open the gates to the spirit world, enabling communication with other Loa. No Loa dares show itself without Legba's permission. He controls the crossing over from one world to the other. Legba is also known to hold the key of the spiritual world and for this reason is identified with the Christian St. Peter. He is a small crooked lovable old man who uses a small pipe with little tobacco, and carries bits of food in his macoute sack.

KALFU (CARREFOUR)

Legba is twined with his Petro opposite, Kalfu, who also controls the crossroads. Actually, were it not for him the world would be more rational, a better place. But, not unlike Pandora in Greek religion and myth, Kalfu controls the evil forces of the spirit world. He allows the crossing of bad luck, deliberate destruction, misfortune, injustice. Kalfu controls the in-between points of the crossroads, the off-center points. Legba controls the positive spirits of the day; Kalfu controls the malevolent spirits of the night.

GHEDE

Ghede is an awesome figure in black, controlling the eternal crossroad which everyone must someday pass over--the crossing from life to death. His symbol is the cross upon a tomb. Ghede is to the underworld or afterlife what Legba is to life--he who controls access. Ghede is also the spirit of eroticism, which is beyond good and evil since it is inevitable. Ghede is neither delighted by eroticism, and certainly nor shamed by it. If anything he is amused by the universal presence of eroticism and humans' constant need to pretend that it is other than what it is.

ZAKA

Zaka is a gentle simple farmer, and greatly respected by the peasants since he is, like them, a hard worker. He is usually barefoot, carries a macoute sack and wears a straw hat. He is addressed as cousin and by nature is suspicious, out for profit, fond of quibbling, and has a fear and hatred of town folk. His vocal stylization consists of the almost unintelligible sounds of a goat. He is known for the gossip he spreads and for his girl chasing. He is young and likes to play when not working. Zaka controls the fields, and like the farmers themselves, he is very watchful of detail. He notes who is treating whom in what manner. Who is flirting with whom, who says what to whom etc.

DUMBALLAH

Known as the serpent, he is one of the most popular loa. Dumballah is benevolent, innocent, a loving father. He doesn't communicate well, as though his wisdom we too aloof for us. Dumballah is the snake. He plunges into a basin of water which is built for him, or climbs up into a

tree. Again, as the snake he is rather uncommunicative, but a loving quiet presence. He does not communicate exact messages, but seems to radiate a comforting presence which sends a general spirit of optimism into all people present.

AYIDA

The female counterpart of Dumballah, his mate, is Ayida. She is the rainbow. Together they are the unitary forces of human sexuality.

AGWE

Sovereign of the sea. Under his jurisdiction come not only all the flora and fauna of the sea, but all ships which sail on the sea. His symbols are tiny boats, brightly painted oars and shells. He likes military uniforms and gunfire.

OGOUN

Ogoun is the traditional warrior figure in Dahomean religion. He is quite similar to the spirit Zeus in Greek religion/mythology. As such Ogoun is mighty, powerful, triumphal. In more recent time Ogoun has taken on a new face which is not quite related to his African roots. This is the crafty and powerful political leader. This political warrior points to where struggle is in modern Haiti. He gives strength through prophecy and magic. It is Ogoun who is said to have planted the idea, led and given power to the slaves for the revolution and consequent freedom of 1804. He is called now to help people obtain a government more responsible to their needs.

ERZULIE

Voodoo has a most special place for Erzulie, the loa of beauty, the loa who is so uniquely human since she is the differentiating force between human and all other creation. She is the ability to conceptualize, to dream, and the artistic ability to create. She is the most beautiful and sensuous lady in the Voodoo pantheon, respected and wealthy; wears her hair long; is jealous and requires her lovers to dedicate a room for her ritual lovemaking. Erzulie is not a loa of elemental forces, but of ideal dreams, hopes and aspirations. As such she is the most loved loa of all.

GRAN BWA

Gran Bwa lives in the deep forest where the vegetation is wild. He is the protector of wildlife, and doesn't like to be seen. He eats fruits and vegetables all day in the woods and when called in a ceremony, he is usually not hungry but the people always have food for him anyway. He is the loa who must be called upon before one is ordained into Voodoo priesthood.

SIMBA

He is the guardian of the fountains and marshes and cannot live without the freshness of water. His Voodoo rituals are held near springs. He is a knowledgeable loa because he spends a lot of time learning about the nature of illnesses of supernatural origin and how to treat them. As part of Ogoun's army he is the chief of the coast guard and goes wherever he pleases. He is the Petro loa of the coast; one of the most respected members of the Petro family. But, because of his gentle nature, he also belongs to the Rada family. Sometimes when neglected by serviteurs and gnawed by hunger, he can be cruel.

TI-JEAN-PETRO

He is a black magic Petro loa depicted as a dwarf with one foot. Even though Ti-Jean-Petro has a French name, his roots can be traced to Africa. He is easily comparable to a spirit who roamed the bush, and was also depicted as having only one leg. Ti-Jean-Petro often protects and assists black magic sorcerers. He is also recognized under the names of Petro-e-rouge, Ti-Jean-pied-fin, Prince Zandor, and Ti-Jean-Zandor. He has a violent and passionate nature that becomes apparent when he mounts people.

Vodun Terms**Priesthood**

HOUNGAN - A male Voodoo priest.

MAMBO - A female Voodoo priestess.

(Voodoo does not prefer one sex over the other.)

BOKOR - A houngan who practices black magic or Petro Voodoo. There are few, if any female bokor.

Other religious officials

LA PLACE - A master of ceremonies who works directly under the houngan or mambo.

HOUNGONIKON - The director of music and dancing.

HOUNSI - A group of servers, usually women, dressed in white.

SERVITEURS - Serious practitioners of Voodoo; people who are said to 'serve the Loa' or 'follow the Loa.'

Spiritual beings

BONDYE - The one and only God. Basically the same God the father as in Christianity.

GRANMET (Great Master) - another name for Bondye.

