

V/S
VICTORY SYSTEM

SO, There's This House



So There's This House

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Disclaimer

So There's This House is a Roleplaying Game supplement, and is for entertainment purposes only. It makes no claim to being a textbook of any sort, or to represent any actual facts. The concepts, events, and people represented in this book are entirely works of fiction, including the supernatural elements in its background, storylines, and themes.

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“So There’s This House...”

Cassandra dug through the pockets of her generic fatigues. She wasn’t worried about the beer or the nachos; she had plenty of cash to cover those. No, she was worried about the size of the tip she could give to the bartender. The beer and the nachos were the only meal she was likely to get that day; whether or not she could eat tomorrow would be up to the quality of information the bartender could give her.

She was ready for this! She’d had the training, she’d gotten the augmentations, she was as prepared as she could be to make a name for herself. The world was in trouble, and she was ready to get out there and help out. All she needed was an opportunity.

The bartender smiled as he took the neatly-stacked sheaf of wrinkled, stained bills. His delicate fingertips ruffled over the edges, almost as if he could count the currency by the barest, briefest touch. A few bills went into the cash register, the rest into the pocket of his apron. As Cassandra crunched down nervously on another nacho chip, the bartender started to idly polish the bar in front of her with a towel.

“So,” he said, “there’s this house. Not too far away, really... right there about six blocks east, where the neighborhood starts to get a little better. Hell, that used to be a good neighborhood back before the aerospace bubble popped. You know... lots of middle-class engineers and managers and folk.”

“I’ve been to places like that,” said Cassandra, nodding.

“But the house?”

“Oh, right,” said the bartender, smiling. He didn’t seem in a hurry to divulge information, but the bar also didn’t seem all that busy. He had time to burn, so Cassandra kept her breathing steady and listened.

“Seems like the owner of the place up and died a year or so ago,” continued the bartender. “I don’t think he had any family; the property got caught up in some jiggery-pokery with the bank over the mortgage. Been empty for a while, not for sale or anything.”

Cassandra was willing to be patient and see where this was going. Real-estate and mortgage law wasn’t exactly her area. She was more of the “nine ways to kill a man with her knee” kind of person. Still, she’d dropped the last of her cash for this information. It had to get good somewhere.

The bartender picked up a glass and began to polish it. “Couple of months ago, some people showed up. Just started living there, havin’ little parties all hours of the night. I don’t think the bank knows.”

Cassandra’s eyes brightened. “They have electricity for parties?” she asked.

The bartender smiled; that was the right kind of question for this point in the story. “Some banks? They’ll keep the utilities on at a place in case they need to show it to a prospective buyer. Even if the bank has more houses than they know

what to do with and some fall through the cracks. Place apparently has power and water. I don't think the gas is on."

The young adventurer nodded. "Sorry, please go on."

"Anyway," said the bartender, "these parties, they usually end up with some of the neighborhood kids knocked out on the lawn, or going home in bad shape. It's mostly the teenagers and some of the twenty-somethings. Parents and right-minded folks, those that notice, are a little agitated. May have done some complaining to the local PD."

"And the cops aren't doing anything?" asked Cassandra, more interested by the minute. The bartender took a moment to exhale on the glass to get a layer of fine condensation, then polished it to a clean shine.

"Not a damn thing," said the bartender. "The neighborhood USED to be good, but it's not the kind of place that really bears, you know, protecting or preserving. Still some good people around, but the cops aren't gonna go charging into something there unless something, you know, catastrophic happens."

Cassandra shifted her weight on the bar stool, feeling the heft of the pistol on her hip. She had a few clips full of ammunition in her jacket, probably enough.

"Got an address?" she asked. The bartender jotted a street address down on a napkin and slid it across the bar to her. As she reached for it, he gently took her wrist.

"From what I hear," he said, his voice low, "those people are dangerous as hell. Sometimes, a kid doesn't come back from one of their parties. Someone makes too much noise around that place, they can end up way out in the desert, bleachin' their bones."

The young brunette adventurer smiled at the middle-aged man. "I think I got this," she said. "It seems like my whole life has just been getting skills and abilities ready for something just like this. I'm ready to get out there and make a difference."

The bartender released her wrist and went back to polishing the polished glass. "This one house is a pretty good way to start that kind of thing, I guess," he said. Then he set the glass down and gave her a look that was simultaneously somber and amused.

"Be a hell of a way to end things before they start, too."

That One House

Everyone has to start somewhere, and a journey of a thousand miles starts with a single step. Adventurers come in many shapes and sizes, but in order to BE and

adventurer, they need an adventure.

In the landscape of the Earth in 2025, with economic upheaval and a world emerging from chaos, one can always find "that one house." An economically depressed area, an over-worked banking bureaucracy, and opportunistic criminals make for a lethal combination. That one house that was dark for a while, and now the lights are on for no reason. That one house where all the kids seems to hang out and have a the wrong kind of fun. That one house where, if you know the right knock or the right people, you can get a little taste of heaven. That one house where the cops won't go. That one house with the dangerous looking people always hanging around. That one house.

Everyone knows what's going on there, but no one is doing anything about it. It's a scenario for up-and-coming adventurers to make some bones, grab some resources, and above all, to do some good. It might be a little thing in a world full of monsters and aliens and worse, but it's a thing. Just clear out that one house.

Of course, that one house might be full of people who have something to say about that.

How to Use This Book

This is a supplement for the Victory System: you will need the Core Rulebook to play. In this book we present a house in a poor neighborhood that is harboring criminal activity, as well as a number of different sets of occupants for this house.

We discuss this scenario as an entry-level adventure for those embarking on a campaign in the world of Destiny 2025 or any Near-Modern Victory game, as well as how it can be spun into an ongoing campaign of its own.

We present charts for randomly generating the contents and staff of the house, as well as the loot that one can potentially gain by defeating the house's occupants and clearing it of evil influences... or not.

Finally we discuss in some detail the narcotics that may be available at this location, their effects in game and the difficulties in acquiring and even producing them, along with a brand new Flaw: Addiction.

Here's a situation that we use on a pretty regular basis as a starting point for a career in adventuring, with some twists and turns for a little extra "OOMPH."

Some Obligatory Warnings

This One House is a Near-Modern scenario which deals with low level street crime. There are some elements

to this supplement that reflect real world problems, namely narcotics. To this end, not only will narcotics be discussed frankly in this book, but we will be going into some detail on the use, effects, and production of said narcotics.

This is, to reiterate the warning on the credits page, a supplement for a role-playing game. It is not intended as a textbook or essay on the actual nature of the drugs listed herein, nor is it in any way meant to encourage the use of illegal (or legal) pharmaceutical agents in any way.

Nor, incidentally, is it trying to instigate anyone to real-world vigilante justice.

Drug addiction is a soul-crushing real world problem affecting millions. It is used here as a device to highlight the villainy of the criminals depicted in this work of fiction and as a potential pitfall for the heroes of our story... the Player Characters.

Anyone finding themselves in actual difficulty with narcotics in the real world should probably seek help. As a suggestion, one might contact the Substance Abuse and Mental Health Services Administration at 1-800-662-HELP (4357), or through their website at

<https://www.samhsa.gov/find-help/national-helpline>

for assistance. Drug addiction is a real problem with real solutions. Rather than making light of these problems by using them in a fictional setting, we are using the gravity of the real-world problem to lend weight to our fiction.

Be careful out there.

Just Starting Out

Characters start from a lot of different places. They might be recent graduates of the Mars Academy, fresh on the street and looking for trouble. They might also start out with more experience under their belts, all geared up and ready to take on the next challenge. No matter where the Character generation process has brought the PC to, though, their career as an adventurer starts when dice first meet the table.

While there may be a whole campaign awaiting this new person, everyone needs to start out somewhere. There are things that every PC is going to need, at some point. Resources with which to fight the good fight, experience in dealing with bad situations, and the beginnings of “making a name” for themselves. They need, in short, to get into some trouble.

Characters that start out resource-poor are prime candidates for a situation like this. All of their starting money went into Special Abilities and maybe some decent weapons and/or armor, and now they need to scrounge up the scratch for a place to sleep and something to eat. What are they going to do, get a job? Saving the world is their job.

Characters with plenty of resources who arranged to start the campaign with a car and a house and a credit score are less likely to have to go on a “street level” adventure like this for the monetary and material rewards, but might well have other reasons to engage. Maybe they need the experience, or they have a vendetta against drug dealers or gang members. Maybe they just want an excuse to go shoot someone where it’s not going to cause too much of a legal fluff.



This might also not be the first scenario encountered. PCs do have a tendency to occasionally wander off and do their own thing... maybe they decide they need to break up a narcotics operation for the hell of it, or to shake down some gang members for information.

This One House is a bad situation which requires dealing with. One or more PCs can find this a very profitable experience... or, they might find out that they’re not quite as tough as they might have thought they were.

The Situation

So, there’s this house. That one house in the bad-ish part of town. About a year ago, a single male of advanced years occupied it. This individual had a number of tragedies in their life and perished in the house leaving no survivors.

The house, under mortgage, was taken back by the

lending institution, Paratrim Mortgage Bank, a subsidiary of the Parasol Real Estate Division. Paratrim holds the mortgages on several thousand homes across the continental United States and has taken possession of hundreds of them under similar circumstances, as well as hundreds more from simple repossession. They have no interest in maintaining these homes as anything other than equity holdings, putting the barest possible effort into administrating them.

The house hasn't even officially gone on the market; it's fallen between the cracks of the local Paratrim office and has essentially been forgotten. An automated system pays minimal fees to the local power and water company to keep "maintenance services" active... there's enough electricity, water, and sewage service that a real estate agent could show the house as livable.

Some months ago, some bad people moved into the house. This is hardly a legal arrangement; they just realized that the house was empty but livable and started the process of squatting. Squatters can make a legal claim to a property if they can demonstrate that they've lived on it for ten years or so, but that's not this group's goal. They want a place that they can do their business, sleep, keep their stuff, then trash and move on. For the gang of criminals currently living in that one house, it's a disposable asset.

Their business? Drugs. Narcotics. Illicit pharmaceuticals. They either procure or produce some of the most vile substances known to the street and peddle them to people in the neighborhood. They occasionally host parties to try to induce new clients to the trade, and they always offer a little crash space so that people too blitzed-out or exhausted after a binge can sleep it off.

They know that the police won't come to the area for anything less than a full-on firefight, and maybe not even that. Some of the local law enforcement might even be getting a cut of the action as a bribe so that they'll turn a blind eye to what goes on in that one house.

Some "house boss" has set themselves up... a person with the know-how, the connections, and the sheer amount of "mean" it takes to make a business like that work. They have a number of thugs helping them out... either simple street criminals or maybe some "special talents" recruited from across the city with a mind towards keeping operations secure.

They are all armed and dangerous. Many of them have long criminal records and have skipped bail enough times to have a bounty on their heads. They are desperate men and women receiving a handsome fistful of

cash every week to do what the house boss tells them to do.

Drug usage in the local area has gone up ten-fold since that one house went into business. It's not only the local homeless and downtrodden; it's the local teens and children and even upper-class folks from other parts of town. The word has gotten out on the streets; if you've got the cash, you can go to That One House in the bad-ish part of town and get WRECKED.

Someone needs to do something about this place, and soon. Maybe someone looking to make a name for themselves.

Different Boss, Different House

There are six different potential house bosses for this scenario. Each presents different challenges and different levels of challenges. They have access to a variety of different types of thugs, who also present a variety of challenges.



Each house boss presents a different scenario for how the house is run and what it might take to bring the operation down.

Chemical Joe

Chemical Joe was a university professor not that long ago. After being denied tenure by the university board, he became disgusted with the high stress and poor pay of the academic world. It was child's play for a man with his knowledge to produce simple narcotics; he gathered a small cadre of "trouble" students as pushers and enforcers and went into business for himself.

Chemical Joe is a virtuoso with Methamphetamine, but he's also find of producing Crack Cocaine and, on alternate weekends, a decent supply of MDMA. He's

been known to get into his own supply, particularly the Meth, to keep up his long hours of production.

The house under Chemical Joe is a loud, boisterous affair. Three or four nights a week there are people in the house and the yards dancing to loud music and fornicating. Joe's thugs are fast on the trigger and only too happy to escort the more unruly customers off the property.

Joe is NOT overly careful. He counts on the local law enforcement's disdain for the area and some minimal bribes to keep his operation secure. The locals would love to see him gone, but no one really wants to confront the strange man with the wild eyes.

Mama Pain

Mama Pain's true name has been lost to time, probably the result of her former employment by a number of intelligence agencies. She worked for a number of different governments; first as a double-agent and then as a freelance operative. This earned her more enemies than she could comfortably count, so she gathered up some of her various informants and got into the drug trade. It was MUCH easier and healthier than the spy game.

Mama Pain can cook her own narcotics if she has to, but she much prefers dealing with wholesalers. She stocks Cocaine, Methamphetamine, Ecstasy, and Rohypnol on a regular basis. In a pinch, she can get her hands on Heroin or LSD, although she prefers not to deal with Heroin. She spent a LOT of time guarding illicit poppy fields, and the smell of the stuff still makes her a little ill.

Mama Pain's house does double duty; it's a drug house AND her dungeon. She utilizes the downstairs "Crash Space" as a personal studio. Here, she entertains wealthier clients with a taste for BDSM and often enhances their experience with narcotics. If she were still in the spy business, she would call the process "brainwashing." A lot of the protection that the House has from law enforcement is the result of a number of members of the city council having been whipped and pleased while on Ecstasy under Mama Pain's talented and sadistic hands.

Those who want to indulge in her stock of Coke or Meth can do so off-premises. Mama Pain has no patience for tweakers. Rather, she offers up the upstairs "secret crash" or even regular bed space to those tripping on Ecstasy or under the influence of Rohypnol. Some local academics swear by Mama Pain's LSD parties.

Mama Pain is careful, but she's also very secure in her knowledge that she has the local PD wrapped around her little finger.

Maneulo

"Manuelo. No last name." The smooth-talking and handsome young man found tremendous success as a sex worker in his high-school days, dropping out of educational institutions to make insane money as a gigolo. He always assumed that he was just naturally attractive and good in bed; it wasn't until he was confronted by agents of Project Demna that he realized he has psionic talents. He'd been unconsciously using his mental gifts to induce clients not only to pay him for sexual favors, but to pay him more than they could actually afford.

Project Demna tried to recruit Maneulo and gave him the initial stages of training. This was when he was first introduced to the Psionically-active drug known as "Deep," and he saw its potential. Rather than complete his training and joining Project Demna, Maneulo convinced a lab technician to give him the recipe for Deep and fled into the night.



Not smart, but very clever, Maneulo put together a small group of followers who were also on the run from Project Demna. With their combined knowledge of street-level operations, they put together a decent little narcotics operation at That One House. With a black market laboratory in town producing back-alley copies of Deep, Maneulo also has connections to provide him with Crack, Meth, and LSD on a regular basis.

Under Maneulo, That One House is almost more like a spiritual retreat than a drug house. Sure, one can go there and get REALLY wrecked on Meth, but those looking for something really unique can go and be

a mind-reader for a few hours. Sometimes, rarely, a Deep user will acquire actual Psionic ability, and Manu-elo is quick to snatch those people up as operatives.

Manuelo has convinced a number of local cops to just steer around the area and report that everything is fine. If there are ever any problems, he waves his hand in front of the policemen and says "these aren't the drugs you're looking for." That generally does the trick.

"Silvertongue" Smith

Jack "Silvertongue" Smith was born a hybrid of an unknown alien race and a human female. He was abandoned to an orphanage shortly after birth, as he exhibited unusual abilities from the very beginning, not the least of which is his extendable five-foot long silvery tongue.

When he reached puberty, his alien father abducted him from the orphanage and instructed him in higher levels of technology. Then, as per the traditions of the race, he was cast out into the world to try and establish himself as an individual.

Silvertongue is a foul-mouthed, sullen, and moody youth with no moral compass. Being able to understand and manipulate just about any technology in existence, he cobbled together a simple replicator out of junkyard parts and uses it to produce Cocaine, Crack, Ecstasy, Meth, LSD, and Heroin at will. He's pressed a few other human/hybrids into service by offering them a share of his operation.

Jack runs a wild house. He's a young man experiencing total freedom after a life of abandonment and suppression... the orphanage spent a LOT of time telling him that his natural abilities were "evil." He can control minds with a glance, grab things with his tongue, and take a hit like no one's business. People who mess with him or his operations tend to end up worse than dead. Being mentally dominated and then commanded to walk naked into the local police station confessing a large number of crimes has broken some very dedicated officers of the law.

Since his operation is pure profit, he can offer VERY good bribes to the few individuals in law enforcement that will come into his area of influence. As for the rest, well, they don't end up so well.

The Wizard

Edward Lavor never received formal training as a spellcaster, but rather found out about his magical talent and dug into self-study in the backs of musty

book stores and forgotten shelves in old libraries. He learned the most basic elements of Enchanting, and eventually stumbled on the formula for an alchemical potion of rare antiquity. He discovered a potion called "Wonder."

Flying under the radar of the Ministry by only engaging in small-scale magic use and potion production, Edward started calling himself The Wizard on the street and found that not only was there an illicit market for Wonder, but that people could get seriously hooked on the stuff.

Gathering some acolytes around himself for protection, The Wizard found that his alchemical practice made it child's play to produce some of the simpler pharmaceuticals. He also traffics in LSD and Meth, but Wonder is his big seller.

It also doesn't hurt that people are REALLY impressed with you when you give them LSD then start throwing minor illusions.

The Wizard throws unbelievable parties. Suddenly people are sparkling and little fires are bursting out everywhere, and everyone is seeing connections between themselves and the Universe that they never thought possible. Under the throes of Wonder, the Wizard's customers feel like minor gods, and many of them come to crave the sensation more than life itself.

Local law enforcement does not want ANY of this action. Simply reporting what they see going on at That One House under the Wizard puts them on suspicion of being on narcotics themselves. Magic Parties are "somebody else's problem," but as long as there's no major destruction, the Ministry isn't going to notice this operation.

The Wizard is well aware that he has to exercise caution to keep under the Ministry's radar. The money is good enough to make the caution worthwhile.

Simone Current

There is no time that That One House is more dangerous than when Simone Current is the house boss. The daughter of missionaries, Simone fell under the thrall of an obscure cult when she was six years old. Her parents had traveled to a small South American community to try to spread the good word of the Gospel, only to find the natives worshiped an obscure deity known as "Sky Father."

Under the influence of the cult, Simone was persuaded

to murder her parents in sacrifice to Sky Father, and was rewarded by a visitation from a Space Wing. Sky Father found favor with her, and corrupted her young soul. The Space Wing took the child on a wild ride through space, returning her as a creature of the Outside.

Trained a numerous Outside cult traditions by various different groups, Simone grew in power to the point where she could not only summon and bind Spacewings of her own accord, but could also "milk" them for the odd substances used to produce the drug known as "True."

Now Simone seeks to build her own cult under the guise of being a simple drug dealer. She and her fellow cultists have taken over That One House and offer transcendental experiences. With the financial support of the Greater Cult of the Outside, she imports Coke, Ecstasy, Heroin, LSD, and Rohypnol. She will occasionally travel to the desert to summon a Spacewing, both for a quick joy-ride and to milk them for the

ingredients to True.

If she spots a likely candidate for conversion, she will either get them hooked on True or she will Corrupt one of the other available drugs to bring them into the fold. Operations at Simone's house are long, languid orgies of indulgence, drugs and sex flowing like water. She can afford to operate at a loss as she isn't even vaguely interested in making a profit. She's only interested in making followers.

If Simone is the house boss, she has Corrupted the few police officers tasked with patrolling the neighborhood around That One House. They are entirely in her thrall and dedicated, as is she, to the fall of the Universe itself.

Facing Simone in That One House is risking absolutely everything. The Outside holds sway there. Walking out with one's soul intact might be nearly impossible.





The House Itself

That one house was built about forty years ago when the neighborhood's economic demographic was considerably better. It's a two-story structure made of wood and drywall with some metal reinforcement. The main entrances are front and back, with a separate garage to the side with one entrance; the main garage door.

It could use a coat of paint and some TLC. City records show the last owner of that house died about a year ago. It is currently owned by the Paratrim Mortgage Bank, a subsidiary of the Parasol Real Estate Division. The utilities are on "maintenance," meaning that the bank pays a minimal fee to keep the electricity and water running for the purposes of showing the house to prospective buyers.

As with many such properties, the bank is holding the house for equity and have no plans to put it on the market, preferring the property to remain fallow rather than to go any effort to sell it. If approached for sale, Paratrim will value the house at two hundred thousand dollars (\$200,000.00), which is a fair-market appraisal of the house itself and the property it lies on without considering the area's economic state or the general disrepair of the house itself. As Paratrim isn't particularly interested in using the house for anything but artificially expanding their property portfolio, a shrewd businessperson can acquire the property for considerably less. Reducing the asking price calls for a contested roll... the PC's Intelligence stat plus Business skill against a generic Paratrim representative's

total of twelve (12). For every point by which the PC wins the roll, the asking price of the house is reduced by ten percent (10%). Should the PC lose the roll, the asking price of the house will be raised by ten percent (10%) for every point by which the Paratrim rep won the contest.

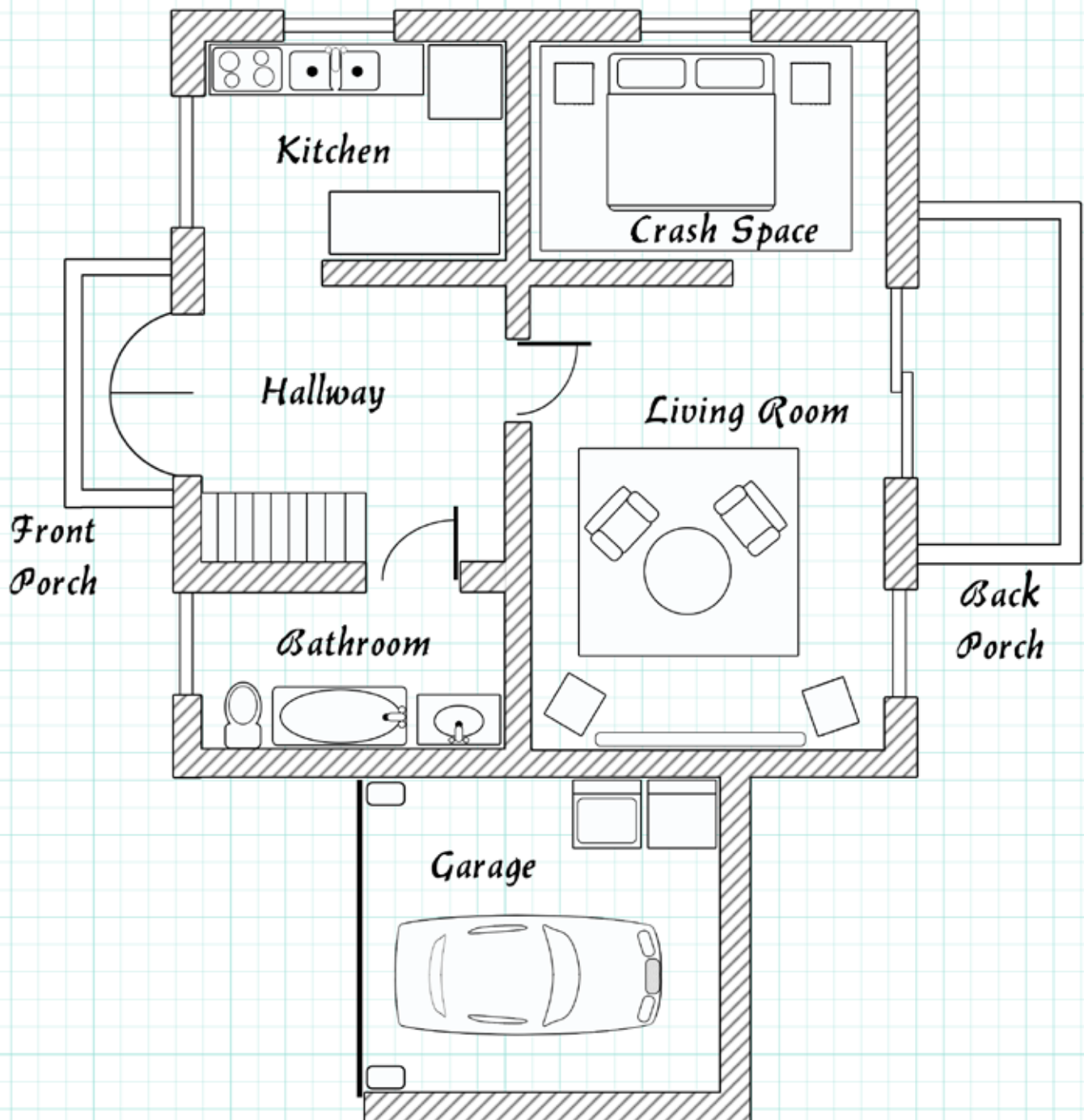
Of course, it's hardly necessary to purchase the house to live in it as a group of criminals has already demonstrated. No one ever really checks on the property. As long as it remains standing, it's unlikely to draw much attention.

The response time from the local police department is, effectively, forever. Successful rolls on Perception plus Streetwise will identify this as a place where the police are unlikely to show up; there are no legal residents of the property to lodge complaints and the risk factor involved in investigating the place is just too damn high. That, and whoever is living in this place now are being very careful to keep all of the shenanigans within that house's property lines.

