

SERIOUSLY? FREE-TO-PLAY?

Imagination is powerful. To quote Albert Einstein, "Imagination is more important than knowledge. For knowledge is limited to all we now know and understand, while imagination embraces the entire world, and all there ever will be to know and understand." Well said.

We believe in the power of imagination and how it creates wonder and inspiration. Roleplaying games are one of the few things that can do what they do. Some might say they are the last frontier for wild imagination and creativity. We certainly believe so. That's why we make roleplaying games – to help make that possible.

Making roleplaying games the way we have hasn't helped us spark imagination the way we'd hoped. We want to try something different.

First, we're adopting the Creative Commons license, so that you can contribute to the game in a meaningful way. That way, we can support you in your awesome ideas and help you get them out to your fellow players.

Then, we're going to give away electronic copies of the core book for free. We've all bought games that didn't end up working out for us. That's why we're giving this to you for free – so that you can figure out if you like the game before you decide to spend money on it.

If you like The Void and you play it, we're going to put out a bunch of cool material at very reasonable prices. We're going to do it buffet-style, so you can pick and choose what works best for you and your group. Buying these supplements supports us making more cool material, along with the rest of your fellow players.

After all, life's too short to waste time and money on games you don't like.

– The Staff of WildFire



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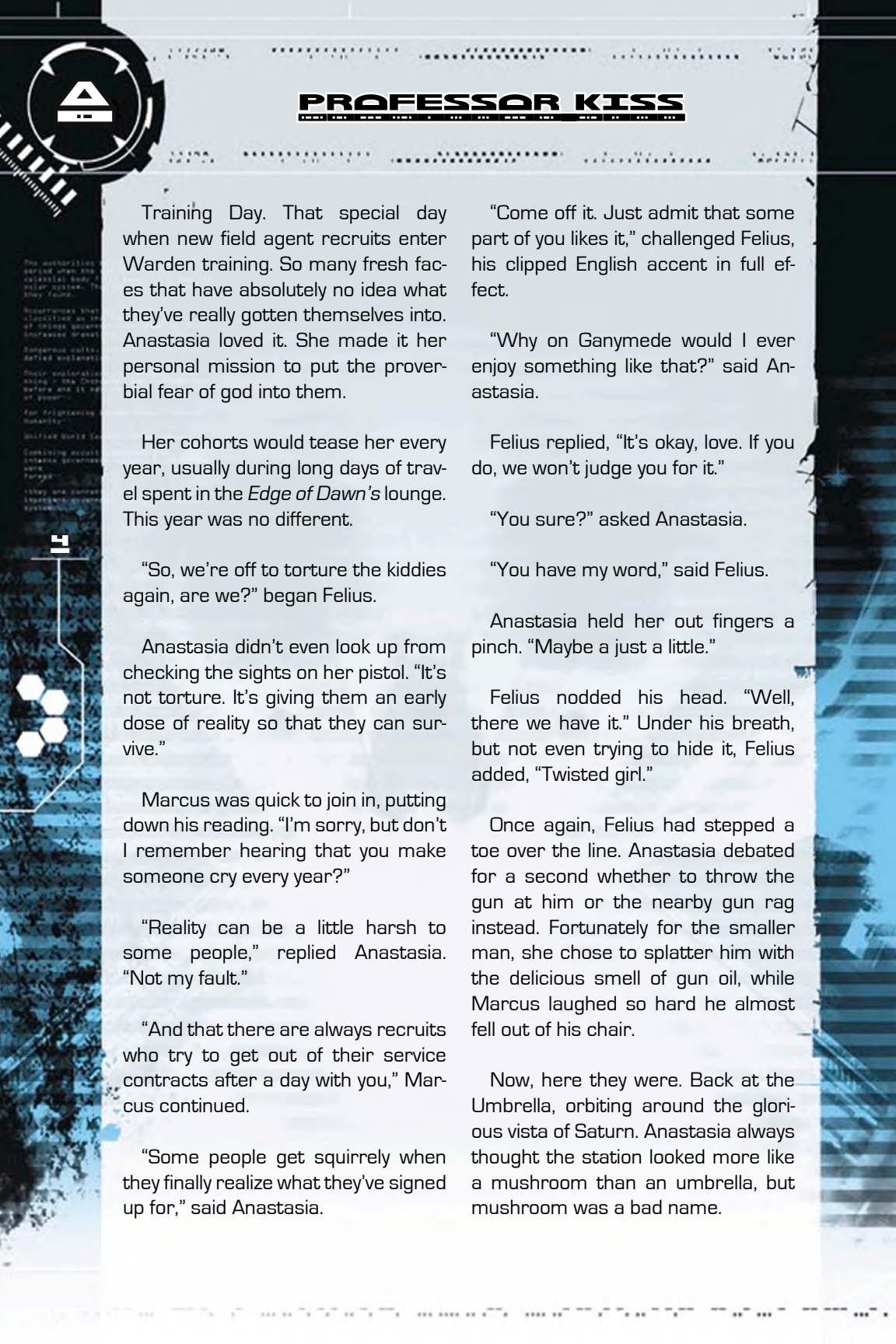
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PROFESSOR KISS

Training Day. That special day when new field agent recruits enter Warden training. So many fresh faces that have absolutely no idea what they've really gotten themselves into. Anastasia loved it. She made it her personal mission to put the proverbial fear of god into them.

Her cohorts would tease her every year, usually during long days of travel spent in the *Edge of Dawn's* lounge. This year was no different.

"So, we're off to torture the kiddies again, are we?" began Felius.

Anastasia didn't even look up from checking the sights on her pistol. "It's not torture. It's giving them an early dose of reality so that they can survive."

Marcus was quick to join in, putting down his reading. "I'm sorry, but don't I remember hearing that you make someone cry every year?"

"Reality can be a little harsh to some people," replied Anastasia. "Not my fault."

"And that there are always recruits who try to get out of their service contracts after a day with you," Marcus continued.

"Some people get squirrely when they finally realize what they've signed up for," said Anastasia.

"Come off it. Just admit that some part of you likes it," challenged Felius, his clipped English accent in full effect.

"Why on Ganymede would I ever enjoy something like that?" said Anastasia.

Felius replied, "It's okay, love. If you do, we won't judge you for it."

"You sure?" asked Anastasia.

"You have my word," said Felius.

Anastasia held her out fingers a pinch. "Maybe a just a little."

Felius nodded his head. "Well, there we have it." Under his breath, but not even trying to hide it, Felius added, "Twisted girl."

Once again, Felius had stepped a toe over the line. Anastasia debated for a second whether to throw the gun at him or the nearby gun rag instead. Fortunately for the smaller man, she chose to splatter him with the delicious smell of gun oil, while Marcus laughed so hard he almost fell out of his chair.

Now, here they were. Back at the Umbrella, orbiting around the glorious vista of Saturn. Anastasia always thought the station looked more like a mushroom than an umbrella, but mushroom was a bad name.



Why On Ganymede Would I Ever Enjoy Something Like That?

"Well, mate, will you be joining me?"

Marcus looked up, a little lost.
"What do you mean? Where?"

"I'm finally going to find out for my-

self," said a smiling Felius. "I am going to attend Tasia's lecture today."

Preening one last time before leaving, Anastasia paused to chuckle.
"Nice try."

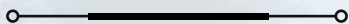
"Sorry, love. I've already cleared it. It's official," replied Felius.

Anastasia stared at him in the mirror, looking very annoyed. "You're an ass. Whatever. Just keep quiet."

A spring in his step, Felius started to make his way towards the airlock. "This promises to be interesting. Last chance."

Marcus saw the look Anastasia shot him and got the hint. He shook his head. "No, I think I'll sit this one out."

"Shoot yourself," replied Felius, as he disappeared down the hall.



The cramped space station classroom brought back fond memories for Anastasia. There they were, a couple dozen new recruits. She'd gotten the formalities out of the way, and now it was time to get real.

"Let me start by telling you the story about how I became a Warden. I'd gone out to see the solar system as a marine and I did. I came back home to Ganymede, where I started working freelance security for the casinos."

A hand shot up in the back. "Freelance security, ma'am?" a young Indian girl asked.

"Just call it armed security and leave it at that. Anyways, my boss was dealing for some really old and frankly kind of weird stuff with this really rich

guy from Earth. The exchange happens, but suddenly my boss and this old guy start shouting at each other in some language I don't understand. But I'm smart enough to know that it's trouble. Before I can pull my side-arm, the old guy's hand glows, he touches my boss, and my boss starts to just, I guess, wither. I put two rounds through the guy's chest and he doesn't go down. He doesn't even bleed. Anybody care to guess what it was?"

Crickets.

"A liche. I got lucky. You'll learn about those later. When it was all over, the Wardens showed up. They asked me a lot of questions. They carted off the merchandise, the liche, and my boss' body. When they ran my ID, the Wardens found out I was a marine. They were impressed at how I handled myself, so they recruited me."

"I know we all have stories about how we got here. But here we are. And today, we're going to talk about fear," said Anastasia. "Because you there's a kind of fear you don't even know, that you're about to start living with every day."

Anastasia walked over to the wall display and switched it off. No more distractions.

"All the stories you've heard about monsters are true. Apocalyptic cults that worship old gods are real. There's a supernatural out there, but it's not the supernatural we hoped for."

"Most of you were recruited the easy way, the way where you didn't have to run screaming and not die. You showed the skills we need, or you saw something you shouldn't have second-hand. That's great and we're glad to have you. But you have a hard road ahead of you."

Anastasia paused to let that sink in. Several students started to look uncomfortable.

"Everyone who joined up because they stared one of the freaky critters in the face, raise their hand."

A half-dozen hands slowly found their way to the air. Anastasia acknowledged each of them.

"We already know about what I mean when I say fear. We're talking about a kind of fear that doesn't exist in the regular world. You can be afraid of spiders. Big deal. You can be afraid when you're in danger. That's legit. The things you are about to face as a part of your job in the field are so alien... so wrong... that something reaches deep down inside and tries to swallow you. It's the kind of fear that gets into your soul."

"I've seen people freeze up, lose their minds screaming, faint dead away, or crap themselves while scrambling to try to get away. Falling apart like this can be fatal in the field. But nothing's as bad as the ones I know who got so scared they went crazy."

Anastasia paused, letting the room grow silent.

"Scared yet?"

Several of the students actually had the guts to nod their heads.

"Good. You're the smart ones so far. Okay, so who here knows the mortality rate of Warden field agents?"

None of the students raised a hand. They were definitely paying attention now.

"That's not something they tell you when you're signing up. It's 35% over two years. Think about that. Look around at everyone. One out of every three people in this room is going to be dead within twenty-four months."

There it was. Someone broke out in a snuffle, trying not to cry. Several students simply stood and walked out. Anastasia didn't look surprised at all. It was almost like this behavior was expected and on cue.

"Scared now?"

Everyone in the room nodded their heads.

"Good. You need to be scared enough to treat every piece of training you get here like it's life and death. You do that, and you don't have to be one of the 35%. Take me. I've been at this longer than twenty-four months and here I am."

"I think I got my point across. Let's have lunch."

As Anastasia walked out, the only sound was the clicking of her boots.

Welcome to *Characters Unbound I: Player's Guide*. This book contains a host of new rules to help you better understand and develop your Characters in *The Void*.

Even more importantly, the rules presented in this book allow you to make any kind of Character – not just Wardens. You can create all kinds of detailed Characters to support whatever kinds of stories you and your gaming group want to share in the universe of *The Void*.

With the exception of the expanded list of Talents, everything else in this book is entirely optional. Use what you like and ignore the rest. They are tools to help, not to constrain.

Here's what you'll find ahead.

Lifepath Character Creation

Rather than simply having you assign points to game statistics, Lifepath Character Creation gives you the ability to craft your Character from his birth until today. You choose what kind of life he lived during important phases in his life. Not only will this give you the kind of Character you want, it will also give you an idea of how these choices affect his life at every step along the way.

It can also be a great way to develop a Character when you don't have any special ideas of who you want him to be. By making the choices during Lifepath Character Creation, you'll have a rough idea of who he is without too much additional thought.

Details

There are some important things to consider that can help you really flesh out your Character. This chapter asks you some questions to help you organize those thoughts and breathe life into your alter ego in *The Void*.

Zodiac

Utilizing both the Western Zodiac and the Chinese Zodiac can help give you some ideas for your Character's personality – all simply based on his date and year of birth.

Talents

This chapter greatly expands the number of Talents available to Characters from only 19 to a total of 63. That's 44 new Talents from which to choose.

It also introduces two new types of Talents. Team Talents are those that allow Characters who share the Talent to help each other out in specific ways. Advanced Talents are those that grow out of combinations of Talents, which not only provide great benefit, they are also Character-defining.

Empathy

As Characters begin to face further and further horrors, they may begin to lose their connection to the rest of the human race. These optional rules explore how that might both benefit and hinder Characters over the course of their lives.

Achievements

There are all kinds of milestones that Characters will reach when playing *The Void*, and they should be rewarded for

doing so. Achievements allow Characters to gain additional Advances when doing things that match the themes and setting, and this chapter provides those rules.

Aptitudes

Some people would prefer another option to the granular skill system used in *The Void*. This chapter presents an alternate set of rules that will help you play with a more conglomerated skill system.

Other Things

To support you with all of the new rules presented in this book, we've included several reference sheets.

First, we've included two new Character Sheets. The first is for games that use Empathy, and the second is for games that choose to use the alternate Aptitude skill system.

Second, we've included a reference sheet for players that lists all Achievements, so they can mark them off when they are completed. This is important, as it will be nigh-impossible for a GM to track each player's total progress towards Achievements.

The Pronoun Game

In this book we use he, him, and his when we're talking about people playing the game. Alternating pronouns within the same book makes it feel like the book is written for two different audiences. The masculine pronoun is the current standard and – though the times may be changing – we're still used to seeing it. We mean no offense to our valued female audience.

Got Feedback?

We're all roleplayers here. When you're playing *The Void*, you're going to have feedback – whether it be questions, comments, or the awesome stuff you came up with while you're playing. We want to hear it. You've got two options. You can just fire off an e-mail to feedback@fearthevoid.com. Alternatively, you can jump into the pool on our forums and engage in conversation with both us and other players. Find them at <http://wildfire-community.com/forums>.

These rules are designed to help you really work out your Character, from his place of birth on up to who he is today. Characters, like people in the real world, are developed according to life choices. You get to make choices for your Character as you work through the following eight life-path stages.

Character Design

Characters are developed according to eight stages.

1. Choose Birthplace

There are 13 possible choices in our solar system.

2. Choose SES

There are 4 possible choices.

3. Choose Youth

There are 4 possible choices.

4. Choose Teen Years

There are 6 possible choices.

5. Choose Education

There are 6 possible choices.

6. Choose Careers

There are 17 possible choices; choose 3 in chronological order.

7. Blessing & Curse

Roll 2d6 on each of the tables.

8. Remaining Details

Determine Health, Empathy, Speed, and Gear, and start creating personal details.

Most importantly, you can make any kind of Character you want – not just Wardens. This method of Character Creation opens up *The Void* universe, so that you can play however you want.

Each step of your Character's Lifepath will show you what choices you have to make, along with the points you'll have to spend on your Character's Attributes, Skills, and Qualities.

As you make these choices, you'll notice that they suggest certain things that might influence your Character's personality. These combinations can be exciting, showing the influence of your Character's life and personality on who is has become.

Follow these eight steps to determine your Character's Lifepath, and ultimately all the details you need to make him live in the fictional world of *The Void*.

1. Choose Birthplace

Everyone learns something from the place they grew up. Choose your home world and city or colony from among those listed here.

*You'll get three different Skills at 1, which vary according to your place of birth. You will also begin to **determine your Attributes**. Each of them starts at 1, and you get 3 more points to spend to increase them.* Your birthplace will suggest which two Attributes you might consider growing first. *You also receive your native Language at 5.*

Mercury

You were born in the Port Tian mining colony, settled within the Chao Meng-Fu crater – the only colony on Mercury. Perhaps you were raised in the ethnically diverse upper levels, or in the distinctly Asian lower levels. Perhaps your family came to work the mines and left before you were grown, or perhaps they were management and you spent most of your growing life there. Perhaps your parents were Wardens, stationed on the Nugget.

Mercurians are often social though stoic people, who are hardy and resourceful. They are most at home in underground colonies or in the confines of space stations.

Suggested Attributes:

- Above Average Awareness
- Above Average Perseverance

Starting Skills:

- Bureaucracy 1
- Environmental Suit 1
- Freefall 1

Suggested Starting Language:

- Language: Mandarin 5

Venus

You were born in one of the corporate colonies of Venus – McAlister Mining Concern's McAlister City, Rare Earths Incorporated's Daysin Colony, Geo-Excavations' Diamond Head, 4G Enterprises' Daedalus Complex, Solar Mining Corporation's Flare City, or the Takashi Group's Oshuki Colony. Perhaps your family came on a short term mining contract and you left before

1. Choose Birthplace

1. Choose Birthplace

There are 13 possible choices in our solar system – Mercury, Venus, Earth, Mars, Jupiter (Europa), Jupiter (Ganymede), Saturn (Dione), Saturn (Hyperion), Saturn (Rhea), Saturn (Tethys), Saturn (Titan), Neptune, and the Kuiper Belt.

2. Record Starting Skills

Record the three starting Skills given by your Character's birthplace.

3. Determine Starting Attributes

Each of your Character's six Attributes begin with a rating of 1. Spend 3 more points to increase them.

4. Determine Starting Language

Your Character begins with his native Language at 5. Choose this language, but make sure that by the time you are finished, all of the Characters in your group speak a common language.

you were grown, or perhaps your family are company people and your life was spent growing up on Venus. Regardless, you have opinions and feelings about the corporation that dominated your upbringing.

Venusians are often canny and clever people, who are also suspicious and are always looking to make sure they've got their behinds cov-

ered. They are most at home in underground colonies or in the confines of space stations.

Suggested Attributes:

- Above Average Cleverness
- Above Average Perseverance

Starting Skills:

- Bureaucracy 1
- Insight 1
- Savoir Faire 1

Suggested Starting Language:

- Language: English 5 –or–
- Language: Japanese 5

Earth

You were born on the planet that is humanity's native home, a world capable of seeing to all our needs. Perhaps you were born within one of the three primary superpowers – the Alliance of American States, the European Federation, or the Sino-Asia Union. Perhaps you were born on one of the five Lagrange Point stations, or in Tranquility colony on Luna. Perhaps your family were Wardens, stationed in orbit on the Eye.

Terrans, as those from Earth are called, are a widely varied group of people. The typical traits associated with any group will depend entirely on where that person grew up in the great expanses of the planet. Terrans from planet-side are most at home on Mars or in large colonies. Those born in orbit or on Luna prefer smaller colonies, spaceships, and space stations.

Suggested Attributes:

- Above Average Cleverness
- Above Average Demeanor

Starting Skills:

- Computers 1
- Language: Any 1
- Streetwise 1

Suggested Starting Language:

- Language: Any 5

Mars

You were born on the once romanticized Red Planet, most likely in one of the colonies known as the Seven Sisters – Abbey, Annie, Chloe, Dena, Jeanne, Nikki, or Wendy. Mars is, in many ways, a smaller analog to Earth, so your family's professional leaning and culture can be nearly as widely varied as those of humanity's home. However, life on Mars is not for most as prosperous as life on Earth, and it carries the dangers associated with a planet that was not necessarily meant to sustain life – even with the current state of terraforming.

Martians are often hardy and resourceful people, though somewhat resigned about life – possibly even bitter. There are those who feel downright lost within the desperation that most often is Mars. They are most at home on Earth or Mars, preferring open sky.

Suggested Attributes:

- Above Average Cleverness
- Above Average Perseverance

Starting Skills:

- Computers 1
- Language 1
- Survival 1

Suggested Starting Language:

- Language: Any 5

Jupiter (Callisto)

You were born in the only colony on Callisto – Ursa. It's a quiet place, best described as a bedroom community for those who work other places in Jupiter space. Your family could have been involved in any of several different industries, whether it be the scientific operations of Europa, the casino or entertainment industries of Ganymede, the pleasure tours of Io, or the mining operations of Jupiter itself. In any event, your youth was probably simple and uneventful out on Callisto.