LOA - Spirits, both spirits of various functions of the universe (loa of agriculture; Loa of death etc.) and spirits of dead family members. The Loa are not really gods. There is only one God, Bondye.

MYSTERIES - A term to refer to the Loa and sacred knowledge.

LES INVISIBLES - All spirits.

ZANJ - Angels

DJAB - Devils

BAKA - An evil spirit which can assume various forms from a human child, or animal to butterfly--any being it wishes.

LOUGAROU - A female werewolf--a human is condemned to this state by a bokor, and then sucks the blood of its victims.

MARASA - Twins who died in their early childhood and are innocent and capricious. They are the image of contradictory forces in the universe.

Terms connected with ceremonies

HOUNFO - The parish or region of a houngan or mambo's influence.

PERISTYLE - The building or outdoor area where Voodoo ceremonies are held.

POTO MITAN - The center pole in a peristyle. It represents the center of the universe and the access to the spirit world. All dancing revolves around the poto mitan.

ASSON - The sacred magic rattle of the houngan or mambo. It is a gourd with natural handle. The outside is covered with bits of coral and snake bones.

VEVE - Ceremonial drawings of the various loa. These are done in flour or cornmeal, usually next to the poto mitan.

FLAGS - Banners which represent various Loa and are used to help summon particular loa.

MOUNTING (possession) - Loa often come to a ceremony and possess serviteurs. A horse and rider image is used as the Loa is said to MOUNT the serviteur. Voodoo theology says the Loa takes over the serviteur's body during possession. It is not clear where the serviteur goes while his or her body is possessed by the Loa.

LAVE TET (washing of the head) - An initiation ceremony held for serviteurs after they have been mounted for the first time.

KANZO - The initiation ceremony of fire for those moving into a very serious level of Voodoo practice.

TAKING OF THE ASSON - The final initiation into the status of being a houngan or mambo.

Miscellaneous terms

ZOMBI - A human, who first dies, usually thought to have been poisoned by a bokor, then comes back to life after three days and serves a master as a mindless, but very strong slave.

THE CROSSROADS - A central image in Voodoo. This is the place where two worlds meet--earth and the spirit world. Virtually all Voodoo acts, even healing, begin with the acknowledgement of the crossroads.

WANGA - An object, or combination of objects which has received, as a result of magic, a property that is harmful to some person or group.

TI-BON-ANGE - Part of the soul of an individual, it is the changeless, impersonal cosmic consciousness. Upon the death of the individual the ti-bon-ange rejoins the cosmic forces and can be reused.

GRO-BON-ANGE - The personal soul which animates the human body. The gro-bon-ange is an individual

immortal soul and can pass through stages eventually becoming a Loa.

Vodun Ritual Components

The priesthood of Voodoo contains both men (houngan) and women (mambo). Their functions are:

- Healing.
- Performing religious ceremonies to call or pacify the spirits.
- Holding initiations for new priests(tesses) (kanzo service and taking the ason).
- Telling the future and reading dreams.
- Casting spells and creating protections.
- Creating potions for various purposes (From love spells to death spells).

The priests use rituals to make contact with a spirit, to gain their favor by offering them animal sacrifices and gifts. Human and Loa depend upon each other; humans provide food and other materials; the Loa provide health, protection from evil spirits and good fortune. Rituals can be held to celebrate lucky events, to attempt to escape a run of bad fortune, to celebrate a seasonal day of celebration associated with a Loa, for healing, at birth, marriage and death.

Vodun Rituals consist of some of the following components:

- A feast before the main ceremony
- Creation of a veve, a pattern of flour or cornmeal on the floor which is unique to the Loa for whom the ritual is to be conducted
- Shaking a rattle and beating drums which have been cleansed and purified
- Chanting
- Dancing by the houngan and/or mambo and the hounsis (students studying Vodun). The dancing will typically build in intensity until one of the dancers (usually a hounsis) becomes possessed by a Loa and falls. His or her ti bon ange has left their body and the spirit has taken control. The possessed dancer will behave as the Loa and is treated with respect and ceremony by the others present.
- Animal sacrifice; this may be a goat, sheep, chicken, or dog. They are usually humanely killed by slitting their throat; blood is collected in a vessel. The possessed dancer may drink some of the blood. The hunger of the Loa is then believed to be satisfied. The animal is usually cooked and eaten. Animal sacrifice is a method of consecrating food for consumption by followers of Vodun, their gods and ancestors.

Veve

What is a Veve? A symbolic design, formed on the ground by sprinkling wheat meal, cornmeal, or some other appropriate powder from the hand, at or before the beginning of a ceremony. Such a design represents a Loa to be invoked, and serves both as a focal point for invocation and a kind of altar for offerings. Several veves of different Loa may be drawn for one ceremony. The designs incorporate well-recognized traditional elements, but reflect also the individual intentions and creative skill of the Houngan or Mambo.



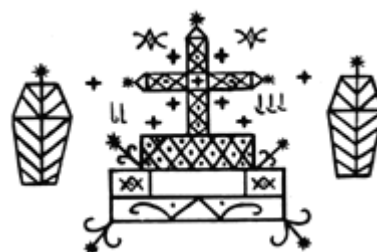
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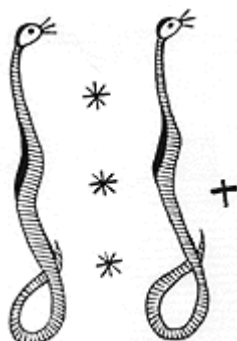
Veve for Ayizan



Veve for Kalfu



Veve for Ghede



Veve for Dumballah and Ayida



Veve for Erzulie



Veve for Legba



Veve for Ogoun

Wiccan Rituals

Wicca, sometimes called Witchcraft, is the "Old Religion" of the indigenous peoples of Northern Europe. Wicca and is an ancient religion, which worships the forces of nature, a Mother Goddess and Her consort, the Horned God (sometimes called the Lord and the Lady). The Goddess is seen as primary, an Earth Mother figure, and

is often equated with the moon. The Horned God, often depicted as a man with antlers, is representative of the forest creatures, and the forces of decay and regeneration, of death and rebirth. Wiccans see the Divine in everything and everywhere; in humans, trees, animals, streams, rocks, everything has a Divine Spirit.