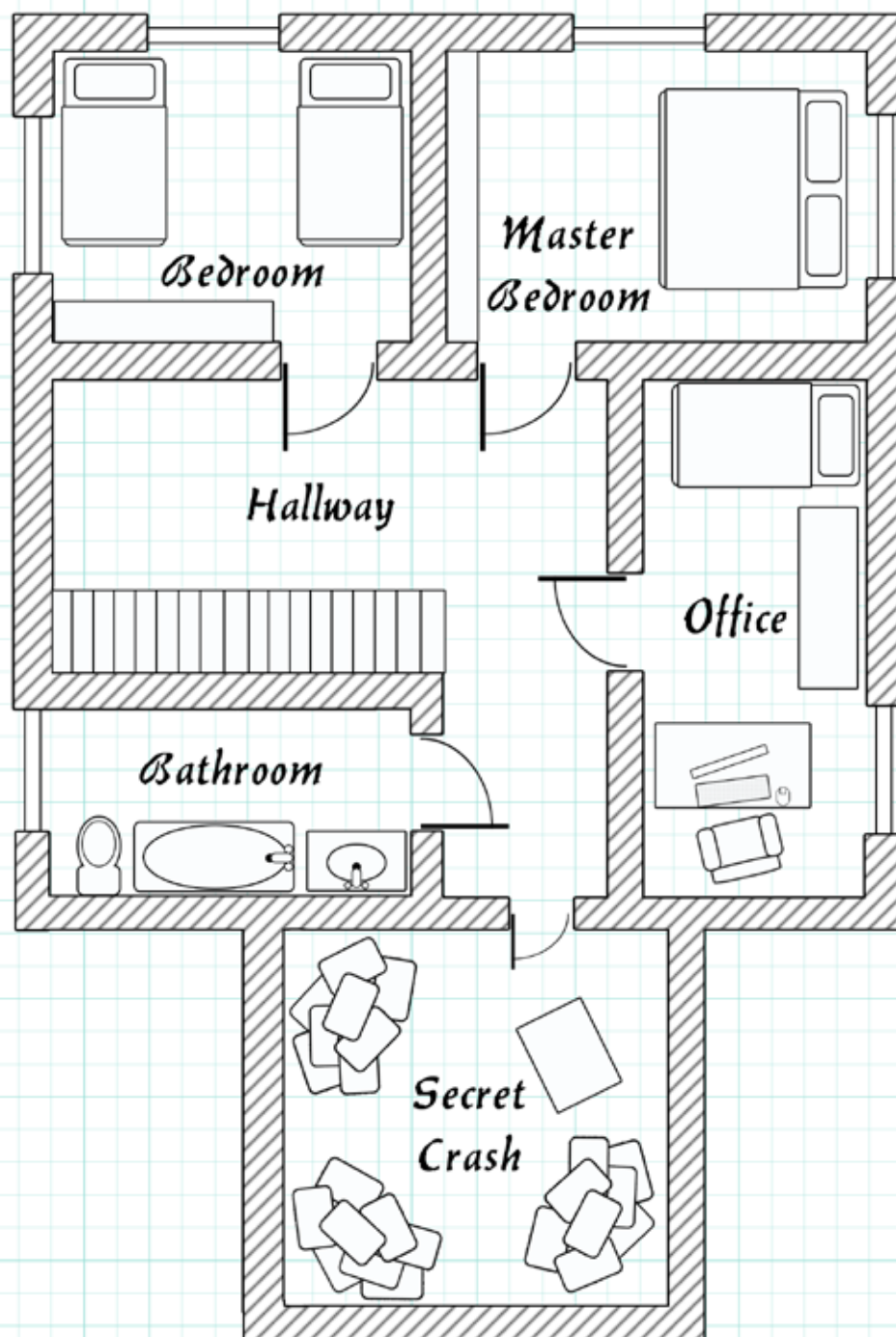
It has no phone nor data services, and while it has gas leads there is currently no gas service to the home. The sewers are currently all run in, and enough electricity is running to the home to keep the sump and other simple plumbing operating properly.

It's kind of a nice fixer-upper. One could certainly do worse than to find themselves in possession of this home, by hook or by crook.

"This" House, Ground Floor



"This" House, Second Floor



Buildings				
Building	Square Feet	Weight	Cost	Notes
"This" House	1,570	20.16 T	\$150,690.50	Bathrooms (2), Bedroom (1) (2 Single Beds), Bedroom, Master (1) (1 Double Bed), Crash Space (1) (1 Double Bed, 2 End Tables), Garage (1) (1 Dryer, 1 Washer), Hallway, Lower (1), Hallway, Upper (1), Kitchen (1) (1 Kitchen Counter, 1 Kitchen Table), Living Room (1) (2 Armchairs, 2 End Tables, 1 Entertainment Center), 1 Living Room Table), Office (1) (1 Armchair, 1 Dresser, 1 Desk, 1 Single Bed), Porch, Back (1), Porch, Front (1), Secret Crash (1) (3 Pillow Piles, 1 Rickety Table), Stairs (1)

Rooms - "This" House						
Room	DR	Shrugs	Square Feet	Weight	Cost	Notes
Bathroom	25	6	60	1,300.00 lbs	\$5,175.00	Area (x 7.00), Illuminated, Plumbed, Powered, Sanitary Facility
Bedroom	25	6	100	2,200.00 lbs	\$4,890.00	Area (x 15.00), Illuminated, Powered, Storage (x2.00)
Bedroom, Master	25	6	120	2,600.00 lbs	\$5,490.00	Area (x 19.00), Illuminated, Powered, Storage (x2.00)
Crash Space	25	6	100	2,000.00 lbs	\$4,875.00	Area (x 15.00), Illuminated, Powered
Garage	25	6	140	2,800.00 lbs	\$6,825.00	Area (x 23.00), Illuminated, Plumbed, Powered
Hallway, Lower	25	6	90	1,800.00 lbs	\$5,325.00	Area (x 13.00), Illuminated, Powered
Hallway, Upper	25	6	170	3,400.00 lbs	\$7,725.00	Area (x 29.00), Illuminated, Powered
Kitchen	25	6	90	1,800.00 lbs	\$6,825.00	Area (x 13.00), Illuminated, Kitchen, Plumbed, Powered
Living Room	25	6	220	4,400.00 lbs	\$8,475.00	Area (x 39.00), Illuminated, Powered
Office	25	6	110	2,200.00 lbs	\$8,925.00	Area (x 17.00), Illuminated, Powered. Secure
Porch, Back	25	6	80	1,600.00 lbs	\$4,275.00	Area (x 11.00), Illuminated, Powered, Open
Porch, Front	25	6	50	1,000.00 lbs	\$3,375.00	Area (x 5.00), Illuminated, Powered, Open
Secret Crash	25	6	140	2,900.00 lbs	\$9,825.00	Area (x 23.00), Illuminated, Lockup, Powered
Stairs	25	6	40	900.00 lbs	\$12,825.00	Area (x 3.00), Illuminated, Powered, Stairs

Furniture - "This" House					
Item	Weight	DR	Shrugs	Cost	Notes
Armchair	1,000.00 lbs	25	3	\$800.00	Sits 2 (Holds 500.00 lbs)
Bed, Double	450.00 lbs	25	3	\$800.00	Sleeps 2 (Holds 500.00 lbs)
Bed, Single	335.00 lbs	25	3	\$400.00	Sleeps 1 (Holds 250.00 lbs)
Counter, Kitchen	350.00 lbs	25	3	\$425.00	Allows for Cooking Skill, Surface (Holds 250.00 lbs)
Desk	335.00 lbs	25	3	\$400.00	Surface (Holds 250.00 lbs)
Dresser	135.00 lbs	25	3	\$775.00	Holds 100.00 lbs internally, Surface (Holds additional 250.00 lbs)
Dryer	500.00 lbs	35	5	\$737.50	Use Cleaning Skill to dry clothing/cloth
Entertainment Center	350.00 lbs	25	3	\$400.00	Surface (Holds 250.00 lbs)
Pillow Pile	25.00 lbs	25	3	\$25.00	Ignore discomfort of lying on floor.
Table, End	35.00 lbs	25	3	\$400.00	Surface (Holds 250.00 lbs)
Table, Kitchen	350.00 lbs	25	3	\$400.00	Surface (Holds 250.00 lbs)
Table, Living Room	450.00 lbs	35	4	\$1,225.00	Surface (Holds 500.00lbs)
Table, Rickety	30.00 lbs	25	3	\$200.00	Surface (Holds 125.00 lbs)
Washer	500.00 lbs	35	5	\$737.50	Use Cleaning Skill to wash clothing/cloth

Ground Floor

Back Porch: A concrete slab stuck on the back of the house, currently with no furniture. Leads into the living room via a sliding glass door. Looks out onto an empty and dead back yard. Often occupied by heavy smokers or those needing a little fresh air.

Bathroom: Full bath with a tub/shower combination. Opens into the hallway, has one full-size window (frosted) on the street-side.

Crash Space: A downstairs guest room converted into a practically luxurious crash space for tired thugs or good-paying clients on a bender. Contains a king-size bed and a couple of side tables. Opens to the living room.

Front Porch: A concrete slab affixed to the front of the house, illuminated as the main entryway.

Garage: A one-car garage with one car in it. Contains some empty storage shelves and a working washer and dryer set. Also has a broken automatic door opener; the mechanism hangs loose from the ceiling, necessitating that the garage door be opened manually.

Hallway: A brightly lit entranceway. Leads to the bathroom, kitchen, and living room, as well as having the stairway to the second level.

Kitchen: A small but serviceable all-electric kitchen. Contains double-sink, oven and stove combination, and a barely-functioning refrigerator, as well as a simple table with no chairs.

Living Room: A large, comfortable space for living. Contains a large flat-screen television and entertainment center on one wall, a very hefty table, some armchairs, and a few end tables for drinks and storage. Has entrances to the hallway, crash space, and back porch.

Second Floor

Bathroom: Full bath with a tub/shower combination. Opens into the hallway, has one full-size window (frosted) on the street-side.

Bedroom: A small bedroom with a serviceable closet and two twin-size beds. Opens onto hallway.

Hallway: A large L-shaped hallway that opens to every room on the second floor as well as the stairway to the ground floor.

Master Bedroom: A large bedroom with a king-size bed and large closet.

Office: A good-sized den with a twin-sized bed, desk with computer, and an armchair. Also has a dresser being used for storage.

Secret Crash: A poorly-finished attic room directly over the garage, poorly ventilated with a single door onto the Hallway (partially concealed, -3 on Perception rolls to locate). Contains a rickety table and a few piles of pillows.



Vehicle						Weight Class					
Sports Car (2 Door)						Medium Commercial					
Mode	DR	Shrugs	Armor	Handling	Speed	Range	Crew	Pass.	Cargo	Weight	Cost
Wheeled Ground	25	8	1	+4	200 mph	200 mi	1	1	100.00 lbs	1.00 T	\$42,125.00
Features											
Environmental Control Illumination (Internal & External)						Signal Suite Style & Paint, Custom (+4)					
Bugs											



House Thugs

Thugs come in a number of varieties. They are, without exception, armed and dangerous. Some of them may even have some special abilities to bring to the party which will make them even more dangerous.

These thugs answer unswervingly to their House Boss, whoever that might be. They are kept in place by the hope of great reward and the fear of being ruthlessly killed for disobedience. It's not impossible to negotiate with these people, but that's pretty unlikely.

In general, these individuals were chosen by the House Boss that they work for based on their general athleticism and their ambition to perform well for The Gang. They all have criminal records, mostly for assault and theft as well as narcotics charges. All of them have bounties on their heads; these thugs can be turned over to law enforcement agencies for about five thousand dollars (\$5,000.00) a head, alive. There is no bounty for their corpses... this isn't the 1800's. Their equipment can also be looted and either used or sold for a tidy sum on the black market (usually half of the fair market value).

Engaged in combat, they will fight until they can't fight any more. Whether this means they are disabled or killed depends entirely on who is fighting them.

Once the first rolls to attack are made, negotiation goes out the window. These people are from a "kill or be killed" culture, and they will not hesitate to end the life of anyone trying to muscle in on their very profitable territory.

That One House can comfortably house six (6) thugs and a boss, but up to six (6) more thugs, a total of twelve (12) might be there at any point in time. Some will be commuting from other parts of the city or just moving through, acting as couriers or temporary security.

At the GM's option (or based on charts found later in this book), these thugs may be treated as Mooks; they have no actual Shrugs, and will be removed from play the first time they fail a Damage Resistance roll. Even if most of the thugs are Mooks, there may well be one or two Lieutenants among them who have both Shrugs and the full ability to use their Risk, making them much tougher fights.

These are the main obstacles to clearing That One House. While there are other things to overcome, the thugs have the strength of numbers and some decent firepower at their disposal. A character can be rightly judged by how they choose to deal with these very dangerous individuals.

Name

Average House Thugs

Strength	7
Stamina	7
Agility	7
Dexterity	7
Intelligence	7
Perception	7

Shrugs	4
Speed	16
Will	7
Initiative	7
DR	14
Armor Shrugs	
Risk	70

Running Speed	64
S Broad Jump	8
R Broad Jump	13
S High Jump	3
R High Jump	6
Dead Lift	450
Str-Based Dam	10
Base Throw	10

COMMON ROLLS

Task	Roll
Notice	10
Stealth	7
Physical Resistance	7
Mental Resistance	7
Dodge	9
Parry/Strike	10
Strength-Based Damage	10

ATTACK	Dam	Roll
Grapple	Grap.	7
Punch	10	10
Knife, Combat (AP 2)	14	11
Machine Pistol, 9mm	12	11
Semi-Auto Pistol, .45	15	11

Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Knife, Combat	30'	+4	-	\$120.50
Machine Pistol, 9mm	150' i	12	-	\$432.50
Semi-Auto Pistol, .45	35' i	15	-	\$620.00
Magazines, 9mm (x3)	-	-	-	\$135.00
Magazines, .45 (x3)	-	-	-	\$51.00
Ammo, 9mm (x120)	-	-	-	\$45.60
Ammo, .45 (x36)	-	-	-	\$16.92
Phone, Smart	1 mi	-	-	\$88.52
Holster, .45	Self	-	-	\$26.50
Casual Wardrobe	-	-	-	\$920.00

NOTES

"Live for the house, die for the house." These people owe their lives and their livelihood to "The Gang," and will do what it takes to protect their territory.



Merits

Coping Mechanism (x1)
Fight One, Fight All
Jackrabbit (x1)
Patronized: The Gang
Polyglot (x1)
Pro Jumper
Pro Lifter
Pro Runner

Flaws

Puppet Strings: The Gang
Socially Unacceptable: Thug
Wanted

ATHLETICS

Acrobatics	
Climbing	
Extreme Sports	
Lifting	2
Running	2
Sports	2
Swimming	
Throwing	3
Zero-G	

COMBAT

Bows	
Firearms, Short	3
Firearms, Long	
Grappling	
Hand to Hand	3
Martial Damage	3
Melee	3
Toughness	

ESPIONAGE

Acting	
Business	
Communicate	2
Cryptography	
Demolition	1
Escapology	
Gambling	2
Investigation	3
Lockpicking	
Security	
Seduction	2
Sleight of Hand	
Stealth	
Streetwise	3
Survival	

CRAFT

Art	
Cleaning	1
Construction	1
Cooking	
Dancing	2
Fabrication	
Music	
Repair	1
Ropework	2
Sewing	
Styling	2

KNOWLEDGE

Academics	2
Biology	
Chemistry	
Computers	1
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	2
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	2
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	

Near-Modern Era

Name

Cyber House Thugs

Strength	7
Stamina	7
Agility	7
Dexterity	7
Intelligence	7
Perception	7

Shrugs	5
Speed	16
Will	7
Initiative	9
DR	19
Armor Shrugs	
Risk	70

Running Speed	64
S Broad Jump	5
R Broad Jump	10
S High Jump	2
R High Jump	5
Dead Lift	450
Str-Based Dam	15
Base Throw	10

COMMON ROLLS

Task Roll

Notice	10
Stealth	7
Physical Resistance	7
Mental Resistance	7
Dodge	9
Parry/Strike	10
Strength-Based Damage	10

ATTACK Dam Roll

Grapple	Grap.	7
Punch	15	10
Knife, Combat (AP 2)	19	11
Machine Pistol, 9mm	12	13
Semi-Auto Pistol, .45	15	13

Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Knife, Combat	30'	+4	-	\$120.50
Machine Pistol, 9mm	150' i	12	-	\$432.50
Semi-Auto Pistol, .45	35' i	15	-	\$620.00
Magazines, 9mm (x3)	-	-	-	\$135.00
Magazines, .45 (x3)	-	-	-	\$51.00
Ammo, 9mm (x120)	-	-	-	\$45.60
Ammo, .45 (x36)	-	-	-	\$16.92
Phone, Smart	1 mi	-	-	\$88.52
Holster, .45	Self	-	-	\$26.50
Casual Wardrobe	-	-	-	\$920.00
Artificial Heart	Self	-	-	\$8,000.00
Cyberlink	10'	-	-	\$3,010.00
Dermal Armor I	Self	-	-	\$1,250.00
Prosthetic Arm, (Wh)	Melee	+5	-	\$3,800.00
Suicide Charge	Self	40	-	\$11,500.00
C-Link both guns	1-0'	-	-	\$150.00

NOTES

Yeah, they got banged up, but the got better. "The Gang" put a lot of money into putting their people here back together. Of course, you don't want that investment just walking away on you if they get a better deal. That's why there's also a bomb in their head that the House Boss can trigger... just in case.



Merits

Coping Mechanism (x1)
Fight One, Fight All
Moda Mechanica
Patronized: The Gang
Polyglot (x1)
Pro Jumper
Pro Lifter
Pro Runner

Flaws

Puppet Strings: The Gang
Socially Unacceptable: Thug
Wanted

ATHLETICS

Acrobatics	
Climbing	
Extreme Sports	
Lifting	2
Running	2
Sports	2
Swimming	
Throwing	3
Zero-G	

COMBAT

Bows	
Firearms, Short	3
Firearms, Long	
Grappling	
Hand to Hand	3
Martial Damage	3
Melee	3
Toughness	

ESPIONAGE

Acting	
Business	
Communicate	1
Cryptography	
Demolition	1
Escapology	
Gambling	1
Investigation	3
Lockpicking	
Security	
Seduction	2
Sleight of Hand	
Stealth	
Streetwise	3
Survival	

CRAFT

Art	
Cleaning	1
Construction	1
Cooking	
Dancing	1
Fabrication	
Music	
Repair	1
Ropework	2
Sewing	
Styling	2

KNOWLEDGE

Academics	2
Biology	
Chemistry	
Computers	1
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	2
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	2
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanica	3
Use Powers	
Use Psionics	

Near-Modern Era



Name

Kung-Fu House Thugs

Strength	7
Stamina	7
Agility	7
Dexterity	7
Intelligence	7
Perception	7

Shrugs	4
Speed	16
Will	7
Initiative	7
DR	24
Armor Shrugs	
Risk	70

Running Speed	64
S Broad Jump	5
R Broad Jump	10
S High Jump	2
R High Jump	5
Dead Lift	400
Str-Based Dam	15
Base Throw	10

COMMON ROLLS

Task	Roll	
Notice	10	
Stealth	7	
Physical Resistance	7	
Mental Resistance	7	
Dodge (without Penalty)	10	
Parry/Strike (without Penalty)	12	
Strength-Based Damage	15	
ATTACK	Dam	Roll
Grapple	Grap.	10
Punch	15	12
Kick	17	12
Knife, Combat (AP 2)	19	11
Katana (1 H/ 2 H) (AP 2)	19/20	11/12

Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Knife, Combat	30'	+4	-	\$120.50
Sword, Katana	Melee	+4	-	\$415.00
Phone, Smart	1 mi	-	-	\$88.52
Holster, .45	Self	-	-	\$26.50
Casual Wardrobe	-	-	-	\$920.00
Dodge w/o Penalty	Self	-	-	\$10,000.00
Iron Shirt	Self	-	-	\$2,500.00
Kicking Practice	Melee	-	-	\$1,000.00
Kip Up	Self	-	-	\$2,500.00
Parry w/o Penalty	Self	-	-	\$10,000.00
Targeted HtH	Self	-	-	\$4,000.00
Woo-Pah Overdrive	Melee	+5	-	\$2,500.00

NOTES

By the time "The Gang" has found these people, they've been in a hundred street fights and they've won more than half of them. They can take more hits than most people, they can dodge freakin' bullets, and they can kick down walls. Look out for the "Kung-Fu" houses.



Merits

Coping Mechanism (x1)
Fight One, Fight All
Martial Artist
Patronized: The Gang
Polyglot (x1)
Pro Jumper
Pro Lifter
Pro Runner

Flaws

Puppet Strings: The Gang
Socially Unacceptable: Thug
Wanted

ATHLETICS

Acrobatics	
Climbing	
Extreme Sports	
Lifting	1
Running	2
Sports	3
Swimming	
Throwing	3
Zero-G	

COMBAT

Bows	
Firearms, Short	
Firearms, Long	
Grappling	3
Hand to Hand	5
Martial Damage	3
Melee	3
Toughness	

ESPIONAGE

Acting	
Business	
Communicate	2
Cryptography	
Demolition	1
Escapology	
Gambling	2
Investigation	3
Lockpicking	
Security	
Seduction	2
Sleight of Hand	
Stealth	
Streetwise	3
Survival	

CRAFT

Art	
Cleaning	1
Construction	
Cooking	
Dancing	2
Fabrication	
Music	
Repair	1
Ropework	2
Sewing	
Styling	1

KNOWLEDGE

Academics	2
Biology	
Chemistry	
Computers	
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	1
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	1
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	3
Use Mechanica	
Use Powers	
Use Psionics	

Near-Modern Era



Name

Magical House Thugs

Strength	7
Stamina	7
Agility	7
Dexterity	7
Intelligence	7
Perception	7

Shrugs	4
Speed	16
Will	7
Initiative	7
DR	14
Armor Shrugs	
Risk	70

Running Speed	64
S Broad Jump	5
R Broad Jump	10
S High Jump	2
R High Jump	5
Dead Lift	400
Str-Based Dam	10
Base Throw	10

COMMON ROLLS

Task	Roll	
Notice	10	
Stealth	7	
Physical Resistance	7	
Mental Resistance	7	
Dodge	9	
Parry/Strike	10	
Strength-Based Damage	10	
ATTACK	Dam	Roll
Grapple	Grap.	7
Punch	10	10
Knife, Combat (AP 2)	14	11
Machine Pistol, 9mm	12	11
Semi-Auto Pistol, .45	15	11
Mage Assault (Autofire 5)	20	10

Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Knife, Combat	30'	+4	-	\$120.50
Machine Pistol, 9mm	150' i	12	-	\$432.50
Semi-Auto Pistol, .45	35' i	15	-	\$620.00
Magazines, 9mm (x3)	-	-	-	\$135.00
Magazines, .45 (x3)	-	-	-	\$51.00
Ammo, 9mm (x120)	-	-	-	\$45.60
Ammo, .45 (x36)	-	-	-	\$16.92
Phone, Smart	1 mi	-	-	\$88.52
Holster, .45	Self	-	-	\$26.50
Casual Wardrobe	-	-	-	\$920.00
Barrier, Minor	Touch	-	2	\$2,800.00
Cleanse	Touch	-	1	\$300.00
Healing, Minor	Touch	-	3	\$4,700.00
Light	10'	-	1	\$270.00
Mage Assault	75'	20	4	\$6,150.00
Ooh, Sparkly	Touch	-	1	\$300.00
Sodrick's Lighter	10'	1	1	\$570.00
Vigorous Hide	Touch	-	3	\$1,350.00

NOTES

It isn't hard to learn a little magic... just enough to get into trouble. Before they knew enough for The Ministry to take notice, "The Gang" found these fledgling street mages and scooped them up, offering them protection and the opportunity to practice their spells in the protection of a property.



Merits

Coping Mechanism (x1)
Fight One, Fight All
Patronized: The Gang
Polyglot (x1)
Pro Jumper
Pro Lifter
Pro Runner
Spell Slinger

Flaws

Puppet Strings: The Gang
Socially Unacceptable: Thug
Wanted

ATHLETICS

Acrobatics	
Climbing	
Extreme Sports	
Lifting	1
Running	2
Sports	2
Swimming	
Throwing	3
Zero-G	

COMBAT

Bows	
Firearms, Short	3
Firearms, Long	
Grappling	
Hand to Hand	3
Martial Damage	3
Melee	3
Toughness	

ESPIONAGE

Acting	
Business	
Communicate	2
Cryptography	
Demolition	1
Escapology	
Gambling	2
Investigation	3
Lockpicking	
Security	
Seduction	2
Sleight of Hand	
Stealth	
Streetwise	3
Survival	

CRAFT

Art	
Cleaning	1
Construction	1
Cooking	
Dancing	1
Fabrication	
Music	
Repair	1
Ropework	2
Sewing	
Styling	2

KNOWLEDGE

Academics	2
Biology	
Chemistry	
Computers	1
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	2
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	1
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	3
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	

Near-Modern Era



Name

Mutant House Thugs

Strength	7
Stamina	7
Agility	7
Dexterity	7
Intelligence	7
Perception	7

Shrugs	4
Speed	16
Will	7
Initiative	7
DR	29
Armor Shrugs	1
Risk	70

Running Speed	64
S Broad Jump	5
R Broad Jump	10
S High Jump	2
R High Jump	5
Dead Lift	700
Str-Based Dam	15
Base Throw	10

COMMON ROLLS		
Task	Roll	
Notice	14	
Stealth	7	
Physical Resistance	7	
Mental Resistance	7	
Dodge	9	
Parry/Strike	10	
Strength-Based Damage	15	
ATTACK	Dam	Roll
Grapple	Grap.	7
Punch	15	10
Knife, Combat (AP 2)	14	11
Machine Pistol, 9mm	12	11
Semi-Auto Pistol, .45	15	11
Laser Vision (AP 4)	20	10



Abilities/Equipment				
Ability/Item	Range	Damage	Risk	Cost
Knife, Combat	30'	+4	-	\$120.50
Machine Pistol, 9mm	150' i	12	-	\$432.50
Semi-Auto Pistol, .45	35' i	15	-	\$620.00
Magazines, 9mm (x3)	-	-	-	\$135.00
Magazines, .45 (x3)	-	-	-	\$51.00
Ammo, 9mm (x120)	-	-	-	\$45.60
Ammo, .45 (x36)	-	-	-	\$16.92
Phone, Smart	1 mi	-	-	\$88.52
Holster, .45	Self	-	-	\$26.50
Casual Wardrobe	-	-	-	\$920.00
Enhanced Str. (x5)	Melee	+5	-	\$3,750.00
Height. Vis/Hear +5	Per.	-	-	\$5,000.00
Hide, Armored	Self	-	-	\$5,750.00
Laser Vision	35' i	20	-	\$8,150.00

NOTES

Whether the result of corporate experiments or the hybrid offspring of some strange alien life-form, these people might have gotten picked up by some black government project and experimented on. Instead, "The Gang" gathered them up and gave them a higher purpose... protect the House Boss and make sure that no one messes with their property.