Callistans are often gregarious and value community, though distrustful of newcomers. They also value privacy, as well as peace and quiet in their regular environment. They are most at home in domed colonies, spaceships, or space stations.

Suggested Attributes:

- Above Average Grace
- Above Average Perseverance

Starting Skills:

- Environmental Suit 1
- Language: Any 1
- Freefall 1

Suggested Starting Language:

- Language: English 5 –or–
- Language: Mandarin 5

Jupiter (Europa)

You were born in one of the three scientific colonies of Europa – Minos, Rhadamanthus, or Sarpedon. Your family was most likely involved in some scientific endeavor, studying the subsurface ocean and alien aquatic life. If not, they were most likely involved with some sort of administra-

tion or service of said scientists. Your youth was most likely fascinating, or possibly extremely boring, but safe and quiet.

Europeans are often careful, thoughtful, intellectual people, who are also quite curious. They are most at home in underground colonies, space stations, or on spaceships.

Suggested Attributes:

- Above Average Awareness
- Above Average Cleverness

Starting Skills:

- Computers 1
- Freefall 1
- Science (Life or Space) 1

Suggested Starting Language:

- Language: English 5 –or–
- Language: Mandarin 5

Jupiter (Ganymede)

You were born in Troy, the sole colony of Ganymede. Your family was most likely involved with the tourism or entertainment industries that dominate the colony, often described as the Las Vegas of the outer worlds. Your youth was most likely fast-paced and exciting, with nearly constant stimulation and an influx of new people to meet. You're also probably a little jaded, and maybe a little cynical.

Ganymedans are often extroverted and clever, no strangers to the ebbs and flows of nearly any strata of society. They are often also known for thinking several steps ahead and nearly always trying to work an angle. They are most at home in smaller colonies or space stations.

Suggested Attributes:

- Above Average Cleverness
- Above Average Demeanor

Starting Skills:

- Fraternize 1
- Freefall 1
- Streetwise 1

Suggested Starting Language:

- Language: English 5 –or–
- Language: Mandarin 5

Saturn (Dione)

You were born on a tiny icy moon in the colony of Nova Lyon. Your family were colonists, hoping to be a part of the growing settlements and the opportunities for business and wealth. It is an austere place, breeding the kind of mentality and communities common in the Arctic Circle on Earth.

Dionians are often optimistic and plucky, though suspicious of newcomers and provincial. They are most at home in smaller surface colonies.

Suggested Attributes:

- Above Average Awareness
- Above Average Cleverness

Starting Skills:

- Environmental Suit 1
- Freefall 1
- Notice 1

Suggested Starting Language:

- Language: English 5

Saturn (Enceladus)

You were born in either Oceanus or New Halifax, the two colonies of Enceladus. It is likely that your family was

involved with either the scientific operations that go with the subsurface ocean here, or the extensive tourist trade that goes with them and the rest of the moon. Perhaps they are scientists or administrators, or perhaps they are any of the various professions designed to service tourists from all over.

Enceladans are often outgoing and affable, though sometimes to the point of being fake. They are also often either intellectual or focused on economic opportunity. They are most at home in colonies of nearly any kind.

Suggested Attributes:

- Above Average Cleverness
- Above Average Demeanor

Starting Skills:

- Freefall 1
- Science: Life or Space 1
- Savoir Faire 1

Suggested Starting Language:

- Language: English 5

Saturn (Hyperion)

You were born on Hyperion, the only known source of the rare element known as therminium. Your family was somehow involved in the mining of therminium or the administration of said mining operations – the only reason people go to Hyperion. The colony itself is governmental in nature, and is well-supported. However, it is most certainly “small town,” regardless of the constant traffic.

Hyperions are hard-working and enjoy a simple life, though they are definitely provincial and sometimes

intolerant. They are most at home in smaller surface colonies.

Suggested Attributes:

- Above Average Awareness
- Above Average Perseverance

Starting Skills:

- Environmental Suit 1
- Freefall 1
- Notice 1

Suggested Starting Language:

- Language: English 5

Saturn (Rhea)

You were born on the industrial moon of Rhea, most likely in the colony of New Glasgow. Your family was part of the ship-building or industrial manufacturing industries that dominate Rhea, or at least part of the administration serving those industries.

Rheans are hard-working blue collar folks, though they are more open-minded than most. They are most at home in smaller surface colonies.

Suggested Attributes:

- Above Average Awareness
- Above Average Perseverance

Starting Skills:

- Environmental Suit 1
- Freefall 1
- Trade: Product 1

Suggested Starting Language:

- Language: English 5

Saturn (Tethys)

You were born on the moon Tethys,
in the Odysseus water-mining colony.

Your family was part of the effort to mine the walls of the Ithaca Chasm, or at least part of the administration serving that industry. Like those from most moons of Saturn, Tethys has a mind-set similar to those of Terran small towns. They keep to their own.

Tethyians, are similar to their Rhean cousins, though perhaps even more provincial and suspicious in nature. They are most at home in smaller surface colonies.

Suggested Attributes:

- Above Average Awareness
- Above Average Perseverance

Starting Skills:

- Environmental Suit 1
- Freefall 1
- Trade: Product 1

Suggested Starting Language:

- Language: English 5

Saturn (Titan)

You were born in the center of Saturnine culture, prosperity, and government. Perhaps you were born in one of the three major cities – Cassini, Chronos, or Crius. Life on Titan is wide and varied, but most are involved with the major industries of agriculture and food processing or tourism. Perhaps your family is involved in one of these industries, or perhaps they focus on the other needs of colonists.

Titianians are often outgoing and clever people, though sometimes arrogant and distrusting of those beyond Saturn space. They are most at home in large surface colonies or Mars.

Suggested Attributes:

- Above Average Cleverness
- Above Average Demeanor

Starting Skills:

- Computers 1
- Freefall 1
- Streetwise 1

Suggested Starting Language:

- Language: English 5 –or–
- Language: Mandarin 5

Uranus

You were born on Veronica Station under the watchful eye of the Wesley Corporation, or among the prospectors of the Uranian moons Oberon or Titania. It is likely that your family worked for the Wesley Corporation in some capacity, whether involved in mining operations or administration. They may also be involved with AQX Corporation's mining interests on Oberon, or freelance prospectors with permission to operate from Wesley Corp. Regardless, for an Outer World, it is a surprisingly vibrant place.

Uranians are often hard-working and tenacious, but are distrustful of newcomers and in the habit of watching their backs. They are most at home in small colonies, space stations, or spaceships.

Suggested Attributes:

- Above Average Awareness
- Above Average Cleverness

Starting Skills:

- Bureaucracy 1
- Environmental Suit 1
- Freefall 1

Suggested Starting Language:

- Language: English 5 –or–
- Language: Mandarin 5

Neptune

You were born either on the tiny Triton station or in Salacia colony on the surface of Neptune, all under the watchful eye of the Rhodes Company and the European Federation. There are very few that stay on Neptune for more than eighteen months at a stretch, so it's unlikely that you spent all your time growing up here. Perhaps your family came back to Neptune several times during your youth, or perhaps they were management and some of the few people who actually spend substantial time so far from civilization.

Neptunians are often aloof and stoic people, who are resourceful and capable of great focus. They are most at home on spaceships, space stations, or smaller colonies.

Suggested Attributes:

- Above Average Awareness
- Above Average Cleverness

Starting Skills:

- Bureaucracy 1
- Environmental Suit 1
- Notice 1

Suggested Starting Language:

- Language: French 5 –or–
- Language: German 5 –or–
- Language: Spanish 5

Kuiper Belt

You were born way out in the black, among the prospecting communities

of the Kuiper Belt. Perhaps you were the child of prospectors who went out to strike it rich, or perhaps you were the child of those who sold supplies or administrated the tiny space stations meant to service those prospectors. You may also be the child of Wardens, stationed in the Lighthouse. In any event, the communities you grew up in were small and outside contact was infrequent at best.

Kuipers are often freewheeling in nature and cowboy in attitude, who are also very resourceful and broadly skilled. They also don't tend to like or respect authority very much. They are most at home on space stations or space ships.

Suggested Attributes:

- Above Average Awareness
- Above Average Grace

Starting Skills:

- Environmental Suit 1
- Freefall 1
- Odd Job 1

Suggested Starting Language:

- Language: Any 5

2. Socio-Economic Strata

How much money a person grew up with is often important to his development. Choose your family's level among the socio-economic strata listed here.

If you want your family to be anything other than Middle-Class, you'll have to acquire Qualities to do so. If you want to be Underprivileged, simply choose the level of the Poor Disad-

2. Choose SES

1. Choose Socio-Economic Strata

There are 4 possible choices – Underprivileged, Middle-Class, Affluent, and Wealthy.

2. Acquire Required Qualities

If you wish to come from any SES other than Middle-Class, will have to purchase either the Wealth or Poor Quality. The points will need to be offset by another Quality.

3. Determine SES Skills

You have 5 points to spend on any of the Skills listed under your chosen SES, as well as on any Skills your Character already knows. This can increase a Skill to a maximum of 3 at this stage.

vantage – then you get to spend those points on Advantages. If you want to be Affluent or Wealthy, choose the level of the Wealthy Advantage you want. However, you'll have to choose that many points worth of Disadvantages to off-set it.

Also, ***spend 5 points on the Skills listed as potential***, to reflect what you learned growing up in this SES. Skills can be increased to a maximum rating of 3 at this stage.

Underprivileged

Your family struggled with money. Maybe they were poor colonists on struggling moons like Dione, prospectors in the Kuiper Belt, mine workers from Mercury, or a special brand

of Ganymede trash. Regardless, you didn't have the luxuries many others did growing up and you may have even gone hungry some of the time. You're still probably always looking to get what's yours and what you need to survive.

Requirement:

- Poor Quality (any level)

Potential Skills:

- Athletics: Any
- Crime: Low
- Deception
- Drive: Wheeled
- Hand Weapons: Improvised
- Intimidation
- Language: Any
- Mechanic
- Odd Job
- Orienteering

- Streetwise
- Survival
- Unarmed Combat

Middle-Class

Your family had enough money to survive, and just enough to make life basically comfortable. They may have been among the established classes of Earth or Mars, administrators on a mining colony like Mercury or Neptune, scientists from Europa or Enceladus, or prospectors who were doing well for themselves. Regardless, you got what you needed growing up, with a few luxuries as well. You are probably still the kind of person that has sensible, grounded values in life.

Requirement:

- None



From Left to Right: Scientist (Doctor), Government Agent, Warden (Researcher), Laborer, Marine, Trader

Potential Skills:

- Animal Handling
- Art: Any
- Athletics: Any
- Computers
- Drive: Wheeled
- Language: Any
- Liberal Arts
- Mechanic
- Notice
- Persuade
- Trade: Product
- Unarmed Combat

Affluent

Your family was more comfortable than most. They did well for themselves and you grew up in a higher tax bracket than most other people in the solar system. They may have been corporate managers on Venus, important business people or diplomats from Titan, from a wealthy family on Earth or Mars, or prospectors that hit it big. Regardless, you never had to worry about any needs and were treated to more than your fair share of luxuries growing up. You can be a little out of touch with such grounded things as basic values and survival needs, and you are perhaps a little self-centered.

Requirement:

- Wealth/1 Quality

Potential Skills:

- Art: Any
- Athletics: Any
- Bureaucracy
- Computers
- Drive: Wheeled
- Environmental Suit
- Fraternize
- Freefall

- Language: Any
- Liberal Arts
- Notice
- Persuade
- Savoir Faire
- Trade: Business

Wealthy

Your family was very comfortable and lived in some level of opulence somewhere nice in the solar system. You had everything you wanted growing up, and more. Your family was the cream of the crop anywhere, whether they be prominent corporate executives, government officials or diplomats, lucky entrepreneurs, or blue bloods from Earth or Mars. Regardless, your life was one of luxury and the idea of not having almost anything you want when you want it can be frustrating to you. There are definitely types of work on which you look down. You are likely to be self-centered and what most would consider to be a spoiled kitten – even if you don't think so.

Requirement:

- Wealth/2 or 3 Quality

Potential Skills:

- Bureaucracy
- Crime: High
- Drive: Wheeled
- Environmental Suit
- Fraternize
- Freefall
- Hand Weapons (Blades)
- Language: Any
- Liberal Arts
- Nautical: Motor Boats
- Pilot: Atmospheric
- Savoir Faire
- Trade: Business

3. Choose Youth

1. Choose Youth

There are 4 possible choices – Good Childhood, Troubled Childhood, Uneventful Childhood, and Wasted Childhood

2. Increase Attributes

Spend 3 more points to increase your Character's Attributes, up to a maximum rating of 5.

3. Determine Youth Skills

You have 5 points to spend on any of the Skills listed under your chosen Youth, as well as on any Skills your Character already knows. Increasing a Skills' rating from 3 to 4 costs two points – the highest you can go during this stage.

4. Acquire Qualities

You get 1 point to spend on Advantages. You can get up to 3 more points by acquiring Disadvantages.

Also, you get 1 point to use to acquire Advantages, and can acquire 3 points worth of Disadvantages to give you more.

Good Childhood

You had the kind of childhood most people dream about. You were well-cared for, your parents loved you and were involved in your life, and things were safe. In general, things worked out for you as a kid. Today, you probably still have an optimistic outlook on life and have good things to say about people.

Suggested Attributes:

- Above Average Cleverness
- Above Average Demeanor

Suggested Qualities:

- Ally
- Luck
- Phobia

Potential Skills:

- Art: Any
- Athletics: Any
- Defense
- Language: Any
- Reaction
- Unarmed Combat

Troubled Childhood

You had a tough childhood. Perhaps your parents were negligent or addicts, you suffered some kind of abuse, or were an orphan bouncing through the foster care system. In general, things did not work out for you as a kid. Today, you probably still have a cynical and pessimistic outlook on life and don't have much nice to say about people.

3. Choose Youth

Regardless of where you were born or how much money your family had growing up, your childhood can turn out one of several ways. Choose one of the ways from the list presented here.

First, *spend 3 points on your Attributes*, and none can go higher than 5. Then, *spend 5 points on Skills from among those listed as potential* here or among those you already have. If you choose to purchase a Skill at 4, it will cost you 2 points from 3 to 4.

Suggested Attributes:

- Above Average Awareness
- Above Average Perseverance

Suggested Qualities:

- Common Sense
- Fast
- Tough
- Darkness Magnet
- Nightmares
- Tormented
- Vengeful

Potential Skills:

- Athletics: Any
- Deception
- Defense
- Hand Weapons: Improvised
- Reaction
- Stealth
- Unarmed Combat

Uneventful Childhood

Your childhood wasn't anything special. It wasn't particularly good, nor was it particularly bad. It happened and you turned out okay. In general, you don't have much an opinion one way or the other about being a kid – it was "fine." Today, you mostly just go with the flow.

Suggested Attributes:

- Above Average Awareness
- Above Average Demeanor

Suggested Qualities:

- Common Sense
- Luck
- Coward

Potential Skills:

- Art: Any
- Athletics: Any

- Language: Any
- Liberal Arts
- Reaction

Wasted Childhood

You spent your childhood screwing around and getting into trouble. Perhaps your parents were criminals, addicts, or simply poor examples. Perhaps they were absent from your life or you came from a broken home. In general, you were the kind of kid that was always in trouble with someone and was no stranger to the legal system. Today, you probably still have a problem with authority and a self-centered, jaded outlook.

Suggested Attributes:

- Above Average Grace
- Above Average Physique

Suggested Qualities:

- Fast
- Luck
- Tough
- Annoying Traits
- Bigoted
- Dark Secret
- Tormented
- Wanted

Potential Skills:

- Athletics: Any
- Crime: Low
- Deception
- Defense
- Hand Weapons: Blades
- Hand Weapons: Improvised
- Language: Any
- Notice
- Reaction
- Streetwise
- Unarmed Combat

4. Choose Teen Years

1. Choose Teen Years

There are 6 possible choices – Cool Kid, Emo, Geek, Jock, Status Quo, and Trouble-Maker.

2. Increase Attributes

Spend 3 more points to increase your Character's Attributes, up to a maximum rating of 5.

3. Determine Youth Skills

You have 5 points to spend on any of the Skills listed under your chosen Teen Years, as well as on any Skills your Character already knows. Increasing a Skills' rating from 3 to 4 costs 2 points, and from 4 to 5 costs 3 points – the highest a Skill can go.

4. Acquire Qualities

You get 1 point to spend on Advantages. You can get up to 3 more points by acquiring Disadvantages.

4. Choose Teen Years

Just as your childhood years are formative, so are those special teenage years where you went through torturous puberty and claimed your own identity. Choose the kind of teenager you were from those listed here.

First, *spend 3 points on your Attributes*, though none can go higher than 5. Then, *spend 5 points on Skills from among those listed as potential* here or among those you already have. If you choose to purchase a Skill

at 4, it will cost you 2 points from 3 to 4. If you choose to purchase a Skill at 5, it will cost you 3 points from 4 to 5.

Also, *you get 1 point to use to acquire Advantages, and can acquire 3 points worth of Disadvantages* to give you more.

Cool Kid

You ended up being one of the cool and most likely popular kids. You fit in everywhere and were what other kids wanted to be. You had no problem getting what you wanted socially and were dating quite young. In general, you look back on your teenage years as "glory days." Regardless, it is unlikely that you were into academics. Today, you are probably still entitled and a little lazy, as well as possibly disappointment that life didn't continue the way it started when you were young.

Suggested Attributes:

- Above Average Demeanor
- Above Average Grace

Suggested Qualities:

- Luck
- Sexy
- Arrogant

Potential Skills:

- Athletics: Any
- Defense
- Fraternize
- Reaction
- Seduction

Emo

You were an emotional kid, possibly dealing with out of control hormones and/or some level of depression. It's

likely that you were a self-made out-cast, listening to music and running with a social scene that shared your sentiments about life. In general, you look back on your teenage years as an unhappy time. Today, you probably still have a dark and emotional outlook on life – but are likely artistic to channel all that.

Suggested Attributes:

- Above Average Awareness
- Above Average Perseverance

Suggested Qualities:

- Dream Void
- Empath
- Occult Sensitive
- A/D Stasis Visions
- Darkness Magnet
- Tormented

Potential Skills:

- Art: Any
- Defense
- Language: Any
- Notice
- Occult
- Reaction

Geek

You were into intellectual and/or creative things, and were most likely a little socially awkward to go with that. You didn't fit in with the so-called popular crowd, instead keeping to your own subculture of geeks that shared your passions. You were also probably the subject of ridicule by those on "higher social strata." Later in life, you were probably more successful than those who once put you down. Today, you probably still have a chip on your shoulder and don't fit in with

the mainstream – but you are far more validated for it.

Suggested Attributes:

- Above Average Awareness
- Above Average Cleverness

Suggested Qualities:

- Eidetic Memory
- Annoying Traits
- Coward
- Ugly

Potential Skills:

- Computers
- Defense
- Language: Any
- Liberal Arts
- Reaction
- Science: Any

Jock

You were into sports and you were good at them. If you were into the kind of sports that were popular, you got to enjoy all the social perks that go with that. If you were into the kind of sports that weren't, you still got to enjoy team building and a great physique. In general, you probably view your teenage years positively. Regardless, it is unlikely that you were into academics. Today, you may still be active and live a primarily physical lifestyle. Alternatively, you may now have been consumed by adult life and long for simpler days.

Suggested Attributes:

- Above Average Grace
- Above Average Physique

Suggested Qualities:

- Luck
- Sexy

- Arrogant
- Persistent Injury

Potential Skills:

- Athletics: Any
- Defense
- Intimidation
- Reaction
- Seduction
- Unarmed Combat

Status Quo

You were just plain average, not standing out in any particular way. In some ways, that was a blessing. You didn't stick out, so you didn't have to deal with any of the hardships that often go with that. You also didn't enjoy any of the blessings that go with the more desired kinds of standing out. In general, you don't have much of an opinion of your teenage years, but you also don't have any of the damages that might come from them. Today, you are probably well-balanced and have a pretty grounded view of things, and generally go with the flow.