Wiccans practice by focusing their mental efforts on a goal, "bending" their WILL to the task. Wicca is a Magickal based experiential philosophy, a mystery religion and is not based on any Holy Scriptures. Every Wiccan is considered a priestess or priest unto themselves, and an intermediary between the individual and the Gods is not essential.

In 1954, Gerald Gardner wrote the first nonfiction book ever about Wicca, called *Witchcraft Today*. That book fostered the idea that witchcraft and the Wiccan Religion have survived throughout the ages. Coincidentally, this book was printed just years after England had repealed the last Anti-Witchcraft laws on its books.

The main tenet of Wicca is "And it harm none, do as you will" (the Wiccan Rede), revealing a very respectful and caring belief structure. Wiccans seek to live in harmony with their environment, honor nature and aid their fellow man.

Modern Witches hold rituals according to the turning of the seasons, the tides of the moon, and personal needs. Most rituals are performed in a ritual space marked by a circle. Wiccan's do not build church buildings to create this sacred, ritual space, all Earth is sacred and in touch with the Goddess and so any place, indoors or out, may be consecrated for ritual use. Outdoor spaces tend to be used from Ostara to Lammas, indoor spaces from Samhain to Imbolc.

The Three-Fold Law

The Three-Fold Law is the belief and principle on which Wiccan Magick is practiced. This law relates to the use of power and energy. When wielded, power is returned to the magician, three times the level it was sent out. Used with the philosophy, "Do what thy wilt, though it harm none", witches take great care when preparing and casting spells that no harm should come to others, intentional or otherwise.

Game Effect

Any Magick cast by the witch are returned to them. Positive, non harmful Magick cast by the witch cause their Fatigue to return to its maximum regardless of how low it has become. Negative, harmful Magick cast by the witch also affect the witch. Apply any and all penalties, wounds, etc. that the target receives directly to the witch as well.

Holidays

Celebration is most important at the major seasonal holy days, the Sabbats. At these times, the rites of that particular holiday are enacted through ritual, dance, song, feast and revelry. On these occasions Wiccan's celebrate an oneness with life on Earth.

During celebrations, teaching, or magical work is finished, the blessing of the Lord and Lady is called into food and drink which are shared by all. The circle is opened, and the space is no longer consecrated.

Holidays are represented on the "Wheel of the Year" with its eight spokes, the four major agricultural and pastoral festivals and the four minor solar festivals of the solstices and equinoxes. Witches consider the day as beginning at sundown and ending at sundown the following day. So, for example, Samhain starts at dusk on the 31st, ending the evening of the 1st.

- Samhain, the Celtic New Year - October 31
- Yule - Winter Solstice
- Imbolc - February 2
- Ostara - Spring Equinox
- Beltane - May 1st
- Litha, - Summer Solstice
- Lammas - August 1st
- Mabon - Autumn Equinox
- In this way the Wheel turns, returning to Samhain where the cycle begins again.

The 13 Principles

The following set of 13 principles was adopted by the Council of American Witches, in April, 1974.

- 1) We practice rites to attune ourselves with the natural rhythm of life forces marked by the phases of the Moon and the seasonal Quarters and Cross Quarters.
- 2) We recognize that our intelligence gives us a unique responsibility toward our environment. We seek to live in harmony with Nature, in ecological balance offering fulfillment and consciousness within an evolutionary concept.
- 3) We acknowledge a depth of power far greater than that apparent to the average person. Because it is far greater than ordinary it is sometimes called supernatural, but we see it as lying within that which is naturally potential to all.
- 4) We conceive of the Creative Power in the universe as manifesting through polarity ~as masculine and feminine~ and that this same Creative Power lies in all people, and functions through the interaction of the masculine and feminine. We value neither above the other, knowing each to be supportive to each other. We

value sex as pleasure, as the symbol and embodiment of life, and as one of the sources of energies used in Magickal practice and religious worship.

5) We recognize both outer worlds and inner, or psychological, worlds sometimes known as the Spiritual World, the Collective Unconscious, Inner Planes, etc. and we see in the interaction of these two dimensions the basis for paranormal phenomena and Magickal exercises. We neglect neither dimension for the other, seeing both as necessary for our fulfillment.

6) We do not recognize any authoritarian hierarchy, but do honor those who teach, respect those who share their greater knowledge and wisdom, and acknowledge those who have courageously given of themselves in leadership.

7) We see religion, Magick, and wisdom in living as being united in the way one views the world and lives within it ~a world view and philosophy of life which we identify as Witchcraft~ The Wiccan Way.

8) Calling oneself "Witch" does not make a Witch, but neither does heredity itself, not the collecting of titles, degrees, and initiations. A Witch seeks to control the forces within themselves that make life possible in order to live wisely and well without harm to others and in harmony with Nature.

9) We believe in the affirmation and fulfillment of life in a continuation of evolution and development of consciousness giving meaning to the Universe we know and our personal role within it.

10) Our only animosity towards Christianity, or towards any other religion or philosophy of life, is to the extent that its institutions have claimed to be "the only way", and have sought to deny freedom to others and to suppress other ways of religious practice and belief.

11) As American {Or World-Wide!} Witches, we are not threatened by debates on the history of the Craft, the origins of various terms, the legitimacy of various aspects of different traditions. We are concerned with our present and our future.

12) We do not accept the concept of absolute evil, nor do we worship any entity known as Satan or the Devil, as defined by the Christian tradition. We do not seek power through the sufferings of others, nor accept that personal benefit can be derived only by denial to another.