Merits

Coping Mechanism (x2)
Fight One, Fight All
Patronized: The Gang
Polyglot (x1)
Preternatural
Pro Jumper
Pro Lifter
Pro Runner

Flaws

Puppet Strings: The Gang
Socially Unacceptable: Monster
Stands Out
Wanted

ATHLETICS		CRAFT		TRANSPORT	
Acrobatics		Art		Animal	
Climbing		Cleaning	1	Astro	
Extreme Sports		Construction	1	Automotive	2
Lifting	2	Cooking		Boats	
Running	2	Dancing	2	Crew Vessel	
Sports	2	Fabrication		Fighter Craft	
Swimming		Music		Gunnery	
Throwing	3	Repair	1	Ground Effect	
Zero-G		Ropework	2	Helicopter	
COMBAT		Sewing		Instruments	
Bows		Styling	2	Jet Pack	
Firearms, Short	3	KNOWLEDGE		Mecha	
Firearms, Long		Academics	2	Motorcycle	2
Grappling		Biology		Remotes	
Hand to Hand	3	Chemistry		Submersibles	
Martial Damage	3	Computers	1	Tracked	
Melee	3	Cybernetics		Transport Craft	
Toughness		Electronics		Ultra-Light	
ESPIONAGE		Engineering		SPECIAL	
Acting		Genetics		Do Magic	
Business		Law		Eldritch Focus	
Communicate	1	Lore: Legend		Instinct	
Cryptography		Lore: Magic		Martial Arts	
Demolition		Lore: Monster		Use Mechanica	
Escapology		Lore: Outer		Use Powers	3
Gambling	2	Medicine		Use Psionics	
Investigation	2	Military Science			
Lockpicking		Navigation			
Security		Parapsychology			
Seduction	2	Physics			
Sleight of Hand		Psychology			
Stealth		Xenology			
Streetwise	3				
Survival					

Near-Modern Era



Name

Psionic House Thugs

Strength	7
Stamina	7
Agility	7
Dexterity	7
Intelligence	7
Perception	7

Shrugs	4
Speed	16
Will	7
Initiative	7
DR	14
Armor Shrugs	
Risk	70

Running Speed	64
S Broad Jump	5
R Broad Jump	10
S High Jump	2
R High Jump	5
Dead Lift	450
Str-Based Dam	10
Base Throw	10

COMMON ROLLS

Task	Roll	
Notice	10	
Stealth	7	
Physical Resistance	7	
Mental Resistance	7	
Dodge	9	
Parry/Strike	10	
Strength-Based Damage	10	
ATTACK	Dam	Roll
Grapple	Grap.	7
Punch	10	10
Knife, Combat (AP 2)	14	11
Machine Pistol, 9mm	12	11
Revolver, .45	15	11
Mind Blast	15 s	10

Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Knife, Combat	30'	+4	-	\$120.50
Machine Pistol, 9mm	150' i	12	-	\$432.50
Revolver, .45	30' i	15	-	\$505.00
Magazines, 9mm (x3)	-	-	-	\$135.00
Speed-Loaders (x3)	-	-	-	\$19.50
Ammo, 9mm (x120)	-	-	-	\$45.60
Ammo, .45 (x18)	-	-	-	\$8.46
Phone, Smart	1 mi	-	-	\$88.52
Holster, .45	Self	-	-	\$26.50
Casual Wardrobe	-	-	-	\$920.00
Group Link	10 mi r	-	5	\$14,900.00
Mind Armor	Self	-	2	\$4,950.00
Mind Blast	21' i	15 s	3	\$10,500.00
PK Shield	Self	-	5	\$12,500.00
Second Sight	Per.	-	1	\$5,300.00

NOTES

Born with talent, but no place to go. These poor souls might have gotten scooped up by some corporation or Project Demna, but "The Gang" found them just in time, took them in, and gave them something to fight for. These merciless killers can throw up three (3) Shrugs of defense for five (5) Risk, they can sense the invisible, and most importantly, when things get dicey, they and everyone else in the house can immediately enter telepathic concert and coordinate their actions more precisely than the most highly-trained military force.



Merits

Coping Mechanism (x1)
Fight One, Fight All
Mind of Power
Patronized: The Gang
Polyglot (x1)
Pro Jumper
Pro Lifter
Pro Runner

Flaws

Puppet Strings: The Gang
Socially Unacceptable: Thug
Wanted

ATHLETICS

Acrobatics	
Climbing	
Extreme Sports	
Lifting	2
Running	2
Sports	2
Swimming	
Throwing	3
Zero-G	

COMBAT

Bows	
Firearms, Short	3
Firearms, Long	
Grappling	
Hand to Hand	3
Martial Damage	3
Melee	3
Toughness	

ESPIONAGE

Acting	
Business	
Communicate	2
Cryptography	
Demolition	
Escapology	
Gambling	1
Investigation	3
Lockpicking	
Security	
Seduction	2
Sleight of Hand	
Stealth	
Streetwise	3
Survival	

CRAFT

Art	
Cleaning	1
Construction	1
Cooking	
Dancing	2
Fabrication	
Music	
Repair	1
Ropework	2
Sewing	
Styling	1

KNOWLEDGE

Academics	2
Biology	
Chemistry	
Computers	1
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	2
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	2
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	3

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Name

Outsider House Thugs

Strength	7
Stamina	7
Agility	7
Dexterity	7
Intelligence	7
Perception	7

Shrugs	4
Speed	16
Will	7
Initiative	7
DR	14
Armor Shrugs	
Risk	70

Running Speed	64
S Broad Jump	8
R Broad Jump	13
S High Jump	3
R High Jump	6
Dead Lift	400
Str-Based Dam	10
Base Throw	10

COMMON ROLLS

Task	Roll
Notice	10
Stealth	7
Physical Resistance	7
Mental Resistance	7
Dodge	9
Parry/Strike	10
Strength-Based Damage	10

ATTACK	Dam	Roll
Grapple	Grap.	7
Punch	10	10
Knife, Combat (AP 2)	14	11
Machine Pistol, 9mm	12	11
Semi-Auto Pistol, .45	15	11

Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Knife, Combat	30'	+4	-	\$120.50
Machine Pistol, 9mm	150' i	12	-	\$432.50
Semi-Auto Pistol, .45	35' i	15	-	\$620.00
Magazines, 9mm (x3)	-	-	-	\$135.00
Magazines, .45 (x3)	-	-	-	\$51.00
Ammo, 9mm (x120)	-	-	-	\$45.60
Ammo, .45 (x36)	-	-	-	\$16.92
Phone, Smart	1 mi	-	-	\$88.52
Holster, .45	Self	-	-	\$26.50
Casual Wardrobe	-	-	-	\$920.00

Corrupting	Self	-	5	\$26,300.00
Know True Names	Per.	-	-	\$5,000.00
Outerphase	Self	-	-	\$20,000.00

NOTES

This is not a normal House. These thugs aren't just cultists to The Outside; they have been corrupted by its influence and now exist only to bring about the dissolution of the Universe itself. Tread with caution. As a rule, these Thugs do not play well with others.

They take half damage from any physical attack, only mental attacks having full effect. They can spend five (5) Risk for any of their attacks to carry the dread Condition known as Corruption. Attack this house with caution, or you may end up working for it.



Merits

Coping Mechanism (x1)
Fight One, Fight All
Jackrabbit (x1)
Outsider
Patronized: The Gang
Polyglot (x1)
Pro Jumper
Pro Lifter
Pro Runner

Flaws

Of the Outside
Puppet Strings: The Gang
Socially Unacceptable: Thug
Wanted

ATHLETICS

Acrobatics	
Climbing	
Extreme Sports	
Lifting	1
Running	2
Sports	2
Swimming	
Throwing	3
Zero-G	

COMBAT

Bows	
Firearms, Short	3
Firearms, Long	
Grappling	
Hand to Hand	3
Martial Damage	3
Melee	3
Toughness	

ESPIONAGE

Acting	
Business	
Communicate	2
Cryptography	
Demolition	1
Escapology	
Gambling	2
Investigation	3
Lockpicking	
Security	
Seduction	2
Sleight of Hand	
Stealth	
Streetwise	3
Survival	

CRAFT

Art	
Cleaning	
Construction	
Cooking	
Dancing	2
Fabrication	
Music	
Repair	1
Ropework	2
Sewing	
Styling	2

KNOWLEDGE

Academics	2
Biology	
Chemistry	
Computers	1
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	2
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	2
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	3
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	

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The House Bosses

How difficult dealing with That One House is going to be depends greatly on who's running it at the time. Dealing with Chemical Joe, for instance, is orders of magnitude easier than dealing with Maneulo or The Wizard. Who is in charge of the house when a PC decides to go running in and "dealing" with it can be a simple decision by the GM, or even a random roll.

They are presented in order of difficulty, where there is a clear differentiation between how hard it will be to beat them. Remember that the House Boss is only one factor; the thugs that they've got access to will also be a fairly large factor. Not all thugs are created equal.

For a low-level, "street" campaign where the PCs have been built with a lower starting budget (less than \$50,000.00), Chemical Joe or Mama Pain would be most appropriate. While they're brining guns and skills to the party, there's nothing really "weird" going on there. Either of those two, with standard Thugs, can be fairly formidable.

For some added "zing," give them a Lieutenant that is either a Cyber or Kung Fu Thug. If that still seems too easy, let the rest of the Thugs be Mook versions of Cyber or Kung Fu Thugs. That's a hard fight, but it can always get harder.

Manuelo and some Psi-Thugs will be rough in the extreme, mostly because Manuelo can use Group Link (if

he has enough time to activate it) and coordinate all of the Thugs on site as a single unit.

Silvertongue and The Wizard will make a PCs life a living Hell, just because of the sheer amount of abilities they bring to the party. With Magic Using or even Mutant Thugs, the fight becomes a struggle for life itself. These fights are more appropriate for PCs built on fifty thousand dollars (\$50,000.00) of starting budget, or even more.

Simone is in a class all her own. If she and her Outer Thugs get a chance to become fully active, the PCs might have to fight for more than their lives; their SOULS are in extreme jeopardy. Should Simone get enough time to summon a Spacewing, all bets are off.

RANDOM HOUSE BOSS	
Die Roll	House Boss
1-8	Chemical Joe
9-12	Mama Pain
13-14	Maneulo
15-16	"Silvertongue" Smith
17-18	The Wizard
19-20	Simone Current

Name

Chemical Joe

Strength	6
Stamina	7
Agility	6
Dexterity	7
Intelligence	8
Perception	7

Shrugs	4
Speed	14
Will	8
Initiative	7
DR	14
Armor Shrugs	
Risk	80

Running Speed	56
S Broad Jump	4
R Broad Jump	9
S High Jump	2
R High Jump	4
Dead Lift	350
Str-Based Dam	7
Base Throw	9

COMMON ROLLS

Task	Roll
Notice	10
Stealth	6
Physical Resistance	11
Mental Resistance	12
Dodge	8
Parry/Strike	9
Strength-Based Damage	7

ATTACK	Dam	Roll
Grapple	Grapp.	7
Punch	7	9
Combat Knife	11	9
9mm Semi-Auto	12	12



Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Knife, Combat	Str x4'	+4	-	\$38.50
Beretta 9mm Special	60' i	12	-	\$900.00
9mm ammo (x100)	-	12	-	\$31.50
9mm Magazine (x3)	-	-	-	\$57.00
Phone, Sat.	1 mi	-	-	\$126.20
Satchel	Self	-	-	\$125.00
Watch	Self	-	-	\$100.00
Field Chem Lab	Touch	-	-	\$2,000.00
Wardrobe, Casual	Self	-	-	\$920.00
Wardrobe, Formal	Self	-	-	\$3,350.00
Sports Car (2 door)	200 mi	-	-	\$42,125.00

NOTES

Merits

Fight One, Fight All
Knowledgeable
Master Cook
Polyglot (x2)
Really Skilled (x3)
Rich (x1)
Steel-Trap Mind

Flaws

Addicted:: Stimulants
Mental Malfunction: Kinda Nuts
Socially Unacceptable: Criminal
Ugly
Wanted

ATHLETICS

Acrobatics	
Climbing	
Extreme Sports	
Lifting	
Running	1
Sports	2
Swimming	1
Throwing	3
Zero-G	

COMBAT

Bows	
Firearms, Short	3
Firearms, Long	
Grappling	1
Hand to Hand	3
Martial Damage	1
Melee	2
Toughness	4

ESPIONAGE

Acting	
Business	4
Communicate	3
Cryptography	
Demolition	3
Escapology	
Gambling	
Investigation	3
Lockpicking	
Security	2
Seduction	2
Sleight of Hand	
Stealth	
Streetwise	4
Survival	

CRAFT

Art	
Cleaning	3
Construction	
Cooking	5
Dancing	
Fabrication	2
Music	
Repair	2
Ropework	2
Sewing	
Styling	1

KNOWLEDGE

Academics	5
Biology	3
Chemistry	5
Computers	3
Cybernetics	1
Electronics	1
Engineering	2
Genetics	2
Law	3
Lore: Legend	1
Lore: Magic	1
Lore: Monster	3
Lore: Outer	1
Medicine	4
Military Science	1
Navigation	1
Parapsychology	1
Physics	1
Psychology	3
Xenology	1

TRANSPORT

Animal	
Astro	
Automotive	3
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	2
Jet Pack	
Mecha	
Motorcycle	
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	

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Name

Mama Pain

Strength	7
Stamina	8
Agility	6
Dexterity	7
Intelligence	7
Perception	8
Shrugs	6
Speed	16
Will	8
Initiative	8
DR	16
Armor Shrugs	
Risk	80
Running Speed	64
S Broad Jump	5
R Broad Jump	11
S High Jump	3
R High Jump	5
Dead Lift	450
Str-Based Dam	10
Base Throw	7

COMMON ROLLS

Task	Roll	
Notice	12	
Stealth	9	
Physical Resistance	13	
Mental Resistance	13	
Dodge	9	
Parry/Strike	10	
Strength-Based Damage	10	
ATTACK		
	Dam	Roll
Grapple	Grap.	10
Punch	10	10
Chain, Long	14	10
Neo-Bowie Knife	14	11
.50 Semi-Auto	20	12



Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Chain, Long	6'	+4	-	\$38.10
Knife, Neo-Bowie	Str x4'	+4	-	\$181.50
Semi-Auto Pistol .50	45' i	20	-	\$695.00
.50 AP ammo (x100)	-	20	-	\$61.50
.50 Magazine (x4)	-	-	-	\$48.00
Phone, Sat.	1 mi	-	-	\$126.20
Satchel	Self	-	-	\$125.00
Wardrobe, Casual	Self	-	-	\$920.00
Wardrobe, Formal	Self	-	-	\$3,350.00
Sports Car (2 door)	200 mi	-	-	\$42,125.00

NOTES

Merits

Bad-Ass
Comely
Deadly Aim
Fast on the Draw
Haymaker
Rich (x1)
Spy
Striking Presence
Tough as Hell (x2)

Flaws

Mental Malfunction: Sadist
Range Challenged
Self-Imposed Limit: Never use your own stuff
Socially Unacceptable: Criminal
Wanted

ATHLETICS

Acrobatics	
Climbing	
Extreme Sports	
Lifting	2
Running	3
Sports	3
Swimming	1
Throwing	
Zero-G	

COMBAT

Bows	1
Firearms, Short	4
Firearms, Long	3
Grappling	4
Hand to Hand	4
Martial Damage	3
Melee	4
Toughness	5

ESPIONAGE

Acting	3
Business	4
Communicate	3
Cryptography	1
Demolition	2
Escapology	2
Gambling	5
Investigation	4
Lockpicking	2
Security	1
Seduction	3
Sleight of Hand	1
Stealth	3
Streetwise	4
Survival	1

CRAFT

Art	
Cleaning	2
Construction	
Cooking	1
Dancing	2
Fabrication	
Music	3
Repair	
Ropework	2
Sewing	
Styling	3

KNOWLEDGE

Academics	3
Biology	1
Chemistry	3
Computers	
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	2
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	2
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	1
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	2
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	

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Name

Maneulo

Strength	8
Stamina	8
Agility	7
Dexterity	7
Intelligence	6
Perception	6

Shrugs	4
Speed	16
Will	10
Initiative	7
DR	16
Armor Shrugs	
Risk	100

Running Speed	64
S Broad Jump	6
R Broad Jump	10
S High Jump	3
R High Jump	5
Dead Lift	450
Str-Based Dam	8
Base Throw	8

COMMON ROLLS

Task	Roll	
Notice	10	
Stealth	12	
Physical Resistance	11	
Mental Resistance	13	
Dodge	9	
Parry/Strike	10	
Strength-Based Damage	8	
ATTACK	Dam	Roll
Grapple	Grap.	10
Punch	8	10
.38 Revolver	12	9
Mind Blast	15s	13



Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Revolver, .38	20' i	12	-	\$38.00
.38 ammo (x100)	-	12	-	\$31.50
Phone, Sat.	1 mi	-	-	\$126.20
Satchel	Self	-	-	\$125.00
Wardrobe, Casual	Self	-	-	\$920.00
Wardrobe, Formal	Self	-	-	\$3,350.00
Sports Car (2 door)	200 mi	-	-	\$42,125.00
Danger's Radius	Self	-	5	\$7,500.00
Group Link	10 mi (r)	-	5	\$14,900.00
Mind Armor	Self	-	2	\$4,950.00
Mind Blast	Will x3 i	15 (s)	3	\$10,500.00
Suggestion	Will	-	5	\$7,950.00

NOTES

Merits

Athlete
Comely
Coping Mechanism (x2)
Iron Will
Mind of Power
Polyglot (x1)
Rich (x1)
Spy
Transporter

Flaws

Can't Stay Dressed
Self-Imposed Limitation: Other people are disposable.
Socially Unacceptable: Criminal
Socially Unacceptable: Gigolo
Wanted

ATHLETICS

Acrobatics	
Climbing	
Extreme Sports	2
Lifting	1
Running	2
Sports	1
Swimming	2
Throwing	
Zero-G	

COMBAT

Bows	
Firearms, Short	2
Firearms, Long	
Grappling	3
Hand to Hand	3
Martial Damage	
Melee	2
Toughness	3

ESPIONAGE

Acting	6
Business	5
Communicate	6
Cryptography	1
Demolition	1
Escapology	3
Gambling	1
Investigation	4
Lockpicking	2
Security	2
Seduction	7
Sleight of Hand	3
Stealth	5
Streetwise	4
Survival	1

CRAFT

Art	
Cleaning	1
Construction	
Cooking	
Dancing	
Fabrication	
Music	
Repair	
Ropework	
Sewing	
Styling	

KNOWLEDGE

Academics	3
Biology	1
Chemistry	2
Computers	2
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	
Lore: Legend	1
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	
Military Science	
Navigation	
Parapsychology	4
Physics	
Psychology	3
Xenology	

TRANSPORT

Animal	1
Astro	1
Automotive	3
Boats	1
Crew Vessel	1
Fighter Craft	1
Gunnery	1
Ground Effect	1
Helicopter	1
Instruments	1
Jet Pack	1
Mecha	1
Motorcycle	1
Remotes	1
Submersibles	1
Tracked	1
Transport Craft	1
Ultra-Light	1

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	3

Near-Modern Era



Name "Silvertongue" Smith

Strength	7
Stamina	7
Agility	7
Dexterity	8
Intelligence	8
Perception	7

Shrugs	4
Speed	15
Will	8
Initiative	8
DR	24
Armor Shrugs	
Risk	80

Running Speed	60
S Broad Jump	6
R Broad Jump	10
S High Jump	2
R High Jump	5
Dead Lift	350
Str-Based Dam	10
Base Throw	7

COMMON ROLLS

Task	Roll	
Notice		10
Stealth		7
Physical Resistance		12
Mental Resistance		13
Dodge		9
Parry/Strike		12
Strength-Based Damage		10
ATTACK	Dam	Roll
Grapple	Grap.	7
Punch	10	12
Dominating Gaze	-	12
Ensorcel	20s	11
Grappling Tongue	Grap.	12



Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Phone, Sat.	1 mi	-	-	\$126.20
Satchel	Self	-	-	\$125.00
Survival Replicator	Touch	-	-	\$18,450.00
Wardrobe, Casual	Self	-	-	\$920.00
Wardrobe, Formal	Self	-	-	\$3,350.00
Sports Car (2 door)	200 mi	-	-	\$42,125.00
Disc. Taste/Smell	Self	-	-	\$6,500.00
Dominating Gaze	Per x5	-	10	\$10,250.00
Ensorcel	50'	20 s	5	\$5,375.00
Grappling Tongue	Sta'	-	-	\$550.00
Hide, Tough	Self	-	-	\$2,500.00
Hyper Endurance	Self	-	-	\$5,500.00
Mental Durability	Self	-	-	\$5,000.00
Mere Mundanity	Self	-	10	\$5,900.00
Sense Life	Per	-	-	\$5,000.00
Stun Resistance	Self	-	1	\$3,400.00

NOTES

Merits

Crafty
Drink like a Fish
Era-Wise
Highest Tech
Natural Engineer
Night's Eyes
Preternatural
Rich (x2)
Supple Lover

Flaws

Doubtful Presence
Self-Imposed Limitation:
Profanity is an artform
Socially Unacceptable: Criminal
Socially Unacceptable: VERY
Foul-Mouthed, constantly
Wanted

ATHLETICS

Acrobatics	
Climbing	
Extreme Sports	
Lifting	
Running	
Sports	2
Swimming	
Throwing	
Zero-G	

COMBAT

Bows	
Firearms, Short	2
Firearms, Long	
Grappling	
Hand to Hand	5
Martial Damage	3
Melee	5
Toughness	5

ESPIONAGE

Acting	
Business	2
Communicate	2
Cryptography	
Demolition	
Escapology	
Gambling	
Investigation	3
Lockpicking	
Security	
Seduction	2
Sleight of Hand	
Stealth	
Streetwise	4
Survival	

CRAFT

Art	4
Cleaning	5
Construction	1
Cooking	4
Dancing	1
Fabrication	4
Music	3
Repair	6
Ropework	4
Sewing	1
Styling	3

KNOWLEDGE

Academics	4
Biology	
Chemistry	3
Computers	2
Cybernetics	
Electronics	3
Engineering	3
Genetics	
Law	
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	2
Military Science	
Navigation	
Parapsychology	
Physics	3
Psychology	
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	3
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanica	
Use Powers	4
Use Psionics	

Near-Modern Era



Name

The Wizard

Strength	5
Stamina	6
Agility	7
Dexterity	7
Intelligence	10
Perception	8

Shrugs	3
Speed	15
Will	8
Initiative	8
DR	12
Armor Shrugs	
Risk	110

Running Speed	60
S Broad Jump	6
R Broad Jump	10
S High Jump	2
R High Jump	4
Dead Lift	250
Str-Based Dam	5
Base Throw	5

COMMON ROLLS

Task	Roll
Notice	12
Stealth	7
Physical Resistance	9
Mental Resistance	11
Dodge	9
Parry/Strike	10
Strength-Based Damage	5

ATTACK	Dam	Roll
Grapple	Grap.	8
Punch	5	10
Mage Bolt	15	12
Stun Bolt	10s	12

Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Phone, Sat.	1 mi	-	-	\$126.20
Satchel	Self	-	-	\$125.00
Tools, Alchemical	Touch	-	-	\$5,500.00
Wardrobe, Casual	Self	-	-	\$920.00
Wardrobe, Formal	Self	-	-	\$3,350.00
Sports Car (2 door)	200 mi	-	-	\$42,125.00
BAM	5'	-	1	\$7,310.00
Barrier, Standard	Touch	-	6	\$12,400.00
Brightness/Light	10'	-	1	\$270.00
Cleansing	Touch	-	1	\$300.00
Comprehend	Self	-	5	\$4,400.00
Illusory Display	Touch	-	1	\$5,350.00
Mage Armor	Touch		5	\$4,400.00
Mage Bolt	50'	15	3	\$3,550.00
Merchant's Eye	Per x3'	-	5	\$4,150.00
Ooh, Sparkly	Touch	-	1	\$300.00
Sodrick's Head Call	Touch	-	1	\$300.00
Sodrick's Lighter	10'	1	1	\$570.00
Sodrick's Scissors	10'	20	3	\$3,120.00
Stun Bolt	50'	10 (s)	3	\$6,050.00
Warm and Dry	Touch	-	1	\$300.00

NOTES



Merits

Artificer
Fit as a Fiddle
Spell Slinger
Really Skilled (x2)
Rich (x1)
Riskful (x3)
Second Sight

Flaws

Bad Driver
Self-Imposed Limitation: Keep the Magic stuff a secret
Socially Unacceptable: Criminal
Socially Unacceptable: Dark Mage
Wanted

ATHLETICS

Acrobatics	2
Climbing	
Extreme Sports	
Lifting	
Running	1
Sports	2
Swimming	1
Throwing	
Zero-G	

COMBAT

Bows	
Firearms, Short	2
Firearms, Long	
Grappling	1
Hand to Hand	3
Martial Damage	
Melee	5
Toughness	3

ESPIONAGE

Acting	
Business	4
Communicate	3
Cryptography	3
Demolition	
Escapology	
Gambling	
Investigation	4
Lockpicking	
Security	2
Seduction	2
Sleight of Hand	4
Stealth	
Streetwise	4
Survival	

CRAFT

Art	3
Cleaning	3
Construction	
Cooking	
Dancing	2
Fabrication	
Music	2
Repair	1
Ropework	
Sewing	
Styling	3

KNOWLEDGE

Academics	5
Biology	
Chemistry	3
Computers	1
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	
Lore: Legend	
Lore: Magic	3
Lore: Monster	
Lore: Outer	1
Medicine	2
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	5
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	

Near-Modern Era

Name

Simone Current

Strength	10
Stamina	9
Agility	8
Dexterity	8
Intelligence	6
Perception	9

Shrugs	6
Speed	19
Will	8
Initiative	9
DR	18
Armor Shrugs	
Risk	80

Running Speed	76
S Broad Jump	8
R Broad Jump	14
S High Jump	3
R High Jump	7
Dead Lift	650
Str-Based Dam	13
Base Throw	10

COMMON ROLLS

Task Roll

Notice	13
Stealth	8
Physical Resistance	14
Mental Resistance	13
Dodge	12
Parry/Strike	13
Strength-Based Damage	13

ATTACK Dam Roll

Grapple	Grap.	13
Punch	13	13



Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Phone, Sat.	1 mi	-	-	\$126.20
Satchel	Self	-	-	\$125.00
Wardrobe, Casual	Self	-	-	\$920.00
Wardrobe, Formal	Self	-	-	\$3,350.00
Sports Car (2 door)	200 mi	-	-	\$42,125.00
Corrupting*	Self	-	5	\$26,300.00
Dim. Variance	Self	-	5	\$11,250.00
Gift of Capacity	Self	-	-	\$10,000.00
Gift of Flow	Self	-	-	\$11,000.00
Know True Names	Per.'	-	-	\$5,000.00
Non-Euclid Transp.	Sym	-	25	\$13,000.00
Outerphase*	Self	-	-	\$20,000.00
Outersense	Sym	-	-	\$16,000.00
Outerwill	Self	-	-	\$10,000.00
Protective Coloration	Self	-	10	\$5,900.00
Regenerative II	Self	-	-	\$31,000.00
Unaging*	Self	-	-	\$5,000.00
Untiring	Self	-	-	\$5,500.00
Bind Spacewing	10'	-	15	\$7,750.00
Consume Innocent	Touch	-	-	\$19,000.00
Summon Spacewing	Sym	-	30	\$8,250.00

NOTES

Outsider Creature Package: \$34,650.00 (Includes all * Items)

Merits

Comely
Coping Mechanism (x3)
Fast
Night's Eyes
Outsider*
Patronized: Greater Cult
Rich (x1)
Spell Slinger
Tough as Hell (x1)

Flaws

Doubtful Presence
Of the Outside*
Self-Imposed Limitation: Create
a cult of addicts
Socially Unacceptable: Criminal
Wanted

ATHLETICS

Acrobatics	
Climbing	2
Extreme Sports	4
Lifting	3
Running	3
Sports	3
Swimming	2
Throwing	
Zero-G	

COMBAT

Bows	
Firearms, Short	3
Firearms, Long	
Grappling	5
Hand to Hand	5
Martial Damage	3
Melee	5
Toughness	5

ESPIONAGE

Acting	
Business	3
Communicate	2
Cryptography	
Demolition	
Escapology	
Gambling	
Investigation	4
Lockpicking	
Security	
Seduction	3
Sleight of Hand	
Stealth	
Streetwise	5
Survival	

CRAFT

Art	
Cleaning	3
Construction	
Cooking	
Dancing	
Fabrication	
Music	
Repair	
Ropework	
Sewing	
Styling	1

KNOWLEDGE

Academics	2
Biology	1
Chemistry	4
Computers	
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	3
Medicine	2
Military Science	3
Navigation	
Parapsychology	
Physics	
Psychology	
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	3
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	3
Instruments	3
Jet Pack	
Mecha	
Motorcycle	2
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	3
Instinct	
Martial Arts	
Use Mechanica	
Use Powers	
Use Psionics	

Near-Modern Era





About the Outside

With the inclusion of Simone Current and her Outer Thugs, we have to address the special abilities and circumstances of The Outside. The world of Destiny 2025 has a Lovecraft Rating of Six (6), so the Outside has a palpable and very dangerous presence.