Suggested Attributes:

- Above Average Cleverness
- Above Average Demeanor

Suggested Qualities:

- Common Sense
- Luck
- Coward

Potential Skills:

- Art: Any
- Athletics: Any
- Fraternize
- Language: Any
- Liberal Arts
- Reaction

Trouble-Maker

You spent your teenage years screwing around and getting into trouble. You were some kind of outcast, even if being an outcast was cool, and you were at conflict with pretty much any kind of authority figure you could have in your life during these years. You spent time on academic probation and in disciplinary measures, both at home and in school. You might have even done a stint in some kind of official juvenile hall. In general, you look back on your teenage years as a mess. Today, you probably still have problems with authority, though you may have tried to better yourself since then. Either that, or you've become a skilled criminal.

Suggested Attributes:

- Above Average Perseverance
- Above Average Physique

Suggested Qualities:

- Fast
- Luck
- Tough
- Annoying Traits
- Bigoted
- Dark Secret
- Tormented
- Wanted

Potential Skills:

- Athletics: Any
- Crime: Low
- Deception
- Defense
- Hand Weapons: Blades
- Hand Weapons: Improvised
- Intimidation
- Notice
- Reaction

- Streetwise
- Unarmed Combat

5. Choose Education

Now it's time to choose the level of education your Character acquired. Choose the kind of post-secondary schooling you achieved here.

First, *spend 5 points on your Attributes*, though none can go higher than 5. Then, *spend 5 points on Skills from among those listed as potential* here. If you choose to purchase a Skill at 4, it will cost you 2 points from 3 to 4. If you choose to purchase a Skill at 5, it will cost you 3 points from 4 to 5.

If you're playing a game designed primarily for Warden Characters, we recommend choosing any education but Secondary Drop-Out or Vocational Training.

Secondary Drop-Out

You hated school, or just weren't very good at it, and dropped out as soon as you possibly could. You are not well-educated and have few non-menial job prospects in the solar system. Today, you may regret your choice, or you may have entered one of the professions where an education is not important. It doesn't mean you haven't made something of yourself.

Suggested Attributes:

- Above Average Perseverance
- Above Average Physique

Potential Skills:

- Animal Handling
- Art: Any

5. Choose Education

1. Choose Education

There are 6 possible choices – Secondary Drop-Out, Military (or Para-Military), Vocational Training, Some University, University Degree, and Post-Graduate Degree.

2. Increase Attributes

Spend 5 more points to increase your Character's Attributes, up to a maximum rating of 5.

3. Determine Education Skills

You have 5 points to spend on any of the Skills listed under your chosen Education, as well as on any Skills your Character already knows. Increasing a Skills' rating from 3 to 4 costs 2 points, and from 4 to 5 costs 3 points – the highest a Skill can go.

- Athletics: Any
- Crime: Low
- Drive: Wheeled
- Fraternize
- Odd Job
- Mechanic
- Trade: Product

Military (or Para-Military)

You chose to enter some sort of military or para-military service, whether it be the army, navy, or marines, or a police force or fire service. Today, you probably still live a disciplined lifestyle and gravitate towards professional environments that provide the kind of structure you crave. The military will always be a part of you.

Restrictions:

- Must choose Army, Law Enforcement, Marine, Navy, or Warden as first Career
- Nautical: Sail
- Pilot: Any
- Sensors
- Trade: Any

Suggested Attributes:

- Above Average Awareness
- Above Average Grace

Potential Skills:

- Defense
- Explosives
- Guns: Any
- Hand Weapons: Any
- Language: Any
- Reaction
- Thrown Weapons
- Unarmed Combat

Vocational Training

You went on to be trained in a specific vocational field, rather than the broader and more intensive education of university. There are many professions in the solar system that do not require extensive training, and many of them are good professions. Today, you are probably a blue-collar worker with simple values and desires in life, though your job may in fact be more exciting.

Suggested Attributes:

- Above Average Demeanor
- Above Average Perseverance

Potential Skills:

- Animal Handling
- Communications
- Computers
- Drive: Wheeled
- Drones
- Mechanic
- Nautical: Ocean Liners

Some University

You attended a university and spent several years educating yourself, but you left before completing your degree. You may have run out of money or decided that university wasn't for you. You may have achieved a two-year degree. Today, you either feel that you got what you needed from the experience, or that you wouldn't mind finishing your formal education someday.

Suggested Attributes:

- Above Average Awareness
- Above Average Demeanor

Potential Skills:

- Art: Any
- Computers
- Fraternize
- Language: Any
- Liberal Arts
- Research
- Trade: Any

University Degree

You attended an accredited university and completed your basic degree in a specialized field. You've gone on to have a basically successful career in whatever you chose as your field of expertise. Today, you probably regard your years in university as time well-spent and that success in a field that requires a real education as important and worth having. This level of education is required for anyone aspiring to be an officer in any military field.

Suggested Attributes:

- Above Average Awareness
- Above Average Cleverness

Potential Skills:

- Art: Any
- Computers
- Engineer: Any
- Language: Any
- Liberal Arts
- Research
- Science: Any
- Trade: Any

Post-Graduate Degree

You decided to stay at university and attain an advanced degree in a specialized field. You've gone out into the world as a respected professional and had a successful career in your field. Today, you probably regard your many years in university as important and formative, and that success is a natural by-product of one's applying one's skills. This level of education also satisfies the requirement for anyone aspiring to be an officer in any military.

Suggested Attributes:

- Above Average Cleverness
- Above Average Demeanor

Potential Skills:

- Art: Any
- Computers
- Engineer: Any
- Language: Any
- Law
- Liberal Arts
- Medicine: Any
- Research
- Science: Any
- Trade: Any

6. Choose Careers

1. Choose Careers

There are 17 possible choices, as long as you meet the requirements. Choose three Careers – you may choose the same one multiple times. Determine their chronological order, as the last Career determines what your Character does for a living now.

2. Determine Career Skills

You have 10 points from each Career (a total of 30) to spend on any of the Skills listed under your chosen Careers, as well as on any Skills your Character already knows. Choose Skills in order of Careers. Increasing a Skills' rating from 3 to 4 costs 2 points, and from 4 to 5 costs 3 points – the highest a Skill can go.

3. Acquire Qualities

You get 3 points to spend on Advantages. You can get up to 6 more points by acquiring Disadvantages.

3. Choose a Talent

Choose 1 Talent for your Character, from the list starting on p. 54.

6. Choose Careers

Finally, it's time to choose the different careers your Character has explored throughout his adult life. You get to choose three here, so you don't have to limit yourself to one path in life – people rarely do. However, you can choose the same career two or even



Wardens Investigate a Suspect Mine

three times to be a specialist. Make sure you record the order in which your Character learned these careers, because they should build on one another.

First, **spend 10 points on Skills in each of the three careers you choose**, for a total of 30 points on Skills at this stage. If you choose to purchase a Skill at 4, it will cost you 2 points from 3 to 4. If you choose to purchase a Skill at 5, it will cost you 3 points from 4

to 5. **Choose which order your Character explored these three Careers in**, with the third and final being the Career he still pursues.

Then, **spend another total of 3 points on Advantages, taking up to an additional 6 points worth of Disadvantages**. Spend some time figuring out which career provided you with each Advantage and Disadvantage, so you have a better sense of how those careers went for your Character.

Finally, **choose one Talent for your Character**. It can be from any of the Talents presented starting on p. 54.

If you're playing a game designed primarily for Warden Characters, we recommend choosing at least your last Career to be the Warden Career.

Army

Your Character has spent time serving time in a governmental ground

warfare force. Perhaps you were trained to support other soldiers as a medic or artillery, as a soldier that was part of a mechanized unit, or as straight-up infantry. Regardless, you were trained to fight and kill, and there is a certain efficiency about you to this day.

Restrictions:

- Any Education but Secondary Drop-Out
- No Wanted Disadvantage

Suggested Qualities:

- Acute Senses
- Hard to Kill
- Internal Map
- Nightvision
- Peripheral Vision
- Rapid Recovery
- Sixth Sense
- Tough
- Chronic Pain
- Fanatic
- Persistent Injury
- Vengeful

Potential Skills:

- Armorer
- Athletics: Any
- Communications
- Computers
- Defense
- Drive: Any
- Drones
- Engineer: Electrical
- Environmental Suit
- Explosives
- Gunner
- Guns: Any
- Hand Weapons: Any
- Heavy Weapons: Any
- Language: Any

- Intimidation
- Mechanic
- Medicine: Physical
- Pilot: Atmospheric
- Notice
- Orienteering
- Reaction
- Stealth
- Survival
- Tactics: Military
- Thrown Weapons
- Unarmed Combat

Artist

Your Character has spent time honing his artistic or performing abilities. Perhaps you are a fine artist, an actor, or a dancer. You may also have trained in a practical art form, such as journalism or commercial graphic design. Regardless, you have a creative way of looking at things and most likely get

Career List

Army
Artist
Corporate
Criminal
Dilettante
Diplomat
Government Agent
Laborer
Law Enforcement
Marine
Mercenary
Navy
Scholar
Scientist
Trader
Vagabond
Warden

bored with the grind of “normal” professions.

Restrictions:

- None

Suggested Qualities:

- Acute Senses
- Ambidextrous
- Contact
- Empath
- Sexy
- Wealthy
- Arrogant
- Coward
- Depressed
- Manic
- Poor
- Rival
- Tormented

Potential Skills:

- Art: Any
- Athletics: Any
- Computers
- Drive: Wheeled
- Fraternize
- Impersonation
- Insight
- Language: Any
- Liberal Arts
- Research
- Savoir Faire

Corporate

Your Character has spent time in the corporate sector. Perhaps you are one of the many cogs in the corporate wheel, slaving away for a reliable wage plus benefits. You may also have opted for a more exciting career, acting as a corporate agent to deal with the shadier side of business. Regardless, you most likely know how to work inside of

structures and expect to be paid a fair wage for your professional abilities.

Restrictions:

- Any Education but Secondary Drop-Out

Suggested Qualities:

- Acute Senses
- Ally
- Contact
- Empath
- Internal Clock
- Wealthy
- Arrogant
- Dark Secret
- Enemy
- Rival
- Vengeful

Potential Skills:

- Bureaucracy
- Communications
- Computers
- Crime: High
- Deception
- Drive: Wheeled
- Insight
- Intimidation
- Investigate
- Language: Any
- Law
- Liberal Arts
- Notice
- Persuade
- Pilot: Any
- Research
- Savoir Faire
- Surveillance
- Trade: Any

Criminal

Your Character has spent time learning to make his living by less than legal

means. Perhaps you make your money stealing things and selling them for their value, or perhaps you are part of a crew that engages in piracy out in the black. You may also be a more violent kind of criminal, the hardened kind that doesn't think twice about causing other people pain. Regardless, you dislike authority and live life on your terms – with a certain moral ambiguity.

Restrictions:

- None

Suggested Qualities:

- Acute Senses
- Contact
- Fearless
- Hard to Kill
- Sixth Sense
- Tough
- Wealthy
- Annoying Traits
- Arrogant
- Bigoted
- Dark Secret
- Enemy
- Poor
- Rival
- Ugly
- Wanted

Potential Skills:

- Armorer
- Athletics: Any
- Communications
- Computers
- Crime: Any
- Deception
- Defense
- Drive: Wheeled
- Environmental Suit
- Explosives

- Fraternize
- Guns: Any
- Hand Weapons: Any
- Impersonation
- Insight
- Intimidation
- Investigate
- Language: Any
- Law
- Notice
- Odd Job
- Persuade
- Pilot: Any
- Reaction
- Savoir Faire
- Sensors
- Seduction
- Stealth
- Streetwise
- Surveillance
- Thrown Weapons
- Unarmed Combat

Dilettante

Your Character comes from money and has spent an appreciable amount of time screwing around. Perhaps you're a blue blood or a trust fund baby who has never had to work for a living. You may also be someone who made your fortune in an entrepreneurial venture and now you're just living the good life. Regardless, you most likely don't care for anything that seems like work or that is tedious, and have a pampered outlook on life.

Restrictions:

- Wealth/2 or Wealth/3 Advantage

Suggested Qualities:

- Ally
- Contact

- Luck
- Sexy
- Wealthy
- Annoying Traits
- Arrogant
- Bigoted
- Coward
- Phobia
- Rival
- Vengeful

Potential Skills:

- Animal Handling
- Crime: High
- Deception
- Drive: Wheeled
- Fraternize
- Language: Any
- Liberal Arts
- Nautical: Any but Submarine
- Persuade
- Pilot: Any
- Savoir Faire
- Seduction
- Trade: Business

Diplomat

Your Character chose to become an advocate of your chosen government. Perhaps you were a simple attache, dealing with smaller areas of responsibility. You also may have been a full-blown ambassador to a foreign nation. Regardless, you have a broad outlook on life and appreciate other ways of living. You most likely also handle yourself well in social situations.

Restrictions:

- Any Education but Secondary Drop-Out or Vocational
- No Wanted Disadvantage

Suggested Qualities:

- Acute Senses
- Ally
- Contact
- Empath
- Sexy
- Wealthy
- Arrogant
- Enemy
- Phobia

Potential Skills:

- Art: Oratory
- Bureaucracy
- Crime: High
- Deception
- Drive: Wheeled
- Fraternize
- Insight
- Intimidation
- Investigate
- Language: Any
- Law
- Liberal Arts
- Notice
- Persuade
- Research
- Savoir Faire
- Seduction

Government Agent

Your Character was trained to serve as an agent of his government. Perhaps you worked as a simple administrator, tending to any of the large number of official duties that are a part of any government. You may also have been trained to work in intelligence or in some shadier part of governmental work. Regardless, you are most likely methodical and know how to work within bureaucracies of all kinds.

Restrictions:

- Any Education but Secondary Drop-Out
- No Wanted Disadvantage
-

Suggested Qualities:

- Acute Senses
- Contact
- Fearless
- Hard to Kill
- Internal Map
- Tough
- Annoying Traits
- Arrogant
- Rival
- Vengeful

Potential Skills:

- Athletics: Any
- Communications
- Computers
- Crime: Any
- Deception
- Defense
- Drive: Any
- Drones
- Environmental Suit
- Fraternize
- Freefall
- Guns: Any
- Hand Weapons: Any
- Impersonation
- Insight
- Intimidation
- Investigate
- Language: Any
- Law
- Liberal Arts
- Nautical: Motor Boats
- Notice
- Odd Job
- Persuade
- Pilot: Atmospheric
- Reaction

- Research
- Savoir Faire
- Seduction
- Sensors
- Stealth
- Surveillance
- Thrown Weapons
- Unarmed Combat

Laborer

Your Character worked in any number of blue collar jobs. Perhaps you were a construction worker, a plumber, or a mechanic. You also may have decided to go and do the hard work of setting up some of the younger colonies in the solar system. Regardless, you most likely still have simple tastes and an appreciation for working with your hands.

Restrictions:

- None

Suggested Qualities:

- Acute Senses
- Disease Resistant
- Gifted Metabolism
- Internal Map
- Rapid Recovery
- Chronic Pain
- Coward
- Persistent Injury
- Phobia

Potential Skills:

- Animal Handling
- Athletics: Any
- Drive: Any
- Drones
- Environmental Suit
- Explosives
- Freefall
- Intimidation

- Mechanic
- Nautical: Any but Submarine
- Notice
- Odd Job
- Pilot: Any
- Sensors
- Survival
- Trade: Any

Law Enforcement

Your Character chose to take up the mantle of protector and become a law enforcement official. Perhaps you were trained as a police officer or prison guard, or perhaps you chose to become part of a federal agency. You may also have been an administrator in the system, such as a desk agent or in the prison system. Regardless, you most likely believe in the legal system and strive to maintain order.

Restrictions:

- Any Education but Secondary Drop-Out or Vocational
- No Wanted Disadvantage

Suggested Qualities:

- Acute Senses
- Contact
- Empath
- Hard to Kill
- Peripheral Vision
- Sixth Sense
- Tough
- Arrogant
- Bigoted
- Chronic Pain
- Dark Secret
- Fanatic
- Persistent Injury
- Poor
- Tormented
- Vengeful

Potential Skills:

- Armorer
- Athletics: Any
- Bureaucracy
- Communications
- Computers
- Crime: Any
- Defense
- Drive: Any
- Drones
- Environmental Suit
- Explosives
- Freefall
- Guns: Any
- Hand Weapons: Any
- Insight
- Intimidation
- Investigate
- Language: Any
- Law
- Notice
- Reaction
- Research
- Surveillance
- Tactics: Military
- Thrown Weapons
- Unarmed Combat

Marine

Your Character became a part of a national military force designed to be the soldier contingent of a sea- or space-going vessel. Perhaps you were trained to be a fierce warrior aboard a spaceship, or perhaps you were trained to be a part of a force trained to be first on the ground in a conflict. You may also have taken up a support role, such as a gunner or medic. Regardless, you were trained to fight and kill, and there is a certain efficiency about you to this day. You are also likely to be quite patriotic.

Restrictions:

- Any Education but Secondary
- Drop-Out
- No Wanted Disadvantage
- Pilot: Atmospheric
- Sensors
- Stealth
- Survival

Suggested Qualities:

- Acute Senses
- Ambidextrous
- Fearless
- Hard to Kill
- Internal Map
- Peripheral Vision
- Sixth Sense
- Tough
- A/D Stasis
- Visions
- Annoying Traits
- Arrogant
- Bigoted
- Chronic Pain
- Persistent Injury
- Vengeful

Potential Skills:

- Armorer
- Astrogation
- Athletics: Any
- Communications
- Computers
- Defense
- Drive: Any
- Drones
- Environmental Suit
- Explosives
- Freefall
- Gunner
- Guns: Any
- Intimidation
- Language: Any
- Mechanic
- Medicine: Physical
- Nautical: Motor Boats
- Notice
- Orienteering

Mercenary

Your Character chose to become a soldier of fortune, the kind that fights for the highest bidder. Perhaps you are a trained assassin, a bodyguard, or perhaps you are some sort of specialist in traps or explosives. You may have also been trained to be a combat medic, communications specialist, or computer hacker. Regardless, you are likely to still have a mercenary attitude about life and are always looking to take care of number one. People may or may not still be able to buy your loyalty.

Restrictions:

- None

Suggested Qualities:

- Acute Senses
- Ambidextrous
- Fearless
- Hard to Kill
- Internal Map
- Peripheral Vision
- Sixth Sense
- Tough
- Annoying Traits
- Arrogant
- Bigoted
- Chronic Pain
- Persistent Injury
- Vengeful
- Wanted

Potential Skills:

- Armorer
- Astrogation

- Athletics: Any
- Communications
- Computers
- Defense
- Drive: Any
- Drones
- Environmental Suit
- Explosives
- Freefall
- Gunner
- Guns: Any
- Heavy Weapons: Any
- Language: Any
- Intimidation
- Mechanic
- Medicine: Physical
- Pilot: Any
- Nautical: Motor Boats
- Notice
- Orienteering
- Reaction
- Stealth
- Survival
- Tactics: Military
- Thrown Weapons
- Unarmed Combat

Navy

Your Character became part of a national military designed to effectively bring into force nautical or spacefaring vessels. Perhaps you were trained to operate one of the many stations on such vehicles, to keep such vessels in operation, or to operate one of the gunnery positions. You may have also been trained to pilot such vessels, or be one of the crew designed to keep them operational. Regardless, you were trained to fight, and there is an efficiency about you to this day. You probably still have a love of the open water or open space.

Restrictions:

- Any Education but Secondary Drop-Out
- No Wanted Disadvantage

Suggested Qualities:

- Acute Senses
- A/D Stasis Visions
- Ambidextrous
- Fearless
- Internal Map
- Peripheral Vision
- Sixth Sense
- Tough
- Annoying Traits
- Arrogant
- Bigoted
- Chronic Pain
- Persistent Injury
- Vengeful

Potential Skills:

- Armorer
- Astrogation
- Athletics: Any
- Communications
- Computers
- Defense
- Drones
- Engineer: Any
- Environmental Suit
- Explosives
- Freefall
- Gunner
- Guns: Any
- Intimidation
- Language: Any
- Mechanic
- Medicine: Physical
- Nautical: Any
- Notice
- Orienteering
- Pilot: Any
- Reaction

- Sensors
- Survival
- Tactics: Naval
- Thrown Weapons
- Unarmed Combat

Scholar

Your Character has given himself over to one of several bodies of knowledge, becoming an expert in such things. Perhaps you're an exogeologist, trained to deal with geology on planets other than Earth. Perhaps you're a xenoarchaeologist, someone who is trained to look at formations that might be from extrasolar life. You may also be a person who has delved into the secrets of the hidden world as an occult scholar. Regardless, you're likely to be an intellectual person with a curiosity and lust for learning.