13) We believe that we should seek within Nature that which is contributory to our health and well-being.

Charge of the Goddess

By Doreen Valiente
(Provided for reference)

Whenever ye have need of anything, once in the month and better it be when the moon is full, then shall ye assemble in some secret place, and adore the spirit of me, who am Queen of all witches.

There shall ye assemble, ye who are fain to learn all sorcery, yet have not won its deepest secrets; to these will I teach all things that are as yet unknown.

And ye shall be free from slavery; and as a sign that ye be truly free, you shall be naked in your rites; and ye shall dance, sing, feast, make music and love, all in my praise.

For mine is the ecstasy of the spirit, and mine also is joy on earth; for my law is love unto all beings.

Keep pure your highest ideals; strive ever towards them, let nothing stop you or turn you aside.

For mine is the secret door which opens upon the Land of Youth, and mine is the cup of the wine of life, and the Cauldron of Cerridwen, which is the Holy Vessel of Immortality.

I am the gracious Goddess, who gives the gift of joy unto the heart of man.

Upon earth, I give the knowledge of the spirit eternal; and beyond death, I give peace, and freedom, and reunion with those who have gone before.

Nor do I demand sacrifice; for behold, I am the Mother of all living, and my love is poured out upon the Earth.

I am the beauty of the green earth, and the white moon among the stars, and the mystery of the waters, and the desire of the heart of man.

Call unto thy soul, arise, and come unto me. For I am the soul of Nature, who gives life to the Universe. From me all things proceed, and unto me all things must return; and before my face, beloved of gods and of men, let thine innermost divine self be enfolded, in the rapture of the infinite.

Let my worship be within the heart that rejoices, for behold, all acts of love and pleasure are my rituals.

Therefore, let there be beauty and strength, power and compassion, honor and humility, mirth and reverence within you.

And thou who thinketh to seek for me, know thy seeking and yearning shall avail thee not, unless thou knoweth the mystery; that if that which thou seekest thou findest not within thee, thou wilt never find it without thee.



For behold, I have been with thee from the beginning; and I am that which is attained at the end of desire.

The Tools of a Witch

In the working of Magick, Wiccans use tools to facilitate a frame of mind in which the psychic state necessary for this kind of work can be achieved (or to reinforce their visualizations).

A witch's primary tool is an athame or ritual knife. The athame serves as a pointer to define space (such as casting a sacred circle) and as a conductor of the owner's will and energy. Athames are not used as a weapon and many have their blades dulled and points blunted.

Other important tools are the symbols on the altar which denote the Elements: Earth, Air, Fire, Water and Spirit. A pentagram or pentacle is often used to symbolize Earth. Alternatively, salt or soil can be used to symbolize the Element of Earth. A censer or a bell can be used to symbolize Air. A candle or small pot of fire may symbolize the element of Fire and its properties. A chalice of water is used to symbolize the element of Water and its properties. An ankh or quartz crystal is used to symbolize Spirit and its properties.

There are many other minor tools which are used for specific purposes during Magickal workings, but the tools described above are the basic ones used in the practice of Witchcraft, and many of the minor tools are extrapolations of the basic ones (e.g. the broom, the wand, the sword, the cauldron, etc.)

Wiccan Terms

ASPERGE - To sprinkle with water before or during a ritual, to purify with sprinkled water.
 ATHAME - A double-edged dagger for ritual use.
 AURA - The energy field existing around all living things.
 BALEFIRE - A fire lit for a magical purpose.
 BESOM - A magical broom.
 BOLLINE - a white handled knife used for practical purposes (cutting herbs, flowers, etc.)
 BOOK OF SHADOWS - A book kept like a diary by a Witch of spells, rituals, and stories.
 CENSER - An incense burner.
 CENTER - To center one self's thoughts and energies.
 CHALICE - A ritual goblet.
 CHARGE - To infuse an object or person with energy; also an oath or instruction.
 CIRCLE - A sphere created by a Witch, constructed of energy.
 CLEANSE - to remove negative energy, to purify.
 COVEN - A group of Witches who come together to practice magic and celebrate the Sabots.
 CRAFT - The Craft; Witchcraft, natural magic
 DEOSIL - Clockwise.
 ELEMENTS - the four building blocks of the universe. Spirit, Earth, Air, Fire, and Water. Major forces used in natural magic.
 EVOCATION - Calling up spirits or other non-physical entities.
 FAERIE - One of many nature spirits that inhabit a realm or dimension next to our own.
 FAERIE KINGDOM - The realm of the Faerie.
 GRIMOIRE - A magical workbook.
 GROUNDING - to ground ; to root oneself firmly in the physical world in preparation for magical; and metaphysical work.
 HAND FASTING - a Witch, Wicca, Pagan, or Gypsy wedding.
 HERBALIST - one who works with herbs.
 INVOCATION - to invoke or appeal to a God or Goddess, element or energy.
 PAGAN, PAGANISM - A Follower of an earth based religion.
 PENTACLE - A ritual object or piece of jewelry with a pentagram inscribed or woven into it.
 PENTAGRAM - Five-pointed star.
 SKY CLAD - To practice magic and ritual in the nude.
 SPELL - A magical ritual used to produce certain results in the physical world.
 UNDERWORLD - The realm of the spirit; realm of the dead.
 WIDDERSHINS - counterclockwise.

WITCH - Someone who practices the craft of magic (usually also a member of the Pagan Religion).

Wiccan Ritual Components

Part of their spiritual belief is a belief in Magick. Wiccan Rituals take many forms. But they all generally include:

- The casting of a circle (a consecrated area void of negative energy).
- The invocation of a god/spirit/element.
- The main ritual, which may involve Magick, spell casting, a feast, song & dance, readings, etc.
- Closing of the circle (returning the area to its normal state).

Opening of the Circle

Opening a circle is the creation of a clean area full of positive energy. The circle may be a physical circle drawn in the ground, or it may be a visualized circle created by drawing in the air. The process of Opening a Circle can take anywhere from 5 minutes to an hour or even longer. Each person casts their circle differently, there is no wrong way.