As a result, Simone's Character Sheet has some material on it that only really occurs in one book, and that's Eldritch Victory. In the spirit of completeness, here we present material from that book that is relevant to Simone and the situation that PCs will find themselves in should they choose to go up against her.

This is not only terribly dangerous, but a good place to start a whole campaign. Simone is just one cultist of many, supported by a larger organization and surrounding herself with followers. Taking her and her thugs out of play isn't the end to that story by a long shot, but the acquisition of an enemy with world-wide and perhaps even Universal reach. Of course, if one wants to get a feeling for how bad their situation has gotten, they can always just take a dose of True.

Throwing starting PCs up against agents and creatures of the Outside is risky. With those creatures able to throw around the condition of Corruption, among other horrific things, those who go charging into this situation may well find themselves as newly minted

agents of the Outside themselves, enemies of all creation and the Universe in which they dwell. Not ideal.

As a whole, the Outside is a campaign villain and a greater story arc all in one. While any of the house bosses can lead into a larger story, Simone can take them straight past Hell into something far worse. More, if she can get hold of a Spacewing, she can easily escape to the stars and return at a time of her choosing. Then again, she can also wheel that bad boy around and maul the living crap out of some starting PCs. Spacewings are no joke.

If this turns out to be the case, you might want to grab a copy of Eldritch Victory to expand on the action. PCs might have questions about what this whole "Outside" thing is, after all. They might even be prepared for the answers, but we tend to doubt it.

Of course, the PCs could simply deal with the situation, try to recover any lost Will, find a cure for any Corruption that might occur, and proceed as though the Outside was just another of the many threats they might have to face in the world of Destiny 2025.

If, however, they don't start looking over their shoulder and fearing the dark just a little, they really don't understand exactly what the Hell they've gotten themselves into.

Partial List of Outsider Abilities

Outside Ability	Range	Damage	Activation	Duration	Risk	Cost	Notes
Comprehension	Self	-	-	1 H(m)	1	\$4,600.00	Communicate in any language
Corrupting	Self	-	-	per use	5	\$26,300.00	Can add Corruption to their Damage and other effects
Dimensional Variance	Self	-	-	15 M(m)	5	\$11,250.00	-5 to be hit, ignore radius penalties
Gift of Power, Capacity	Self	-	-	-	-	\$10,000.00	May be purchased multiple times. Maximum Risk pool increased by 20.
Gift of Power, Flow	Self	-	-	-	-	\$11,000.00	Regenerate 10 Risk per turn
Gravitic Repulsion	Self	-	1 T	1 H(m)	3	\$12,300.00	Character can fly at 1,000 mph her 3 Risk spent, only on a planetary body
Know True Names	Per.'	-	-	-	-	\$5,000.00	Know anything's correct and true full name by eye-contact
Non-Euclidean Transport	Sym	-	-	per use	25	\$13,000.00	Teleport at Sympathetic range, but only through geometric anomalies
Outerphase	Self	-	-	-	-	\$20,000.00	Halve all incoming Damage
Outersense	Sym	-	-	-	-	\$16,000.00	Sense via quantum string vibration, negate all darkness and flank penalties, sense and track at sympathetic range
Outerwill	Self	-	-	-	-	\$10,000.00	Immune to Psychological Trauma
Protective Coloration	Self	-	1 T	1 H(m)	10	\$5,900.00	-15 to detect the Taint of the Outside
Regenerative I	Self	-	-	-	-	\$15,800.00	Regain 1 lost Shrug per minute, lose 1 Minor Condition per minute
Regenerative II	Self	-	-	-	-	\$31,000.00	Regain 1 lost Shrug per turn, lose 1 Standard or Minor condition per turn, works at Dead
Space Flight	Self	-	1 T	1 H(m)	5	\$13,900.00	Fly at 10,000 mph per 5 Risk spent, only outside of atmosphere
Star Flight	Self	-	1 T	1 D(m)	10	\$41,325.00	Fly at 1 Ly/D per 10 Risk spent, only outside of gravity well
Strange Metabolism	Self	-	-	-	-	\$30,000.00	Need not eat, drink, or breathe
Strange Suspension	Touch	-	3 T	1 Mth(m)	20	\$41,450.00	Target rolls Stamina + Toughness at -5 or become comatose and immune to Extreme Cold, Huger Pressure Differentials, Suffocation, Thirst, and Radiation
Unaging	Self	-	-	-	-	\$5,000.00	Remain at age of prime maturity in perpetuity
Untiring	Self	-	-	-	-	\$5,500.00	Immune to fatigue, does not need sleep.
Vacuum Immunity	Self	-	-	-	-	\$15,000.00	MUST have Strange Metabolism. Also become immune to Extreme Cold ,Pressure Differentials, and Radiation
Withstand I	Self	-	-	-	-	\$5,000.00	+5 to DR, +5 to Mental DR, +5 to resist Mental effects
Withstand II	Self	-	-	-	-	\$10,500.00	1 Armor Shrug. +10 to DR, +10 to Mental DR, +7 to resist Mental effects



Partial List of Outer Spells

Spell	Range	Damage	Activation	Duration	Risk	Cost	Notes
Bind Servitor	10'	-	1 M	1 D	15	\$7,750.00	Binds Outside creature to temporary service
Consume the Innocent	Touch	-	1 H	-	-	\$19,000.00	Produces 50 Risk from the death of one "innocent" person*
Summon Servitor	Sym	-	1 H	-	30	\$8,250.00	Summon an Outside creature

Outsider Abilities

Comprehension: \$4,600.00. By rolling Intelligence plus Eldritch Focus and spending one (1) Risk, the Character is able to communicate in absolutely any language at all for one hour (1 H). It does not matter if the language uses the same vocal apparatus as the user, or if it requires hand movements, color-changing organelles, or telepathy; the Character can communicate in it. This effect lasts one hour (1 H), and can be maintained for another Hour by spending an additional one (1) point of Risk at the end of the Hour; it need not be re-rolled.

Corrupting: \$26,300.00. The Character with this ability can add the transmission of the Corruption Condition (see below) to all of their attacks and effects. This means that they can spend five (5) Risk to transmit Corruption by their hand to hand, grappling, melee, or ranged attacks, as well as being able to add the effect to any Spells, Psionic Disciplines, Martial Arts abilities, Powers, or Mechanica that they are able to use. It can be added to any effect that touches or contacts another Character in any way, including attacks, barriers, telepathy, or anything which directly affects another. Spells and other abilities so altered are often re-named with the word "Outer." For example, Claws of the Beast Lords might become Claws of the Outer Lords. Mage Bolt might become Outer Bolt. Telepathy might become Outer Telepathy.

Dimensional Variance: \$11,250.00. The Character with this ability can "unhinge" themselves from representation in three-dimensional space to avoid attacks. The Character rolls Will plus Eldritch Focus, spends five (5) Risk, and for the next fifteen minutes, their outline shimmers and seems to randomly shift a few inches to a few feet, regardless of whether the Character themselves actually move. This imposes a penalty of minus five (-5) to attack the Character, as it is unclear where they are actually positioned. More, the Character does not suffer Radius penalties to defense as their location is variable and questionable. At the end of the fifteen minute (15 M) duration, the Character can spend another five (5) Risk to retain the effects for another fifteen minutes (15 M) without having to re-roll.

Gift of Power, Capacity: \$10,000.00. This ability may be purchased multiple times. Every time this ability is purchased, the Character's inherent Risk Pool is permanently increased by twenty (20) Risk.

Gift of Power, Flow: \$11,000.00. The Character with this ability regenerates ten (10) Risk each and every turn, even if they have spent themselves to zero (0).

Gravitic Repulsion: \$12,300.00. The Character with this ability can pervert the gravitic pull of a planetary body to hurl themselves through the air. After one (1) turn of concentration, the Character rolls their Agility plus Eldritch Focus and spends three (3) Risk for every one thousand miles per hour (1,000.00 mph) they wish to travel at. This lasts for one hour (1 H), after which the Character can spend the Risk cost again to maintain their speed for another one hour (1 H); they need not roll nor concentrate again.

Know True Names: \$5,000.00. The Character with this ability knows the true, actual name of any person, place, or thing that they see. It is unaffected by illusions, disguises, or any form of shape-shifting or form-changing. It IS affected by invisibility, as the Character can not name what they can not see.

Non-Euclidean Transport: \$13,000.00. The Character with this ability can move between places and times using breaks in the structure of the Universe itself. The Character makes a roll on their Will plus Eldritch Focus at penalties from the Sympathetic and Temporal range charts (Core Rulebooks page xx). This can only be accomplished where there are "geometric anomalies," or places where architecture or "natural" geology create mathematical flaws; these "mystery spots" are often associated with hauntings, poor "feng shui," or other places where things simply feel "off."

Outerphase: \$20,000.00. The Character with this ability is more in phase with the Outside than the Universe, making it difficult to transfer energy to them. All incoming Damage against Characters with Outerphase is halved before the Damage Resistance roll is made.

Outersense: \$16,000.00. The Character with this ability can sense using the vibrations of quantum strings rather than relying on light. This allows them to sense at sympathetic range; effectively unlimited within the existing Universe. This allows them to negate all darkness and flank penalties. They can sense anything they focus on, rolling on Perception plus Eldritch Focus and taking the penalty on the Sympathetic Range table (Core Rulebook, page xx) to do so. This allows them to track things they have a sympathetic connection to regardless of their distance in time, space, or dimension.

Outerwill: \$10,000.00. The Character with this ability has a mind far more aligned with the function of the Outside than that of the Universe; as such, they are immune to any abilities, conditions, or effects which would cause them to lose Will due to Psychological Trauma.

Protective Coloration: \$5,900.00. The Character with

this ability can conceal their nature as a being of the Outside. By spending one turn (1 T) in concentration, rolling on Intelligence plus Eldritch Focus, and expending ten (10) Risk, the Character imposes a penalty of minus fifteen (-15) on ANY attempt to discern their true nature as a being of the Outside, including (but not limited to) rolling on Perception plus Special Skills. This effect lasts for one hour (1 H); it can be maintained by spending another ten (10) Risk at the end of the duration to extend it another one hour (1 H)... another turn of concentration is not required.

Regenerative I: \$15,800.00. The Character with this ability exists in a more "liquid" state of bio-flow; they regain one (1) lost Shrug and are cured of one (1) Minor Condition every one minute (1 M).

Regenerative II: \$31,000.00. The Character with this ability exists in a flowing state where their biology is more like a stream of water than a cube of gelatin. They regain one (1) lost Shrug and are cured of one (1) Standard or Minor Condition every one turn (1 T). This continues to be the case even if they are reduced to the state of Dead.

Space Flight: \$13,900.00. The Character with this ability can fly at great speeds in the depths of space... it helps if they have some way of surviving being in space to begin with. The Character must be outside of an atmosphere to use this ability. After one turn (1 T) of concentration, the Character spends five (5) Risk per ten thousand miles per hour (10,000.00 mph) of speed they wish to have. They can fly at this speed for one hour (1 H). At the end of this time, they can spend the Risk cost again to maintain their speed for another one hour (1 H); they need not concentrate again.

Star Flight: \$41,325.00. The Character with this ability can fly at incredible speeds, far exceeding the speed of light. The Character must be outside of a gravity well in order to use this ability. It also helps to be able to survive in the vacuum of space, somehow. After one turn (1 T) of concentration, the Character rolls on Agility plus Eldritch Focus and spends ten (10) Risk per one light year per day (1 Ly/D) they wish to travel. They can fly at this speed for one day (1 D). At the end of this time, they can spend the Risk cost again to maintain their speed for another one day (1 D); they need not concentrate again.

Strange Metabolism: \$30,000.00. The Character with this ability is sustained not by chemical energy and respiratory processes but by the energies of the Universe itself. They are immune to Hunger, Thirst, and Suffocation and so do not need to eat, drink, or even breathe. They can still perform these functions if they

like, but they are no longer necessary for their survival.

Strange Suspension: \$41,450.00. The Character with this ability can place another living being into a coma that temporarily takes them out of the flow of time. After three turns (3 T) of concentration, the Character rolls on Will plus Eldritch Focus and spends twenty (20) Risk while in contact with their subject. The subject can simply allow the effect to occur, or if they wish to avoid the effects, they can resist by rolling their Stamina plus Toughness at a penalty of minus five (-5). Should they fail, or choose to accept the effect, they immediately become comatose and for the duration they become immune to Hunger, Extreme Cold, Pressure Differentials, Radiation, Suffocation, and Thirst. They are in a state of perfect suspension, and in this state can survive in the hostile vacuum of space without any other form of protection. This effect lasts one month (1 Mth), and can be extended by the Character expending an additional twenty (20) Risk to maintain it at the end of its duration; another three turns (3 T) of concentration aren't required. This can also be immediately ended by the Character who placed the subject in suspension simply willing to cancel the effect. This can be used to secure people for travel through the void of space.

Unaging: \$5,000.00. The Character with this ability is immune to the effects of aging. They cease aging at the point where they reach maturity, and will suffer no ill-effects from aging past this point. If this ability is acquired when the Character is already aged past the point of maturity, they will rapidly revert to their age of maturity and cease aging from that point. No effects that cause aging will have any effect on them whatsoever.

Untiring: \$5,500.00. The Character with this ability does not tire and does not require sleep. They suffer no ill effects from fatigue and need never make Stamina rolls to determine if they can continue to perform a tiring task... they are considered to always succeed these rolls. They also suffer no ill effects, including penalties, from lost sleep. They can remain awake constantly. They can also engage in a normal sleep cycle if they choose, if only to experience dreams.

Vacuum Immunity: \$15,000.00. (MUST have Strange Metabolism) The Character with this ability has gained the ability to not only sustain themselves off of Universal energy flow, but also to use this flow to survive the effects of deep vacuum. They are immune to Extreme Cold, Pressure Differentials, and Radiation, making them able to survive unsustained in the vacuum of space.

Withstand I: \$5,000.00. The Character's body and mind become somewhat more able to resist Damage and influence because it is coming out of "tune" with the physical Universe. The Character gains a bonus of plus five (+5) to their Damage Resistance, Mental Damage Resistance, and to resist any Mental effects.

Withstand II: \$10,500.00. The Character's body and mind become more able to resist Damage and influence because it is coming more out of "tune" with the physical Universe. The Character gains one (1) Armor Shrug, a bonus of plus ten (+10) to their Damage Resistance and Mental Damage Resistance, and a bonus of plus seven (+7) to resist any Mental effects.

Outsider Spells

Bind Servitor: \$7,750.00. Cast upon a Servitor of the Outside (any Character with the Outside Creature package), this spell binds that creature to the caster's service temporarily. There is a different version of this spell for each different Outside Creature; attempting to bind an Outside Creature without the proper version of the spell is at a penalty of minus seven (-7). The Caster must be within ten feet (10') of the Outside Creature for one full minute (1 M), at the end of which they roll on Will plus Do Magic and spend a minimum of fifteen (15) Risk. This spell can be cast on a creature in a Bargaining Circle (above). If successful (and the creature hasn't simply walked away), the Servitor is now in the service of the caster. It will either serve the caster for one day (1 D) or for one (1) task that will take longer than one day (1 D), such as cleaning out a massive dilapidated mansion or carrying the caster to a far star. At the end of this service, the Outside Creature is no longer bound and may act as it pleases. It is possible that the Creature may have enjoyed the service, or found it to be of benefit; in such a case, the creature may continue to serve the caster, but only as it chooses (unless bound again). Otherwise, the creature will leave the caster and go about its own business, whatever that may be.

Consume the Innocent: \$24,000.00. This dread ritual allows the caster to convert the life force of a single "innocent" sentient being into raw Universal energy. The subject must be innocent; this is strictly a matter of Karmic Balance. If they have done more for the benefit of other people than the detriment of other people, they are suitable for this spell. This may be difficult to determine; the GM is the final arbiter of whether a character is suitably "innocent." As it is the lack of detriment to other people that makes one unsuitable, it is a truism that the younger the subject is, the less chance that they would have had a chance to build up too

much of a negative karmic balance; for this reason and this reason alone, young children and infants are the safest choice. The ritual is performed over the course of one hour (1 H), during which the innocent must be killed (reduced to Dead as Hell or be the subject of a *coup de grace*). At the end of the hour, the caster rolls Will plus Do Magic; if the roll is successful, the caster immediately gains fifty (50) Risk... this can take the total amount of Risk the Caster has above their total Risk Pool, and may allow them to cast spells that they normally might not be able to. This spell does not affect the karmic destiny of its victim; that soul is released to its reward. The life force itself is converted into Risk. A caster can use this spell even if their own personal Risk pool is at zero (0). Casting this spell is Universally considered both vile and wasteful. (Note: A Caster who is not already an Outsider Creature must roll Will plus Toughness at minus five [-5] to resist Corruption when casting this spell).

Summon Servitor: \$8,250.00. This spell summons a Creature of the Outside (Character with the Outside Creature package). There is a different version of this spell for each different Outside Creature; attempting to summon an Outside Creature without the proper version of the spell is at a penalty of minus seven (-7). The caster spends one hour (1 H) in concentration, spends thirty (30) Risk, and rolls on Will plus Do Magic. If successful, they will gain the attention of an Outside Creature and cause it to manifest before them. This spell does NOTHING to ensure that the Creature will be amenable to having been summoned; it merely brings an Outside Creature to the caster. The caster would be well-advised to have the appropriate binding spell handy, and/or perhaps a Bargaining Circle.

The Condition of Corruption

Corruption: \$28,800.00. This is the essential "curse" carried by creatures of the Outside, that which makes things from within the Universe become things of the Outside themselves. When Corruption is encountered (often as the result of an attack by an Outside creature), the target must make a roll against their Will plus Toughness at a penalty of minus five (-5). Failing this roll means that the target has acquired the Major Condition of being Corrupted. Starting twenty-four hours (24 H) after failing the initial roll to resist Corruption, the Character must make a roll against their Will stat alone every twenty-four hours (24 H). Failing this roll gives the Character a cumulative penalty of minus one (-1) to all actions as they begin to disconnect from their existence as a being of the Universe. When this penalty (with its slippery slope) causes the Character to have a total penalty to all actions that is equal to their

Will stat, the Character is lost. They immediately apply the Outside Creature Package (page xx). At this point this is no longer a Major Condition, but the Character's new inherent nature. The cumulative penalty to all actions vanishes, and the Character is free to act at their full capacity. Alas, their actions now serve the dread and dire purposes of the Outside itself.



Worse, at the point the Character gains the Merit and Flaws, their immediate blood relations (parents, children, and/or siblings) must immediately make the initial resistance roll of Will plus Toughness at minus five (-5). Any of their blood relations failing this roll have, themselves, become Corrupted, and begin the slippery slope towards becoming themselves a being of the Outside.

As being Corrupted is a Major Condition, only a Special Ability or item that will cure a Major Condition defined as a Curse will cure the state of being Corrupted and immediately remove all penalties from this Condition. There are Special Abilities that specifically cure the state of Corruption itself. Once the victim of Corruption has become a being of the Outside, however, it is no longer a matter of being cured. This is what they are, now. It would take a prodigious effort and tremendous sacrifice by those close to the new Being of the Outside to bring them back to being a creature of the Universe. GM's are welcome to make these tasks incredibly difficult and truly horrific, including more exposure to the possibility of facing Corruption. If someone comes back, it should be because of incredible effort.

New Merit

Outsider: The character with this Merit has a strong connection to the Outside itself. They can purchase items from the Outsider Ability list, and have access to the Eldritch Focus skill. This Merit usually accompanies the Of the Outside Flaw, but does not necessarily do so. Even if the character with the Outsider Merit does not have the Of the Outside Flaw, they are tainted by the Outside and can be perceived as an Outsider. More, if there is a restriction on compatible Special Merits in a setting (such as not being able to have both *Moda Mechanica* and *Spell Slinger*), the Character with the Outsider Merit can ignore these limitations and combine Special Merits as they wish without limitation.

New Flaw

Of the Outside: The character with this Flaw is a being of the Outside; they may exist within the Universe, but their metaphysical being is firmly rooted Outside of the Cycle of the Universe. Characters with this Flaw can not maintain allegiances with those who are not Of the Outside; they are mentally and spiritually opposed to any course of action that does not lead to the dissolution of the Universe. They must make a roll on their Will (alone) at a penalty of minus two (-2) to associate with anyone who is not Of the Outside or to engage in activities that do not lead to the dissolution of the Universe. The character with this Flaw is so disconnected from the Universe that, should they attempt to Refill their Risk by rolling on Will plus Eldritch Focus and critically fail, they will immediately be pulled to the Outside, never to return to the Universe. Characters with the Of the Outside Flaw are also vulnerable to being Banished to the Outside. Often, characters with the Of the Outside Flaw also have the Outsider Merit. This Flaw is not recommended for Player Characters; characters who are Of the Outside are almost universally not on the "right side."

Outsider Creature

Package Cost: \$34,650.00

The end of Corruption, and the beginning of the darkest journey to the Outside itself. This Package is the most basic traits of the Outside Creature.

Creatures of the Outside have access to Outsider Abilities, and can sense the presence and actions of the Outside. They are compelled to act towards the ultimate goals of the Outside - the complete dissolution of all Universes - even if they do not know or fully understand those goals.

Creatures of the Outside can be banished from the Universe they are currently in, sending them out of all existence and into the Outside itself. An Outsider Creature has no inherent ability to return from this; for most, it is a one-way trip. It has been said that experiencing the deepest levels of Hell itself is far preferable to existence in the Outside.

All Outsider Creatures have the power of Corruption at their hands (or whatever). They can add Corruption as an effect to all of their attacks by any means; this includes adding it to magic spells if they have the Spell Slinger Merit, for example. It can be added to hand to hand attacks, melee, even their ranged combat.

All Outsider Creatures can shunt Damage from themselves to the Outside, or at least a portion of it. Outsider Creatures take half Damage.

Outsider Creatures no longer suffer the ravages of time; they do not age past their point of maturity. Should an older or aging Character become an Outsider Creature, they will rapidly revert to their age of maturity and remain there.

It isn't immortality, quite, but it's a very, very good start. Outsider Creatures are not part of any Universe's cycle of life, death, and rebirth. Upon their passing, their Essence and intellect flow to the Outside, there to exist endlessly in an agony of isolation and helplessness where time has no meaning.

Merits	
Outsider	\$15,000.00
Flaws	
Of the Outside	-\$30,000.00
Outsider Abilities	
Corrupting	\$24,650.00
Outerphase	\$20,000.00
Unaging	\$5,000.00

Starborn Outsider

Package Cost: \$35,650.00

The deep vacuum of space is as hostile an environment as most sentient races can imagine. It can kill with the lack of air, the lack of any atmospheric pressure, the incredible cold, or even the unfiltered, raw starlight bathing the void in lethal radiation. Within the laws of the Universe, it's hard to imagine a less likely place to find life.

The Outside simply doesn't care. The laws of biology which govern what can and can't kill can cease to have meaning once one leaves the laws by which the Universe functions behind. It is in these places that the Starborn Outsiders can be found.

They are beyond alien to the senses of the common sentient; they are obviously "living:" things, but their bodies are strange, otherworldly structures. This makes it nigh-impossible for them to blend with most sentient society.

Like all other Outsiders, they carry the ability to Corrupt, they shunt damage into odd dimensions, and they are biologically unaffected by the passage of time. The Starborn also sense the Universe with the bizarre perspective of the Outside, sensing things by their quantum connections rather than by light or other electromagnetic radiation.

They can subsist off of the flow of Essence throughout the Universe; they no longer require chemical energy, hydration, or even oxygen to continue to function. They are immune to the dangers of the vacuum, and thrive there.

Many Starborn have some ability to move between the stars under their own power.