Restrictions:

- University Degree or Post-Graduate Degree

Suggested Qualities:

- Contact
- Eidetic Memory
- Occult Sensitive
- Coward
- Darkness Magnet
- Fat
- Rival
- Skinny
- Tormented
- Ugly

Potential Skills:

- Art: Oratory
- Computers
- Cryptozoology
- Drive: Wheeled
- Engineer: Any

- Language: Any
- Liberal Arts
- Mechanic
- Persuade
- Occult
- Research
- Science: Any

Scientist

Your Character has studied extensively to become an expert in one of the sciences. Perhaps you're a physicist or biologist, or perhaps you are the kind of scientist who does your best work in the field. You may also have been trained as a doctor or psychiatrist, helping people who've been wounded body or soul. Regardless, you're likely to be an intellectual person, who prefers fact and measurable results to instinct and intuition.

Restrictions:

- University Degree or Post-Graduate Degree

Suggested Qualities:

- Contact
- Eidetic Memory
- Occult Sensitive
- Coward
- Darkness Magnet
- Fat
- Rival
- Skinny
- Tormented
- Ugly

Potential Skills:

- Astrogation
- Computers
- Cryptozoology
- Drive: Wheeled
- Drones

- Engineer: Any
- Language: Any
- Liberal Arts
- Mechanic
- Medicine: Any
- Persuade
- Research
- Science: Any

Trader

Your Character has made his mark in business. Perhaps you are the kind of businessperson that plies wares free-lance, or the kind that brokers deals. Perhaps you are the kind that is more adventurous and has done well exploring the solar system or prospecting. You also may have made your living as a merchant marine. Regardless, you most likely have an entrepreneurial spirit and are not the kind of person to pass up an opportunity.

Restrictions:

- Any Education but Secondary Drop-Out

Suggested Qualities:

- Contact
- Common Sense
- Empath
- Internal Clock
- Wealthy
- A/D Stasis Visions
- Enemy
- Phobia
- Poor
- Rival

Potential Skills:

- Animal Handling
- Astrogation
- Bureaucracy
- Communications

- Crime: Any
- Deception
- Drive: Any
- Engineer: Any
- Environmental Suit
- Freefall
- Insight
- Language: Any
- Law
- Mechanic
- Nautical: Any but Submarine
- Odd Job
- Orienteering
- Persuade
- Pilot: Any
- Research
- Sensors
- Streetwise
- Survival
- Trade: Any

Vagabond

Your Character chose to live on the fringes of society, scraping away. Perhaps you were lost in life, drifting from one place to the next looking for purpose, or perhaps you made your living scavenging what others left behind. You may have been dealing with psychological or addiction issues, or you may have just needed to live off the grid for a while. Regardless, you most likely still have a desire to live life on your own terms and you don't necessarily expect to be noticed by those of higher socio-economic strata.

Restrictions:

- None

Suggested Qualities:

- Acute Senses
- Disease Resistant
- Gifted Metabolism

- Hard to Kill
- Internal Map
- Rapid Recovery
- Tough
- Annoying Traits
- Chronic Pain
- Coward
- Dark Secret
- Darkness Magnet
- Depressed
- Manic
- Nightmares
- Persistent Injury
- Tormented

Potential Skills:

- Animal Handling
- Athletics: Any
- Crime: Low
- Drive: Wheeled
- Environmental Suit
- Freefall
- Language: Any
- Mechanic
- Notice
- Odd Job
- Orienteering
- Stealth
- Streetwise
- Survival
- Trade: Product

Warden

Your Character has been recruited by the Unified World Council Wardens, tasked with investigating the increasing number of horrific incidents in the solar system. Perhaps you've been trained as an Enforcer, a protector and soldier. Perhaps you've been trained as an Investigator, cutting to the heart of the mysteries at hand. You may have been trained as a Researcher, delving deep into forgotten and forbidden se-

crets. Regardless, you have a different perspective on the universe and are a little detached from normal people. Your job is also your life.

Restrictions:

- Any Education but Secondary Drop-Out or Vocational
- No Wanted Quality

Suggested Qualities:

- Acute Senses
- Contact
- Dream Void
- Eidetic Memory
- Empath
- Fearless
- Hard to Kill
- Internal Map
- Occult Sensitive
- Tough
- A/D Stasis Visions
- Darkness Magnet
- Fanatic
- Nightmares
- Phobia
- Tormented

Potential Skills:

- Armorer
- Astrogation
- Athletics: Any
- Bureaucracy
- Communications
- Computers
- Crime: Low
- Cryptozoology
- Deception
- Defense
- Drive: Wheeled
- Drones
- Environmental Suit
- Explosives
- Freefall

7. Roll for Blessing & Curse

1. Roll for Blessing

Roll 2d6, consult the Blessing table, and determine how the results apply to your Character.

1. Roll for Curse

Roll 2d6, consult the Curse table, and determine how the results apply to your Character.

- Gunner
- Guns: Any
- Heavy Weapons: Any
- Insight
- Intimidation
- Investigate
- Language: Any
- Law
- Nautical: Motor Boats
- Notice
- Occult
- Orienteering
- Persuade
- Pilot: Any
- Reaction
- Research
- Sensors
- Stealth
- Streetwise
- Surveillance
- Survival
- Tactics: Military
- Thrown Weapons
- Unarmed Combat

7. Blessings & Curses

Nearly every Character in *The Void* has lived enough to have both been blessed with something wonderful and cursed with something awful. Ev-

eryone picks up something along the way.

Unlike everything else in Character Creation, this is determined randomly. Roll 2d6 each for your Blessing and Curse on the tables below. Following them is a description of the results.

Blessings

Result	Blessing
2	Strange Technology
3	Met Your Soul Mate
4	Windfall
5	Noticed
6	Lifesaver
7	None
8	Legacy
9	Distinguished
10	Near-Death Experience
11	Moment of Consciousness
12	Strange Heirloom

Curses

Result	Curse
2	Stared Too Long Into The Void
3	Crime Victim
4	Scandal
5	Dead Friends
6	Sole Survivor
7	None
8	Dark Legacy
9	Family Crisis
10	Angered a Cult

Died – whatever the cause, you have been legally dead. You were resuscitated in time, but it was a terrifying experience. You suffer a -1 Die Penalty to all Madness Tests now.

Family Crisis – your family is going through some kind of crisis and expects you to be involved. They have most likely been going through it for a while, and will be going through it for a while yet.

None – you have been fortunate enough to escape the beginning of the dark fate that awaits many.

Scandal – somehow, you found yourself party to a publicized scandal and people remember. You may be laying low.

Sole Survivor – you were part of an incident that went horrifyingly wrong, and were the only one to make it out alive. People may remember, but you have the emotional or physical scars to prove it.

Something Stalks You – though you may not know why, you have attracted the attention of some kind of creature that now stalks you. The creature in question will be determined by your GM, but it must be something that could conceivably get to you about 30% of the time.

Stared Too Long Into The Void – you have spent too much time contemplating the darkness in the world and have suffered for it. Gain one Madness Level and any disorders.

8. Remaining Details

There are a few key things left to determine before your Character is ready for play.

Statistics & Special

Determine the following:

- *Empathy* = 8, if using the optional Empathy rules, found on p. 74.
- *Health*, as found on p. 77 of *The Void Core*. Also, record your Health in each of the four Damage Levels.
- *Speed*, both running and walking, as found on p. 77 of *The Void Core*.
- *Fate Points* = 1.

Quirks

You should also choose from two to five Quirks, as found on p. 78 of *The Void Core*.

Team Talent

Explained on p. 63, Team Talents allow Characters who share such Talents to help each other out. Work with your fellow players to decide on one Team Talent that your group shares.

Personal Details

To help flesh your Character out in a roleplaying sense, there are a few other personal details you should work out before you begin playing.

Also, since your Character is experienced, choose an age between 28 and 35. You can go a little over or under, but you should have a good explanation as to why he is over or under-skilled for his age.

To go with that, you should determine ethnicity, height, weight, and im-

portant personality traits that define who he is to others. Ethnicity is especially important, as Characters in *The Void* come from all kinds of heritages.

To help you dig even further, this book includes a chapter devoted to working out the fine important role-playing details about your Character. You can find it on p. 44.

Gear

The Void uses Wealth Codes to track a Character's financial resources, rather than tracking specific credit amounts. Normally, starting Characters begin with a Personal Wealth of 2 and a Sponsored Wealth of 1, unless modified by the Wealthy or Poor Qualities. See p. 158 of *The Void Core* for a more detailed explanation of Wealth Codes.

OTHER AGES

You might find that you want to create Characters that are younger and less experienced – or you may want to go the other way. Generally speaking, if you're younger, you get less Skill Points, and if you're older, you get more, with some downsides.

Seasoned Characters

There are two options if you want to make more experienced Characters.

If you simply want to create Characters that have more of an edge starting out, then advance their ages to late-30s or early-40s and give them each an extra Career. They'll start out with an additional 10 Skill Points. Since humans live longer, there's no real drawback.

If you want to put a little gray in your Character's hair, along with a few other early signs of aging, then advance him to late-40s or early-50s and give him a total of two extra Careers. He'll start out with an additional 20 Skill Points. However, roll a second time on the Curse Table, since you've been around long enough for things to get worse.

If you are using the optional Empathy rules, then Characters in the former category begin with an Empathy of 8, and those in the latter begin with an Empathy of 7.

Younger Characters

There are three options if you want to make younger, less experienced starting Characters.

If you want to create a Character that's still a rookie, reduce his age to early-20s and take only two Careers – 20 total Skill Points.

If you want to create a Character in or just out of school, reduce his age to late teens and take only one Career – 10 total Skill Points.

If you want to create a teenager, reduce age to early-teens to mid-teens, and take no Careers or Education. You're just starting to figure things out, and it sucks.

If you're using the optional Empathy rules, Characters in the former two categories begin with an Empathy of 9, and those in the latter category begin with an Empathy of 10.



They say the devil is in the details. It's important in any roleplaying game to bring your Character to life beyond his game statistics. This chapter will help you flesh out who he is as a person, as you answer some key questions.

Don't feel like you need to have everything ready before you start playing. It's only important that you create just enough of the details to make your Character more real. The rest of it you can work out while you're playing, as it becomes relevant.

History

Your Character's Lifepath

You've already painted a bunch of broad strokes about your Character if you used the Lifepath system. You have an idea what the different key stages of your Character's life were like. Now it's time to flesh those ideas out.

Think about what's important and appropriate for each stage of life, given the circumstances you've chosen. If your Character was born on a certain colony, that'll have an effect on his personality. If he was born into money, what was that like? If he was an emo kid, why and how? What made him choose his Career path?

Write a quick blurb describing each phase of his life and how he was affected. When you're done, you'll have a pretty good idea of what your Character's life has been like up until now, along with some ideas for his personality.

What Brought Him To His Job?

There are many things that call people to their professions. Your Character could have come into his job due to circumstances, tastes, goals, luck, or more. Figure out what made him take the final Career that cemented him in the profession he now calls his job.

How's His Adult Life So Far?

Going hand-in-hand with the notes you've generated from your Lifepath, there are some questions about his adult life from before the start of the game. Here are a few questions to help you think about this.

- Where'd he learn his job? How did that go?
- How's his personal life?
- Any serious romances?
- Any formative events?
- What does he think about life?
- How is he different now?

Travels

What Made Him Leave Home?

Most Characters in *The Void* no longer live in their hometown. What made him leave? Did something happen, or did he just want to get out? How long ago did he leave? Where did he go from there?

How Did He End Up Where He Is?

How did your Character wind up where he is when the story begins? Something brought him to his current company and place, and there may be an interesting string of things leading up to that.

Traits

- When other people describe him, what do they say?

How Old is He?

Most Characters in *The Void* are in their late twenties or early thirties, based on experience. They're already established adults. However, you may have used the optional rules to create younger or older Characters.

In any event, choosing your Character's age will help you figure out more about where he is in life.

What Does He Look Like?

It's always good to take a moment to describe the physical appearance of your Character. That way, everyone playing is in the same ballpark with their own mental pictures of him.

Ethnicity is important in *The Void*. Powers have shifted and a more global culture has taken hold. Try not to be ethnically homogenous in your Character groups. It can be exciting to get out of your own skin and take on the challenge of playing a Character from another race, country, or both.

Here are a few questions to help you think about your Character's traits.

- How is he built?
- How does he carry himself?
- What shape is his face?
- What color are his eyes? His hair?
- How does he style his hair?
- What's his usual facial expression?
- What kind of clothes does he wear?
- Does he have anything about him that sticks out?

How Does He Behave?

It's perhaps most important to figure out your Character's personality, but you probably found out some things while working on what he looks like. Here is where you get to determine how your Character differs from you. That's where the sweet roleplaying spots lie.

Here are a few questions to help you think about this.

- Is he friendly?
- How does he talk? Is he talkative?
- Does he have a good sense of humor? What does he think is funny?
- How does he react to new people?
- How does he react to stress?
- What does he like to do?
- What doesn't he like to do?
- What does he find interesting?
- What does he find boring?
- What are his favorite things in life?
- How is he quirky?
- What are some of his go-to catchphrases?
- Does he go to church? Is he otherwise a spiritual person?
- What do people like about him?
- What don't people like about him?
- What would his friends say about him?

What Is He Afraid Of?

Everyone is afraid of something, and sometimes those fears can be especially important in *The Void*. Many people fear pretty obvious things, such as heights, enclosed spaces, spiders, nee-

dles, or death. However, some people's fear is anxiety-based, such as a fear of rejection, being alone, failure, or even success. Take a moment to figure out your Character fears, even if they aren't full-blown phobias. You never know when it'll be important.

Life

Why Does He Do What He Does?

Something had to motivate your Character to do what he does in life. What was it? Does he want something normal, like a stable income and security? Does he aspire to something more lofty? Does he just want to prove himself in whatever he does? Is it out of a sense of duty, to whatever he holds dear?

Going hand-in-hand with that are his values. What does your Character think is important? Is it honesty and fairness? Is it cold, hard cash? Is it family, friends, or a particular community?

What Complicates His Life?

Everyone has something that's in the way of him accomplishing his goals. Perhaps your Character was born on the wrong side of the tracks. Maybe he's wrestled with addiction or mental issues. Maybe his duty to family keeps him from excelling in life. Regardless, there is something, or some things, and you should take a moment to think about what it might be.

Family & Friends

What's His Family Like?

Everybody's family is important, for better or for worse. They certainly have

an influence on people. Your goal is to get a decent idea about your Character's parents and siblings, and maybe spouse. These are usually the most important family in anyone's life. Anything else is gravy.

Here are a few questions to help you think about your Character's family.

- How do you get along with your dad?
- How do you get along with our mom?
- Any brothers or sisters?
- Younger or older?
- How did you get along with them?
- Are you still close to any of them?
- Where is your family now?
- Are you married? Do you have kids?
- How's your marriage? How are your kids?

What About Present Company?

Now that the Character group has come together, the Characters are going to be the most important people in each others' lives. Business aside, take some time to think about how your Character really feels about the other Characters. When it's work, it's work, but will you guys ever hang out? Is there someone you're into? Is there someone you don't trust?

What Are His Friends Like?

It's pretty likely that your Character will have friends outside of the Character group. It's cool if you come up with a couple. Think about who they are, what your friends do for a living, how you guys are friends, and the kinds of things you do when you hang out.

The Hidden

What Was His First Experience With The Darkness?

In many cases, a Character in *The Void* knows that something is up. When was the first time your Character came up against the darkness? What was it like? How did it effect him?

What Secrets Does He Hide?

There are some people who don't have any secrets, but it's unlikely that your Character is one of them. Anyone venturing out into the dark world of *The Void* is likely to have a few skeletons in his closet.

Some secrets are benign, like burning a torch for some unrequited love or what people get up to in private. Others can be harmful, like knowing your friend is cheating on his wife or that a friend is stealing or embezzling.

Even more exciting are dark secrets. Perhaps your Character was a part of something violent, like a murder. Perhaps he's a former drug addict. Maybe he has a sexual fetish that others might find weird or gross. Perhaps he secretly hates some type of people or some kind of belief. Maybe he's a compulsive liar, though not about anything especially important. These kind of secrets can net you Disadvantage points, if you so choose, or they can simply be important Character detail.

There are also those secrets that come from a family's dark legacy. Maybe your Character's family is cursed – people close to them die in strange accidents. Perhaps his family has been

part of a cult for many generations. Maybe serial killers have sprouted on the family tree. Perhaps incest is best, putting family "purity" to the test. Maybe they have a private collection of dark artifacts and continue to acquire more.

Whatever your Character's secrets are, figure out how they fit into the greater story. Share them with your GM and work out how they'll work into the game. Otherwise, be careful about who else you tell.

Key Traits

Now that you've done all that, take it and wrap it up into five to ten traits that you can use to describe your Character. These traits should be things that other people can experience about him, so that you can use them to describe your Character in a few short sentences – and still have other players get it.

Name

Naming your Character is easy if you're playing someone from your own country. If you're taking on the challenge of playing a Character from a heritage other than your own, there are many resources to help you find authentic names and surnames on the internet. Find your favorite and carry on smartly.



To help you get an easier grip on your Character's personality and tendencies, here are both the Western and Chinese Zodiac. By choosing your Character's birth date and year, you can choose traits that help flesh your Character out even more.

Western Zodiac

The most basic form of western astrology is using a person's birth month to help determine which planet influences his personality. Determining your Character's astrological sun sign can go along way towards helping you form his personality and habits.

However, it's interesting in the modern age that people still utilize astrology as if the person was born on Earth – even though many are born on other planets or colonies. There are astrologists who are working on new forms of sign determination, but most people just default to the old ways. There are also those who believe that it is lucky to be born on or in orbit of the planet that governs a person's sun sign.

Here is a quick description of the 12 Zodiac Sun Signs and their stereotypes.

Aries (3/21-4/20) – “I Am”

Governed by Mars, Fire Sign

Active, energetic, excitable and impulsive, optimistic, open to change and new experiences. They are brave and active doers. However, Aries tend to strongly project their own personalities and can be quite selfish. They also often don't finish what they start.

Key trait: Courage

Taurus (4/21-5/21) – “I Have”

Governed by Earth, Earth Sign

Quiet, affectionate, patient, stable, determined and practical, and often stubborn and resistant to change. They persevere and are often successful. They tend to put a high regard on collecting possessions and are known to cling to what is theirs.

Key trait: Dependability

Gemini (5/22-6/21) – “I Communicate”

Governed by Mercury, Air Sign

Lively, energetic, versatile, and intellectual, lives primarily in the mind rather than the emotions and is extremely adaptable to new situations. They strive for self-expression and often try to impose their point of view on others. They also tend to be superficial.

Key trait: Responsiveness

Cancer (6/22-7/22) – “I Feel”

Governed by Luna, Water Sign

Receptive, sensitive, imaginative, sympathetic, kind, and emotional, and possesses an active, shrewd, and intuitive mind. They seek close personal relationships and are happiest surrounded by the familiar and those whom they love. However, they can be unpredictable and temperamental.

Key trait: Loyalty

Leo (7/23-8/23) – “I Create”

Governed by the Sun, Fire Sign

Enthusiastic, powerful, expansive and creative, generous and extravagant, but often dogmatic and fixed in opinion. They are great friends and natural leaders. However, they tend to look for what they can get out of life

for themselves and can dominate others.

Key trait: Exuberance

Virgo (8/24-9/22) – “I Analyze”

Governed by Mercury, Earth Sign

Reserved, modest, practical, discriminating and industrious, analytical and painstaking, seeking to know and understand. They are perfectionists who dissect facts in order to find the truth and obtain all the information available. However, they tend to get bogged down in the details and complicate things.

Key trait: Conscientiousness

Libra (9/23-10/22) – “I Balance”

Governed by Venus, Air Sign

Active, artistic, easygoing, peaceable, prizes beauty and harmony, is diplomatic, polished, and very socially inclined. They are happiest functioning within a union and often lose

their equilibrium and positive outlook when forced to be alone. They can be vain and also tend to be indecisive.