There is, however, a bonus for taking longer. Circles that require more than 1/2 hour to create, grant the magician the "Proper Preparation" bonus for all Magick cast from within the circle. This includes other forms of Visualization Magick; Alchemy, Divination, Healing and Shapechange, but not for other Rituals (they have their own versions).

Invocation of the Gods/Spirits/Elements

Wiccans empower their rituals through the invocation of spiritual beings. This is very much like Hermetic Magick, except the beings used in Wiccan spells are more of the nature types, Earth Gods and Goddesses, the Five Elements (Spirit, Fire, Water, Air, and Earth) and nature spirits (sprites, gnomes, animal spirits, etc.)

This is not always a direct channeling of divine power, it might be an invocation for a peaceful ceremony, or for guidance, or for affirmation.

Ritual

After the area is properly prepared and all attendees are present, the main event begins. This is when the actual Magick is performed.

Rituals can either be performed solo or with a group. When multiple people are involved in the casting, use the normal rules for Combined Actions. All those participating must possess the skill Ritual: Wiccan Ritual.

Each ritual is as unique as the individual casting it. The phrase 6 of one, half a dozen of another, is definitely appropriate when it comes to Wiccan Ritual. For every

desired effect there are at least 20 different ways to create it. One magician may sing a song, another may sit silently in prayer, neither is wrong.

Closing of the Circle

Closing a Circle is the process of returning the area to its natural state. This is both in the physical sense and in the spiritual sense. The circle is erased, the energy borrowed for the Magicks are returned, the spirits are thanked and everything returns to normal.

There is no in game effect for closing a circle, except that it takes just as long as the opening did.

Ritual Effects

Magick is the creation of effects. Every effect whether it is created with Vodun or Alchemy is powered by the WILL. The method of visualization is a way for the magician to connect with their WILL. The method of visualization does not affect the outcome. So basically, it does not matter which method a character chooses the effects are all still the same.

Six of one, half a dozen of the other.

Each ritual has three factors:

- Effect - The intended effect the spell will produce.
- Duration - How long the spell and its effects will last.
- Focus - An item the spell is cast on/through to aid in visualization.

When creating a spell, the magician must decide on each of the three factors. Once they have the three, they total the modifiers gained from the factor to arrive at the total modifier for the spell.



Example Effect	Modifier
Increase Attribute by +1 Die Code	+0
Increase Attribute by +2 Die Code	-1 Step Penalty
WILL or FEAR +1	+0
WILL or FEAR +2	-1 Step Penalty
Any one Magick Skill +1	+0
Any one Magick Skill +2	-1 Step Penalty
All Magick Skills +1	-2 Step Penalty
All Magick Skills +2	-4 Step Penalty
Any one Skill +1	+0
Any one Skill +2	-1 Step Penalty
All Skills +1	-2 Step Penalty
All Skills +2	-4 Step Penalty
Causes Harm by 1W	-2 Step Penalty
Causes Harm by 1S	-4 Step Penalty
Causes Harm by 1D	-6 Step Penalty
-1W of Damage received per successful attack	+0
-1S of Damage received per successful attack	-2 Step Penalty
-1D of Damage received per successful attack	-4 Step Penalty
Opponents Difficulty -1 Step Penalty Against Character	+0
Opponents Difficulty -2 Step Penalty Against Character	-2 Step Penalty
Reduce Healing by 1/2	+0
Reduce Healing by 1/4	-1 Step Penalty

To combine multiple effects, use the difficulty modifier for each effect and add -1 Step Penalty for each additional effect beyond the first, to determine the total difficulty of the effects.

Duration	Modifier
1 hr	+2 Step Bonus
4 hr	+1 Step Bonus
8 hr	+0
24 hr	-1 Step Penalty
30 Days	-2 Step Penalty
Permanent	-3 Step Penalty
Single Use	+0 Step Penalty
Multiple Uses	-1 Step Penalty for each additional one beyond the first

Only one duration can be chosen per spell.

A focus is something that the magician uses to reinforce their visualization. The focus must be appropriate for the type of effect the magician is trying to create; such as a coat for a protection spell is appropriate, while an ink pen would not be appropriate for protection. When using the appropriate focus, add a +1 Step Bonus to the ritual.

Focus	Appropriate Use
Clothing	Personal Protection, Dexterity, Strength
Weapons	Damage, FEAR, Weapon Skills
Jewelry	Mental, Skill, Personal Protection, Magick
Statues	Luck, Area Protection
Ink Pen	Knowledge, Skills, Expression, Art
Instrument	Music, Expression
Gemstones	Must be appropriate per type of stone

Only one focus can be chosen per spell.

Time to Cast

The time that is required to cast a ritual depends on the difficulty of the spell to cast.

Modifier	Time Required
+2 or Greater Bonus	5 Minutes
+1 Step Bonus	30 Minutes
+0	1 Hour
-1 Step Penalty	2 Hours
-2 Step Penalty	1 Day
-3 or Greater Penalty	30 Days

Personalization

Characters can personalize their spells and make them their own. After casting a specific spell twice or more, the character can claim that as their own. The only other requirement is that they name the spell something personal, such as Strength of the Bear or Luna's Light.

Once personalized, the spell can only be cast in that specific form (a character can not add/subtract effects, to do so they need to create a new spell). Personalized spells allow the magician to cast the spell at a -1 Step Penalty to whatever the normal modifier for that spell is.

Example

Normal Spell: Increase Strength by +1 Die Code for 24 hours using wristbands. The normal modifier would be -1 Step Penalty.

Strength of the Bear (the personalized version) is cast at a total modifier of +0 (+1 Step Penalty for personalization and -1 Step Penalty normally)

Examples of Rituals

Strength of the Bear

Wristband that increase Strength by +1 Die Code for 24 hrs.