Merits	
Outsider	\$15,000.00
Flaws	
Horrific	-\$30,000.00
Of the Outside	-\$30,000.00
Stands Out	-\$30,000.00
Outsider Abilities	
Corrupting	\$24,650.00
Outerphase	\$20,000.00
Outersense	\$16,000.00
Strange Metabolism	\$30,000.00
Unaging	\$5,000.00
Vacuum Immunity	\$15,000.00

Name

Spacewing

Strength	7
Stamina	7
Agility	10
Dexterity	8
Intelligence	6
Perception	8

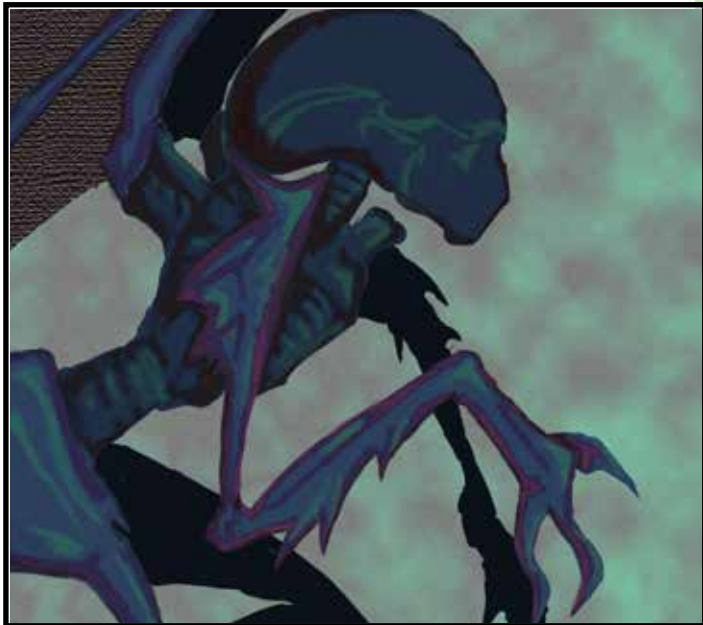
Shrugs	4
Speed	24
Will	10
Initiative	8
DR	24
Armor Shrugs	1
Risk	100

Running Speed	96
S Broad Jump	8
R Broad Jump	17
S High Jump	4
R High Jump	7
Dead Lift	650
Str-Based Dam	9
Base Throw	7

COMMON ROLLS

Task	Roll
Notice	11
Stealth	14
Physical Resistance	11
Mental Resistance	14
Dodge	15
Parry/Strike	13
Strength-Based Damage	9

ATTACK	Dam	Roll
Grapple	Grap.	14
Claws (AP 1)	14	13



Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Comprehension	Self	-	1	\$4,600.00
Corrupting	Self	-	5	*
Gift of Power: Flow	Self	-	-	\$11,000.00
Gravitic Repulsion	Self	-	3	\$12,300.00
Outerphase	Self	-	-	*
Outersense	Sym.	-	-	*
Regenerative I	Self	-	-	\$15,800.00
Space Flight	Self	-	5	\$13,900.00
Star Flight	Self	-	10	\$41,325.00
Strange Metabolism	Self	-	-	*
Strange Suspension	Touch	-	20	\$41,450.00
Unaging	Self	-	-	*
Untiring	Self	-	-	\$5,500.00
Vacuum Immunity	Self	-	-	*
Withstand II	Self	-	-	\$10,500.00
Camo, Environmental	Self	-	-	\$1,750.00
Claws, Large	Melee	-	-	\$3,150.00
Flight, Winged	Self	-	-	\$5,000.00
Flying, Monstrous	Self	-	-	\$25,000.00

NOTES

Starborn Outsider Package: \$35,650.00 (Includes * items)
+7 to Stealth while in Space
Flying Speed (Winged Flight): 120 feet per turn

Spacewings are Summoned and Bound at a penalty of minus seven (-7) unless it is done under a clear starry sky

Merits

Animal
Iron Will
Knowledgeable
Outsider*
Quick
Steel-Trap Mind

Flaws

Horrific*
Mental Malfunction: Captivity causes Psychological Trauma Of the Outside*
Self-Imposed Limitation: Always keep a deal Stands Out*

ATHLETICS

Acrobatics	5
Climbing	
Lifting	6
Running	3
Sports	
Swimming	1
Throwing	
Zero-G	5

COMBAT

Bows	
Firearms, Short	
Firearms, Long	
Grappling	4
Hand to Hand	3
Martial Damage	2
Melee	
Toughness	4

ESPIONAGE

Acting	
Business	3
Communicate	2
Cryptography	
Demolition	
Escapology	
Investigation	3
Lockpicking	
Security	
Seduction	
Sleight of Hand	
Stealth	4
Streetwise	
Survival	

CRAFT

Art	
Cleaning	
Construction	
Cooking	
Dancing	
Fabrication	
Music	
Repair	
Ropework	
Sewing	
Styling	

KNOWLEDGE

Academics	2
Alchemy	1
Clockwork	1
Engineering	1
Heraldry	1
Law	1
Lore: Magic	1
Lore: Mentalist	1
Lore: Monster	1
Lore: Outer	2
Medicine	1
Mind Engine	1
Military Science	1
Naturist	1
Navigation	7
Physics	1
Psychology	1

TRANSPORT

Airship-Large	
Airship-Small	
Animal-Basic	
Animal-Flying	
Animal-Large	
Animal-Water	
Anthro	
Crew Vessel	
Drawn	
Gunnery	
Mecha	
Ship-Large	
Ship-Small	
Steam Vehicle	
Submersibles	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	4
Instinct	
Martial Arts	
Use Mechanica	
Use Powers	
Use Psionics	

Fantasy Era



Killin' the House

No matter who's running That One House, there are a number of ways to deal with it. The situation is ideal for hosting a variety of solutions; while the house isn't entirely isolated, it IS separated from the attention of law enforcement. While there are people in the neighboring homes, those folks are pretty adept and turning a blind eye to loud activities, and they have a vested interest in bad things happening to the people currently occupying the house in question.

This is not to say that a full-frontal "guns-blazing" solution is the only one, or even a preferable one. It's certainly an option, of course, but stealth, subterfuge, and other approaches are neither better nor worse for this situation. There's no one best way to end the operations of a drug house.

This could be a solo operation; one very talented individual could, conceivably, deal with all the thugs and the house boss on their own. It also makes an ideal small group activity. The main difference, from the GM's perspective, is how much opposition the house has to throw.

Particularly enterprising Player Characters might try to make a roll on Perception plus Streetwise to deter-

mine what kind of resistance the House is currently sporting... this would involve asking questions around town, or further bribing their friendlier sources of information. This could tell them who the House Boss is and how many Thugs they have on hand. They might even get some rumors about what the House Boss is capable of and exactly what kind of resistance their Thugs can put up.

This information can also be gleaned through direct observation; Perception Investigation rolls can give them a visual observation of the House's occupancy; this might not be as informative, but their inquiries have less chance of getting back to the occupants of the House who might then be better prepared for the oncoming difficulties.

Of course, one can go into the house as a customer and collect observations. Most House Bosses occasionally host parties to get new clientele; this can be dangerous for undercover operatives but extremely informative. Any rolls to convince the occupants of the House that one is there just to party and do drugs is at a penalty of minus four (-4), however, if the person making the attempt doesn't actually imbibe any narcotics. The occupants of the House are particularly keen on this, no

matter who the House Boss is... someone who comes to a drug party and doesn't do any drugs is likely an undercover narcotics operative or otherwise trying to do harm to the House's operations.

PCs with Special Abilities that might allow them to Scry or Remote View the location for intelligence stand a good chance of learning everything they need to know. On the other hand, they also stand a good chance of alerting a House Boss or Thugs with Special Merits of their own to the fact that they are being observed by a Special Talent.

As for what information there is to gain, that depends on how hard the GM has decided this situation is going to be. While one can certainly randomly roll the House Boss for the encounter, here is a more "scaled" system for assigning the level of opposition the house is likely to have.

Various Difficulties

The default assumption is that there is one (1) House Boss and six (6) Thugs. The easiest situation, best suited for a solo assault, is that Chemical Joe is the House Boss and he has six (6) basic thugs, with one (1) of them elevated to Lieutenant. This is a hard fight, but not an impossible one. If this needs to be made any easier, let all six (6) of the thugs be Mooks.

If two (2) or three (3) individuals are going after the House, then Mama Pain makes a good House Boss. She'll have five (5) basic Thugs, in Mook form, as her security, but her one (1) Lieutenant is going to be either a Cyber Thug or a Kung-Fu Thug. The Lieutenant, totally loyal to Mama Pain, is going to do everything in their power to make sure that the Boss gets away.

More than three (3) individuals going after the house calls for something special. Maneulo and The Wizard are practically interchangeable. Maneulo will have six (6) Psi Thugs, five (5) of which are Mooks and the final one (1) being a Lieutenant. Likewise, The Wizard will have six (6) Magical Thugs, one (1) of which is a Lieutenant.

Now, if the PCs trying to deal with the house are particularly tough, and/or the GM would like to make their lives difficult in new and unique ways, the House Boss should probably be "Silvertongue" Smith. In particular, if the PCs are physically tougher than battleships and can punch through car doors with their eyelids, having a House Boss that can mentally dominate them, or even just stun them with a glance, can even the odds considerably. Silvertongue will have access to six (6) Mutant Thugs, one (1) of which will be elevated

ed to Lieutenant status.

Saving the most dangerous for last, Simone Current is a terrible House Boss to have to deal with. Even her Outer Thugs, of which there will be six (6) with one (1) Lieutenant, carry the risk of Corruption. A few bad rolls can turn one or more Player Characters into creatures of the Outside, sending things pear-shaped REALLY fast. Simone should be reserved for parties of Player Characters that are either looking for EXTREME danger, or for a situation where the GM wants to introduce elements of the Outside into their campaign in a BIG way.

While the general rule of six (6) Thugs, one (1) of whom is a Lieutenant, can hold for any House Boss, it's also a dial that can adjust the difficulty of the encounter. Six (6) is the number of Thugs that can comfortably bunk out at the house, but a few more Thugs can commute. For every six (6) Thugs, one (1) should be a Lieutenant. This ratio can be increased, up to and including having all of the Thugs present be Lieutenant status, having all of their Shrugs and access to the ability to modify their rolls and re-roll with Risk.

Various Approaches

There are any number of ways to go about this operation. In fact, one could say there are as many ways to deal with the House as there are PCs or groups of PCs that want to try to handle it. Different approaches will tend to minimize (or maximize) the amount of risk involved.

The House operates on a more or less nocturnal schedule; during daylight hours, the occupants of the house are either sleeping off the night before or doing maintenance around the place. Even criminals and thugs need to keep their place a little bit clean. It can be hard to host drug-selling parties when the previous week's urine, vomit, and/or blood are soaking into the floorboards.

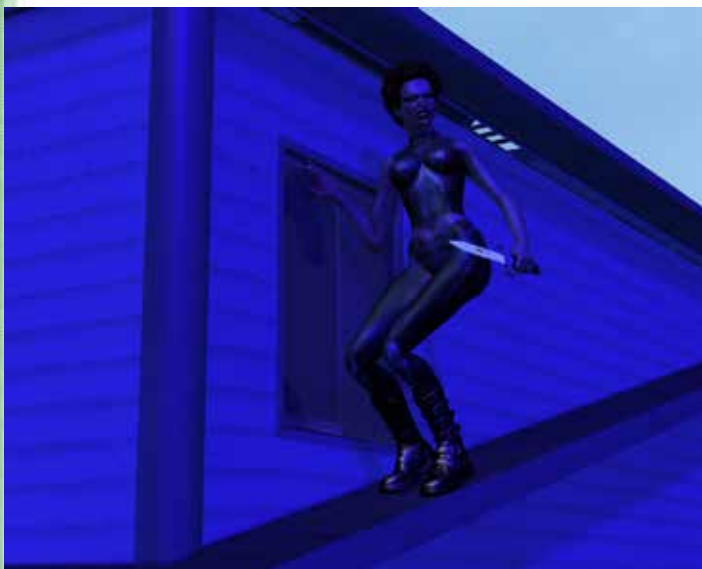
Striking the house during the day, therefore, will invite the smallest initial response and resistance. It can take five (5) or ten (10) Turns for sleeping occupants of the House to come to enough awareness to offer resistance and assault; if they can be located in their bunks and somehow disabled during this time, the whole operation becomes much easier.

There are multiple difficulties with a night-time operation. Not only are the occupants of the House fully awake and aware, perhaps on stimulants themselves, but there are probably customers present. Night time is for business. There will be, at the very least, one (1)

or two (2) people buying or taking their next hit, or later in the evening, sleeping off the effects in the Crash room. The worst-case scenario is a group of ten (10) or more having a drug-fueled party. Of course, if the Player Characters aren't all that concerned with collateral damage, this is less of a concern.

Night or day, there will be a couple of armed Thugs watching the front door. During the day, they'll be sitting in the hallway or kitchen, playing cards or checking social media. At night, they'll be out in front as obvious guards.

The House Boss will almost invariably start out in the upstairs office. If things get a little bit loud, they'll go and check on what is happening, maybe becoming involved. As soon as things get VERY loud (heavy weapons fire, explosions, fireballs, monster roars and the like), the House Boss is out the window into the back yard and off into the night. That not only reduces, in general, the amount of loot available, but it also means that someone is out there who will want the House back. Escaping House Bosses are recurring villains.



With all of these considerations in mind; the encounter is going to go the way the encounter goes. Determine who the House Boss is and assign them Thugs. See how much intelligence the Player Characters can get, at which point they may or may not alert the House to the fact that they're about to be hit.

Then, it all depends on how the Player Characters want to handle it. They can walk into the house pretending to be customers, sneak in using Stealth, or drive a truck through the front door with machine guns and chainsaws blazing... there's no telling. Player Characters are the biggest random factor in any situation.

The House is, in general, not ready for this. Thugs will get their Perception rolls to see that something bad is about to happen (or is already happening), and bullets will probably start to fly.

Various Rewards

There are a number of benefits to hitting That One House. There is the enduring gratitude of the community who may no longer have to worry about the House's influence on their youth. There is the reputation that might be earned by a relatively small and unknown group dealing with a house full of terrible people. There is the karmic balance towards general good that can be earned by suppressing and/or eliminating evil. Of course, there's also more tangible rewards.

Thugs and House Bosses have stuff on their Character Sheets; if they are rendered unconscious or dead, they have very little to say about someone taking that stuff. This alone can net a decent supply of guns and ammo, which can either be kept and used or sold on the street.

There is also a two-door sports car in the garage; the keys are in the House Boss's pocket.

The House itself is a tangible reward; so long as it's still more or less standing once its been emptied of the current occupants. It's status as a holding of Paratrim Mortgage isn't going to change any time soon, and one can squat on the property for as long as they like. Of course, one could make Paratrim an offer; two hundred thousand dollars (\$200,000.00) is the current fair market value, but as per the chapter on The House Itself (page xx), that's just a starting point for bargaining.

Someone could also, theoretically, steal the House by changing Paratrim's records. That would take a roll on Intelligence plus Computers at a penalty of minus six (-6), and might conceivably leave a data trail.

Thugs carry about two hundred and fifty dollars (\$250.00) in loose bills and change each.

The rest of the tangible benefits of taking That House depends on the House Boss.

Chemical Joe

Chemical Joe will have about twenty-five thousand dollars (\$25,000.00) in cash neatly bundled in the dresser in the office. There will also be about five thousand dollars (\$5,000.00) in "operational" money in the desk. He has minimal security on his computer; a roll on Intelligence plus Computers at minus two (-2) will give one access to Joe's accounts with one hundred and seventeen thousand dollars (\$117,000.00) in them. Access-

ing the money in the accounts will require someone to have their own bank accounts (or access to a bank account) and will leave a data trail when the money is transferred.

A Joe-run House will have about a hundred (100) doses of Crack Cocaine, two hundred of (200) Methamphetamine, and fifty (50) doses of Ecstasy, mostly in the Living Room and Crash Space.

Joe's House will also have about five hundred (500) rounds of nine-millimeter (9mm) ammunition in the bedrooms, and another one hundred (100) rounds of forty-five (.45) caliber ammo.

Mama Pain

Mama Pain will have a clean hundred thousand (\$100,000.00) in cash in the desk. She keeps ten grand (\$10,000.00) in operational cash in the dresser. She has GREAT security on her computer; a roll on Intel-ligence plus Computers at minus five (-5) will give one access to Mama Pain's accounts with a quarter of a million dollars (\$250,000.00) as well as information about Mama Pain's blackmail and extortion operations involving members of the city council. There are pictures. This information could be destroyed to free city council members from the grip of crime, or not. I'm just sayin'. Accessing the money in the accounts will require someone to have their own bank accounts (or access to a bank account), and will leave a data trail when the money is transferred. The accounts are already obscured by a third party service (BlameCo), so attempts to track the data trail of a transfer are at a penalty of minus four (-4).

Mama Pain's House will have one hundred (100) doses of Cocaine, one hundred (100) doses of Ecstasy, one hundred (100) doses of Methamphetamine, and fifty (50) doses of Rohypnol, mostly in the dresser in the office. A roll on Perception plus Investigation at a penalty of minus three (-3) looking for hidden compartments in the house will also find twenty (20) doses of Heroin under the desk in the office.

Mama Pain buys her ammunition in bulk. Her House contains one THOUSAND (1,000) rounds of nine millimeter (9mm) ammo and five hundred (500) rounds of forty-five (.45) caliber ammo. There are also ten Armorer's Tool Kits scattered among the office and bedrooms. God help the Thug in Mama Pain's house who hasn't cleaned their firearm(s).

Manuelo

Maneulo is, at best, really bad with money. Searching through his House will net a solid three thousand

dollars (\$3,000.00) in cash, but about twenty-five thousand dollars (\$25,000.00) in luxury electronics, smart phones, and useless jewelry full of RGB LED lighting that makes little designs in the air when you move around. His computer is running the base operating system's web browser and it has more viruses than the CDC. He would do online banking if he ever had enough money on hand at one point in time to invest in it.

Under Maneulo, the house will have two hundred (200) doses of Ecstasy, five hundred (500) doses of LSD, and one hundred (100) doses of Methamphetamine. If one can make a Perception plus Investigation roll at a penalty of minus three (-3), they will also find one hundred (100) doses of Deep under the floorboards behind the desk in the office. Along with the little metal ampules, they will find a tablet computer with the recipe' for Deep. While most Law Enforcement agencies have NO idea how to quantify Deep, Project Demna tries to keep well-informed about any appearances of their custom training drug showing up on the street.



Thugs in Manuelo's House are more or less expected to find their own damn ammunition. There will be about two hundred (200) rounds of nine millimeter (9mm) ammunition in boxes in the upstairs bedroom, and about twenty (20) loose forty-five (.45) shells scattered in the main bedroom and living room.

Manuelo's house is many things, but it is not neat.

Silvertongue Smith

Silvertongue's House has zero overhead. He need not pay for narcotics nor the supplies to produce narcotics. His Thugs eat what they want when they want to, never having to drop so much as a dime on groceries or fast food. They make their ammunition with the push of a button and can even replace damaged weapons

completely much easier and cheaper than repairing them.

Silvertongue Smith has a Space Era replicator in his house. Materials-wise, he's a god.

Silvertongue's House has fifty thousand dollars (\$50,000.00) in loose cash just laying around, with twenty thousand dollars (\$20,000.00) in operational funds (in bundles of a hundred bucks) in the dresser in the office. The security on his office computer is INSANE, being based on higher technology than the computer itself was designed to handle. Making a roll on Intelligence plus Computers at a penalty of minus seven (-7!) will gain access to the computer and the accounts it's linked to. Silvertongue has not only been selling drugs, but he's been doing a brisk business with local criminals supplying them with firearms with no serial numbers. He has another seventy-five thousand dollars (\$75,000.00) in carefully concealed accounts. Accessing the money in the accounts will require someone to have their own bank accounts (or access to a bank account), but will leave no data trail when the money is transferred. Enterprising PCs may want to keep track of the banking services that Silvertongue is using; it's a shell company of BlameCo operating out of the Cayman Islands and they love nothing more than concealing one's currency online, taking five percent (5%) of every transaction as a fee for the service.

Scouring every last inch of the house will turn up five (5) doses of Cocaine, three (3) doses of Methamphetamine, and two (2) doses of Rohypnol. All of the narcotics found here are as chemically pure as if they were produced in the most advanced industrial pharmaceutical lab... the replicator makes GOOD stuff.

The only spare ammunition to be found in the House is what the Thugs have on their person.

It is a simple Perception plus Investigation roll, when searching the House for additional loot, to find that the refrigerator in the kitchen isn't a refrigerator. It's a well-concealed item of Space Era technology; a combination Power Core and Replicator Core. The price given in the listing below is fair market value for the combined cores in the Space Era. In the Near-Modern Era of Destiny 2025, having an unregistered Power Core and/or Replicator can be worth ten times (x10.00) this amount or more. The fact that it has been programmed to produce pharmaceuticals is a bonus. Of course, every so often, someone will need to make a roll on Intelligence plus Repair to keep the item in good working order. This roll is at a penalty of minus three (-3) unless the Character performing maintenance has the Higher Tech Merit.

Power Core/Replicator Core

\$53,812.50, 200.00 lbs. DR 35, Shrugs 9, 100.00 lbs

Power Core: The room with this feature has a generator that provides electrical power for the entire building. Any rooms attached to the room with the Power Core which have the Powered feature have access to unlimited energy. The generator is safe and as durable as the room it is in. It will require occasional maintenance, but will operate nigh-indefinitely (only runs out of "fuel" if the GM thinks it's time for a "let's refuel the generator" adventure).

Replicator Core: A high-tech wonder that constructs matter to order, converting base matter or matter and energy into the matter requested. It easily produces tasty, nutritious food and gallons of pure drinking water and other beverages. With a little creativity, it can also make simple clothing and basic tools. The room with this feature is the core of the building's Replicator Network, handling the actual matter/energy conversion and storage of the data patterns for commonly produced items. Its function can be accessed other places in the building by rooms equipped with the Replicator Node feature. It can also provide water for use in 'Freshers, as well as taking the waste eliminated by the users of the building's Freshers and converting it to stored energy and base mass for further replication. Yes, that means that some food and water is produced from fully converted human waste; no, people don't think about it much. MUST be Powered.

The Wizard

Searching The Wizard's House for loot will turn up thirty-five thousand dollars (\$35,000.00) in cash, with another ten thousand dollars (\$10,000.00) in operational funds bundled up in the dresser in the office. He has minimal security on his computer; a roll on Intelligence plus Computers at minus two (-2) will give one access to Joe's accounts with ninety-five thousand dollars (\$95,000.00) in them. Accessing the money in the accounts will require someone to have their own bank accounts (or access to a bank account) and will leave a data trail when the money is transferred.

There are about four hundred (400) doses of LSD and one hundred (100) doses of Methamphetamine around the Wizard's House. There are also about one hundred (100) doses of Wonder in the office, out in plain sight. As far as illicit pharmaceuticals go, Wonder is unregulated and under the radar of most law enforcement agencies... it isn't illegal to produce, own, or use.

The Wizard never kept too much extra ammunition around; he taught his Thugs the Mage Assault spell for

a reason. While they kept their own guns and supplies of ammunition, mostly for show, the Wizard expected all of his Thugs to deal with problems using magic or their own resources.

Simone Current

Searching Simone Current's House for monetary resources will find a cold one hundred thousand dollars (\$100,000.00) tucked into mattresses and cabinets in the kitchen. There's an additional sixty thousand dollars (\$60,000.00) in "operational funds" in the dresser in the office. Simone had the full backing of a larger, world-wide cult organization that supplied all of her narcotics and supplies. More, they supplemented the income from the drug trade with additional funds so she could throw lavish parties to attract a higher society clientele. There is NO security on Simone's office computer, but that's more or less a trap. Accessing her computer at all will reveal that the Operating System has been re-written with living data from the Outside itself; any Characters looking at or listening to this computer will need to roll to resist Corruption... Will stat plus Toughness skill at a penalty of minus five (-5) or become Corrupted, and a creature of the Outside. There are no banking accounts on this computer; keep-

ing with the cell structure and security of the Greater Cult to the Outside, Simone operated a cash-only establishment.

There are five hundred (500) doses of Cocaine, two hundred (200) doses of Ecstasy, two hundred (200) doses of Heroin, and five hundred doses of LSD in the house, mostly in the office and crash spaces. There are also one hundred (100) precious doses of True in the dresser in the office. True, like Wonder or Deep, isn't a recognized or regulated narcotic. It defies all chemical, magical, and even psionic analysis... there are components of it that do not belong in the Universe.

Simone's Thugs are well-supplied. There are ten thousand (10,000) rounds of nine-millimeter (9mm) ammunition and one thousand (1,000.00) rounds of forty-five (.45) ammo, neatly stored in boxes in the closet of the master bedroom. There are also ten Armory Tool Kits and enough spare parts to make twenty (20) nine-millimeter machine pistols and ten (10) forty-five semi-automatics. It's almost as if she was expecting trouble!





Bystanders

Not everyone that you're going to encounter on a path to wrecking a drug house is going to be a Thug or Boss. There are any number of folks that might be somehow involved; sources of information, potential allies, even customers of the house who happen to be there when the Player Characters bust right on in.

Here, then, are some random Near-Modern Non-Player Characters to sprinkle around the situation. These represent a quick answer to "is there anyone I can ask about this house?" or "is there anyone else out on the street right now?" or even "I check in the crash space upstairs. Is there anyone there?"

These Characters are generally not up to Player Character levels of performance. It might be fun to pass these Characters out and see how some talented Players can use their limited ability and lack of effective equipment to take on the House, perhaps as a prelude to the situation with the actual Player Characters. After all, if it was easy to bust up an operation like That One House, then ANYONE could do it.

This isn't an easy situation. Anyone can't do it... and sometimes, it can be educational and entertaining to show exactly why that is.

Another good use for these NPCs is to get a measure of the kind of people the Player Characters are. Oh, sure, you know that they're ex-military, or spell casters, or what-have-you, but what KIND of people are they?

Are they the kind of people who will try to save the lives of the random people caught up in the nightmare of addiction and drug use that the House represents, or are the Player Characters the kind who will kill everyone present and let God sort them out?

Killing one or two of these people for effect can also lend some drama. If one of them has just overdosed on something lethal, they might be saved IF the Player Characters want to take the time. A little medical drama in the middle of a firefight can keep things interesting and add a level of danger and complexity to the whole encounter.

They might be one of the folks from the neighborhood, or a potential do-gooder looking into this whole "drug house" thing. They work well as allies, mostly because they're completely dead if some capable Player Character doesn't go to some effort to keep them alive.

In short, these NPCs exist to complicate each and every part of trying to take down the occupants of That One House, from potential opposition to potential "assistance."

In a longer campaign, these NPCs (the ones that survive, at least) can grow with the party, gaining experience and knowledge as the campaign goes on. You're about to tell the story of how the Player Characters met some of these people. You know, that one night, at That One House.

Name

John Avery

Strength	8
Stamina	10
Agility	5
Dexterity	8
Intelligence	7
Perception	6

Shrugs	5
Speed	17
Will	9
Initiative	7
DR	20
Armor Shrugs	
Risk	100

Running Speed	68
S Broad Jump	5
R Broad Jump	13
S High Jump	3
R High Jump	6
Dead Lift	400
Str-Based Dam	8
Base Throw	8

COMMON ROLLS

Task	Roll
Notice	8
Stealth	8
Physical Resistance	12
Mental Resistance	11
Dodge	9
Parry/Strike	9
Strength-Based Damage	8

ATTACK	Dam	Roll
Grapple	Grap.	9
Punch	8	9
9mm Semi-Auto	12	13
Baton	11	11
Sword, Training	6	11
Taser	10s	13



Abilities/Equipment

Ability/Item	Range	Damage	Rsk/Sht	Cost
9mm Ammo (100)	-	12	-	\$31.50
9mm Semi-Auto	20' i	12	-	\$550.00
Collapsible Baton	Melee	+3	-	\$42.50
Magazines 9mm (5)	-	-	-	\$95.00
Nightstick	Melee	3	-	\$150.00
Sword, Training	Melee	-2	-	\$450.00
Taser	30' i	10s	-	\$70.10
Taser 2 Shot Cell (10)	-	-	-	\$12.00
Tactical Vest	Self	-	-	\$1,100.00

Phone, Smart	1 mi	-	-	\$88.52
Satchel	Self	-	-	\$125.00
Wardrobe, Casual	Self	-	-	\$920.00
Wardrobe, Formal	Self	-	-	\$3,350.00
Small Apartment	Rent	-	-	\$251.25
Sedan (4 Door)	200 mi	-	-	\$30,876.65

NOTES

John went into the army straight out of High School, then did a stint in law enforcement. He's currently between jobs, but with a lot of prospects.