Key trait: Charm

Scorpio (10/23-11/21) – “I Desire”

Governed by Pluto, Water Sign

Imaginative, passionate and emotional, subtle, persistent, intense, but often obstinate and unyielding. They often have a sense of purpose and destiny and find truest happiness dispensing their life force to others. However, they are competitive, often with vicious tempers.

Key trait: Idealism

Sagittarius (11/22-12/21) – “I See”

Governed by Jupiter, Fire Sign

Energetic, ambitious, generous, freedom loving, and a seeker of challenge, open to new ideas and exploration. They are happiest discovering new ideas, exploring distant places,

Birthday	Sign	Governed By	Element
3/21-4/20	Aries	Mars	Fire
4/21-5/21	Taurus	Earth	Earth
5/22-6/21	Gemini	Mercury	Air
6/22-7/22	Cancer	Luna	Water
7/23-8/23	Leo	The Sun	Fire
8/24-9/22	Virgo	Mercury	Earth
9/23-10/22	Libra	Venus	Air
10/23-11/21	Scorpio	Pluto	Water
11/22-12/21	Sagittarius	Jupiter	Fire
12/22-1/20	Capricorn	Saturn	Earth
1/21-2/19	Aquarius	Uranus	Air
2/20-3/20	Pisces	Neptune	Water

and not getting tied down with personal commitments. They are easily bored with routine.

Key trait: Optimism

Capricorn (12/22-1/20) – “I Master”

Governed by Saturn, Earth Sign

Reserved, prudent, patient, uses cunning instead of force, seeks security, is acquisitive, determined, and quick to seize an opportunity. They seek honor, praise, and approval in the world at large, but tend to be emotionally reserved in relationships. They are often stern and materialistic.

Key trait: Steadiness

Aquarius (1/21-2/19) – “I Know”

Governed by Uranus, Air Sign

Assertive, independent, progressive, analytical, original and inventive, but often has strong dislikes and firm opinions. They tend to be idealistic humanitarians who are concerned with the larger issues of the world but remain personally detached in their own relationships. However, they tend to inflate their own importance and often enjoy arguing with or provoking people for the fun of it.

Key trait: Friendliness.

Pisces (2/20-3/20) – “I Believe”

Governed by Neptune, Water Sign

Receptive, intuitive and emotional, imaginative, romantic, impressionable and mystical, adaptable, and very changeable. They trust their intuitions and feelings and tend to seek more spiritual values in life. However, they are often impractical, prone to over-indulgence, and sometimes unsure of themselves.

Key trait: Compassion.

Chinese Zodiac

Given the influence of the Sino-Asia Union throughout the solar system, the use of the Chinese Zodiac has become commonplace. The celebration of the Lunar New Year is commonplace and the theme of the year's Zodiac can be found in many places. It is the Year of the Pig at the start of *The Void's* events.

A person's sign under the Chinese Zodiac is based on the year of his birth, with influences based on gender. Each sign has been split up into birth years from 2116 to 2151, to help you create Characters with a variety of ages.

Instead of using the Western concept of four elements, the Chinese Zodiac uses five – air, fire, water, with earth being split up into metal and wood.

They are also split into Yin and Yang energies. Yin energy is perceived to be more down to earth, restful, dark, cool, passive, and feminine. Yang energy is perceived to be less grounded, active, light, warm, and masculine.

Rat

Yang Water Sign

Birth Years 2116, 2128, and 2140

Those born under the year of the Rat are notoriously quick-witted. They are typically people persons – smart, charming, and persuasive. They may not make true friendships quickly, but they regard their true friends as family. Underneath their exteriors, they hide aggressiveness and stubbornness.

Males can appear to be social, but are secretive, though they are more than willing to help their loved ones. Females tend to rush into relationships and are very loving, but they can be worriers.

Ox

Yin Water Sign

Birth Years, 2117, 2129, and 2141

Those born under the year of the Ox are great friends. They often are patient and kind, as well as loyal. They are often homebodies, most at home in environments that make them comfortable. However, they can be stubborn and conservative, sticking to what they know, believe, and can expect.

Male oxes take time to make up their minds, but they are very confident and loyal when they do. Female oxes crave family and home. Both tend to be simple people.

Tiger

Yang Wood Sign

Birth Years 2118, 2130, and 2142

Those born under the year of the Tiger tend to be courageous, fearless, and intense. They are leaders, and have difficulty following. While charismatic and warm-hearted, and capable of great love, they can easily find themselves jealous.

Males are leaders who enjoy competition, but they are often headstrong and independent. Females are outgoing and friendly, but ambitious. They enjoy the finer things in life.

Year	Sign	Energy	Element
2116	Rat	Yang	Water
2117	Ox	Yin	Water
2118	Tiger	Yang	Wood
2119	Rabbit	Yin	Wood
2120	Dragon	Yang	Wood
2121	Snake	Yin	Fire
2122	Horse	Yang	Fire
2123	Goat	Yin	Fire
2124	Monkey	Yang	Metal
2125	Rooster	Yin	Metal
2126	Dog	Yang	Metal
2127	Pig	Yin	Water
2128	Rat	Yang	Water
2129	Ox	Yin	Water
2130	Tiger	Yang	Wood
2131	Rabbit	Yin	Wood
2132	Dragon	Yang	Wood
2133	Snake	Yin	Fire
2134	Horse	Yang	Fire
2135	Goat	Yin	Fire
2136	Monkey	Yang	Metal
2137	Rooster	Yin	Metal
2138	Dog	Yang	Metal
2139	Pig	Yin	Water
2140	Rat	Yang	Water
2141	Ox	Yin	Water
2142	Tiger	Yang	Wood
2143	Rabbit	Yin	Wood
2144	Dragon	Yang	Wood
2145	Snake	Yin	Fire
2146	Horse	Yang	Fire
2147	Goat	Yin	Fire
2148	Monkey	Yang	Metal
2149	Rooster	Yin	Metal
2150	Dog	Yang	Metal
2151	Pig	Yin	Water

Rabbit*Yin Wood Sign**Birth Years 2119, 2131, and 2143*

Those born under the year of the Rabbit are often well-liked, compassionate, and sincere. They enjoy being with other people and are natural diplomats. However, they have difficulty with confrontation or social adversity.

Males are dignified and regal, though they take time in making decisions. Once they do, they stick with them. Females are emotional and prone to sentiment, easily hurt by criticism and gossiping. They regard appearance as important, and are often stylish with a flair to anything they do.

Dragon*Yang Wood Sign**Birth Years 2120, 2132, and 2144*

Those born under the year of the Dragon tend to be energetic, warm-hearted, and natural leaders. While vibrant and flamboyant, they can lose their tempers when others do not follow their wishes.

Males are often creative and bored by the day-today. Females are often very attractive and independent. They are extroverted and enjoy entertaining and exposing people to things that are popular.

Snake*Yin Fire Sign**Birth Years 2121, 2133, and 2145*

Those born under the sign of the Snake are often magnetic, charismatic,

though introverted at heart. They have a great sense of humor. However, they are secretive, and can be jealous and possessive.

Males are captivating, though not necessarily communicative, while females tend to be sophisticated and entrancing.

Horse*Yang Fire Sign**Birth Years 2122, 2134, and 2146*

Those born under the year of the Horse tend to be energetic, independent, ambitious, humorous, and well-travelled. However, they are also hot-headed and egotistical.

Males are often centered on freedom. They are independent, while still having the traits that others find exciting. Females are often the center of attention, though they share the spotlight at home in domestic situations (for show).

Goat*Yin Fire Sign**Birth Years 2123, 2135, and 2147*

Those born under the year of the Goat are often creative and artistic, as well as kind and peace-minded. However, they are also shy and mild-mannered, sometimes accused of being lazy. They are sensitive and moody, and hate to be rushed into anything.

Males tend to be kind, creative, and grounded. While they are often romantic, they can also be fussy. Females tend to be gentle and down to earth,

as well as great with families. However, they can be impractical.

Monkey

Yang Metal Sign

Birth Years 2124, 2136, and 2148

Those born under the sign of the Monkey are fun, energetic, and like to be the center of attention. They are very curious people, and are often good at solving problems to get them out of the trouble that can come with that.

Males are often exciting people who like excitement. They can often find themselves bored. Females are often social, silver-tongued, and good at what they do. They can be flirtatious with active social lives.

Rooster

Yin Metal Sign

Birth Years 2125, 2137, and 2149

Those born under the sign of the Rooster are often independent and practical. They are the kind of people you can take at face value. They are often jacks-of-all trades, but don't master any one thing. Regardless of their practicality, they often like to show off. While devoted, they can be domineering.

Males are often confident and cheerful, with good senses of humor. They are also often courageous, but see things in black and white. Females tend to be social, organized, with high standards, who like the expensive things in life. They are also often terrible liars.

Dog

Yang Metal Sign

Birth Years 2126, 2138, and 2150

Those born under the sign of the Dog are kind, loyal, caring, and patient. However, they also tend to worry and can nag others with their concerns or needs.

Males are hard workers who are good with money, who appreciate the simpler things in life. However, he often thinks he knows what he's talking about, even when he doesn't. Females do tend to be great friends, as they are happy, generous, and great listeners. They also tend to be stoic about their own issues.

Pig

Yin Water Sign

Birth Years 2127, 2139, and 2151

Those born under the sign of the Pig are solid people. They are often patient, trustworthy, and loving. However, they can also be naive. In general, they also appreciate creature comforts.

Males are dependable and sincere, though they can be stubborn. Females are often gregarious and cheerful, who like peaceful domestic lives.

There are those unexplainable knacks that people seem to naturally have, which help define who they are. Those things are defined as Talents. Your Character begins the game with one Talent, but he will undoubtedly acquire several more of the over the course of play. Each of them provides an interesting benefit in specific circumstances. Many require that your Character has a rating of at least 1 in a particular Skill or Skills. Some provide specific Test Bonuses, some can only be activated when a specific Skill is Triggered during a Test, and some provide roleplaying effects that aren't so easily defined by game mechanics. As always, your GM is the judge of when Talents apply - especially when they have the kind of circumstances that are open to interpretation.

As you choose your Talents, notice that many of the Talents suggest a certain type of personality trait to go with them. Choose your Talents carefully, as they mold who your Character is in a very real sense. For example, it makes no sense for your Character to gain the benefit from the Lost & Forsaken Talent if he is a bright, optimistic person who has a thriving social life. Your GM may choose to deny you the bonus from a Talent if you do not incorporate these aspects into your Character on a regular basis.

There are three types of Talents presented here. First is the expanded Talent List, repeating and building on those that have come before. Second are Team Talents, which benefit groups of players who share the Talents, and

Advanced Talents, which combine existing Talents into a Character-defining traits.

TALENTS

The expanded list of Talents is divided into five categories: Combat, Mental, Miscellaneous, Psychological, and Social. This should help you narrow your focus to the Talents that will impact the areas you desire most.

Combat Talents

Boundless Rage

Requires: Hand Weapons (any) – or – Unarmed Combat

Your character has a well of anger that bleeds through into close combat situations, where he gets one free Success for attack Tests using hand weapons or unarmed combat.

Deadly Ballet

Requires: Hand Weapons (any) – or – Unarmed Combat + Trigger

Your Character is practically a war-dancer and can make a second close combat attack against any eligible target when Triggered.

Double Tap

Requires: Appropriate Gun Skill + Trigger

Your Character can make a free second, non-auto shot at same target at which he just fired, at a -1 Die Penalty.

Jumping on the Grenade

Your Character has the blood of a martyr. If within a believable distance, he is capable of choosing to take the damage destined for an ally. He takes

the damage that was intended for his ally, reducing it by armor as appropriate. He is likely now in direct combat with whatever was causing said harm when all is said and done, if the damage was coming from a living thing. This Talent is usable once per combat.

Killer Instinct

Requires: Combat Skill + Trigger

Your Character knows how to hit where it hurts and this one attack ignores all of the target's armor.

Never Say Die

Your Character has the ability to allow one other Character to ignore all penalties caused by Wound Levels for 1d6 turns of combat. You can choose when to bring this Talent to bear, but can only use it once every 24 hours.

No Bad Deed Unpunished

Your Character has a special yen to harm the criminally insane or the truly wicked. When confronted by such human opponents, he gains one free Success to all attack Tests.

No Rest for the Wicked

Your Character has the ability to ignore all penalties caused by Wound Levels for 1d6 turns of combat. You can choose when to bring this Talent to bear, but can only use it once every 24 hours.

True Grit

Your Character suffers one less than the usual penalty to Tests when wounded. This means that he suffers no penalty at Bruised, only -1 die at Battered, and -3 dice at Hurt.

A Definitive List

We've incorporated the Talents that are listed in the Core into this chapter. Some of them have been updated from *The Void Core*. In any case, use the Talents listed here over those previously printed. There has only been one name change – Too Innocent is now Pure Innocent. It's a little more international and it sounds cooler.

Two-Fisting

Your Character is better at fighting with two weapons at once than most people, meaning he suffers no Penalty to his attack Tests.

Mental Talents

Boost of Inspiration

Whenever your Character is trying to solve a problem, you may spend one Tension Point to gain two free Successes for the Test in question.

Cognitive Leap

Requires: appropriate Skills

Your Character has the ability to put information together quickly. You can increase the Plot Points of any investigation by two, twice per session.

Deep Thought

Requires: Research Skill

If given at least one hour of uninterrupted time to study, your Character gains one free Success on his Research Test.

Talent List by Group

Combat Talents

Boundless Rage
Deadly Ballet
Double Tap
Jumping on the Grenade
Killer Instinct
Never Say Die
No Bad Deed Unpunished
No Rest for the Wicked
True Grit
Two-Fisting

Mental Talents

Boost of Inspiration
Cognitive Leap
Deep Thought
Deeply Weird
Eureka!
Mechanically-Inclined
Mental Gymnastics
Stay on Target
Wicked Smart

Misc. Talents

Animal Whisperer
Brook No Sleight
Buy Low, Sell High
Gut Instinct
Know Where Your Towel Is
Peek-a-Boo
Voice of the Muse
Whiff of Death

Physical Talents

As the Rush Comes
Born in Freefall
Leaf in the Wind
Lift With Your Legs
Unnatural Grace

Psychological Talents

Black Heart
Fight, Not Flight
Game Face
Lost & Forsaken
One Foot in the Grave
Out of Mind
Shock the Monkey
Snake Eyes

Social Talents

Another Face in the Crowd
Because I Said So
Cooler Than Elvis
Don't I Know You?
Everybody's Best Friend
Gift of Gab
Mean as a Snake
Patience of a Saint
Pure Innocent
Prankster
Sexual Magnet
Silver Tongue
Steel Will
Smart-Alec
Style & Grace
Sudden Tangent
That Loving Feeling
The Dozens
Wicked Presence

Deeply Weird

Requires: appropriate Skills

Your Character gains one free Success to Cleverness-based Tests when analyzing or using alien life or technology.

Eureka!

Requires: Appropriate Skills & Trigger

Your Character gains one free Success for any future Cleverness-based Tests for Scientific or Technical Skills for this type of problem.

Mechanically-Inclined

*Requires: Engineering (any) – and/or –
Mechanics Skill*

Your Character has a knack with machines. Any time he uses an Engineering or Mechanics Skill, he gains one free Success.

Mental Gymnastics

Whenever your Character is stuck, you can spend one Tension Point, instead of the usual two Tension Points, to Get a Clue.

Stay on Target

Because of intense focus, your Character can lower the Difficulty of one Test per session by one level.

Wicked Smart

Requires: Training in skills to be used

Your Character is generally life-smart, not book-smart, and gains one free Success to non-Scientific or Technical Skills based on Cleverness – Art: Writing, Bureaucracy, Crime: High, Language, Liberal Arts, and Trade: Business.

Misc. Talents

Animal Whisperer

Requires: Animal Handling Skill

Your Character shares a special bond with animals. They are usually immediately friendly to him and he gains two free Successes to Animal Handling Tests.

Brook No Sleight

Requires: Being insulted

Your Character does not allow insults to stand. When properly insulted, your Character gains one free Success toward the next Test he makes against the insulter – whatever course of action he may take.

Buy Low, Sell High

Requires: Appropriate Skills & Trigger

Your Character has a sense of how to make money and gains one free Success to any future uses of the Trade: Business Skill, or uses of the Deception or Persuade Skill in these particular business negotiations.

Gut Instinct

Whenever your Character is presented with tough choices, you can spend one Tension Point to have your GM provide you with some guidance as to which is potentially the best choice – from your Character’s perspective.

Know Where Your Towel Is

Your Character is an expert traveler, who is more prepared than others. Once per session, you have access to a needed piece of gear, even when it isn't listed among your Character's possessions. It can be something that is unlikely for most to have packed.

Alphabetical Talent List

Animal Whisperer
Another Face in the Crowd
As the Rush Comes
Because I Said So
Black Heart
Boost of Inspiration
Boundless Rage
Born in Freefall
Brook No Sleight
Buy Low, Sell High
Cognitive Leap
Cooler Than Elvis
Deadly Ballet
Deep Thought
Deeply Weird
Don't I Know You?
Double Tap
Eureka!
Everybody's Best Friend
Fight, Not Flight
Game Face
Gift of Gab
Gut Instinct
Jumping on the Grenade
Killer Instinct
Know Where Your Towel Is
Leaf in the Wind
Lift With Your Legs
Lost & Forsaken
Mean as a Snake
Mechanically-Inclined
Mental Gymnastics
Never Say Die
No Bad Deed Unpunished
No Rest for the Wicked
One Foot in the Grave
Out of Mind
Patience of a Saint
Peek-a-Boo

Pure Innocent
Prankster
Sexual Magnet
Shock the Monkey
Silver Tongue
Smart-Alec
Snake Eyes
Stay on Target
Steel Will
Style & Grace
Sudden Tangent
True Grit
Two-Fisting
That Loving Feeling
The Dozens
Unnatural Grace
Voice of the Muse
Whiff of Death
Wicked Presence
Wicked Smart

Peek-a-Boo

Requires: Notice Skill

Your Character is unnaturally good at sensing living things that are trying to hide, and gains one free Success to such Tests.

Voice of the Muse

Requires: Art (any) Skill

Your Character is gifted in his chosen art-form, and gains one free Success to any of his chosen artistic endeavors. He also gains one free success to Persuade Tests when talking to people about his art.

Whiff of Death

Requires: Notice

Your Character has the uncanny and unnerving ability to sense when death is near. This can come in the form of someone who is in mortal peril, nearby corpses, or nearby morgues, graveyards, or other places of death. Your GM will let you know when this Talent comes into play.

Physical Talents

As the Rush Comes

Requires: Athletics (any) Skill

Your Character is an adrenaline junkie. He gains one free Success to the appropriate Athletics Test, as long as what he's trying to do is dangerous.

Born in Freefall

Requires: Freefall Skill

Your Character doesn't need to Test for basic moves in freefall or micro-gravity, and gains two free Successes to any other Freefall Tests he must make.

Leaf in the Wind

Requires: Any Vehicle Skill & Trigger

Your Character is a natural-born pilot and gains one free Success to any future Skill Tests with the type of vehicle he is currently piloting.

Lift With Your Legs

Requires: Athletics: Brawn Skill

Your Character can lift and/or carry 150% of what his peers might, and gains one free Success for Athletics: Brawn Tests.

Unnatural Grace

*Requires: Athletics: Coordination Skill,
Dodge Skill + Trigger*

Your Character is naturally agile and gains one free Success for Athletics: Coordination Tests. Furthermore, if Triggered during a Dodge Test, it gives him one free Success on his attack Test next turn.

Social Talents

Another Face in the Crowd

Your Character has the ability to fade into the background and not call attention to himself. He functionally becomes anonymous to most observers, which can be very useful. Your GM will let you know how this plays out.

Because I Said So

Your Character has command presence, and can get people to follow his orders when it seems right. Under normal circumstances, when he is clearly an authority figure, your Character causes people to move from Ambivalent to the Friendly Attitude for purposes of taking the actions ordered – as long as they seem

sensible. In times of stress or danger, he can also move people from Unfriendly to the Ambivalent Attitude for purposes of sensible orders. Your GM will let you know how this Talent applies.

Cooler Than Elvis

Your Character has the uncanny ability to look good in front of others. In addition to one free Success to Fraternize and Seduction Skill Tests, he also gains a one free Success to Horror Tests – as long as there's someone else around to see him being cool.