Normal Difficulty: +0

Time required to cast: 1 Hour

Personalized Difficulty: +1 Step Bonus

Time required to cast: 30 Minutes

Speed of the Wolf

Shoes that increase Strength by +1 Die Code for 8 hrs.

Normal Difficulty: +1 Step Bonus

Time required to cast: 30 Minutes

Personalized Difficulty: +2 Step Bonus

Time required to cast: 5 Minutes

Coat of Protection

Every attack does -1W. The coat provides for 30 days protection.

Normal Difficulty: -1 Step Penalty

Time required to cast: 2 Hours

Personalized Difficulty: +0

Time required to cast: 1 Hour

Smokewolf's Pen

An Ink Pen that gives the user +1 to all skills using Intelligence permanently.

Normal Difficulty: -4 Step Penalty

Time required to cast: 30 Days

Personalized Difficulty: -3 Step Penalty

Time required to cast: 30 Days

Peace Pentagram

A pentagram which bestows FEAR +2 for 30 Days.

Normal Difficulty: -2 Step Penalty

Time required to cast: 1 Day

Personalized Difficulty: -1 Step Penalty

Time required to cast: 2 Hours

Ares Might

Statue of Ares which causes enemies to receive a -1 Step Penalty when they are in the same room. The Ritual lasts for 30 Days.

Normal Difficulty: +0

Time required to cast: 1 Hour

Personalized Difficulty: +1 Step Bonus

Time required to cast: 30 Minutes

Thunder Drum

Drum which gives the user a +2 when using their Art: Music Skill, permanently.

Normal Difficulty: -3 Step Penalty

Time required to cast: 30 Days

Personalized Difficulty: -2 Step Penalty

Time required to cast: 1 Day

Red Jasper of Health

Red Jasper gemstone that allows healing to take place in 1/2 the time. Ritual lasts for 30 days

Normal Difficulty: -1 Step Penalty

Time required to cast: 2 Hours

Personalized Difficulty: +0

Time required to cast: 1 Hour

Note: Characters should keep a note card with their personalized spells on them for easy retrieval.

True Magick

The processes of alchemy are responsible for all of creation.

True Magick is the pentacle to which all should strive for. Sadly, there are a great many out there that are unaware of its existence. Many are comfortable in their beliefs and see no need to upgrade or improve. The hardest part of learning True Magick is learning that it exists (Enlightenment).

With Enlightenment comes the knowledge that Reality and man are intertwined, there isn't one without the other. Before hand (even for people with Visualization Magick) one might have known this to be true, but the knowledge of something and the understanding of something, are two completely different experiences.

There are no trappings, no complex finger gestures, no time limits, no limits, only possibility. A True Magician needs only to concentrate to create. The only opponents that a True Magician has are other Enlightened Beings or Reality itself.

When casting Magick the starting difficulty is set either with the WILL Rating of the Area or from another Enlightened One, which ever one is higher. There are no modifiers for the type of effect that the magician wishes to create. Only modifiers from other causes will affect the creation of the effect, such as whether the character is moving, are they trying to place it somewhere in the dark, are they injured, etc.

Warning: This may seem to make the Enlightened Godlike. In honest, it does, on paper. There is an aspect of role-play that is forced upon characters that are Enlightened. Imagine the wise Buddhist monk; this is how Enlightened characters should act. So the question is not whether or not they can do something, but whether or not they should.

If this becomes a problem, have other Enlightened Ones interfere with the character (which they can do and not even be present) or treat them as NPC's once they reach Enlightenment.

There are some self imposed restrictions though

True Magick is only cast for singular events; the enlightened realize the impact that each pebble has on the pond. The more pebbles one throws in the more chaotic and disruptive the pond becomes, soon it is not even fit for the fish.

Those who are Enlightened would never harm another living creature, either purposefully or accidentally. They also would never aid another who would aim to do so.

First off, these are guidelines to follow as Player Characters. It is true that not every Enlightened Being follows these rules; some might even act in opposition to them even.

However, it is the natural course of humanity to be in conflict with one another. Violence and death are a part of human nature. Once someone has risen to the ranks of the Enlightened, they also have risen above human nature. It is only unnatural to cause death and violence to others; it is not unnatural to allow others to do it to themselves or to others. This may seem cold, and it is. But being Enlightened is not about forcing others to do what you want (even if it may be very negatively) it is about showing them there is another way.

You can not walk the path for someone else you can only show them the forest. People have to find their own path.

Time Travel

This is the classic case of technically it's possible, can it really happen, No. Why? I will refer you to the pebble and the pond from before. Time Travel would create such chaos and disruption that the other Enlightened Ones simply will not allow it. While not a written rule, their collective WILL keeps someone from traveling either to the future or the past. So yes time travel is possible, should a character ever achieve it, no.

True Magick Skill

True Magick is unlike other Magick. True Magick allows a character to do almost anything they may desire to do. By almost, I mean that True Magick is no automatic process, the passive WILL of every other living creature and others still work to enforce the present static Reality.

The starting difficulty for all True Magick is relative to the WILL Rating of the area (exactly like Visualization Magick). The only modifiers that will affect True Magick are static modifiers on the character (from damage and such), and Magickal modifiers (see page 145). True Magick that is used during a combat round is at a -1 Step Penalty, though.

There is no difference from one effect to the other for a True Magician. Using telekinesis to lift 10lbs is the same as lifting 3 tons. It is only in the mind of the observer that weight becomes a factor.

All True Magick takes place instantaneously. Referring back to the pebble analogy, the True Magician will not

want to create more ripples than necessary. This does not mean effects can not last awhile; effects can last as long as the Magician desires them to or until something else cause the effect to cease.

True Magick effects cost 5 CP to create.

Note: For Sages, True Magick will be one of the worst sections to deal with. Being open ended, it leaves True Magick open to being broke quickly. If True Magick becomes a problem or a possible problem, raise the difficulty to achieve Enlightenment or relegate Enlightened PC's to NPC status. Remember, True Magick is more of a Role-playing skill than a combat skill.