Merits

Coping Mechanism (x2)
Pro Jumper
Riskful (x1)
Supple Lover

Flaws

ATHLETICS

Acrobatics	1
Climbing	4
Extreme Sports	
Lifting	
Running	4
Sports	4
Swimming	
Throwing	
Zero-G	

COMBAT

Bows	
Firearms, Short	4
Firearms, Long	2
Grappling	4
Hand to Hand	4
Martial Damage	
Melee	5
Toughness	2

ESPIONAGE

Acting	1
Business	
Communicate	
Cryptography	
Demolition	
Escapology	
Gambling	
Investigation	2
Lockpicking	
Security	2
Seduction	1
Sleight of Hand	
Stealth	3
Streetwise	2
Survival	

CRAFT

Art	1
Cleaning	
Construction	1
Cooking	
Dancing	
Fabrication	
Music	
Repair	
Ropework	
Sewing	1
Styling	1

KNOWLEDGE

Academics	1
Biology	
Chemistry	
Computers	
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	

Near-Modern Era

Name

Jack Basic

Strength	7
Stamina	7
Agility	7
Dexterity	4
Intelligence	9
Perception	5

Shrugs	4
Speed	12
Will	8
Initiative	5
DR	14
Armor Shrugs	
Risk	80

Running Speed	48
S Broad Jump	6
R Broad Jump	10
S High Jump	3
R High Jump	6
Dead Lift	350
Str-Based Dam	8
Base Throw	8

COMMON ROLLS

Task	Roll	
Notice	5	
Stealth	7	
Physical Resistance	8	
Mental Resistance	9	
Dodge	11	
Parry/Strike	8	
Strength-Based Damage	8	
ATTACK	Dam	Roll
Grapple	Grap.	8
Punch	8	8



Abilities/Equipment

Ability/Item	Range	Damage	Rsk/Sht	Cost
Parry w/o Penalty	Self	-	-	\$10,000.00
Steel Palm	Self	-	-	\$2,000.00
Targeted Grappling	Self	-	-	\$4,000.00
Domination	16'	-	10	\$19,200.00
Memory Implant.	Touch	-	5	\$4,000.00
Mind Parry	Self	-	5	\$5,500.00
Tools, Basic	Touch	-	-	\$825.00
Tools, Vehicular	Touch	-	-	\$2,850.00
Knife, Training	Str x4'	-4	-	\$27.00
Staff, Training	Melee	-3	-	\$520.00
Sword, Training	Melee	-2	-	\$450.00

NOTES

Jack is self-styled survivalist. He has trained in the martial arts with minimal success, and tries to ply a trade as a survival instructor. If he wasn't a talented psionicist with a penchant for mind-controlling people who disagree with him, he would probably be a failure at most of what he attempts. As it is, he manages to get by all right.

Merits

Ambidexterity
Comely
Coping Mechanism (x1)
Fight One, Fight All
Martial Artist
Master Cook
Mind of Power
Striking Presence

Flaws

Asthmatic
Mental Malfunction
(Grandiose Delusions)
Prude

ATHLETICS

Acrobatics	1
Climbing	
Extreme Sports	
Lifting	
Running	1
Sports	4
Swimming	
Throwing	1
Zero-G	

COMBAT

Bows	
Firearms, Short	
Firearms, Long	
Grappling	1
Hand to Hand	1
Martial Damage	1
Melee	1
Toughness	1

ESPIONAGE

Acting	
Business	4
Communicate	4
Cryptography	
Demolition	
Escapology	
Gambling	
Investigation	
Lockpicking	
Security	
Seduction	
Sleight of Hand	
Stealth	
Streetwise	
Survival	4

CRAFT

Art	
Cleaning	
Construction	
Cooking	
Dancing	
Fabrication	
Music	
Repair	4
Ropework	
Sewing	
Styling	

KNOWLEDGE

Academics	
Biology	
Chemistry	
Computers	
Cybernetics	
Electronics	
Engineering	4
Genetics	
Law	1
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	1
Military Science	
Navigation	4
Parapsychology	
Physics	
Psychology	
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	
Boats	
Crew Vessel	
Fighter Craft	4
Gunnery	
Ground Effect	
Helicopter	
Instruments	4
Jet Pack	
Mecha	
Motorcycle	
Remotes	
Submersibles	
Tracked	
Transport Craft	4
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	

Near-Modern Era



Name

Susan Baulme'

S4t7r7length	5
Stamina	9
Agility	4
Dexterity	7
Intelligence	7
Perception	7

Shrugs	5
Speed	13
Will	8
Initiative	7
DR	18
Armor Shrugs	
Risk	80

Running Speed	52
S Broad Jump	5
R Broad Jump	10
S High Jump	2
R High Jump	4
Dead Lift	250
Str-Based Dam	5
Base Throw	5

COMMON ROLLS

Task	Roll
Notice	8
Stealth	6
Physical Resistance	11
Mental Resistance	10
Dodge	4
Parry/Strike	4
Strength-Based Damage	5

ATTACK	Dam	Roll
Grapple	Grap.	4
Punch	5	4

Abilities/Equipment

Ability/Item	Range	Damage	Rsk/Sht	Cost
Lighter	Touch	-	-	\$10.00
Phone, Smart	1 mi	-	-	\$88.52
Computer, Laptop	50'	-	-	\$940.00
Satchel	Self	-	-	\$125.00
Tools, Computer	Touch	-	-	\$100.00
Wardrobe, Casual	Self	-	-	\$920.00
Wardrobe, Formal	Self	-	-	\$3,350.00
Small Apartment	Rent	-	-	\$251.25
Sedan (4 Door)	200 mi	-	-	\$30,876.65

NOTES

Susan is a computer science major who is trying to find work as a security consultant. When she was in her teens, Susan fancied herself a L33T Haxxor and committed some minor computer crimes, and at least one major one. She lives in constant fear that the Secret Service will eventually track down her old handle, the "SOLBOMBER," and arrest her.



Merits

Jackrabbit (x1)

Flaws

Wanted

ATHLETICS

Acrobatics	
Climbing	
Extreme Sports	
Lifting	
Running	2
Sports	
Swimming	
Throwing	
Zero-G	

COMBAT

Bows	
Firearms, Short	
Firearms, Long	
Grappling	
Hand to Hand	
Martial Damage	
Melee	
Toughness	2

ESPIONAGE

Acting	2
Business	5
Communicate	3
Cryptography	3
Demolition	
Escapology	2
Gambling	
Investigation	3
Lockpicking	
Security	5
Seduction	2
Sleight of Hand	2
Stealth	2
Streetwise	2
Survival	

CRAFT

Art	
Cleaning	3
Construction	
Cooking	
Dancing	
Fabrication	
Music	
Repair	3
Ropework	
Sewing	
Styling	

KNOWLEDGE

Academics	3
Biology	
Chemistry	
Computers	3
Cybernetics	
Electronics	3
Engineering	
Genetics	
Law	
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	

Near-Modern Era



Name

Nathan Dwayne

Strength	6
Stamina	8
Agility	6
Dexterity	7
Intelligence	6
Perception	5

Shrugs	4
Speed	14
Will	7
Initiative	6
DR	16
Armor Shrugs	
Risk	70

Running Speed	56
S Broad Jump	4
R Broad Jump	8
S High Jump	2
R High Jump	4
Dead Lift	350
Str-Based Dam	6
Base Throw	6

COMMON ROLLS

Task	Roll
Notice	9
Stealth	6
Physical Resistance	9
Mental Resistance	8
Dodge	7
Parry/Strike	8
Strength-Based Damage	6

ATTACK	Dam	Roll
Grapple	Grap.	9
Punch	6	8



Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Phone, Smart	1 mi	-	-	\$88.52
Computer, Laptop	50'	-	-	\$940.00
Tools, Cleaning	Touch	-	-	\$300.00
Field Lab, Chemistry	Touch	-	-	\$2,000.00
Wardrobe, Casual	Self	-	-	\$920.00
Formals (Male)	Self	-	-	\$2,302.50
Utility Clothing	Self	-	-	\$3,170.00
Sedan (4 Door)	200 mi	-	-	\$30,876.65
Panel Van (Used)	350 mi	-	-	\$20,520.00

Merits

Homemaker
Rich (x1)

Flaws

Disturbing Presence
OCD: Personal Organization
Self-Imposed Limitation: Keep a clean and "godly" life

ATHLETICS

Acrobatics	
Climbing	
Extreme Sports	
Lifting	1
Running	1
Sports	1
Swimming	
Throwing	
Zero-G	

COMBAT

Bows	
Firearms, Short	
Firearms, Long	
Grappling	3
Hand to Hand	2
Martial Damage	
Melee	
Toughness	1

ESPIONAGE

Acting	2
Business	3
Communicate	2
Cryptography	
Demolition	
Escapology	
Gambling	
Investigation	4
Lockpicking	
Security	
Seduction	1
Sleight of Hand	
Stealth	
Streetwise	
Survival	

CRAFT

Art	
Cleaning	4
Construction	
Cooking	1
Dancing	
Fabrication	
Music	
Repair	3
Ropework	
Sewing	
Styling	

KNOWLEDGE

Academics	5
Biology	
Chemistry	3
Computers	3
Cybernetics	
Electronics	2
Engineering	2
Genetics	
Law	
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	1
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	2
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	2
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	1
Jet Pack	
Mecha	
Motorcycle	
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	

NOTES

Nathan was raised in a very strict home by a "neat-freak" mother; his father walked out when he was six. He was constantly hounded about the religious necessities of a clean life, and developed talents in the area of keeping his living and working spaces neat and clean. It's an obsession for him... he can't stop keeping things straight and neat. This has led to a very successful career as a personal organizer, but it has left him with a somewhat disturbing if not downright "creepy" demeanor... he can't stand to see others living a life he considers unclean, and he is thinking he may need to go out and clean up some of the filth on his own.

Near-Modern Era



Name

Fred Eggerton

Strength	5
Stamina	5
Agility	8
Dexterity	6
Intelligence	8
Perception	5

Shrugs	3
Speed	16
Will	7
Initiative	6
DR	20
Armor Shrugs	
Risk	80

Running Speed	64
S Broad Jump	5
R Broad Jump	9
S High Jump	2
R High Jump	4
Dead Lift	300
Str-Based Dam	6
Base Throw	6

COMMON ROLLS

Task	Roll
Notice	8
Stealth	9
Physical Resistance	5
Mental Resistance	7
Dodge	9
Parry/Strike	9
Strength-Based Damage	6

ATTACK	Dam	Roll
Grapple	Grap.	9
Punch	6	9
9mm Semi-Auto	12	10

Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Bear-Hug Technique	Melee	+10	5	\$5,500.00
Divine Gracie	Melee	-	-	\$2,000.00
Iron Shirt	Self	-	-	\$2,500.00
9mm ammo, (st) 100	Self	-	-	\$38.00
9mm Magazine, 5	Self	-	-	\$95.00
9mm Semi-Auto	20' i	12	-	\$550.00
Casual Wardrobe	Self	-	-	\$920.00
Computer, Laptop	50'	-	-	\$940.00
Holster, Shoulder	Self	-	-	\$26.50
Night Vision Goggs	Self	-	-	\$79.00
Phone, Smart	1 mi	-	-	\$88.52
Satchel	Self	-	-	\$125.00
Tools, Computer	Touch	-	-	\$100.00

NOTES

Fred is the son of the local police chief. He's been around police his whole life, but due to his learning disabilities he was unable to make the academic requirements for joining the police force. Instead, he devoted himself to the study of computers and information electronics, and now works as a trained consultant to the local police on computer crimes. He comes off as creepy and used to get beat up a lot as a result, so his father got him some private time with the police's Judo instructor and a LOT of time on the firing range.



Merits

Athlete
Coping Mechanism (x1)
Fast On the Draw
God of Reloading
Riskful (x2)
Knowledgeable
Martial Artist
Patronized
Rich (x1)

Flaws

Doubtful Presence
Dyslexic
Personal Dedication to his old High-school
Phobic: Bibliophobe (Books)
Weak as Hell (x1)

ATHLETICS

Acrobatics	1
Climbing	1
Extreme Sports	1
Lifting	1
Running	2
Sports	1
Swimming	1
Throwing	1
Zero-G	1

COMBAT

Bows	
Firearms, Short	3
Firearms, Long	
Grappling	1
Hand to Hand	1
Martial Damage	
Melee	1
Toughness	

ESPIONAGE

Acting	1
Business	1
Communicate	4
Cryptography	2
Demolition	
Escapology	1
Gambling	
Investigation	3
Lockpicking	1
Security	3
Seduction	1
Sleight of Hand	1
Stealth	1
Streetwise	2
Survival	

CRAFT

Art	1
Cleaning	
Construction	
Cooking	
Dancing	1
Fabrication	1
Music	
Repair	2
Ropework	
Sewing	
Styling	1

KNOWLEDGE

Academics	3
Biology	1
Chemistry	2
Computers	3
Cybernetics	1
Electronics	3
Engineering	1
Genetics	1
Law	2
Lore: Legend	1
Lore: Magic	1
Lore: Monster	1
Lore: Outer	1
Medicine	1
Military Science	1
Navigation	2
Parapsychology	1
Physics	1
Psychology	2
Xenology	1

TRANSPORT

Animal	
Astro	
Automotive	2
Boats	1
Crew Vessel	1
Fighter Craft	
Gunnery	
Ground Effect	1
Helicopter	
Instruments	
Jet Pack	
Mecha	1
Motorcycle	1
Remotes	
Submersibles	
Tracked	1
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	

Near-Modern Era



Name

Randall Grant

Strength	8
Stamina	8
Agility	5
Dexterity	6
Intelligence	6
Perception	5

Shrugs	4
Speed	15
Will	7
Initiative	6
DR	16
Armor Shrugs	
Risk	70

Running Speed	60
S Broad Jump	3
R Broad Jump	8
S High Jump	2
R High Jump	4
Dead Lift	500
Str-Based Dam	8
Base Throw	8

COMMON ROLLS

Task	Roll	
Notice	8	
Stealth	6	
Physical Resistance	10	
Mental Resistance	9	
Dodge	5	
Parry/Strike	7	
Strength-Based Damage	8	
ATTACK	Dam	Roll
Grapple	Grap.	5
Punch	8	7
Claws		
Fangs		
Horns		
EMP		



Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Phone, Smart	1 mi	-	-	\$88.52
Computer, Laptop	50'	-	-	\$940.00
Tools, Basic	-	-	-	\$825.00
Tools, Basic (Power)	-	-	-	\$1,160.00
Tools, Vehicular	-	-	-	\$2,850.00
Casuals (Warm Weather) Wardrobe	-	-	-	\$735.00
Formals (Male)	-	-	-	\$2,302.50
Apartment, Large	-	-	-	\$667.50/Mth
Sedan (4 Door)	200 mi	-	-	\$30,876.65

Merits

Era-Wise
Homemaker
Pro Jumper
Quick
Really Skilled (x1)
Spotlight
Steel-Trap Mind
Transporter

Flaws

Personal Dedication: To his Mother
Stands Out
Strongly Scented

ATHLETICS

Acrobatics	
Climbing	
Extreme Sports	
Lifting	2
Running	1
Sports	
Swimming	
Throwing	
Zero-G	

COMBAT

Bows	
Firearms, Short	
Firearms, Long	
Grappling	
Hand to Hand	2
Martial Damage	
Melee	
Toughness	2

ESPIONAGE

Acting	1
Business	1
Communicate	1
Cryptography	
Demolition	
Escapology	
Gambling	1
Investigation	3
Lockpicking	2
Security	2
Seduction	
Sleight of Hand	1
Stealth	1
Streetwise	3
Survival	

CRAFT

Art	
Cleaning	2
Construction	
Cooking	
Dancing	
Fabrication	
Music	
Repair	4
Ropework	2
Sewing	
Styling	

KNOWLEDGE

Academics	
Biology	
Chemistry	
Computers	
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	
Military Science	
Navigation	2
Parapsychology	
Physics	
Psychology	1
Xenology	

TRANSPORT

Animal	1
Astro	1
Automotive	5
Boats	3
Crew Vessel	3
Fighter Craft	1
Gunnery	1
Ground Effect	3
Helicopter	1
Instruments	1
Jet Pack	1
Mecha	3
Motorcycle	3
Remotes	1
Submersibles	1
Tracked	3
Transport Craft	1
Ultra-Light	1

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanica	
Use Powers	
Use Psionics	

NOTES

Randall is a driver through and through. He dropped out of high school to earn money when his mother fell ill, and hasn't stopped working since. He started out doing odd jobs in an automotive dealership and quickly picked up basic car maintenance. Where he really came into his own was when he was asked to do some driving for the dealership. His skill behind the wheel eventually got him behind the wheel of a race car sponsored by the car manufacturer the dealership represented; Randall is a regular on the local racing circuit.

Near-Modern Era

Name

Ken Kinama

Strength	8
Stamina	8
Agility	9
Dexterity	10
Intelligence	7
Perception	7

Shrugs	4
Speed	23
Will	8
Initiative	9
DR	16
Armor Shrugs	
Risk	80

Running Speed	92
S Broad Jump	7
R Broad Jump	16
S High Jump	3
R High Jump	7
Dead Lift	450
Str-Based Dam	11
Base Throw	12

COMMON ROLLS

Task	Roll	
Notice	10	
Stealth	9	
Physical Resistance	12	
Mental Resistance	11	
Dodge	13	
Parry/Strike	14	
Strength-Based Damage	11	
ATTACK	Dam	Roll
Grapple	Grap.	14
Punch	11	14
Gladius	15	16
.50 Semi Auto	20	16



Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Gladius II 10mm Cyberlink Removed (Nth Degree, p22)	50' i	15	-	\$1,695.00
Semi-Auto .50	40' i	20	-	\$695.00
10mm ammo,x1,000	-	-	-	\$470.00
10mm Magazines x9	-	-	-	\$495.00
.50 ammo x100	-	-	-	\$62.00
.50 Magazines x5	-	-	-	\$65.00
Tactical Vest	Self	-	-	\$1,100.00
Phone, Satellite	Satellite	-	-	\$126.20
Battery Charger	Touch	-	-	\$40.00
Casual Wardrobe	Self	-	-	\$920.00
Formals (Male)	Self	-	-	\$2,302.50
Adventuring	Self	-	-	\$3,247.00
Condo, Large rent	-	-	-	\$2,084.38
Racing Motorcycle	250 mi	-	-	\$5,531.25

Merits

Athlete
Bad-Ass
Deadly Aim
Fast on the Draw
God of Reloading
Patronized: Local mob

Flaws

Puppet Strings: Local mob
Self-Imposed Limitation: Be the perfect hit man
Socially Unacceptable: Paid Killer
Stands Out: Tattoos

ATHLETICS

Acrobatics	1
Climbing	1
Extreme Sports	4
Lifting	1
Running	4
Sports	1
Swimming	2
Throwing	4
Zero-G	1

COMBAT

Bows	1
Firearms, Short	5
Firearms, Long	3
Grappling	5
Hand to Hand	5
Martial Damage	3
Melee	4
Toughness	3

ESPIONAGE

Acting	
Business	3
Communicate	
Cryptography	
Demolition	
Escapology	
Gambling	
Investigation	3
Lockpicking	
Security	
Seduction	
Sleight of Hand	
Stealth	
Streetwise	3
Survival	

CRAFT

Art	
Cleaning	3
Construction	
Cooking	
Dancing	
Fabrication	
Music	
Repair	
Ropework	
Sewing	
Styling	

KNOWLEDGE

Academics	3
Biology	
Chemistry	
Computers	
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	3
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	2
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	

NOTES

Ken has never wanted to be anything but a thug and hit-man. He is a third generation gangster, having grown up around violence and death. While he did well enough with his general education, every other waking moment was spent training to hurt people in some way, shape, or form. He is in the pocket of the local mob boss, who sees Ken as a valuable talent but ultimately disposable. It isn't hard to find people who want to hurt other people for money, in this day and age.

Near-Modern Era



Name

Susan Lafferty

Strength	6
Stamina	5
Agility	6
Dexterity	7
Intelligence	7
Perception	6

Shrugs	3
Speed	15
Will	6
Initiative	7
DR	10
Armor Shrugs	
Risk	60

Running Speed	60
S Broad Jump	5
R Broad Jump	11
S High Jump	2
R High Jump	5
Dead Lift	300
Str-Based Dam	6
Base Throw	6

COMMON ROLLS

Task	Roll
Notice	9
Stealth	7
Physical Resistance	7
Mental Resistance	8
Dodge	9
Parry/Strike	7
Strength-Based Damage	6

ATTACK	Dam	Roll
Grapple	Grap.	7
Punch	6	7
9mm Semi-Auto	12	10

Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Semi-Auto 9mm	20' i	12	-	\$550.00
9mm ammo (x100)	-	-	-	\$38.00
9mm Magazines (x3)	-	-	-	\$57.00
Phone, Smart	1 mi	-	-	\$88.52
Battery Charger	Touch	-	-	\$40.00
Casual Wardrobe	Self	-	-	\$920.00
Casuals Warm	Self	-	-	\$735.00
Formals (Female)	Self	-	-	\$4,470.00
House, Large	-	-	-	\$225,750.00
Sedan (4 Door)	200 mi	-	-	\$30,876.65
Spa (Payments)	-	-	-	\$150,000.00

NOTES

Susan started off as a hair and makeup stylist straight out of High School. She diligently networked, researched, and slept her way through the upper management of a number of high-end spas and beauty salons, earning a large amount of money and quite the reputation amongst both the male and female owners of these bastions of fashion. Now she owns her own spa, purchased when the former owners defaulted. She has no idea that the former owners were a cover for a Slimey operation, and that her spa has a torture room deep underneath it.



Merits

Comely
Rich (x3)
Spy
Supple Lover

Flaws

Can't Stay Dressed

ATHLETICS

Acrobatics	3
Climbing	
Extreme Sports	
Lifting	
Running	2
Sports	1
Swimming	1
Throwing	
Zero-G	

COMBAT

Bows	
Firearms, Short	2
Firearms, Long	
Grappling	1
Hand to Hand	1
Martial Damage	
Melee	
Toughness	2

ESPIONAGE

Acting	3
Business	3
Communicate	3
Cryptography	1
Demolition	1
Escapology	2
Gambling	1
Investigation	3
Lockpicking	1
Security	1
Seduction	4
Sleight of Hand	1
Stealth	1
Streetwise	3
Survival	1

CRAFT

Art	3
Cleaning	2
Construction	
Cooking	
Dancing	3
Fabrication	
Music	1
Repair	
Ropework	
Sewing	
Styling	3

KNOWLEDGE

Academics	3
Biology	
Chemistry	
Computers	1
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	1
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	2
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	2
Boats	2
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	

Near-Modern Era



Name

Simone Pinchet

Strength	7
Stamina	7
Agility	6
Dexterity	7
Intelligence	5
Perception	6

Shrugs	4
Speed	17
Will	6
Initiative	7
DR	14
Armor Shrugs	
Risk	60

Running Speed	68
S Broad Jump	5
R Broad Jump	12
S High Jump	3
R High Jump	5
Dead Lift	450
Str-Based Dam	7
Base Throw	9

COMMON ROLLS

Task	Roll
Notice	8
Stealth	6
Physical Resistance	10
Mental Resistance	9
Dodge	9
Parry/Strike	8
Strength-Based Damage	7

ATTACK	Dam	Roll
Grapple	Grap.	8
Punch	7	8



Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Smart Phone	1 mi	-	-	\$88.52
Computer, Laptop	50'	-	-	\$940.00
Casual Wardrobe	Self	-	-	\$920.00
Causals, Warm	Self	-	-	\$735.00
Formals (Female)	Self	-	-	\$4,470.00
Apartment, Large	Rent	-	-	\$667.50
Sedan (Used)	200 mi	-	-	\$15,400.00

Merits

Athlete
Comely
Dat Ass
Pro Runner

Flaws

Mental Malfunction: Daddy Issues
Phobia: Spiders (Arachnophobia)
Socially Unacceptable: Looks a bit under-aged
Unskilled (x1)

ATHLETICS

Acrobatics	3
Climbing	2
Extreme Sports	2
Lifting	2
Running	4
Sports	3
Swimming	2
Throwing	2
Zero-G	1

COMBAT

Bows	
Firearms, Short	
Firearms, Long	
Grappling	2
Hand to Hand	2
Martial Damage	
Melee	
Toughness	3

ESPIONAGE

Acting	1
Business	
Communicate	2
Cryptography	
Demolition	
Escapology	
Gambling	
Investigation	2
Lockpicking	
Security	
Seduction	2
Sleight of Hand	
Stealth	
Streetwise	1
Survival	

CRAFT

Art	
Cleaning	1
Construction	
Cooking	2
Dancing	2
Fabrication	
Music	
Repair	
Ropework	
Sewing	
Styling	2

KNOWLEDGE

Academics	3
Biology	
Chemistry	
Computers	
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	2
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	1
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanica	
Use Powers	
Use Psionics	

NOTES

Simone is a college senior, originally from the Midwest. She is attending college on an athletic scholarship and just barely scraping by in her academic classes. Though she's 21 years old, she looks closer to seventeen which makes people underestimate her. She has used that to her advantage, relying on people's low expectations of her to "get by" with the lowest "acceptable" grades. She would like to go into sports medicine, but she's dedicated to the college's track team full time for now.

Near-Modern Era



Name

Rebecca Ann Sloan

Strength	10
Stamina	7
Agility	6
Dexterity	7
Intelligence	7
Perception	6

Shrugs	4
Speed	14
Will	7
Initiative	7
DR	14
Armor Shrugs	
Risk	80

Running Speed	56
S Broad Jump	4
R Broad Jump	9
S High Jump	3
R High Jump	5
Dead Lift	650
Str-Based Dam	10
Base Throw	11

COMMON ROLLS

Task	Roll
Notice	9
Stealth	7
Physical Resistance	10
Mental Resistance	10
Dodge	8
Parry/Strike	7
Strength-Based Damage	10

ATTACK	Dam	Roll
Grapple	Grap.	7
Punch	10	7

Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
Phone, Smart	1 mi	-	-	\$88.52
Computer, Laptop	50'	-	-	\$940.00
Tools, Basic	-	-	-	\$825.00
Tools, Basic (Power)	-	-	-	\$1,160.00
Tools, Construction	-	-	-	\$3,300.00
Casuals (Warm Weather) Wardrobe	-	-	-	\$735.00
Formals (Female)	-	-	-	\$4,470.00
Condominium	-	-	-	\$1,330.00 / Mth
Sedan (4 Door)	200 mi	-	-	\$30,876.65

NOTES

Rebecca is a professional weightlifter, having started in High School. She is also an accomplished welder, having worked her way through college on various construction jobs. She doesn't deal in nonsense, and she won't date any man who can't drink her under the table; no mean feat. When she isn't participating in weight-lifting competitions or running triathlons, she builds homes for the underprivileged and donates time to charities who do maintenance on tenement housing. She's considered a fixture in her community.