Don't I Know You?

Requires: Savoir Faire Skill + Trigger

Your Character has the amazing ability to create relatedness with strangers. You gain one free Success for Social Skill Tests of a friendly sort with the person in question, for purposes of this first introductory interaction.

Everybody's Best Friend

Requires: Appropriate Social Skills

Your Character really knows how to ingratiate himself with other people. Twice per session, he can immediately move a person's Attitude from Unfriendly to Ambivalent, or from Ambivalent to Friendly.

Gift of Gab

Requires: Appropriate Social Skills

Your Character has the ability to talk to anyone without awkwardness and gains one free Success to any Social Skill Tests, except for Insight and Intimidation.

Mean as a Snake

Requires: Intimidate Skill

Your Character knows how to summon his inner bastard and gains one free Success to Intimidate Tests.

Patience of a Saint

Requires: Insight Skill

Your Character can tolerate anyone effectively, no matter their state of mind. He gains one free Success for any Insight Tests when someone is Unfriendly or Hostile.

Pure Innocent

Your Character is the kind of person that people never suspect of wrongdoing. He can avoid being the target of such investigations, at least initially. Naturally, once evidence mounts up, he's in as much trouble as the next guy – however, he gets that crucial initial reprieve.

Prankster

Your Character knows how to pull great pranks, the kind that make a person really angry and uncomfortable. He can set up a prank that will immediately make a target's Attitude Hostile, when your Character isn't present, at the time of his choosing. Your GM will let you know what happens.

Sexual Magnet

Whether or not your Character is considered to be conventionally attractive and sexy, there is something about him that makes other people want to be sexually involved with him. He gains one free Success for Seduction Tests against those who would normally find him sexually attractive.

Requires: Deception, Fraternize, Persuade, Savoir Faire, or Seduction Skills

Smart-Alec

Requires: Appropriate Social Skills

Requires: Insight Skill

Your Character doesn't shake easily. He gains one free Success to Insight Tests – two if he's being tortured.

Requires: Appropriate Social Skills

Your Character makes awesome first impressions. He gains one free Success to any Social Skill Tests for the first turn of an Exchange with a person, and he can spend 1 Tension Point to shift a

person's Attitude up one category towards Friendly.

Sudden Tangent

Your Character has the ability to steer conversations away from topics that are probing or uncomfortable for him. Spend one Tension Point to do so.

That Loving Feeling

Requires: Appropriate Social Skills

Once your Character has had a successful romantic encounter, he gains one permanent free Success to Social Skill Tests, except for Insight and Intimidation, with that person.

The Dozens

Requires: Appropriate Social Skills

Your Character really knows how to trade insults and aggravate people. After all, angry people often make stupid mistakes – or you may just want to piss someone off. Your Character gains one free Success towards any Social Skill Test designed to worsen a person's Attitude, down all the way to Hostile.

Wicked Presence

Requires: Appropriate Social Skills

Your Character knows how to bring his personality to bear, gaining one free Success to any Social Skill Test. However, he also stands out when doing this and people take notice of him. He cannot blend in when using, or having recently used, this Talent.

Psychological Talents

Black Heart

Your Character has the special ability to do messed up things, especially to other people, with no threat of suffering from Horror Effects or Madness. If it has to do with human suffering or remains, he is immune – he only has to test against otherworldly things that truly threaten his being or grasp on reality.

Fight, Not Flight

When your Character suffers a Horror Effect, you may spend one Tension Point to instead immediately make a free attack against the source of said Horror at no Penalty. This negates the Horror Effect, but he must now attack the source of said horror for 1d6 turns.

Game Face

Your Character can push his fear down to stay in the game and gains one free Success to Horror Tests, as long as he is on task. If he strays from his task-oriented course of action, he loses this bonus immediately.

Lost & Forsaken

Your Character's soul has already been lost to the hopelessness that faces humanity. You may spend one Tension Point to resist any Horror Effect or to negate a level of Madness (or the effects of Madness already accrued). However, he suffers a -1 die Penalty to any and all interpersonal skills, and generally makes people uncomfortable. He incites special reactions in the mentally instable.

One Foot in the Grave

Your Character knows he is likely to come to a bad end and has embraced it. When he suffers a Horror Effect, he can shift that effect up or down one result on the table.

Out of Mind

Your Character is the kind of person that can tell when he is sliding down the slippery slope of sanity. He is capable of staving off the effects of Madness for 1d6 days from the event that causes him to grow more insane. Even then, he is capable of acting normal for 1d6 hours when forced to interact with other normal people – he may only do this once per week. Once these grace periods have ended, however, he is obvious crazy and will elicit the appropriate reactions.

Shock the Monkey

Your Character doesn't have an addictive personality in any way and his body is likewise resistant. He doesn't get hooked on addictive substances, period.

Snake Eyes

Your Character has the ability to render his inner self as frightening as the world around him, at least temporarily. He has the ability to delay the onset of any Horror Effect for 2d6 turns – though he will suffer the full effect once this duration has passed. As a side effect, he gains a one free Success to any Intimidation Tests.

TEAM TALENTS

As Characters grow together, groups can chip in to acquire Team Talents. These give the group bonuses when working together. They can be things that bolster courage in each other and provide bonuses versus Horror Tests or reduce the Horror Effect time, or things that are like combat maneuvers that provide bonuses based on team position.

Each Team Talent requires at least two Characters in order to be of use, and every Character that wishes to benefit from the Team Talent must acquire it for 2 Advances.

...And My Crew

The Characters that share this Talent know how to carry themselves to look badass together. When attempting an Intimidation Test, add one free Success for each Character beyond the first.

Team Talents List

...And My Crew
Battle Language
Boot Party
Calm the F&@k Down
Coach Me Through It
Defensive Positions
Distraction
Fan Out
Formation Zero
Forward Observer
Friends Like These
Get Moving
Give Me The Ball
Go To Your Happy Place
Gypsy's Luck
High Brow, Low Blow
Intertwined Fates
Keep Up
Make It Rain
Mind Meld
On Your Toes
Pack Tactics
Raging Bull
Shoot Now
Stay With Me
The Con

Battle Language

You and your team have created your own spoken dialect, which no one else can decipher. You all gain the ability to communicate without anyone else knowing what you're saying – except those rare individuals who've gotten intimate enough to crack it.

Boot Party

When you and any other Character with this Talent choose to surround and gang up on one single opponent, you each get a bonus of two free Suc-

cesses each on your attacks. If three or four Characters with this Talent join in, that bonus jumps to six free Successes each. This Talent only applies to close quarters combat.

Calm the F&@k Down

The Characters who share this Talent can help each other deal with scary situations. You can reduce Horror Tests by one Difficulty for each other.

Coach Me Through It

Any Characters sharing this Talent can help each other in situations where they need to draw on each other's

Skills. For 1d6 turns, one Character can eliminate any Unskilled Test Penalties for a task, instead using the rating for the skilled Character. The two Characters involved need to be able to communicate clearly in order for this Talent to be of use, and can be used only once per situation.

Defensive Positions

You and your teammates know how to get out of harm's way when the crap hits the fan. For the first turn of a violent altercation, each Character who shares this Talent gains one free success to their Defense Tests.



Training As A Team Makes A Difference

Distraction

The Characters who share this Talent know how to take hits for each other. During any turn, any Character with this Talent can call attacks away from his teammates. It must be practical that this can happen – creatures won't go scattering around the room after new targets each turn.

Fan Out

Characters who share this Talent have a knack for investigating together. The Primary Investigator is the Character with the highest Investigate

Skill. Every Character beyond him who assists provides him with one free Success to Investigate Tests.

Formation Zero

Requirements: Freefall Skill

You and any other Character with this Talent have trained together to work in microgravity. Each Character connected by this Talent gains two free Successes to Freefall Tests when working with each other.

Forward Observer

Characters who share this Talent can help each other navigate and aim when their target isn't in plain sight. As long as someone is scouting appropriately ahead, the team can reduce Penalties from Obscured Targets by one.

Friends Like These

Any Character connected by this Talent can utilize the bonus to succeeding at Horror Tests by using those benefits given by the Character with the lowest Empathy rating.

Get Moving

Characters who share this Talent can make their teammates keep up when needed. Anyone who shares this Talent can move at the maximum speed of the fastest teammate, for 2d6 minutes – roll separately for all slower Characters.

Give Me The Ball

Any Character connected by this Talent can swap Initiative scores with each other. All the Initiative results need be accounted for in the end, regardless of which Character has them.

Go To Your Happy Place

Characters who share this Talent can help each other manage their insanity. They can use it to cancel out one mental disorder for 1d6 hours each day. However, at least one Character can't be higher than Madness Level I.

Gypsy Luck

Requirements: Luck Asset

As long as one member of your team, who has also purchased this Talent, has the Luck Asset, he can share it. Anyone with the Luck Asset and this Talent can share that Asset with anyone else with this Talent. The number of times you can use it per session remains the same – you can simply share those times with your team-mates.

High Brow, Low Blow

Once a Character with this Talent has entered an Exchange, he must succeed at it, Triggering at least once. If so, any other Character with this Talent can add two additional dice to attack Tests and Damage against the target for one turn – this bonus can be held until later in the overall Exchange.

Intertwined Fates

Any Characters connected by this Talent can give their Fate Points to each other. This means you can sacrifice your Fate Point to keep your teammate alive, and vice versa.

Keep Up

Characters who share this Talent have a good rapport with each other, and can more easily teach each other new Skills. As long as they meet the requirements for learning new Skills, they learn at 75% the normal rate.

Make It Rain

When Characters who share this Talent engage in suppressive fire, it slows targets down more than usual. For each Character beyond the first involved, reduce the movement of targets by an additional 10%.

Mind Meld

Characters who share this Talent can be of great help to each other, providing more bonuses for Teamwork than usual. Each Character beyond the first that shares this Talent and meets the criteria necessary for Teamwork adds one bonus die to such Tests.

On Your Toes

Characters who share this Talent are adept at working together to find things. When the team spreads out to see what's out there, they each gain one free Success for their Notice Tests.

Pack Tactics

You and your teammates have practiced the art of coordination in combat. For the first turn of a violent altercation, each Character that shares this Talent gains one free Success on their Attack Tests.

Raging Bull

For the duration of the scene, all Characters with this Talent can choose to use the Empathy score of one member of the team who also has this Talent. Those effects are set for the team for the duration of the scene and Empathy score cannot be switched between more than once. The full effects of that Empathy affect all connected by this Talent – good and bad.

Shoot Now

As long as one of the Characters who shares this Talent has a higher Skill rating than the person he's trying to help, he gives one bonus Die to that person's next Attack Test. The two Characters must be able to see each other and communicate in order for this bonus to take effect. Only one Character on the team can gain this benefit each turn.

Stay With Me

Normally, when a Character runs out of all Health in all four of the Wound Levels, he dies. Characters connected by this Talent have the ability to go down to -15 points of damage before they expire – as long as one of the other connected Characters is still alive and can communicate with they potentially dying.

The Con

Characters who share this Talent are good at working together in order to manipulate people. While coordinating, they each gain one free Success to Social Skills Tests, except for those involving Insight or Intimidation.

ADVANCED TALENTS

Acquiring Advanced Talents is when your Character really comes into his own. Advanced Talents are where you get to experience the fantasy of your Talents come to life. While normal Talents reveal aspects of your Character, Advanced Talents are Character-defining. Each suggests some important things about your Character.

Presented here are 31 Advanced Talents, each requiring the combination of two Talents. Once a Character has acquired those Talents, along with another 2 Advances, he can convert them into the appropriate Advanced Talent. The old Talents disappear, replaced by one, superior Advanced Talent.

You'll notice that there are some Talents that build into multiple Advanced Talents. This is where you'll have to make your choice. The old Talents disappear in conversion, so you may have to buy a Talent twice at different times in order to build to another Advanced Talent. It can be a task, but worth it if it fits with where you see your Character growing.

1000 Yard Stare

Requires: Out of Mind + Snake Eyes

Your Character looks like he's been through hell and walked out the other side. He's keeping himself together in a way few others could even understand. He gains one free Success to any Social Skill Tests for the first turn of an Exchange with anyone who has served in the military, as a mercenary, or in the police force. He also gains two free Successes to any Intimidation Tests. He is capable of staving off the effects of Madness for 1d6+2 days from the event that causes him to grow more insane. Even then, he is capable of acting normal for 2d6 hours when forced to interact with other normal people – he may only do this once per week. Once these grace periods have ended, however, he is obviously crazy and will elicit the appropriate reactions. Furthermore, he has the ability to delay the onset of any Horror

Advanced Talents List

1000 Yard Stare
Can't Quit You
Cold-Blooded
Dead Soul
Don't Try This At Home
The Downward Spiral
Elementary, My Dear Watson
Empty Eyes
Executioner
Hell on Wheels
Hold My Beer
Hong Kong Action
Intense Focus
Know Who You're Messing With
Leaf in the Void
Lost in the Crowd
Mad Scientist
Martyr Complex
Mechanical Savant
Out of the Box
Player
Punish the Wicked
Really Aggravating
Red Wine, Cigarettes, & Popcorn
Rockstar
Smooth Operator
Voidborn
Wardancer
Wildly Inspired
Yes, Drill Sergeant!
You Can't Stop Me
You're a Winner

Effect for 2d6+4 turns – though he will suffer the full effect once this duration has passed.

Can't Quit You

Requires: Sexual Magnet + That Loving Feeling

There's something about your Character that screams sex and people

have a hard time saying no. Once they've got a taste of him, they can't seem to get enough. He gains two free Successes for Seduction Tests against those who would normally find him sexually attractive. Once your Character has had a successful romantic encounter, he gains two permanent free Successes to Social Skill Tests, except for Insight and Intimidation, with that person.

Cold-Blooded

Requires: Mean as a Snake + Snake Eyes

Your Character has a special relationship with fear. He gains three free Successes to Intimidate Tests. He also has the ability to delay the onset of any Horror Effect for 2d6 hours – though he will suffer the full effect once this duration has passed.

Dead Soul

Requires: Black Heart + Game Face

Little can make your Character feel anymore. He can deal with and inflict any kind of human suffering or remains with no threat of suffering from Horror Effects or Madness. As long as he keeps himself focused, he gains three free Successes to Horror Tests while on task.

Don't Try This At Home

Requires: As the Rush Comes + Lift With Your Legs

Your Character likes to try daring things, the kind that would probably hurt most people. As long as what he's trying to do is dangerous, he gains two free Successes to the appropriate Athletics Test – three for Athletics: Brawn. Furthermore, your Character can lift and/or carry twice what his peers might.

The Downward Spiral

Requires: Lost & Forsaken + Out of Mind

Your Character is truly lost and has embraced the madness that inevitably lies ahead. You may spend one Tension Point to resist any Horror Effect or to negate the acquisition of a new level of Madness. You can also spend three Tension Points to simply remove a level of already acquired Madness – though your Character's Madness Level may never go below 1 in this fashion.

He can also stave off the effects of Madness for a week from the event that causes him to grow more insane. Even then, he can act normal for 2d6 hours when forced to interact with other normal people – though he may only do this once per week.

However, the rest of the time, your Character is not right and he generally makes normal people uncomfortable. He incites special reactions in the mentally unstable. Normally, he suffers a -1 die Penalty to any and all interpersonal Skills – but you can spend one Tension Point to negate that for 1d6 hours (in addition to the once a week ability above).

Elementary, My Dear Watson

Requires: Cognitive Leap + Wicked Smart

Your Character may not be a rocket scientist, but he knows how to find and put things together. You can increase the Plot Points of any investigation by four, twice per session. Your Character also gains two free Successes to non-Scientific or Technical Skills based on Cleverness – Art: Writing, Bureaucracy, Crime: High, Language, Liberal Arts, and Trade: Business.

Empty Eyes

Requires: One Foot In The Grave + Snake Eyes

The lights are on, but it's hard to tell if your Character is home. When he suffers a Horror Effect, you choose which one to apply. He can also delay the onset of any Horror Effect for 2d6 hours – though he will suffer the full effect once this duration has passed. As a side effect, he gains two free Successes to any Intimidation Tests.

Executioner

Requires: Double Tap + Killer Instinct

Your Character puts people down for good. When a Combat Skill is Triggered, its damage ignores all of the target's armor. If that Combat Skill is a Guns Skill, your Character can also make a free second, non-auto shot at the same target at which he just fired – also ignoring armor.

Hell on Wheels

Requires: As the Rush Comes + Leaf in the Wind

Your Character likes to take risks behind the controls. As long as what he's trying to do is dangerous, he gains two free Successes to the appropriate Pilot Test. Furthermore, if he Triggers a Pilot Test, he gains two free Successes to any future Skill Tests with the type of vehicle he is currently piloting.

Hold My Beer

Requires: As the Rush Comes + Unnatural Grace

Your Character likes to try dangerous stunts. To keep up, he gains two free Successes for Athletics: Coordination or Athletics: Fitness Tests. He gains two additional free Successes to any Athletics Test (stacking for Coordination and Fitness), as long as what he's trying to do it dangerous.

Furthermore, if he Triggers a Dodge Test, he gains two free Successes on his attack Test next turn.

Hong Kong Action

Requires: Double Tap + Two Fisting

Your Character has two gun fighting down to a science. He doesn't suffer a Penalty when fighting with two weapons. Furthermore, when a Guns Test is Triggered in two gun mode, your Character can make a free second non-auto shot at the same target at which he just fired – with both guns. These free shots cannot Trigger this Talent.

Intense Focus

Requires: Deep Thought + Stay on Target

Your Character's strict attention means that he can lower the Difficulty of two Tests per session by one level. Furthermore, if given at least one hour of uninterrupted study, your Character gains two free Successes on his Research Test.

Know Who You're Messing With

Requires: Boundless Rage + Brook No Sleight

Your Character is angry and dangerous. He gains two free Successes for attack Tests using hand weapons or for unarmed combat. Furthermore, if properly insulted, your Character gains two free Successes toward the next Test he makes against the insulter – whatever course of action he may take. These two effects stack.

Leaf in the Void

Requires: Born in Freefall + Leaf in the Wind

Your Character is so at home in the void that he never needs to Test to maneuver in freefall or micro-gravity. Furthermore, as a natural born pilot, he

gains two free Successes to any future Skill Tests with the type of spacecraft he's currently piloting – one if it's any other kind of vehicle.

Lost in the Crowd

Requires: Another Face in the Crowd + Pure Innocent

Your Character can hide in plain sight. People don't remember him, don't have photos of him, or even notice him. He almost cannot be suspected of wrong-doing. People refuse to believe he is responsible and require a large amount of evidence to believe otherwise. Your GM will let you know how this plays out.

Mad Scientist

Requires: As the Rush Comes + Deeply Weird

Your Character likes to try dangerous things in the lab – and sometimes in the field. He gains one free Success to the appropriate Athletics, Scientific or Technical Skill Test, as long as what he's trying to do is dangerous. Your Character also gains two free Successes to Cleverness-based Tests when analyzing or using alien life or technology. These two effects stack.

Martyr Complex

Requires: Patience of a Saint + Steel Will

Your Character doesn't break and has no problem suffering. He gains two free Successes to Insight Tests – three if he's being tortured. He also gains two free Successes for any Insight Tests when someone is Unfriendly or Hostile. These effects stack.

Mechanical Savant

Requires: Mechanically Inclined + Stay on Target

Your Character and machines have an understanding. Any time he uses

an Engineering or Mechanics Skill, he gains two free Successes. Furthermore, your Character can lower the Difficulty of one Test per session by one level – two levels if it uses an Engineering or Mechanics Skill.

Out of the Box

Requires: Deeply Weird + Eureka!

Your Character isn't what people call a conventional thinker, and he adapts his thinking very quickly. He gains two free Successes to Cleverness-based Tests when analyzing or using alien life or technology. When Triggered, he also gains two free Successes to any future Cleverness-based Tests for Scientific or Technical Skills for this type of problem.

Player

Requires: Gift of Gab + Sexual Magnet

Your Character is a sexy beast. He can talk to anyone and gains two free Successes to any Social Skill Tests, except for Insight and Intimidation. But he's really a genius with those who might want to get physical with him. He gains three free Successes for Seduction Tests against those who would normally find him sexually attractive.