Common True Magick Effects

While it is true that True Magick does not have sub skills, the effects generated by True Magick can be classified into specific categories. A True Magician does not have to learn each individual category; they only serve to provide direction for the use of True Magick.

Telekinesis

Telekinesis or Psychokinesis refers to moving objects from one place to another without using physical contact. It also means re-shaping of objects using the mind's energies, such as bending a spoon, or key, by just holding it and focusing.

Telekinesis, by its very nature, includes levitation and therefore flight. For flight, use the same Combat Point costs as movement, except this movement does not cause Fatigue. Once activated, the Magician does not need to roll, or spend CP (except for movement) every round for the use of this skill, however, it will count against them for multiple skill uses.

When using this skill to move objects, there is no additional CP cost for it. Objects may be moved anywhere within LOS of the character. Characters may also continue to "hold" the object; however, it will count against them for multiple skill uses.

To re-shape an object, the Magician simply gives it a new shape; this shape must be similar to one that could be created by physical touch. This is not a molecular re-shaping (although...). Another skill roll versus the following starting difficulties:

- Wood - 16 (Normal)
- Glass - 24 (Hard)
- Metal - 20 (Extended)
- Plastic - 12 (Easy)
- Bone - 16 (Normal)

Failure means the object retains its shape. Success, however, allows the Magician to re-shape it into any form they wish. Mainly this will be used to render an object useless or return an object to usefulness.

Pyrokinesis

Pyrokinesis is the mental manipulation of fire and heat. Any object, including air and other fires, may be heated. This could be subtle heat, just enough to keep someone warm, or extreme heat causing an objects natural state to change.

The heat generated is classified by damage. The lowest heating produces only warmth, while each level of heating in additional produces wounds to any object that comes into contact with the heated object. The Magician can opt to create flames, as well, but they cause no extra damage, but increase the range in which the heat will cause damage.

Heat Alone	With Fire
Warmth Only	1m Radius
1W	2m Radius
1S	3m Radius
1D	4m Radius
2D	5m Radius
3D	10m Radius
4D	15m Radius
5D	20m Radius

Any object within the fire radius receives the damage and will catch fire.

The Magician may opt, also to create Fire that causes no damage, but only light. In doing so, they only need to determine the radius that the light will cover.

Healing

Pain is only an illusion. The physical shell is an easily repairable form. As such, all of a character's wounds may be healed with only one use of this skill. Whether they have 3D wounds or 1W, all is the same.

Failure with a difference of more than 5 between the difficulty and skill roll causes 1W of damage to both the Magician and the target character.

Telepathy

Telepathy is the transfer of thoughts, images and sensations between minds without conventional verbal, written or physical means of communication. Any normal amount of communication may transpire during a telepathic session.

Telepathy is a two way form of communication. It therefore, creates moral issues with its use. Once connected, the Magician may read any of the subject's

surface thoughts. Unauthorized access to another's mind is akin to rape, no matter the reasoning.

To resist someone from establishing a telepathic link, the character uses the same rules as resisting Magick. Although, if the character fails, they still know that someone has penetrated their minds, as it is a very intrusive act, there is no concealing it.

Projection

Projection is known by many labels such as astral travel, astral projection, Out of Body Experience (OOBE). A simple definition is that a person's spirit/soul leaves the physical body to explore other planes of existence, or the physical plane without the body. When doing so, the magician can allow himself to become either invisible or visible to those that he is viewing at will (cost 1 CP to switch between visible and invisible).

While projected, the character may see everything as if they were there in person. They may also travel at approximately 500 MPH while Projected. While this is not a normal mode of travel (i.e.; walking), this is more of a WILLing oneself to be in another location.

Other Enlightened Beings or those individuals with Clairsentience may detect a person who is being projected within 2m for every level of WILL the character (the one trying to detect the Projection) possesses. Characters use a contested skill roll of WILL or Clairsentience using the WILL Rating of the area and all appropriate modifiers. If the Projected individual succeeds then he remains undetected. If the seeker succeeds he knows that there is someone present and may use their Clairsentience skill as normal. If the successful seeker was a True Magician, then they see the projected individual as if he were flesh and blood.

Multiple Effects

It becomes increasingly harder for the magician to concentrate the more effects they have going simultaneously. For each additional effect beyond the first that have duration longer than instant, increase the difficulty by a -1 Step Penalty. So if they are attempting a third effect that will last for several rounds, then they will receive a -2 Step Penalty for this effect due to multiple effects.

The magician may cease any effect they wish, only during their action phase. It costs 1 CP to cease an effect and costs 0 Fatigue.

Fatigue Cost

True Magick is very taxing on the Magician, since he has to maintain complete focus and concentration.

Successful Magick costs a number of Fatigue Points equal to the WILL Rating of an area (this is the area's unmodified WILL Rating).

Failed Magick costs a number of Fatigue Points equal to twice the WILL Rating of an area (this is the area's unmodified WILL Rating).

Opposition

Two or more True Magicians may oppose one another. Any effect created by a True Magician may be resisted by another, even if the effect is not aimed at them. This is resolved using the Resist Magick rules.

Enlightened Beings

The quick and dirty rule for Enlightened Ones is that they may create any effect they please to. There is no need to roll to determine success or failure. After living for centuries, they have honed their skills to near perfection. They truly understand Reality and how to mold it to their whim.

Note: Each week we will add a new True Magick Effect. Check our website weekly for these and other updates..