Merits

Drink Like a Fish
Riskful (x1)
Spy
Crafty
Jackrabbit (x1)

Flaws

ATHLETICS

Acrobatics	
Climbing	
Extreme Sports	
Lifting	3
Running	1
Sports	2
Swimming	1
Throwing	1
Zero-G	

COMBAT

Bows	
Firearms, Short	
Firearms, Long	
Grappling	1
Hand to Hand	1
Martial Damage	
Melee	1
Toughness	3

ESPIONAGE

Acting	2
Business	2
Communicate	3
Cryptography	1
Demolition	2
Escapology	1
Investigation	3
Lockpicking	1
Security	3
Seduction	1
Sleight of Hand	1
Stealth	1
Streetwise	1
Survival	2

CRAFT

Art	2
Cleaning	3
Construction	3
Cooking	3
Dancing	2
Fabrication	2
Music	2
Repair	3
Ropework	2
Sewing	2
Styling	2

KNOWLEDGE

Academics	2
Biology	1
Chemistry	1
Computers	1
Cybernetics	
Electronics	
Engineering	
Genetics	1
Law	
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	1
Xenology	1

TRANSPORT

Animal	1
Astro	
Automotive	1
Boats	1
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanica	
Use Powers	
Use Psionics	

Near-Modern Era



Name

Sandra Sukrisi

Strength	8
Stamina	7
Agility	6
Dexterity	5
Intelligence	5
Perception	4

Shrugs	4
Speed	17
Will	6
Initiative	5
DR	14
Armor Shrugs	
Risk	60

Running Speed	68
S Broad Jump	5
R Broad Jump	12
S High Jump	3
R High Jump	5
Dead Lift	650
Str-Based Dam	9
Base Throw	11

COMMON ROLLS

Task	Roll
Notice	4
Stealth	6
Physical Resistance	10
Mental Resistance	9
Dodge	9
Parry/Strike	9
Strength-Based Damage	9

ATTACK	Dam	Roll
Grapple	Grap.	11
Punch	9	9
.45 Pistol	15	8



Abilities/Equipment

Ability/Item	Range	Damage	Risk	Cost
.45 ammo (st) 100	Self	-	-	\$47.00
.45 Magazines, 3	Self	-	-	\$51.00
Casual Wardrobe	Self	-	-	\$920.00
Holster, Shoulder	Self	-	-	\$26.50
Semi-Auto .45	35' i	15	-	\$620.00
Smart Phone	1 mi	-	-	\$88.52
Tactical Vest	Self	-	-	\$1,100.00
Tools, Armorer	Touch	-	-	\$75.00

Merits

Athlete
Comely
Drink Like a Fish
I Am The Law
Pro Runner

Flaws

Dishonored

ATHLETICS

Acrobatics	2
Climbing	3
Extreme Sports	1
Lifting	5
Running	4
Sports	3
Swimming	1
Throwing	3
Zero-G	1

COMBAT

Bows	
Firearms, Short	2
Firearms, Long	2
Grappling	5
Hand to Hand	3
Martial Damage	1
Melee	5
Toughness	3

ESPIONAGE

Acting	
Business	
Communicate	
Cryptography	
Demolition	
Escapology	
Gambling	
Investigation	
Lockpicking	
Security	2
Seduction	
Sleight of Hand	
Stealth	
Streetwise	1
Survival	

CRAFT

Art	
Cleaning	
Construction	2
Cooking	
Dancing	
Fabrication	
Music	
Repair	2
Ropework	2
Sewing	
Styling	

KNOWLEDGE

Academics	
Biology	
Chemistry	
Computers	
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	1
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	1
Military Science	
Navigation	
Parapsychology	
Physics	
Psychology	
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	2
Boats	2
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanica	
Use Powers	
Use Psionics	

NOTES

Sandra did a short stint in the military out of High School to pay for college; she mostly worked in the motor pool, but saw some action in the infantry. Once out of the army, she went into local law enforcement in her home town. During an investigation into a local rapist, Sandra was cornered by one of the prime suspects and emptied her clip into him. While she was exonerated by internal affairs, her local community have branded her as dangerous and unstable.

Near-Modern Era



Name

Spencer Terril

Strength	6
Stamina	7
Agility	8
Dexterity	5
Intelligence	8
Perception	10

Shrugs	4
Speed	14
Will	8
Initiative	8
DR	14
Armor Shrugs	
Risk	80

Running Speed	56
S Broad Jump	5
R Broad Jump	8
S High Jump	2
R High Jump	4
Dead Lift	350
Str-Based Dam	6
Base Throw	6

COMMON ROLLS

Task	Roll	
Notice	14	
Stealth	9	
Physical Resistance	8	
Mental Resistance	9	
Dodge	9	
Parry/Strike	9	
Strength-Based Damage	6	
ATTACK	Dam	Roll
Grapple	Grap.	8
Punch	6	9
Baton	9	11
Combat Knife	10	11
.45 Semi-Auto	15	7



Abilities/Equipment

Ability/Item	Range	Damage	Rsk/Sht	Cost
Back Breaker	Melee	-	-	\$23,000.00
Pro Breaker	Melee	-	-	\$5,500.00
Six O'Clock Block	Self	-	-	\$5,000.00
Collapsible Baton	Melee	+3	-	\$42.50
Knife, Combat Adv.	Str x6'	+4	-	\$342.00
Knife, Switchblade	Str x3'	+3	-	\$50.50
Semi-Auto Pistol .45	35' i	15	-	\$695.00
.45 Standard ammo	-	15	-	\$39.00
Magazines .45 (3)	-	-	-	\$51.00
Armored Jacket	Self	-	-	\$157.50
Lighter	Touch	-	-	\$10.00
Phone, Smart	1 mi	-	-	\$88.52
Satchel	Self	-	-	\$125.00
Tools, Basic	Touch	-	-	\$825.00
Tools, Powered	Touch	-	-	\$1,160.00
Wardrobe, Casual	Self	-	-	\$920.00
Wardrobe, Formal	Self	-	-	\$3,350.00
Large Apartment	Rent	-	-	\$667.50
Sedan (4 Door)	200 mi	-	-	\$30,876.65

NOTES

Spencer was given an opportunity, at a young age, to learn some esoteric martial arts techniques, which he promptly broke an opponents back during practice. Walking away from that life out of guilt (and to avoid prosecution), Spencer now makes a fair living as a mechanic, fixing cars and boats. He does occasional security work, but nothing serious.

Merits

Fit as a Fiddle
Martial Artist
Master Cook
Quick
Supple Lover

Flaws

ATHLETICS

Acrobatics	
Climbing	
Extreme Sports	1
Lifting	
Running	1
Sports	
Swimming	
Throwing	
Zero-G	

COMBAT

Bows	
Firearms, Short	1
Firearms, Long	
Grappling	
Hand to Hand	1
Martial Damage	
Melee	2
Toughness	1

ESPIONAGE

Acting	1
Business	
Communicate	3
Cryptography	1
Demolition	
Escapology	
Gambling	
Investigation	4
Lockpicking	
Security	
Seduction	1
Sleight of Hand	
Stealth	1
Streetwise	1
Survival	

CRAFT

Art	2
Cleaning	2
Construction	1
Cooking	
Dancing	1
Fabrication	1
Music	1
Repair	3
Ropework	1
Sewing	
Styling	2

KNOWLEDGE

Academics	2
Biology	
Chemistry	1
Computers	1
Cybernetics	
Electronics	1
Engineering	1
Genetics	
Law	
Lore: Legend	3
Lore: Magic	1
Lore: Monster	1
Lore: Outer	1
Medicine	
Military Science	1
Navigation	
Parapsychology	1
Physics	
Psychology	2
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	
Remotes	
Submersibles	
Tracked	
Transport Craft	
Ultra-Light	

SPECIAL

Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	

Near-Modern Era

Name

Jacqueline Tounade

Strength	7
Stamina	7
Agility	7
Dexterity	4
Intelligence	9
Perception	5

Shrugs	4
Speed	13
Will	8
Initiative	5
DR	14
Armor Shrugs	
Risk	80

Running Speed	52
S Broad Jump	5
R Broad Jump	9
S High Jump	2
R High Jump	5
Dead Lift	350
Str-Based Dam	7
Base Throw	7

COMMON ROLLS

Task	Roll
Notice	8
Stealth	7
Physical Resistance	9
Mental Resistance	10
Dodge	9
Parry/Strike	7
Strength-Based Damage	7

ATTACK	Dam	Roll
Grapple	Grap.	8
Punch	7	7



Abilities/Equipment

Ability/Item	Range	Damage	Rsk/Sht	Cost
Phone, Smart	1 mi	-	-	\$88.52
Satchel	Self	-	-	\$125.00
Wardrobe, Casual	Self	-	-	\$920.00
Wardrobe, Formal	Self	-	-	\$3,350.00
Large Apartment	Rent	-	-	\$667.50
Sedan (4 Door)	200 mi	-	-	\$30,876.65

Merits

Pro Runner

Flaws

Delicate Hands

ATHLETICS

Acrobatics	
Climbing	
Extreme Sports	
Lifting	
Running	2
Sports	2
Swimming	
Throwing	
Zero-G	

COMBAT

Bows	
Firearms, Short	
Firearms, Long	
Grappling	1
Hand to Hand	
Martial Damage	
Melee	
Toughness	2

ESPIONAGE

Acting	3
Business	3
Communicate	5
Cryptography	
Demolition	
Escapology	
Gambling	2
Investigation	3
Lockpicking	
Security	
Seduction	1
Sleight of Hand	
Stealth	
Streetwise	
Survival	

CRAFT

Art	
Cleaning	
Construction	
Cooking	
Dancing	
Fabrication	2
Music	
Repair	2
Ropework	
Sewing	
Styling	2

KNOWLEDGE

Academics	3
Biology	1
Chemistry	1
Computers	4
Cybernetics	
Electronics	
Engineering	
Genetics	
Law	2
Lore: Legend	
Lore: Magic	
Lore: Monster	
Lore: Outer	
Medicine	
Military Science	
Navigation	2
Parapsychology	
Physics	
Psychology	1
Xenology	

TRANSPORT

Animal	
Astro	
Automotive	2
Boats	
Crew Vessel	
Fighter Craft	
Gunnery	
Ground Effect	
Helicopter	
Instruments	
Jet Pack	
Mecha	
Motorcycle	
Remotes	
Submersibles	
Tracked	2
Transport Craft	
Ultra-Light	

SPECIAL

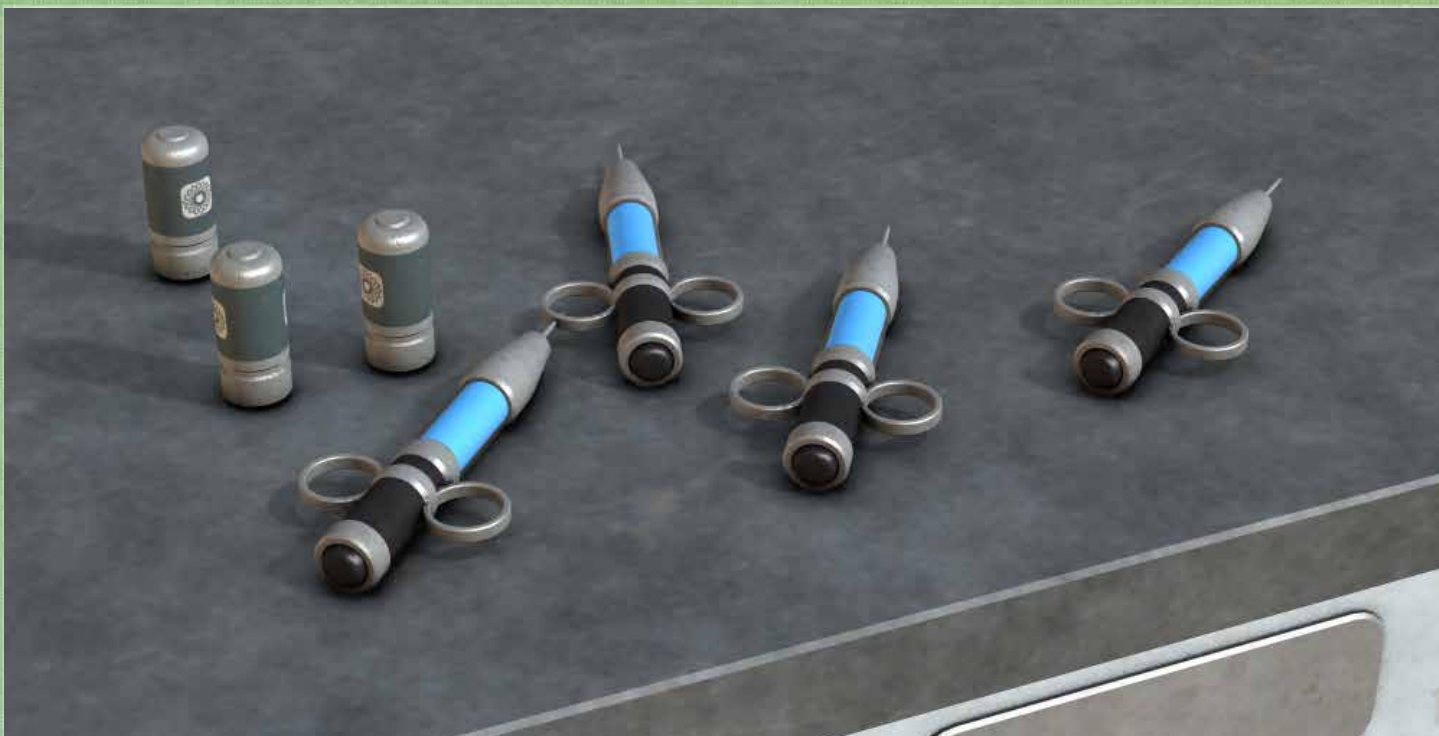
Do Magic	
Eldritch Focus	
Instinct	
Martial Arts	
Use Mechanics	
Use Powers	
Use Psionics	

Near-Modern Era

NOTES

Jacqueline went to college on an athletic scholarship (track), but while there she excelled at computer sciences. Now she's in her final year, and looking to get into Computer Security or a related field.





Drugs for the Drug House

Narcotics is a nasty, brutish business. While there are perfectly legitimate uses for a large number of pharmaceutical agents, there is no doubt that when one is talking about the activities of “this one house,” those activities are centered around the illicit marketing and use of street drugs.

In the interest of knowing just what is going on in “this one house” and the effects they are having on their community, here is included a list of common drugs as well as a few uncommon, fictional, and somewhat more devious narcotics.

The information here, while drawn from readily available real-world information, is neither exhaustive nor entirely accurate. This is not an essay on the actual nature of these substances, but rather a listing of how these substances are represented in a role-playing game and what effects they will have on Characters, either NPCs or perhaps even PCs.

These are substances which can be found in “this one house,” and which those who defeat the house are free to destroy, sell on the black market, or even use themselves if they are so inclined. This is generally a bad idea for a large number of reasons.

It’s one thing to want an occasional recreational buzz. It’s another thing entirely for a PC to find themselves with a brand new Flaw on their character sheet.

NEW FLAW

Addiction: The character with this Flaw has developed a mental, physical, and/or spiritual dependency on some substance or effect. This Flaw may be taken multiple times, with each additional Addiction Flaw being a different substance or effect to which the Character is addicted. It may also be taken more than once to denote a higher level of addiction to a particular substance or effect. The Addicted Character will suffer greatly if they do not get their next dose of the substance or effect to which they are addicted. When not under the influence of the substance or effect to which they are addicted, doing anything at all, other than acquiring their next dose, requires a roll Will plus Toughness at a penalty of minus five (-5) once per week. Failing this roll, they will be at a penalty of minus three (-3) to ALL rolls until they get their next dose. Even if they succeed their Will plus Toughness at minus five (-5) roll to successfully perform tasks other than acquiring their next dose, they will be at a penalty of minus one (-1) to ALL rolls for every week they have not had a dose of the substance or effect to which they are addicted. If the Character has the Addicted Flaw two times for the same substance or effect, the roll to act normally is made once per day. If they have the Addicted Flaw three times for the same substance or effect, they make the roll once per HOUR. To escape this addiction, the Character must buy off this Flaw.

NARCOTICS

Cocaine

Cocaine: \$100.00/dose. Considered a higher class of narcotic, Cocaine is a powerful stimulant. It is commonly taken by inhaling the crystalline form, often through a straw or other tube inserted into a nostril. It can also be injected intravenously. Common paraphernalia for the use of Cocaine includes small mirrors, razor blades or credit cards (both of which are used to lay a "line" of the powder), rolled paper currency, straws, or metal tubes (for snorting), or small spoons (also for snorting).

Cocaine causes a drastic increase in metabolism and the rate of nervous transmission. Immediate benefits include one (1) additional action per turn at no penalty and a bonus of plus three (+3) on initiative. Creative pursuits such as writing or art also enjoy a bonus of plus three (+3), and a person can accomplish roughly twice (2x) as much work while on Cocaine as normal, including Construction, Fabrication, and Repair tasks. A single dose of Cocaine can take up to half an hour to reach its peak effect, after which the effects trail off for about another half hour. The duration of effect can be extended by administering another dose before the previous dose has lost its effect, leading to a potentially far greater duration. This practice, called "binging," is also extremely dangerous.

With each dose of Cocaine, the user must roll on their Stamina plus Toughness, at a penalty equal to the total number of doses taken in the past twelve hours (12 H). Failing this roll leads to cardiac arrest; at Zero Shrugs and minus ten (-10) to all actions from the pain of their heart stopping. Without medical attention (which could be simply anyone around them making a successful roll on Intelligence plus Medicine), they will be reduced to Unco within one minute (1 M), Dead within five minutes (5 M) and Dead as Hell within ten minutes (10 M). A critical failure on the Stamina plus Toughness roll results in immediate Death (State of Dead).

When one reaches the end of Cocaine's "beneficial" effects (should they survive), either from a single dose or a binge, they must roll against their Stamina plus Toughness at a penalty equal to the total number of doses taken in the past twenty-four hours (24 H). Failing this roll means that the user has acquired the Flaw of Addiction to Cocaine.

Also at the end of Cocaine's effect, the user will experience a period of severe lethargy, depression, and anti-motivation. They will be at a penalty of minus

three (-3) to all actions and will take four times (4x) as long to accomplish any task they attempt. These penalties last for twice (2x) as long as the user enjoyed the benefits of their dose or binge of Cocaine, making the binge even more shattering. The exhausted user will feel like nothing more than sleeping or acquiring more Cocaine.

Cocaine users tend to be excitable and twitchy, body reacting faster than the brain. They experience euphoria, mania, and may develop a certain sense of superiority or super-human ability. All of these effects are reversed when the user comes down, including lethargy, depression, crushing low self-esteem, and suicidal thoughts and tendencies. Those who took Cocaine to alleviate feelings of depression or inferiority will find those feelings greatly magnified in the absence of the drug.

Cocaine is difficult to produce. It requires extracting organic compounds from uncommon botanical sources and refining them; this why it costs so much per dose. The cost to produce a dose of Cocaine is about fifty dollars (\$50.00) and that's IF one can make the Perception plus Streetwise roll at a penalty of minus four (-4) to acquire the necessary materials. The roll to produce Cocaine is Intelligence plus Chemistry at a penalty of minus four (-4)... without a VERY good lab, even the most hard-core street dealer will get it from another source.

Crack

Crack Cocaine: \$10.00/dose. Crack is a preparation of Cocaine that allows it to be smoked rather than snorted or taken intravenously. It is considered to be more psychologically addictive than pure Cocaine, and because the preparation "cuts" the Cocaine with water and baking soda, it is also considerably cheaper per dose. This makes it a lower class of drug, but also more accessible and easier to become dangerously addicted to.

Common paraphernalia for the use of Crack is the ubiquitous glass "Crack Pipe" and an abundance of cheap disposable lighters.

Like Cocaine, Crack causes a drastic increase in metabolism and nervous transmission, resulting in one (1) additional action per turn at no penalty and a bonus of plus three (+3) to initiative. It doesn't have the same beneficial effects on creative endeavors as Cocaine, but a person can still accomplish roughly twice (2x) as much work while on Crack as normal, including Construction, Fabrication, and Repair tasks. A single dose of Crack can take up to ten minutes (10 M) to reach its

peak effect, after which the effects trail off for about another half hour (30 M). The duration of effect can be extended by administering another dose before the previous dose has lost its effect, leading to the truly dangerous "Crack Binge."

With each dose of Crack, the user must roll on their Stamina plus Toughness, at a penalty equal to the total number of doses taken in the past twenty-four hours (24 H). Failing this roll leads to cardiac arrest; at Zero Shrugs and minus ten (-10) to all actions from the pain of their heart stopping. Without medical attention (which could be simply anyone around them making a successful roll on Intelligence plus Medicine), they will be reduced to Unco within one minute (1 M), Dead within five minutes (5 M) and Dead as Hell within ten minutes (10 M). A critical failure on the Stamina plus Toughness roll results in immediate Death (State of Dead).



When one reaches the end of Crack's "beneficial" effects (should they survive), either from a single dose or a binge, they must roll against their Stamina plus Toughness at a penalty equal to the total number of doses taken in the past forty-eight hours (48 H). Failing this roll means that the user has acquired the Flaw of Addiction to Crack.

Also at the end of Crack's effects, the user will experience a period of acute lethargy, depression, and anti-motivation. They will be at a penalty of minus five (-5) to all actions and will take five times (5x) as long to accomplish any task they attempt. These penalties last for three times (3x) as long as the user enjoyed the "benefits" of their dose or binge of Crack, making the binge even more shattering. The exhausted user will feel like nothing more than sleeping or acquiring more Crack.

Crack users tend to be extremely excitable and twitchy,

body reacting without consulting the brain first. They experience extreme euphoria, mania, and may develop a certain sense of superiority or super-human ability. They have a high degree of analgesia, feeling little or no pain while under the influence. This allows them to ignore damage being done to them, and actually results in a bonus of plus three (+3) to resist Stun effects. All of these effects are reversed when the user comes down, including lethargy, depression, crushing low self-esteem, and suicidal thoughts and tendencies. More, the acute analgesia becomes a hyper-sensitivity to all sensation and even phantom sensations such as bugs crawling under the skin or the teeth growing hair.

In contrast to Cocaine, Crack is dead easy to produce... if you have some Cocaine on hand. One can turn one dose of Cocaine into about ten doses of Crack with the addition of extremely inexpensive components, namely water and baking soda. It costs about five dollars (\$5.00) to produce one dose of Crack. The roll to produce Cocaine is Intelligence plus Chemistry at no penalty. Someone with a little know-how and a decent set of street connections can produce Crack in their kitchen, or in a closet with a hot-plate.

Deep

Deep: \$500.00/dose. Deep is a narcotic designed by Project Demna to aid in the training and treatment of telepaths with brain injuries. It is taken by intravenous injection, and it induces a period where the user acquires the ability to communicate telepathically and to sense mental energies. When it is found on the street, the paraphernalia associated with its illicit use includes syringes and needles and the shielded metal ampules it is generally stored in.

Deep increases neural connectivity for a short duration and stimulates portions of the neo-frontal cortex most people don't believe exists. The user will acquire the Mind of Power Merit and Telepathy I, but unless they have any ranks in the Use Psionics skill, they will be unable to control this telepathy. They will find themselves in IMMEDIATE mental communication with anyone they make physical contact with, even through clothing (or gloves). They may make an attempt to shield their own thoughts from others they are in contact with by rolling on their Will stat alone. People unfamiliar with Psionic ability tend to assume the voices in their head and the strange connection by touch is hallucinatory. The drug also induces a strong neural stimulation, giving the user a bonus of plus three (+3) to initiative. On top of these effects, it is also a mild euphoric... it feels good to have one's mind expanded. Deep takes effect within fifteen minutes (15 M) of injection, and lasts for six hours (6 H).

If Deep is administered to a user who already has the Mind of Power Merit, it gives them an additional fifty (50!) Risk and a bonus of plus three (+3) to the Use Psionics skill. It also induces Telepathy I, but under the control of the user.

With each dose of Deep, the user must roll on their Stamina plus Toughness, at a penalty equal to the total number of doses taken in the past twelve hours (12 H). Failing this roll leads to the loss of one (1) point of Will to Psychological Trauma as the narcotic over-stresses the pre-frontal lobe. A critical failure on the Stamina plus Toughness roll results the loss of two (2) points of Will. On the other hand, if a user who did NOT have the Mind of Power Merit before administration should make a Critical Success on this roll, they will spontaneously acquire the Mind of Power Merit even without taking Deep!

When a user that did NOT have the Mind of Power Merit before administration reaches the end of Deep's beneficial effects, they must roll against their Stamina plus Toughness at a penalty equal to the total number of doses taken in the past twenty-four hours (24 H). Failing this roll means that the user has acquired the Flaw of Addiction to Deep.

When a user that DID have the Mind of Power Merit before administration reaches the end of Deep's beneficial effects, they must roll against their Stamina plus Toughness at a penalty equal to the total number of doses taken in the past twelve hours (12 H). Failing this roll means that the user has acquired the Flaw of Addiction to Deep.

Also at the end of Deep's effect, the user will experience a period of depression and severe loneliness, even surrounded by friends in a room full of people. That intimate connection is GONE, and nothing else feels the same. A user who has the Mind of Power Merit naturally will go out of their way to make telepathic contact with others during this period. They will be at a penalty of minus three (-3) to all social interactions. This penalty lasts for twice (2x) as long as the user enjoyed the benefits of their dose of Deep.

Deep users tend to come in two varieties; those who are suddenly craving connections that they could never form before, or those who are terrified to know what everyone they touch are thinking. They experience mild euphoria and may develop a certain sense of superiority or super-human ability. They DID just gain the ability to read minds, after all. When off the drug, they may tend to be introverted and somewhat sullen. That, or terribly relieved.

Deep is difficult to produce. It requires extracting organic compounds from uncommon animal sources and refining them; this why it costs so very much per dose. The cost to produce a dose of Deep is about two hundred and fifty dollars (\$250.00) and that's IF one can make the Perception plus Streetwise roll at a penalty of minus five (-5) to acquire the necessary materials. The roll to produce Deep is Intelligence plus Chemistry at a penalty of minus five (-5). It takes a dedicated Project Demna facility or a hard-core Corporate research lab to properly produce this narcotic.