Punish the Wicked

Requires: Boundless Rage + No Bad Deed Unpunished

Your Character is a bit of a witch hunter. When confronted with the criminally insane or the truly wicked of the human race, he gains two free Successes to all attack Tests – three for attack Tests using hand weapons or unarmed combat.

Really Aggravating

Requires: Prankster + The Dozens

Your Character excels at pissing people off. He gains two free Successes towards any Social Skill Test designed to make a person's Attitude worse, down all the way to Hostile. He also can set up a prank that will immediate make a target's Attitude Hostile, going off at the time of his choosing. Your GM will let you know what happens.

Red Wine, Cigarettes, & Popcorn

Requires: Sexual Magnet + Style & Grace

Your Character knows how to com-
port himself like a top fashion
model. People find him fasci-
nating and attractive, and are
instantly drawn to him. He gains
three free Successes for Se-
duction Tests against those
who would normally find him
sexually attractive. He also
gains two free Successes to
any Social Skill Tests for the
first turn of an Exchange with
a person, and he can spend 1
Tension Point to shift a person's
Attitude up one category to-
wards Friendly.

Rockstar

Requires: Sexual Magnet + Wicked Presence

Your Character knows how to get attention, especially from those who might want to be sexually involved with him. He gains two free Successes to any Social Skill Test – three for Seduction Tests against those who would normally find him sexually attractive. However, he also makes an impression when doing this. He cannot blend in when using, or having recently used, this Talent.



Not All The Clubs Have Signs

Smooth Operator

Requires: Gift of Gab + Cooler Than Elvis

Your Character is a cool and charming individual. He gains two free Successes to any Social Skill Test, except for Insight or Intimidation – three free Successes for Fraternize and Seduction Skill Tests. Furthermore, as long as other people can see how cool he is, your Character gains two free Successes for Horror Tests.

Voidborn

Requires: As the Rush Comes + Born in Freefall

Your Character's natural home is in freefall or microgravity, and he is daring there. You never need to make a Test for the Freefall Skill. He automatically succeeds. You also gain two free Successes to any Athletics Test, as long as what he's trying to do is dangerous – three if it is in freefall or microgravity.

Wardancer

Requires: Boundless Rage + Deadly Ballet

Your Character's inner rage and natural grace have turned him into a force with which to be reckoned, and only the brave dare get close. In close combat situations, he gets two free Successes for the first turn of combat, and one free Success thereafter, for attack Tests using hand weapons or for unarmed combat. He can also make a second close combat attack against any eligible target when Triggered – as well as a third, if wielding two weapons (usual penalties apply).

Wildly Inspired

Requires: Boost of Inspiration + Mental Gymnastics

Your Character can be an unbelievable problem solver. When confronted with a problem, you may spend 1

Tension Point to gain three free Successes for the Test in question. If stuck, you can Get a Clue without having to spend Tension Points once per session. The rest of the time, you can spend one Tension Point, instead of the usual two Tension Points, to also Get a Clue.

Yes, Drill Sergeant!

Requires: Because I Said So + Mean as a Snake

Your Character has command presence, and can get people to follow his orders when it seems right. Under normal circumstances, when he is clearly an authority figure, your Character causes people to move from Ambivalent to Friendly in Attitude for purposes of taking the actions ordered – as long as they seem sensible. In times of stress or danger, he can also move people from Unfriendly to the Ambivalent Attitude for purposes of sensible orders.

Furthermore, your Character is even more effective when people don't want to follow his commands. He can use his Intimidate Skill to move people's Attitudes from Ambivalent to Friendly or Unfriendly to Hostile (as appropriate). He also gains two free Successes to any Intimidate Test, and these two effects stack.

Your GM will let you know how this Talent applies.

You Can't Stop Me

Requires: Never Say Die + True Grit

Your Character refuses to go down, and others around him are inspired by that. Your Character suffers two less than the usual penalty to Tests when wounded. This means that he suffers

no penalty at Bruised and Battered, and -2 dice at Hurt. Furthermore, he can act for 1d6 turns when Incapacitated at a -4 dice penalty, as long as he isn't killed, before he falls down. He also has the ability to allow two other Characters to ignore all penalties caused by Wound Levels for 1d6 turns of combat – though you can only use this facet of the Advanced Talent once every 24 hours.

You're a Winner

Requires: Gift of Gab + Style & Grace

Your Character can comport himself as a perfect gentlemen (or lady). He gains two free Successes to any Social Skill Tests, except for Insight and Intimidation. He also gains an additional two free Successes to any Social Skill Tests for the first turn of an Exchange with a person, and he can spend 1 Tension Point to shift a person's Attitude up one category towards Friendly.



The rules regarding the Empathy Characteristic are optional – only use them if they work for your group.

Empathy is a Statistic that governs a Character's ability to relate to other people and human life as we know it. The higher a Character's Empathy, the more related he is to those things. The lower, the less related. As a Character's Empathy declines, you can think of it as him losing his soul to the darkness of the universe. He's cutting himself off from other people in order to deal.

At a Glance

Empathy

- *Empathy* is a measure of a Character's connection to other people.
- Characters start at a rating of 8, out of a max of 10.

Losing Empathy

- Characters lose Empathy as they are forced into horrific situations, or their actions show they are losing their connection to the human race.

Gaining Empathy

- By taking actions to restore a Character's connection to others, he may regain Empathy.
- Such actions must be worked out with the GM.
- Or it could cost 2 Advances to buy back a point of Empathy.

Every Character has an Empathy rating between 1 and 10. A high Empathy rating demonstrates that a Character is in touch with the emotions and aspects that make him human, as well as those same things in others. Characters can lose Empathy by coming face-to-face with dark creatures or facing the depravations of humanity. A serial killer, for example, will have a very low Empathy rating, whereas a sheltered student will most likely have a very high one.

All Characters start with an Empathy of 8. No Character may have an Empathy greater than 10 or less than 1. The Empathy of a Character will provide certain bonuses or penalties to the Character as listed in the table on the next spread. Once a Character begins play, new events may modify the Empathy at your GM's discretion.

Players should consult the Empathy Table when their Character's Empathy changes. There are modifiers to Horror and Social Skill Tests based on a Character's rating. If a Character gains a Madness Level due to a drop in Empathy, the Madness is permanent until his Empathy is increased and the Character has taken the necessary steps to reduce their Madness. Mental Disorders due to Madness from lack of Empathy are suggested to be things that further remove him from other people, such as a Schizoid Disorder or Sociopathy.

Losing Empathy

It is possible for Characters to lose Empathy as they are forced into horrific

ic situations or their actions show that they are losing their connection to the human race. Events that cause a loss of Empathy should be large events, such as being trapped in the ventilation shaft of a space habitat while watching a pack of Ghouls tear apart the colonists. Long term exposure to violence and degradation can also cause a loss of Empathy, such as a homicide detective who has walked into a dozen or more crime scenes and no longer views the corpses as people. GMs may apply a temporary Empathy loss due to horrifying events, but this should be done with care. Losing Empathy is a slippery slope to madness and should not be something that changes constantly, unless the Character is actively eroding his soul.

Gaining Empathy

In the face of tragedy, humanity is a collectively resilient creature. If a Character is actively seeking to restore his Empathy, GMs can reward Empathy through Character actions. This can be through attending counseling and psychiatric treatment for dissociative disorders, or through the Character re-grounding themselves in the community. It does not have to be traditional community service – even getting together with a bunch of buddies to watch the game and talk, if done regularly, can help re-establish Empathy.

GMs should work with players who want to restore their Empathy Rating to discuss how high they want to go. The process can be something that



A Situation Where Empathy Is Important

happens during long downtime periods between missions, or through Character interactions.

For GMs that want to assign an Advance cost to gaining Empathy, instead of working it out in-Character, it costs 2 Advances per point of Empathy restored. Empathy purchased in this way should not be bought more than once per month in-game.

Empathy for GMs

The rules presented here provide good guidelines for using Empathy in your game, as well as how it can be gained and lost. However, here are a few other guidelines to help you use it effectively in your game.

The most obvious ways that Characters are going to lose Empathy is by constant exposure to horrific conditions. In this case, it doesn't matter how the players portray their Characters, their Empathy score is going to drop.

However, there is another important way to utilize Empathy. Instead of using Empathy as a score that represents a way the players should portray their Characters, do the reverse. Have their Empathy scores match the way they're playing their Characters. If a player is portraying his Character as someone who is really trying to be connected with other people, keep his Empathy high. If a player is callous and violent, keep his Empathy score low. Empathy can be a litmus test for where the player is keeping their Character in relation to others – whether they like the results or not.

In that vein, the penalties should count. Some players will be tempted to push for a low Empathy score for the bonus to resist Horror. Play up the Social Test Penalties they suffer. Make sure they end up in social situations where it matters. Have their behavior affect their professional standing. Also, when the time comes that they gain Madness Levels and permanent disorders, be sure to make those the kind they can't ignore. A low Empathy score shouldn't be something a player should enjoy – just as in life.

Empathy Table

Empathy	Modifiers	Example
10	Two free Successes for Social Skill Tests involving trust; One free Success for all other Social Skill Tests; -1 Die for Horror Tests	Highly innocent or naïve individual
9	One free Success for Social Skill Tests; -1 Die for Horror Tests	Well-adjusted adult
8	None	Beat Cop, Bartender
7	One free Success for Horror Tests; -1 Die to Social Skill Tests	War Reporter, Police Detective
6	One free Success for Horror Tests; -1 Die to Social Skill Tests; One free Success for Intimidation Tests	Homicide Detective, Veteran Front-Line Soldier
5	One free Success for Horror Tests; - 1 Die to Social Skill Tests; One free Success for Intimidation Skill Tests Gains Madness Level I (Minimum)	Veteran Special Forces Soldier
4	Two free Successes for Horror Tests; -2 Dice for Social Skill Tests; One free Success for Intimidation Skill Tests; Gains Madness Level II (Minimum)	Paranoid Schizophrenic
3	Two free Successes for Horror Tests; -2 Dice for Social Skill Tests; Two free Successes for Intimidation Skill Tests Gains Madness Level III (Minimum)	Serial Killer, Sociopath
2	Three free Successes for Horror Tests; -3 Dice for Social Skill Tests; Two free Successes for Intimidation Skill Tests; Gains Madness Level IV (Minimum)	Long term infection by Myriad
1	Three free Successes for Horror Tests; Unaffected by Easy or Average Horror Tests; -3 Dice for Social Tests; Three free Successes for Intimidation Skill Tests; Must be at Madness Level IV	Ghoul



While Advances are a player's reward for playing the game, Achievements are a player's reward for sticking with *The Void* and really digging into it.

There are a variety of Achievements that players can earn, regardless of what type of Character they're playing.

There are several different types of Achievements, to make sure that every kind of play style is covered. There are Physical Achievements, for those who are focused on violence, Mental Achievements, for those who are focused on working things out, Social Achievements, for those who want to work with people, Mystical Achievements, for facing the unknown, and Metagame Achievements, to reward

players for playing the game long-term or in different ways.

Once a player has earned an Achievement, he marks it off on his Achievement Tracker and gains 1 Advance. He can then immediately spend this Advance, or save it up with the rest of his Advances.

You can only check each Achievement once. Groups can be eligible to all check off the same Achievement at the same time.

Following is a list of Achievements, though it is hardly exhaustive. GM's should feel free to make up additional Achievements that work for their games.

Physical Achievements

Achievement	Criteria
<i>Monster Killer</i>	Kill 10 Monsters
<i>Monster Slayer</i>	Kill 25 Monsters
<i>Spacewalker</i>	Freefall in open space 3 times
<i>Hostile Environmentalist</i>	Survive 3 walks in deadly environments
<i>Call the Worm</i>	Face a bhole and survive
<i>Worm Food</i>	Kill a bhole
<i>Freedom of Religion</i>	Break up a minor cult or cult cell
<i>Exterminator</i>	Repel a karrak'in attack
<i>The Thing in Our Midst</i>	Reveal a metamorphasite
<i>I See You</i>	Survive a metamorphasite incursion
<i>Behind the Veil</i>	See through a nyphelous' deception
<i>Sooo Grateful</i>	Survive seethari implantation
<i>Face the Dragon</i>	Face a terrofex and survive
<i>Chase the Dragon</i>	Kill a terrofex

Achievement	Criteria
<i>Spawn of the Stars</i>	Face a spawn and survive
<i>Spawn of Dust</i>	Kill a spawn
<i>Face Your Doom</i>	Face a Harbinger and survive
<i>Tentacle Fear</i>	Face a lashing horror and survive
<i>Tentacle Killer</i>	Kill a lashing horror
<i>Face the Pack</i>	Face a pack of ghosts (5 or more within arm's reach) and survive
<i>Eaters of the Dead</i>	Face a group of ghouls (5 or more within arm's reach) and survive
<i>The Innsmouth Folk</i>	Face a group of deep ones and hybrids (5 or more within arm's reach) and survive
<i>Fungal Infection</i>	Face a group of Mi-Go (5 or more within arm's reach) and survive
<i>Love the Tank</i>	Make it through 10 times in an A/D Stasis Tank without incident

Mental Achievements

Achievement	Criteria
<i>Watson</i>	Determine the true source of the disturbance within 24 hours
<i>Sherlock</i>	Determine the true source of the disturbance within 12 hours
<i>Strong Backbone</i>	Succeed vs. 5 Horror Tests
<i>Spine of Steel</i>	Succeed vs. 10 Horror Tests
<i>Isn't It Cute</i>	Become Immune to a Monster's Fear Factor
<i>Aren't They Cute</i>	Become Immune to 5 Monsters' Fear Factor
<i>On The Edge</i>	Fail vs. 2 Horror Tests
<i>Over The Edge</i>	Fail vs. 4 Horror Tests
<i>Get a Grip</i>	Succeed vs. 2 Madness Tests
<i>Got a Grip</i>	Succeed vs. 5 Madness Tests
<i>The Cracks Grow</i>	Gain a Madness Level
<i>Through the Looking Glass</i>	Reach Madness Level II
<i>Self-Improvement</i>	Learn 30 Skills

Achievement	Criteria
<i>Voracious Learner</i>	Learn 40 Skills
<i>Good</i>	Develop 2 Skills to 5
<i>Damn Good</i>	Develop 5 Skills to 5
<i>Darn Good</i>	Develop 10 Skills to 4
<i>Knows Something</i>	Gain Plot Points through use of a Knowledge Skill
<i>Knows a Little</i>	Gain 20 Plot Points (over time) through use of a Knowledge Skill
<i>Knows a Lot</i>	Gain 50 Plot Points (over time) through use of a Knowledge Skill
<i>Knows a Whole Lot</i>	Gain 100 Plot Points (over time) through use of a Knowledge Skill
<i>A Little Scientific</i>	Gain Plot Points through use of a Scientific Skill
<i>The Lure of Science</i>	Gain 20 Plot Points (over time) through use of a Scientific Skill
<i>The Power of Science</i>	Gain 50 Plot Points (over time) through use of a Scientific Skill
<i>The True Power of Science</i>	Gain 100 Plot Points (over time) through use of a Scientific Skill
<i>Just This Once</i>	Gain Plot Points through use of a Surreptitious Skill
<i>Crime Pays</i>	Gain 20 Plot Points (over time) through use of a Surreptitious Skill
<i>Street Cred</i>	Gain 50 Plot Points (over time) through use of a Surreptitious Skill
<i>Criminal</i>	Gain 100 Plot Points (over time) through use of a Surreptitious Skill
<i>It's Technical</i>	Gain Plot Points through use of a Technical Skill
<i>It's Very Technical</i>	Gain 20 Plot Points (over time) through use of a Technical Skill
<i>Doubt You'd Understand</i>	Gain 50 Plot Points (over time) through use of a Technical Skill
<i>Let Me Dumb This Down</i>	Gain 100 Plot Points (over time) through use of a Technical Skill
<i>Monster Hobbyist</i>	Correctly identify an unknown creature
<i>Monster Enthusiast</i>	Correctly identify 5 unknown creatures
<i>Monster Hunter</i>	Correctly identify 10 unknown creatures

Achievement	Criteria
<i>Not In The Books</i>	Learn something new a creature
<i>Writing The Books</i>	Learn something at all about a totally unknown creature

Social Achievements

Achievement	Criteria
<i>Contact</i>	Have a Conversation with an Intelligent Creature
<i>Repeated Contact</i>	Have 5 Conversations with Intelligent Creatures
<i>Getting Some</i>	Seduce 3 People
<i>Player</i>	Seduce 8 People
<i>Charming</i>	Persuade 3 People
<i>Slick</i>	Persuade 8 People
<i>Badass</i>	Intimidate 3 People
<i>Scary</i>	Intimidate 8 People
<i>Socialite</i>	Impress 3 People
<i>Social Butterfly</i>	Impress 8 People
<i>Liar</i>	Deceive 3 People
<i>Filthy Liar</i>	Deceive 8 People
<i>It Comes From Space</i>	Freak the Locals out 3 times
<i>Minor Presence</i>	Gain Plot Points through use of a Social Skill
<i>Presence</i>	Gain 20 Plot Points (over time) through use of a Social Skill
<i>Major Presence</i>	Gain 50 Plot Points (over time) through use of a Social Skill
<i>Command Presence</i>	Gain 100 Plot Points (over time) through use of a Social Skill
<i>Having Words</i>	Engage in Social Combat
<i>Using Words</i>	Win your desired result in 5 Social Combats
<i>Abusing Words</i>	Win your desired result in 10 Social Combats
<i>Artistic</i>	Successfully use an Art Skill 3 times
<i>Artist</i>	Successfully use an Art Skill 8 times

Mystical Achievements

Achievement	Criteria
<i>Courting Death</i>	Spend 3 Fate Points to avoid death (over time)
<i>Defying Death</i>	Spend 6 Fate Points to avoid death (over time)
<i>Places Unknown</i>	Visit a minor secret Occult Location
<i>Places Unknowable</i>	Visit a major secret Occult Location
<i>The Art</i>	See magic in use
<i>Initiate</i>	Read a tome containing magical spells
<i>Odd Taste in Reading</i>	Read a rare occult tome with secret knowledge
<i>Weird Taste in Reading</i>	Read five rare occult tomes with secret knowledge
<i>Careful What You Read</i>	Gain at least one Madness Level from reading an occult tome
<i>Met a God</i>	Witness an avatar of an Old One
<i>Met Some Gods</i>	Witness two avatars of Old Ones
<i>Lucky Find</i>	Find an ancient relic or artifact
<i>Relic Hunter</i>	Find three ancient relics or artifacts
<i>Strange Find</i>	Find a piece of alien technology
<i>Black Technologist</i>	Find five pieces of alien technology in different places

Metagame Achievements

Achievement	Criteria
<i>Bronze Tier</i>	Play 1 Session (min. of 4 hours each)
<i>Silver Tier</i>	Play 5 Sessions (min. of 4 hours each)
<i>Gold Tier</i>	Play 10 Sessions (min. of 4 hours each)
<i>Platinum Tier</i>	Play 20 Sessions (min. of 4 hours each)
<i>Experienced</i>	Gain 10 Advances
<i>Seasoned</i>	Gain 20 Advances
<i>Veteran</i>	Gain 30 Advances
<i>Marathon</i>	Play 8 Hours in a Row
<i>Series</i>	Play 2 Days in a Row (min. 4 hours each)
<i>Talented</i>	Gain 5 Talents

Achievement	Criteria
<i>Very Talented</i>	Gain 10 Talents
<i>Amazingly Talented</i>	Develop an Advanced Talent
<i>Crazy Talented</i>	Develop 3 Advanced Talents
<i>Team Player</i>	Develop 3 Team Talents
<i>Generous</i>	Bring Snacks for the Whole Group
<i>Very Generous</i>	Buy Dinner for the Whole Group
<i>Infrnal</i>	Play On-Line on Infrno.net
<i>Dante Would Be Proud</i>	Play On-Line on Infrno 5 Times
<i>Poet</i>	Blog In-Character 3 Times on Infrno
<i>Bard</i>	Blog In-Character 6 Times on Infrno
<i>Forward Thinking</i>	Play 5 Sessions On-Line
<i>It's All Virtual</i>	Play 10 Sessions On-Line
<i>Depth</i>	Complete 1 Personal Subplots
<i>Deep</i>	Complete 3 Personal Subplots
<i>Over the Threshold</i>	Complete 1 Minor Plot
<i>Complete Tour</i>	Complete 3 Minor Plots
<i>Minor Player</i>	Complete 1 Major Plot
<i>Major Player</i>	Complete 2 Major Plots
<i>Things Man Was Not Meant To Know</i>	Complete 1 Part of Metaplot
<i>Things You Weren't Meant To Know</i>	Complete 2 Parts of the Metaplot
<i>In the Spirit</i>	Shriek out loud (legitimately)

Some people aren't big fans of the more granular Skill system used in *The Void*. Some games use a more aggregated system, which gives Characters greater utility. This alternate Skill system provides an option to satisfy just that.