Fin

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Difficulty Chart	Bonus / Penalty
Target Position	
Standing	No Penalty
Crouch	One Step Penalty
Prone	Two Step Penalty
Targets Concealment	
1 / 4	One Step Penalty
1 / 2	Two Steps Penalty
3 / 4	Three Steps Penalty
Full	No Attack Possible
Cover	
1 / 4	One Step Penalty
1 / 2	Two Steps Penalty
3 / 4	Three Steps Penalty
Full	No Attack Possible
Off handed attack	2 Step Penalty
Target Successfully Dodged	Two Step Penalty
Target Size	
Tiny	Four Step Penalty
Extremely Small	Three Step Penalty
Very Small	Two Step Penalty
Small	One Step Penalty
Medium	No Penalty
Large	One Step Bonus
Huge	Two Step Bonus
Attackers Movement	
Walking	No Penalty
Jogging	One Step Penalty
Running	Two Step Penalty
Sprinting	No Attack Possible
Environmental Conditions	
Poor Visibility	One Step Penalty
Bad Visibility	Two Steps Penalty
Terrible Visibility	Three Steps Penalty
Attacker Blind Fighting	Three Steps Penalty
Poor Terrain	One Step Penalty
Bad Terrain	Two Steps Penalty
Terrible Terrain	Three Steps Penalty
Aimed Shot	
Leg / Arm	Two Step Penalty
Chest / Abdomen	One Step Penalty
Hand / Head	Four Step Penalty
Weapon Mode	
3 Round Burst	3 Step Bonus
Full Automatic	Varies
Indirect Fire	3 Step Penalty
Indirect Fire w/ Forward Observer	2 Step Penalty
Indirect Fire w/o Forward Observer	3 Step Penalty

Action Point Table	Fatigue	AP Cost
Position change		
Crouching	0	1
Going Prone	0	1
Standing Up	0	1
Ducking (reaction)	0	1
Facing Change	0	1
Movement		
Crawl 1 Square	5	3
Walk 1 Square	0	1
Jog 1 Square	2	1/2
Run 1 Square	3	1/3
Sprint 1 Square	5	1/5
Elevation Change 1 Square	x2	x2
Climb 1 m	x3	x3
Swim 1 Square	x2	x2
Jumping	2 per jump	2 + 1 per Sq
Dive	4	2
Equipment Use		
Draw and ready device	0	2
Operate familiar device	0	per device
Operate unfamiliar device	0	X3
Combat		
Draw and ready weapon	0	2
Aim weapon	0	2 per bonus
Throw ready weapon (object)	0	1
Adjust weapons settings	0	1
Reload weapon	0	per weapon
Fire ready ranged weapon	0*	per weapon
Quick-draw and fire	1	2
Brawl	2	2
Melee Attack	1	per Weapon
Martial Arts	per Move	per Move
Target of Opportunity	0	+1
Parry	+1	per Weapon
Blind Fighting	+1	+1
3 Round Burst Mode	0	+1
Fully Automatic	1	+2
Dodge	1	2
Grapple	1 per round	3
Break Grapple	2	2
Quick Attack	0	1
General Actions		
Mount / Dismount (Vehicle, Etc.)	0	3
Pick Lock	0	per Skill
Trade Equipment	0	2 per person
Regain Fatigue Points	0	5
Perform First Aid	0	per Wound
Determine Direction	0	5

Combat Sheet

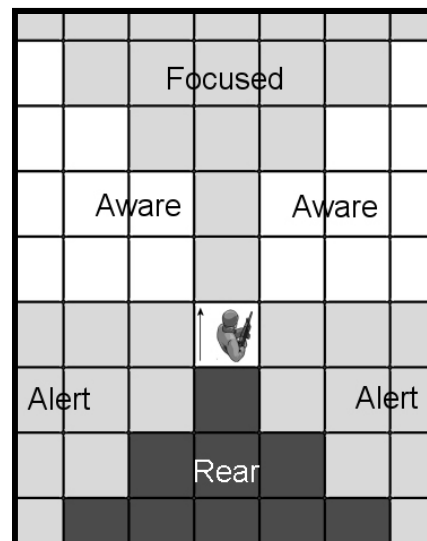


Combat Points

Action Points	Reaction Points
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22

Combat Mode

Focused +2 Bonus Can act/react only to targets/ events in Focused area
Aware +1 Bonus Can act/react to targets/events in focused or Aware areas
Alert No Bonus Can act/react to targets/events in Focused , Aware or Alert areas



Difficulty Number

Modifier Order

1. Static Modifiers
2. Combat Mode
3. Attackers Movement
4. Weapon Modifiers
5. Weapon Mode
6. Target Size
7. Target Concealment
8. Environmental Conditions
9. Aiming

Range	Level
4 – 7	Auto
8 – 11	Very Easy
12 – 15	Easy
16 – 19	Normal
20 – 23	Extended
24 – 27	Hard
28 – 31	Very Hard
32 – 35	Difficult
36 – 39	Very Difficult
40 - 44	Impossible

Wound Points	Severe Wounds	Deadly Wounds	Fatigue Points

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ATTRIBUTES

STRENGTH	
DEXTERITY	
INTELLIGENCE	
WITS	
PERCEPTION	
INTUITION	
CHARISMA	
ATTITUDE	

COMBAT STATS

COMBAT POINTS	
FATIGUE POINTS	
HTH DAMAGE	
LIFT	
JUMP	
WILL	
FEAR	
WOUND POINTS	
SEVERE WOUNDS	
DEADLY WOUNDS	

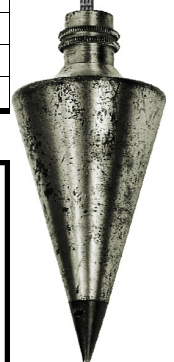
SKILLS

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INFORMATION

ETHNICITY	
NATIONALITY	
RELIGION	
ARCHETYPE	
MAGICKAL THEORY	
AFILLIATIONS	

CHARACTER SKETCH



CHARACTER NOTES

CHARACTER BACKGROUND

GIFTS

OBSTACLES

TANGIBLES

GEAR CARRIED

LOCATION

GEAR OWNED

LOCATION

EXPERIENCE

CAREER

EXPERIENCE POINTS

SKILL

EXPERIENCE POINTS