Ecstasy

Ecstasy: \$20.00/dose. One of the true "Party" drugs, Ecstasy (or MDMA) causes moderate to extreme Synesthesia; a user's senses "cross-connect." This can cause sounds to be perceived as tactile touch, lights to be perceived as scents, and other effects. This becomes more desirable as Ecstasy is also a potent euphoric and a sexual stimulant. Not only do sounds and lights and smells have a distinct "feeling" to them, but they are very pleasant feelings which are almost always erotically stimulating.

Ecstasy is generally taken orally in tablet form, but can be administered in any number of ways. Contact with mucous membranes or intravenous injection is generally sufficient. Because of the intense reaction to simple sensory stimulus, common paraphernalia for the use of Ecstasy includes glow-sticks, bright-flashing LED toys, and even pacifiers.

While on Ecstasy, the user is less connected with the world than usual. They suffer a penalty of minus three (-3) to almost all actions, and a penalty of minus four (-4) to any rolls using the Perception stat. They are at a penalty of minus five (-5) to resist persuasion or coercion of any type.... EVERYTHING feels GREAT. They do experience a bonus of plus three (+3) to any rolls using the Seduction skill (with the exception of rolls to resist Seduction) as that part of their nervous system is hyper-attenuated. Under the effects of MDMA, music with a heavy beat and bright flashing lights is almost the same as sex, if not better.

A single dose of Ecstasy takes between fifteen minutes (15 M) and half an hour (30 M) to reach full effectiveness. The effects can last for two to three hours (2-3 H).

With each dose of Ecstasy, the user must roll on their Perception plus Toughness. A failure on this roll means that the Synesthesia, minus the Euphoria, persists for an additional twenty-four hours (24 H), giving a penalty of minus three (-3) to all rolls using the Perception stat.

At the end of Ecstasy's effect, the user must will on Will plus Toughness at no penalty. Failing this roll means the user has acquired the Flaw of being Addicted to Ecstasy.

Also at the end of Ecstasy's effects, the user will experience a period of mild to moderate depression. They will be at a penalty of minus one (-1) to all actions. These penalties last for twice (2x) as long as the user enjoyed the benefits of their dose or Ecstasy. More, usually pleasant experiences such as going to theme parks or sexual congress may seem dull and boring without the "hit."

Ecstasy users are in the throes of euphoria and erotic stimulation while on the drug. They are hungry for sensation as EVERYTHING feels GREAT, leading to the use of pacifiers, staring at blinking colored lights, and pressing themselves up against various surfaces (and people) for the tactile sensation. Outside of their use of the drug there are few habitual signs of use, other than perhaps a certain "numbness" experienced only by the most hard-core users.

Ecstasy is moderately difficult to produce. It requires extracting organic compounds from not-uncommon botanical sources and refining them. The cost to produce a dose of Ecstasy is about ten dollars (\$10.00) and that's IF one can make the Perception plus Streetwise roll at a penalty of minus two (-2) to acquire the necessary materials. The roll to produce Ecstasy is Intelligence plus Chemistry at a penalty of minus two (-2). A decent chemist can manage the task with good equipment.

Heroin

Heroin: \$40.00/dose. Heroin is a very powerful euphoric that is tremendously addictive. It is commonly taken by intravenous injection, but can be ingested, smoked, or introduced into the body in a large variety of ways. Common paraphernalia for the use of Heroin are syringes and needles, rubber tourniquets, spoons and sources of flame (such as cheap lighters).

Heroin causes a "rush" of intense euphoria, binding to receptor sites in the brain causing the pleasure center to fire off. It is also a powerful analgesic agent, causing a reduction in overall sensations of pain. Heroin users are at a general penalty of minus three (-3) to all actions as they are in the throes of intense pleasure, but are at a bonus of plus two (+2) to resist pain and even Stun effects. If the user is faced with an unpleasant task, a dose of Heroin will make the task not only acceptable, but pleasant. This is one reason its use is so prevalent when inducing individuals to participate in

prostitution.

The effects of Heroin, administered intravenously, are nigh-immediate, and at the onset of usage, will last for up to four hours (4 H). The "onset of usage" part is particularly important, though, as Heroin is one of the street's most slippery slopes.

Heroin travels to the brain and bonds with neural receptors. Unfortunately, it does NOT subsequently "let go." A receptor site that has been bonded to by Heroin will fire all of its neurotransmitters until it is exhausted, then be effectively unable to function. As the user uses more Heroin, they need to increase the number of doses uses to get the same effect.

Every time Heroin is used, the user must roll on Stamina plus Toughness minus the total doses of Heroin taken in the past twenty-four hours (24 H). Failing THIS roll means that they must use an additional dose of Heroin in the future or fail to receive any of the drug's "benefits." Yes, this pretty much automatically increases the number of doses used over time at an ever-increasing rate. Heroin is terrible.



Heroin, or at least the additives used to make it bio-available, becomes toxic over time. With each dose of Heroin, the user must roll on their Stamina plus Toughness, at a penalty equal to the total number of doses taken in the past twelve hours (12 H). Failing this roll leads to respiratory arrest; at Zero Shrugs and minus ten (-10) to all actions from the pain of their breathing stopping. Without medical attention (which could be simply anyone around them making a successful roll on Intelligence plus Medicine), they will be reduced to Unco within one minute (1 M), Dead within five minutes (5 M) as their heart follows the lungs into inaction, and Dead as Hell within ten minutes (10 M). A critical failure on the Stamina plus Toughness roll results in immediate Death (State of Dead).

When one reaches the end of Heroin's "beneficial" ef-

fects (should they survive) they must roll against their Stamina plus Toughness at a penalty equal to the total number of doses taken in the past seventy-two hours (72 H / 3 D). Failing this roll means that the user has acquired the Flaw of Addiction to Heroin.

Also at the end of Heroin's effect, the user will experience a period of severe lethargy and depression. The "rush" of Heroin is another life, effectively, where everything feels good and there is no pain. Coming down from this is the opposite. Nothing feels good, and everything hurts. They will be at a penalty of minus three (-3) to all actions and will take four times (4x) as long to accomplish any task they attempt. These penalties last for three times (3x) as long as the user enjoyed the benefits of their dose(s) of Heroin. The user will feel like nothing more than sleeping or acquiring more Heroin or both, if they could only figure out how.

Heroin users tend to be "blissed out" and exhibit little concern for their own safety and well-being. Elements of self-care become far less important to them such as hygiene or even nutrition. An addict will sacrifice food, clothing, shelter, either their own or others to experience their next hit.

Heroin is moderately to produce. If one can acquire a decent supply of Opium to refine, it can be done readily enough, but producing Opium requires extracting organic compounds from common botanical sources and refining them; best done on the industrial level. The cost to produce a dose of Heroin is about twenty dollars (\$20.00) and that's IF one can make the Perception plus Streetwise roll at a penalty of minus four (-4) to acquire the necessary materials. The roll to produce Heroin is Intelligence plus Chemistry at a penalty of minus three (-3).

LSD

LSD: \$5.00/dose. LSD, or Lysergic acid diethylamide, is a potent hallucinogenic agent. Its doses are very small and are often delivered on blotting paper or in sugar cubes for easy ingestion; contact with mucous membranes is sufficient. It can also be injected, but this isn't common. Paraphernalia for LSD usage is generally the delivery agent; colorful stamps, tiny "button" candies, sugar cubes and the like.

LSD causes acute sensory hallucinations which override the user's actual perceptions to a great degree. The user will be at a penalty to all actions of minus four (-4), effectively having to react to things that they can not correctly sense. Any rolls on the Perception stat are made at minus six (-6), as their senses are effectively actively lying to them. More, while the user can at-

tempt to produce art, crafts, or even produce items under the influence of LSD, even a successful roll on these tasks will produce something that is unrecognizable. It may have been a BRILLIANT idea while on LSD, but it was produced while out of touch with reality.

A dose of LSD can take up to half an hour (30 M) to have its effect. The duration of the "trip" can last up to twelve hours (12 H), and MIGHT come and go during that time.

With each dose of LSD, the user must roll on their Will plus Toughness. Failing this roll leads to "bad trip," where the hallucinations are generally negative and extremely unpleasant. A critical failure on this roll results in the loss of one (1) point of Will to Psychological Trauma. LSD can show you things that you not only don't want to see, but never should have seen.

When one reaches the end of LSDs effects, the user can roll on Will plus Toughness again to retain some form of insight or enlightenment from their experience, good or bad. Succeeding this roll will allow the user to make one roll on Art, Construction, Fabrication, or Repair at a bonus of plus five (+5). It might apply to other skills where a moment of insight or inspiration could be a benefit; this is a good time to exercise "The Deal."

LSD is generally considered to be non-addictive, but habitual users come to rely on a certain release from reality and highly value its moments of inspiration. LSD has spiritual applications, as the insights given can easily be considered to come from a "higher consciousness." I'm not saying that the gods use LSD to deliver insight to some of their faithful, I'm just sayin' that the inspiration comes from somewhere.

LSD users come in a number of varieties depending on their relationship to their current "trip." They might be blissed out, following dust-motes, or curled up in the corner screaming. When off of the drug they are just as varied. Some have the appearance of deep meditation, others might be twitchy and looking for that point of Will that they just lost.

LSD is not difficult to produce. While initially extracted from Ergot, it's an inorganic chemical that can be produced in just about any lab. The cost to produce a dose of LSD is about two dollars (\$2.00) but it's generally produced in fairly large batches of fifty (50) or more. It requires one to make a Perception plus Streetwise roll at no penalty to acquire the necessary materials. The roll to produce Cocaine is Intelligence plus Chemistry at a penalty of minus one (-1). With the right compounds at hand, a decent high-school chemistry set can be utilized to make the stuff.

Meth

Methamphetamine: \$30.00/dose. Methamphetamine in its crystalline form, or Crystal Meth, is a very potent central nervous system stimulant. It is commonly taken by smoking, although it can also be injected or ingested. Common paraphernalia for the use of Meth includes glass pipes as well as syringes and needles.

Methamphetamine causes intense hyper-attenuation of the senses, hyperactivity, an increase in libido, and in males it inhibits ejaculation. Immediate benefits include one (1) additional action per turn at no penalty and a bonus of plus three (+3) on initiative. A person can accomplish roughly three times (3x) as much work while on Meth as normal, including Construction, Fabrication, and Repair tasks, although they are at a penalty of minus three (-3) to perform such tasks as they are overly-sensitive to tactile sensation. More, because of the inhibitory effects on ejaculation, a male on Methamphetamines experiences a bonus of plus six (+6!) to Stamina plus Seduction rolls to prolong sexual encounters. A single dose of Methamphetamine can take up to half an hour (30 M) to reach its peak effect, after which the effects last for about another hour (1 H). The duration of effect can be extended by administering another dose before the previous dose has lost its effect, leading to a potentially far greater duration. This practice, called "binging," is also extremely dangerous.

With each dose of Methamphetamine, the user must roll on their Stamina plus Toughness, at a penalty equal to the total number of doses taken in the past twelve hours (12 H). Failing this roll leads to cardiac arrest; at Zero Shrugs and minus ten (-10) to all actions from the pain of their heart stopping. Without medical attention (which could be simply anyone around them making a successful roll on Intelligence plus Medicine), they will be reduced to Unco within one minute (1 M), Dead within five minutes (5 M) and Dead as Hell within ten minutes (10 M). A critical failure on the Stamina plus Toughness roll results in immediate Death (State of Dead).

When one reaches the end of Meth's "beneficial" effects (should they survive), either from a single dose or a binge, they must roll against their Stamina plus Toughness at a penalty equal to the total number of doses taken in the past forty-eight hours (48 H). Failing this roll means that the user has acquired the Flaw of Addiction to Methamphetamine.

Also at the end of Cocaine's effect, the user will experience a period of severe lethargy, depression, and anti-motivation. They will be at a penalty of minus four

(-4) to all actions and will take four times (4x) as long to accomplish any task they attempt. These penalties last for three times (3x) as long as the user enjoyed the benefits of their dose or binge of Meth, making the binge even more shattering. The exhausted user will feel like nothing more than sleeping or acquiring more Methamphetamine.

Methamphetamine users tend to be very excitable and extremely twitchy. They experience euphoria, extreme mania, and a powerful analgesia that may make them ignore physical damage. They may develop a certain sense of superiority or super-human ability. All of these effects are reversed when the user comes down, including lethargy, depression, crushing low self-esteem, and suicidal thoughts and tendencies. Habitual Meth users may pick at their skin to the degree where they are covered in sores and scabs. There is also a condition known as "Meth mouth," primarily among intravenous users, where a combination of dry mouth, poor dental hygiene, and consumption of high-energy (high sugar) food stuffs and drinks leads to a rapid degeneration of dentition... their teeth rot in their mouth and fall out. Those who suffer from an addiction to Methamphetamine generally set a VERY low priority on hygiene, nutrition, or personal health.

Methamphetamine is moderately to produce. A creative chemist can find most of the components through innocuous purchases of mostly common household goods and over-the-counter medications. The cost to produce a dose of Cocaine is about sixty dollars (\$60.00). The roll to produce Methamphetamine is Intelligence plus Chemistry at a penalty of minus two (-2). A decent chemist can make it in their kitchen, or in a portable lab in the trunk of a car. Look out for those failures, though... ANY failure on a roll to produce Methamphetamine results in an explosion doing a Damage of twenty-five (25) to a radius of fifteen feet (15'), likely setting anything around that area on fire. There are no guarantees of safety with Meth at any point in production or use.

Rohypnol

Rohypnol: \$40.00/dose. Flunitrazepam, or Rohypnol, has a reputation as the "date rape drug." It is a potent sleep aid and hypnotic, and is used in some countries to treat insomnia and even as an anesthetic agent. It is taken orally, and is generally found in pill or tablet form. There is no commonly associated paraphernalia associated with Rohypnol use, although it may be found being used in conjunction with alcohol.

Rohypnol causes a loss of cognitive ability, resulting in a penalty of minus five (-5) to all actions. It induc-

es a strong drowsiness, and one under its influence may simply fall asleep. They may roll on Stamina plus Toughness at the penalty of minus five (-5) induced to all actions to stay awake, but the penalty will remain even if they succeed this roll. More, Rohypnol causes Anterograde Amnesia; from the time that the drug takes effect to the end of its duration, the user can not properly form the molecule chains associated with memory. They will be unable to remember anything that occurs around them, or to them, while under the influence. Even hypnosis or Psionic mind probes will be unable to find any of these memories as they are simply not being made. Taken in combination with alcohol, as Rohypnol commonly is, these effects are more severe. In this case, the user is at a penalty of minus six (-6) to all actions. It takes roughly half an hour (30 M) from the ingestion of Rohypnol for the drug to take effect, and the effects will generally last for between twelve and twenty-four hours (12 – 24 H).

Additional doses of Rohypnol, taken concurrently, will see their effects stack; i.e., two doses taken simultaneously, with alcohol, will lead to a general penalty of minus twelve ($6 + 6 = 12$).

Should the total penalty given by the Rohypnol exceed the total of the user's Stamina plus Toughness, the user must roll on their Stamina plus Toughness, at no penalty. Failing this roll leads to respiratory arrest; at Zero Shrugs AND Unco. Without medical attention from a properly equipped facility (a hospital emergency room would be ideal, while paramedics on the scene will be at a penalty of minus two [-2]), they will be reduced to Dead within five minutes (5 M) and Dead as Hell within ten minutes (10 M). A critical failure on the Stamina plus Toughness roll results in immediate Death (State of Dead). Rohypnol is not only associated with sexual assault, but is also commonly used in suicide.

When one reaches the end of Rohypnol's effects (should they survive), they must roll against their Stamina plus Toughness at a penalty equal to the total number of doses taken in the past twenty-four hours (24 H). Failing this roll means that the user has acquired the Flaw of Addiction to Rohypnol. They will be unable to fully achieve sleep without the drug.

Rohypnol users tend to be somewhat slower and somewhat "foggy," mentally. They are slow to offer resistance to, well, anything, and will often simply fall asleep. When not on Rohypnol, they will appear to be suffering from a "hangover" like state for several hours, then appear normal to all intents and purposes. There are reasons Rohypnol is still used as a sleep aid in some countries.

Flunitrazepam is not difficult to produce. It's an inorganic compound that can be manufactured in any decent chemistry lab. The cost to produce a dose of Cocaine is about twenty dollars (\$20.00), if one can make the Perception plus Streetwise roll at no penalty to acquire the necessary materials. The roll to produce Flunitrazepam is Intelligence plus Chemistry at a penalty of minus two (-2). Any corporate, educational, or medical lab should be sufficient to the task.

True

True: \$100.00/dose. True is a narcotic created by obscure, obscene arcane rituals. It is a gelatinous substance which can be ingested, smoked, injected intravenously, or just held against bare skin. Under its influence, the user gains astonishing insight into the true nature of the Universe and all Universes around it, and they gain the ability to endure tremendous amounts of Damage. Paraphernalia of the use of True includes ornate knives, dark-colored crystals, and intricately-carved bone spoons and bowls.

True metaphysically links the user to the Outside itself for a brief moment in eternity and fills them with a nigh-unendurable euphoria. While under its influence, the user has the Outsider Merit, and is at a penalty of minus four (-4) to resist any and all suggestions or coercion as their body is full of a abiding warmth. More, they gain the Outsider power of Outerphase, which allows them to halve ($\times 0.50$) ALL incoming Damage for the duration of effect. True takes twenty minutes (20 M) to take effect, and its effects last for twelve hours (12 H).

With each dose of True, the user must roll on their Will plus Toughness, at a penalty equal to the total number of doses taken in the past seventy-two hours (72 H). Failing this roll leads to the loss of one (1) point of Will to Psychological Trauma as the horrors now visible to the user consume their mind. A critical failure on the Stamina plus Toughness roll results in the user becoming fully Corrupted by the Outside; they take on the Outsider package and are now a thing of the Outside itself, an enemy to the Universe and all who dwell within it.

When a user reaches the end of Deep's effects, they must roll against their Will plus Toughness at a penalty equal to the total number of doses taken in the past twenty-four hours (24 H). Failing this roll means that the user has acquired the Flaw of Addiction to True.

True users acquire a far-away and somewhat wistful look. In some ways, they appear "shinier," and their skin takes on a constant moist sheen. They experience

mild euphoria and develop a certain sense of otherworldliness. When off the drug, they develop a tendency to question everything they can about the reality they find themselves in.

True is impossible to produce if one is not Of the Outside. It involves arcane rituals and abominations, summoning creatures from the Outside and "milking" them for the substances that must be refined to make this drug; there is no Earthly price that can be placed on this substance. It requires a summoning and a binding of an Outside creature, and then a roll on Intelligence plus Chemistry at a penalty of minus one (-1). It can be produced just about anywhere, once one has the raw substance of Universal abomination needed to make it.

Wonder

Wonder (Magical) : \$300.00/dose. Wonder is a magical potion that gives the user a brief taste of what it is to be a spellcaster. It comes in the form of an herbal preparation which is smoked. Paraphernalia for using Wonder comes in the form of long clay pipes and sticks of incense used both to light the herbs and to cover their scent.

Wonder infuses the user with a burst of magical energy, tingling their senses and opening their eyes to the arcane. They gain the Spell Slinger Merit, twenty (20) Risk, and they can cast the spells Ooh Sparkly and Sodrick's Lighter with a roll on their Intelligence plus three (+3). The herbs also induce a Euphoria which leaves them at a penalty of minus two (-2) to all rolls based on the Will statistic. Effects of Wonder kick in about half an hour (30 M) after smoking a dose, and last for roughly two hours (2 H).

Someone who is already a Spell Slinger when they smoke Wonder will gain forty (40) Risk and the use of Oooh Sparkly and Sodrick's Lighter at plus five (+5), as well as being at minus two (-2) to Will rolls due to Euphoria.

With each dose of Wonder, the user must roll on their Stamina plus Toughness, at a penalty equal to the total number of doses taken in the past twelve hours (12 H). Failing this roll leads to the loss of one (1) point of Will to Psychological Trauma as the narcotic exposes too much of the user's soul to the Arcane, too quickly. A critical failure on the Stamina plus Toughness roll results the loss of two (2) points of Will. On the other hand, if a user who did NOT have the Spell Slinger Merit before administration should make a Critical Success on this roll, they will spontaneously acquire the Spell Slinger Merit even without taking Wonder!

When a user that did NOT have the Spell Slinger Mer-

it before administration reaches the end of Wonder's beneficial effects, they must roll against their Stamina plus Toughness at a penalty equal to the total number of doses taken in the past twenty-four hours (24 H). Failing this roll means that the user has acquired the Flaw of Addiction to Wonder.

When a user that DID have the Spell Slinger Merit before administration reaches the end of Wonder's beneficial effects, they must roll against their Stamina plus Toughness at a penalty equal to the total number of doses taken in the past twelve hours (12 H). Failing this roll means that the user has acquired the Flaw of Addiction to Wonder.

Also at the end of Wonder's effect, the user will experience a period of depression and helplessness. There's a certain comfort in being able to alter reality through an action of will. A user who has the Spell Slinger Merit naturally will go out of their way to cast spells, often spells dealing with fire, during this period. They will be at a penalty of minus one (-1) to all rolls involving Perception... Magic is a powerful sense to possess and a terrible one to lose. This penalty lasts for twice (2x) as long as the user enjoyed the benefits of their dose of Wonder.

Wonder users sparkle. Things light on fire around them. They live in a playground where they can spontaneously sparkle AND light things on fire, and doing either one feels amazingly good to them. When not on Wonder, they tend to be nervous and shifty, and may seek to acquire arcane knowledge (even if they can't use it properly) or arm themselves to regain some sense of power.

Wonder is difficult to produce. It requires utilizing alchemical substances that some people refuse to believe in the existence of.. The cost to produce a dose of Wonder is about one hundred and fifty dollars (\$150.00) and that's IF one can make the Perception plus Lore: Magic roll at a penalty of minus four (-4) to acquire the necessary materials. The roll to produce Wonder is Intelligence plus Lore: Magic or Do Magic at a penalty of minus four (-4). This can be done just about anywhere, but having alchemical tools is an absolute must.



Final Thoughts

I may have run this scenario over a hundred times. I've had it run for me, I've run it for other people, and I've run it for myself in solo sessions. More often than not, when I make a new Player Character or Villain, I'll throw them into some variation of this particular scenario; it helps me to build a history for them as well as giving me an idea of how they handle under stress.

There's always "That One House."

Of course, when I'm running this with dice at the table, most of the information I'm using is being generated on the fly; I tend to run games with a lot of improvisation. That makes it easy to answer questions on the fly. "How many bad guys are there?" "What kind of weapons do they have?" "How many rooms are on the first floor?" "Is there gas in the kitchen?"

All of that improvisation does no one any good if they're reading it out of a book. The answers to all of those questions need to be in here, or at least information that they form a good set of guidelines for what the hell is here and what's going on.

I may have played Characters in this situation a hundred times, too. I've never done it the same way twice. A lot of the approach is based on the character that I'm

using; do I go in using Stealth, or do I try to convince people at the house that I'm there to party? Do I throw in a grenade and then start gunning down survivors as they flee? Can I accomplish a room-by-room sweep from bottom to top without getting shot too many times?

What happens if I cast Fireball?

This particular scenario is an elementary crucible for testing the mettle of Player Characters. It induces stress, provides a dangerous situation, and even offers innocent lives to see if the PCs are the kind of people who care enough to get them out of the house before it burns down. Oh, yes, on many occasions, the house burns down.

No matter what the planned campaign is, starting out with a scenario like this one provides a lot of information about the game world to the Players and a lot of information about the Player Characters to the Game Master. More, this situation is easily expandable to a larger, more sinister set of events.

This can start an entire campaign all on its own.

The House Bosses stack up pretty much by level of difficulty. There might be more than one House. Chem-

ical Joe is a relatively easy situation to deal with, but then, maybe, the PCs find out that he was being backed by Mama Pain. Maybe Mama Pain has Maneulo on speed dial for those times she needs a little extra convincing done.

Suddenly, there are six houses to deal with rather than one. There might be a larger organization backing the whole thing; it could be an operation by the Greater Cult to the Outside, or even other villainous organizations such as Omega Thule or the Hatchery. It would be a great way for the Parasol Corporation to field-test new pharmaceuticals; maybe they even arranged the financial glitch that keeps these houses available through their subsidiary, the Paratrim Mortgage Bank.

There are gangsters and magic users and cyborgs in that house. If those people manage to evade death and capture, they might be back. They could start other operations, or harass the "heroes" who broke up their drug house operation. Worse, maybe they have friends (with similar stats) who will want some revenge.

All that aside, another very telling bit of information for the Game Master comes in the form of what the Player Characters decide to do about the drugs in the house. Those are, for the most part, really illegal. They're being used to wreck people's lives and, in some cases, to convert them into operatives or practically mindless cultists.

They have very limited medical value, if any. They also represent a substantial amount of monetary resources if they can be sold off on the street.

Maybe a Player Character decides, with the abundance of the stuff laying around, it couldn't hurt to try some. They've got a really high Will stat and a few points in Toughness... what's the worst that could happen?

This book DOES include the Addiction Flaw for a reason.

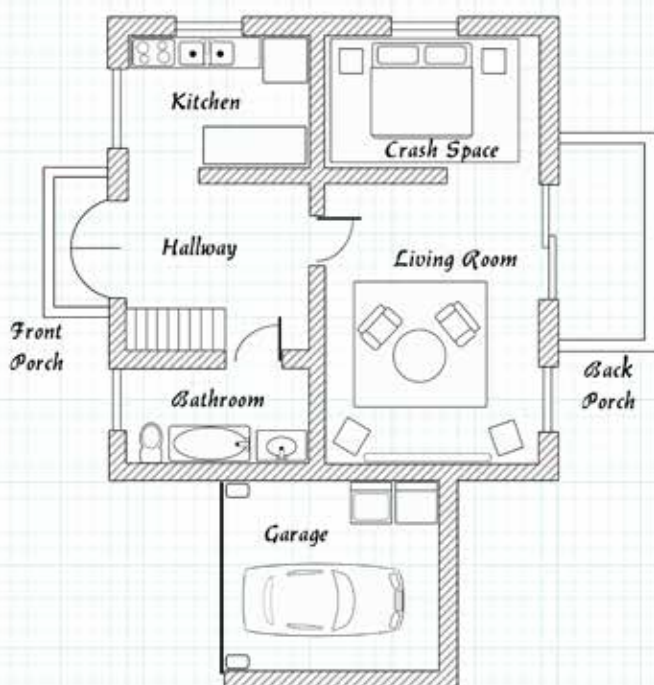
Danger. Moral quandaries. Personal challenges. Ethical concerns. Mutants with machine pistols. This One House presents all the ingredients needed to start a catastrophic chain of events that might elevate simple adventurers to the role of great heroes...or drop them to the role of desperate junkies. That, however, is up to them.

No matter how events at This One House turn out, feel free to visit us at

<http://www.thevictorysystem.com>

and let us know. We've been through this thing over a hundred times; it's your turn, now.

"This" House, Ground Floor



"This" House, Second Floor