However, we won't be statting things out this way in upcoming books. GMs will have to do a little extra work, but not too much. You can fake it and just say that NPCs have an Aptitude two less than their highest relevant Skill, and that Monsters have those Skills only.

You can still use the Lifepath system to give you a good background, and to help you choose your Qualities. When you're done, spend points in Aptitudes that make sense according to your choices, and spend points on Skills appropriately.

Character Creation

Traditional character generation has you spend points on individual Skills. In this version, you instead spend points on Aptitudes, which are Skill groups. There are a total of eleven Aptitudes, that match the eleven Skill Categories from *The Void Core*.

- Artistic Aptitude
- Combat Aptitude
- Knowledge Aptitude
- Physical Aptitude
- Scientific Aptitude
- Social Aptitude
- Surreptitious Aptitude
- Survival Aptitude
- Technical Aptitude

- Trade Aptitude
- Vehicle Aptitude

Every point you spend on an Aptitude means that your Character has that rating in all Skills within that Aptitude (or Skill Category).

To create your Character, spend 14 points among these 11 Aptitudes.

Skill Specializations

Once you're done spending the points on your overall Aptitudes, you get to spend additional points to create specializations in the Skills that are governed by that Aptitude. Each point you spend increases that individual Skill Specialization above the base Aptitude, making you better at specific applications of the Aptitude.

Spend 15 points on Skill Specializations, each building on top of the overall Aptitude rating.

Quirks

When you select Quirks for your Character, treat them like a Skill Specialization in whatever Aptitude seems appropriate.

Using Aptitudes

Aptitudes and Skill Specializations otherwise function like normal Skill Tests. Whenever you want to determine the Attribute on which a Test is based, use the Attribute paired with the closest Skill that makes sense.

However, you can never roll more than five dice total for Aptitude + Skill Specialization.

Advancement

Learn a New Aptitude

There are always new things you'll want your Character to learn. In order to learn a new Aptitude at 1, you'll either need to spend the in-game equivalent of 100 hours studying and training or 50 hours with a qualified teacher (anyone with the Aptitude at 3 or greater). Once you've done that, spend 10 Advances and you get the Aptitude at 1.

Learn a New Skill Specialization

There are always new specializations to be had. However, Skill Specializations can only be learned within Aptitudes with a rating of at least 1. In order to gain a new Skill Specialization at 1, you'll either need to spend the in-game equivalent of 20 hours studying and training or 10 hours with a qualified teacher (anyone with the Skill at 3 or greater). Once you've done that, spend 1 Advance and you get the Skill at 1.

The Odd Job skill is a special case, since it covers such a wide array of knowledge. It takes twice as long to learn and costs 2 Advances to get the Skill at 1.

Improving an Existing Aptitude

In order to improve one of the Aptitudes your Character already has, you must have spent time using that Aptitude in-game recently.

Improvement	Advance Cost
From 1 to 2	10
From 2 to 3	20
From 3 to 4	20
From 4 to 5	30

Improving an Existing Specialization

In order to improve one of the Skill Specializations your Character already has, you must have spent time using it in-game recently.

Improvement	Advance Cost
From 1 to 2	1
From 2 to 3	2
From 3 to 4	2
From 4 to 5	3

Again, the Odd Job Skill is a special case – it costs twice as much.



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Another Face in the Crowd	59	Executioner	69
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Aptitudes	84	Fan Out	64
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Artist	29	Formation Zero	65
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Battle Language	63	Friends Like These	65
Because I Said So	59	Gaining Empathy	75
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Black Heart	62	Ganymede	13
Blessing	40	Geek	23
Boost of Inspiration	55	Get Moving	65
Boot Party	63	Gift of Gab	60
Born in Freefall	59	Give Me The Ball	65
Boundless Rage	54	Go To Your Happy Place	65
Brook No Sleight	57	Good Childhood	20
"Buy Low, Sell High"	57	Government Agent	32
Callisto	13	Gut Instinct	57
Calm the F&@k Down	64	Gypsy Luck	65
Can't Quit You	67	Hell on Wheels	69
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Coach Me Through It	64	High Brow, Low Blow	65
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Cold-Blooded	68	Hold My Beer	69
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Cooler Than Elvis	60	Intense Focus	69
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Criminal	30	Jock	23
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Pure Innocent	60	Wasted Childhood	21
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CHECKLIST

What this is, how to use it, gaining Advances, and recording how you got them

Metagame Achievements	Criteria	✓
<i>Bronze Tier</i>	Play 1 Session (min. of 4 hours each)	
<i>Silver Tier</i>	Play 5 Sessions (min. of 4 hours each)	
<i>Gold Tier</i>	Play 10 Sessions (min. of 4 hours each)	
<i>Platinum Tier</i>	Play 20 Sessions (min. of 4 hours each)	
<i>Experienced</i>	Gain 10 Advances	
<i>Seasoned</i>	Gain 20 Advances	
<i>Veteran</i>	Gain 30 Advances	
<i>Marathon</i>	Play 8 Hours in a Row	
<i>Series</i>	Play 2 Days in a Row (min. 4 hours each)	
<i>Talented</i>	Gain 5 Talents	
<i>Very Talented</i>	Gain 10 Talents	
<i>Amazingly Talented</i>	Develop an Advanced Talent	
<i>Crazy Talented</i>	Develop 3 Advanced Talents	
<i>Team Player</i>	Develop 3 Team Talents	
<i>Generous</i>	Bring Snacks for the Whole Group	
<i>Very Generous</i>	Buy Dinner for the Whole Group	
<i>Infrnal</i>	Play On-Line on Infrno.net	
<i>Dante Would Be Proud</i>	Play On-Line on Infrno 5 Times	
<i>Poet</i>	Blog In-Character 3 Times on Infrno	
<i>Bard</i>	Blog In-Character 6 Times on Infrno	
<i>Forward Thinking</i>	Play 5 Sessions On-Line	
<i>It's All Virtual</i>	Play 10 Sessions On-Line	
<i>Depth</i>	Complete 1 Personal Subplots	
<i>Deep</i>	Complete 3 Personal Subplots	
<i>Over the Threshold</i>	Complete 1 Minor Plot	
<i>Complete Tour</i>	Complete 3 Minor Plots	
<i>Minor Player</i>	Complete 1 Major Plot	
<i>Major Player</i>	Complete 2 Major Plots	
<i>Things Man Was Not Meant To Know</i>	Complete 1 Part of Metaplot	
<i>Things You Weren't Meant To Know</i>	Complete 2 Parts of the Metaplot	
<i>In the Spirit</i>	Shriek out loud (legitimately)	

Mental Achievements Criteria		√
<i>Watson</i>	Determine the true source of the mystery within 24 hours	
<i>Sherlock</i>	Determine the true source of the mystery within 12 hours	
<i>Strong Backbone</i>	Succeed vs. 5 Horror Tests	
<i>Spine of Steel</i>	Succeed vs. 10 Horror Tests	
<i>Isn't It Cute</i>	Become Immune to a Monster's Fear Factor	
<i>Aren't They Cute</i>	Become Immune to 5 Monsters' Fear Factor	
<i>On The Edge</i>	Fail vs. 2 Horror Tests	
<i>Over The Edge</i>	Fail vs. 4 Horror Tests	
<i>Get a Grip</i>	Succeed vs. 2 Madness Tests	
<i>Got a Grip</i>	Succeed vs. 5 Madness Tests	
<i>The Cracks Grow</i>	Gain a Madness Level	
<i>Through the Looking Glass</i>	Reach Madness Level II	
<i>Self-Improvement</i>	Learn 30 Skills	
<i>Voracious Learner</i>	Learn 40 Skills	
<i>Good</i>	Develop 2 Skills to 5	
<i>Damn Good</i>	Develop 5 Skills to 5	
<i>Darn Good</i>	Develop 10 Skills to 4	
<i>Knows Something</i>	Gain Plot Points through use of a Knowledge Skill	
<i>Knows a Little</i>	Gain 20 Plot Points (over time) through use of a Knowledge Skill	
<i>Knows a Lot</i>	Gain 50 Plot Points (over time) through use of a Knowledge Skill	
<i>Knows a Whole Lot</i>	Gain 100 Plot Points (over time) through use of a Knowledge Skill	
<i>A Little Scientific</i>	Gain Plot Points through use of a Scientific Skill	
<i>The Lure of Science</i>	Gain 20 Plot Points (over time) through use of a Scientific Skill	
<i>The Power of Science</i>	Gain 50 Plot Points (over time) through use of a Scientific Skill	
<i>The True Power of Science</i>	Gain 100 Plot Points (over time) through use of a Scientific Skill	
<i>Just This Once</i>	Gain Plot Points through use of a Surreptitious Skill	
<i>Crime Pays</i>	Gain 20 Plot Points (over time) through use of a Surreptitious Skill	
<i>Street Cred</i>	Gain 50 Plot Points (over time) through use of a Surreptitious Skill	
<i>Criminal</i>	Gain 100 Plot Points (over time) through use of a Surreptitious Skill	
<i>It's Technical</i>	Gain Plot Points through use of a Technical Skill	
<i>It's Very Technical</i>	Gain 20 Plot Points (over time) through use of a Technical Skill	
<i>Doubt You'd Understand</i>	Gain 50 Plot Points (over time) through use of a Technical Skill	
<i>Let Me Dumb This Down</i>	Gain 100 Plot Points (over time) through use of a Technical Skill	
<i>Monster Hobbyist</i>	Correctly identify an unknown creature	
<i>Monster Enthusiast</i>	Correctly identify 5 unknown creatures	
<i>Monster Hunter</i>	Correctly identify 10 unknown creatures	
<i>Not In The Books</i>	Learn something new a creature	
<i>Writing The Books</i>	Learn something at all about a totally unknown creature	

Social Achievements	Criteria	✓
Contact	Have a Conversation with an Intelligent Creature	
Repeated Contact	Have 5 Conversations with Intelligent Creatures	
Getting Some	Seduce 3 People	
Player	Seduce 8 People	
Charming	Persuade 3 People	
Slick	Persuade 8 People	
Badass	Intimidate 3 People	
Scary	Intimidate 8 People	
Socialite	Impress 3 People	
Social Butterfly	Impress 8 People	
Liar	Deceive 3 People	
Filthy Liar	Deceive 8 People	
It Comes From Space	Freak the Locals out 3 times	
Minor Presence	Gain Plot Points through use of a Social Skill	
Presence	Gain 20 Plot Points (over time) through use of a Social Skill	
Major Presence	Gain 50 Plot Points (over time) through use of a Social Skill	
Command Presence	Gain 100 Plot Points (over time) through use of a Social Skill	
Having Words	Engage in Social Combat	
Using Words	Win your desired result in 5 Social Combats	
Abusing Words	Win your desired result in 10 Social Combats	
Artistic	Successfully use an Art Skill 3 times	
Artist	Successfully use an Art Skill 8 times	

Mystical Achievements	Criteria	✓
Courting Death	Spend 3 Fate Points to avoid death (over time)	
Defying Death	Spend 6 Fate Points to avoid death (over time)	
Places Unknown	Visit a minor secret Occult Location	
Places Unknowable	Visit a major secret Occult Location	
The Art	See magic in use	
Initiate	Read a tome containing magical spells	
Odd Taste in Reading	Read a rare occult tome with secret knowledge	
Weird Taste in Reading	Read five rare occult tomes with secret knowledge	
Careful What You Read	Gain at least one Madness Level from reading an occult tome	
Met a God	Witness an avatar of an Old One	
Met Some Gods	Witness two avatars of Old Ones	
Lucky Find	Find an ancient relic or artifact	
Relic Hunter	Find three ancient relics or artifacts	
Strange Find	Find a piece of alien technology	
Black Technologist	Find five pieces of alien technology in different places	

Physical Achievements	Criteria	✓
<i>Monster Killer</i>	Kill 10 Monsters	
<i>Monster Slayer</i>	Kill 25 Monsters	
<i>Spacewalker</i>	Freefall in open space 3 times	
<i>Hostile Environmentalist</i>	Survive 3 walks in deadly environments	
<i>Call the Worm</i>	Face a bhole and survive	
<i>Worm Food</i>	Kill a bhole	
<i>Freedom of Religion</i>	Break up a minor cult or cult cell	
<i>Exterminator</i>	Repel a karrak'in attack	
<i>The Thing in Our Midst</i>	Reveal a metamorphasite	
<i>I See You</i>	Survive a metamorphasite incursion	
<i>Behind the Veil</i>	See through a nyphelous' deception	
<i>Sooo Grateful</i>	Survive seethari implantation	
<i>Face the Dragon</i>	Face a terrofex and survive	
<i>Chase the Dragon</i>	Kill a terrofex	
<i>Spawn of the Stars</i>	Face a spawn and survive	
<i>Spawn of Dust</i>	Kill a spawn	
<i>Face Your Doom</i>	Face a Harbinger and survive	
<i>Tentacle Fear</i>	Face a lashing horror and survive	
<i>Tentacle Killer</i>	Kill a lashing horror	
<i>Face the Pack</i>	Face a pack of ghastrs (5 or more within arm's reach) and survive	
<i>Eaters of the Dead</i>	Face a group of ghoulrs (5 or more within arm's reach) and survive	
<i>The Innsmouth Folk</i>	Face a group of deep ones and hybrids (5 or more within arm's reach) and survive	
<i>Fungal Infection</i>	Face a group of Mi-Go (5 or more within arm's reach) and survive	
<i>Love the Tank</i>	Make it through 10 times in an A/D Stasis Tank without incident	

LIFEPATH GENERATION WORKSHEET

1. Choose Birthplace

Birthplace:

Attributes + 3 points

Awareness	1
Cleverness	1
Demeanor	1
Perseverance	1
Physique	1

Skills	Rating
--------	--------

	1
	1
	1

Starting Language

3. Choose SES

Socio-Economic Strata:

Required Qualities	Points
--------------------	--------

Skills +5 pts/max 5

3. Choose Youth

Childhood:

Attributes +3 pts/max 5

Awareness	
Cleverness	
Demeanor	
Perseverance	
Physique	

Skills +5 pts/max 5

[illegible]

Qualities	Points
-----------	--------

<i>1 pt Advantages</i>	
<i>Up to 3 pt Disadvantages</i>	

4. Choose Teen Years

Teen Years:

Attributes	+3 pts/max 5
------------	--------------

Awareness	
-----------	--

Cleverness	
------------	--

Demeanor	
----------	--

Perseverance	
--------------	--

Physique	
----------	--

Skills	+5 pts/max 5
--------	--------------

3 to 4 = 2 pts	
----------------	--

4 to 5 = 3 pts	
----------------	--

Qualities	Points
-----------	--------

1 pt Advantages	
-----------------	--

Up to 3 pt Disadvantages	
--------------------------	--

5. Choose Education

Education

Attributes	+5 pts/max 5
------------	--------------

Awareness	
-----------	--

Cleverness	
------------	--

Demeanor	
----------	--

Perseverance	
--------------	--

Physique	
----------	--

Skills	+5 pts/max 5
--------	--------------

3 to 4 = 2 pts	
----------------	--

4 to 5 = 3 pts	
----------------	--

6a. Choose Careers

Career 1:

Skills +10 pts/max 5

From 3 to 4 = 2 pts

From 4 to 5 = 3 pts

6b. Choose Careers

Career 2:

Skills +10 pts/max 5

From 3 to 4 = 2 pts

From 4 to 5 = 3 pts

6c. Choose Careers

Final Career:

Skills +10 pts/max 5

From 3 to 4 = 2 pts

From 4 to 5 = 3 pts

6d. Choose Qualities

Qualities *Points*

3 pts Advantages

Up to 6 pts Disadvantages

6e. Choose Talent

7. Blessing & Curse

Blessing

Curse

8. Remaining Details

Health

Speed

Empathy 8



Skill Profile	RTC	ATT	TOT
Animal Handling		Awr	
Armorer		Clv	
Art:			
Astrogation		Clv	
Athletics:			
Bureaucracy		Clv	
Communications		Clv	
Computers		Clv	
Crime: High		Clv	
Crime: Low		Gra	
Cryptozoology		Clv	
Deception		Dem	
Defense		Gra	
Drive: Wheeled		Gra	
Drive: Military		Gra	
Drone		Awr	
Engineer:		Clv	
Environmental Suit		Awr	
Explosives		Clv	
Fraternize		Dem	
Freefall		Gra	
Gunner:		Awr	
Guns:		Awr	
Hand Weapons:		Gra	
Heavy Weapons:		Awr	
Impersonation		Dem	
Insight		Awr	
Intimidation		Dem	
Investigate		Awr	
Language:		Clv	
Law		Clv	
Liberal Arts		Clv	
Mechanic		Clv	
Medicine:		Clv	
Nautical:		Awr	
Notice		Awr	
Occult		Clv	
Odd Job		Var	
Orienteering		Awr	
Persuade		Dem	
Pilot:			
Reaction		Gra	
Research		Clv	
Savoir Faire		Dem	
Science:		Clv	
Seduction:		Dem	
Sensors		Awr	
Stealth		Gra	
Streetwise		Dem	
Surveillance		Clv	
Survival		Psv	
Tactics:		Clv	
Thrown Weapons		Gra	
Trade:			
Unarmed Combat		Gra	



UPCOMING SUPPLEMENTS

There are many exciting supplemental books available or coming up for *The Void*!

Secrets of the Void

Peel back the curtain to step into the true workings of the solar system, and what is going on behind the scenes.

Characters Unbound I: Player's Guide

The *Characters Unbound* series introduces new options for Characters of all kinds, with this volume focusing on Lifepath Character Generation (for any kind of Character), optional Character rules, and a much expanded list of awesome Talents.

Characters Unbound II: Tactical Combat

The *Characters Unbound* series introduces new options for Characters of all kinds, with this volume focusing on more detailed options for combat, along with a system for combats to be played out on table-top.

Vessels of the Void: Spaceships

This volume greatly expands the roster of spaceships for *The Void*, including expanded stats, customization, and rules for spaceship combat.

Tools of the Trade I: Technology & Gear

The *Tools of the Trade* series explores new kinds of technology and provides new gear, weapons, vehicles, and more to add to your game.



A MILLION FACES, A MILLION LIES

"I've seen people freeze up, lose their minds screaming, faint dead away, or crap themselves while scrambling to try to get away. Falling apart like this can be fatal in the field. But nothing's as bad as the ones I know who got so scared they went crazy."

Anastasia paused, letting the room grow silent. "Scared yet?"

Several of the students actually had the guts to nod their heads. "Good. You're the smart ones so far. Okay, so who here knows the mortality rate of Warden field agents?"

None of the students raised a hand. They were definitely paying attention now.

"That's not something they tell you when you're signing up. It's 35% over two years. Think about that. Look around at everyone. One out of every three people in this room is going to be dead within twenty-four months."

There it was. Someone broke out in a snuffle, trying not to cry. Several students simply stood and walked out. Anastasia didn't look surprised at all. It was almost like this behavior was expected and on cue.

"Scared now?"

The Void is an original Lovecraftian hard sci-fi horror setting.

Character's Unbound I: Player's Guide:

- Introduces Lifepath Character Generation, so you can build any kind of Character from the ground up.
- Provides tools to help put more of *The Void* into your Character, including Character secrets.
- Greatly expands the number of Character Talents, and introduces Advanced Talents and Team Talents.
- Introduces optional rules for Character Empathy.
- Provides new rules for Achievements, so you can get more for exploring the world of *The Void*.
- Introduces optional rules for a more conglomerated skill system.

<http://fearthevoid.com>

<http://wildfire-community/forums>



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